

# JAMES BOND 007™

# ON HER MAJESTY'S SECRET SERVICE

**FOUR SOLITAIRE**  
ROLE-PLAYING ADVENTURES

For play with the  
*James Bond 007 Game*



Victory Games Inc.  
**VICTORY GAMES, INC.,** New York, NY 10001  
 A Division of Monarch Avalon, Inc., Baltimore, MD 21214  
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For Ages 12 to Adult

# ON HER MAJESTY'S SECRET SERVICE

# Record Pad

3501577

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CHARACTER NAME \_\_\_\_\_ CHAPTER \_\_\_\_\_

## Weapon

Type	PM	S/R	Ammo	DC	Close	Long	Con	Jam	Draw	RL

## Wound Status Special Equipment

LW	MW	
HW	INC	

## Paragraph Trail

## Plot Codes

## Victory Points

## Notes

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**Paragraph Trail**

**Plot Codes**

**Victory Points**

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**Notes**

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## Paragraph Trail

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## Plot Codes

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## Victory Points

Notes

# On Her Majesty's Secret Service Counter Sheet Nr 1 (63 Pieces): Front

RANGE MARKERS

WOUND MARKERS

CLOSE 	CLOSE 	CLOSE 	CLOSE 	CLOSE 	CLOSE 	CLOSE 
MEDIUM 	MEDIUM 	MEDIUM 	MEDIUM 	MEDIUM 	MEDIUM 	MEDIUM 
LONG 	LONG 	LONG 	LONG 	LONG 	LONG 	LONG 
DISTANT 	DISTANT 	DISTANT 	EXTREME 	EXTREME 	EXTREME 	LIGHT WOUND 
LIGHT WOUND 	LIGHT WOUND 	LIGHT WOUND 	LIGHT WOUND 	MEDIUM WOUND 	MEDIUM WOUND 	MEDIUM WOUND 
MEDIUM WOUND 	MEDIUM WOUND 	HEAVY WOUND 	HEAVY WOUND 	HEAVY WOUND 	HEAVY WOUND 	HEAVY WOUND 
INCAPACITATED 	INCAPACITATED 	INCAPACITATED 	INCAPACITATED 	INCAPACITATED 	KILLED 	KILLED 
KILLED 	KILLED 	STUN 	STUN 	STUN 	STUN 	STUN 
COVER 	COVER 	COVER 	COVER 	COVER 	COVER 	COVER 

Action Number: 2

Danger Level

A B C D  
M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

LOWER DANGER LEVEL ONE BOX

Action Number: 2

Danger Level

A B C D  
M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 10

Danger Level

A B C D  
MZ M M MZ

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K P P

OBSTACLE

Action Number: 4

Danger Level

A B C D  
MZ M SS TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P SU K K

OBSTACLE

Action Number: 5

Danger Level

A B C D  
M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 4

Danger Level

A B C D  
MZ MZ M M

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K P P

OBSTACLE

Action Number: 7

Danger Level

A B C D  
MZ M SS TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

R SU SBR K

OBSTACLE

Action Number: 8

Danger Level

A B C D  
R R MF SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SU SBK R K

OPPORTUNITY

Action Number: 2

Danger Level

A B C D  
MZ MF MZ SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

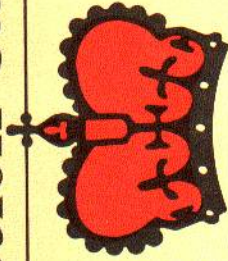
SBR K K P

OPPORTUNITY



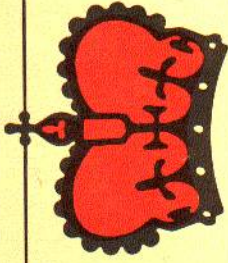
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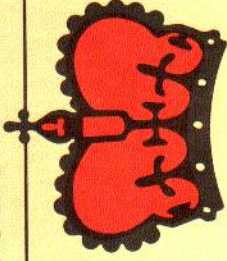
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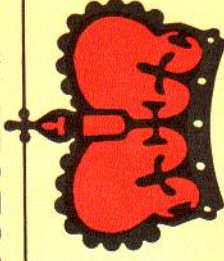
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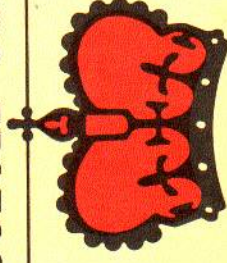
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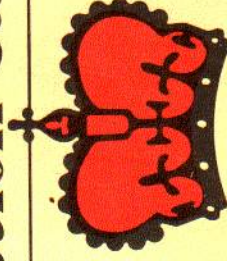
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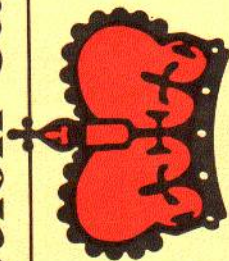
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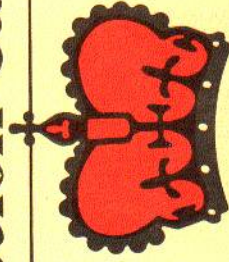
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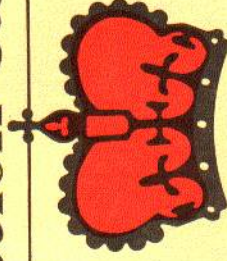
Action Card

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Action Card

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Action Number: 10

Danger Level

A B C D

M TB TB TB

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 1

Danger Level

A B C D

SS SS TB TB

HAND-TO-HAND  
COMBAT

P P SBK SBK

LOWER DANGER LEVEL ONE BOX

Action Number: 6

Danger Level

A B C D

TB F ACF F

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K SBK SBR

Action Number: 1

Danger Level

A B C D

M SS TB TB

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 10

Danger Level

A B C D

M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

LOWER DANGER LEVEL ONE BOX

Action Number: 5

Danger Level

A B C D

MZ M SS TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K SBK SBT

OBSTACLE

Action Number: 6

Danger Level

A B C D

MF MZ M SS

FIRE  
COMBAT

K K P P

HAND-TO-HAND  
COMBAT

OBSTACLE

Action Number: 10

Danger Level

A B C D

F F ACF ACF

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P SBR SBK

Action Number: 7

Danger Level

A B C D

SU MF MF TB

FIRE  
COMBAT

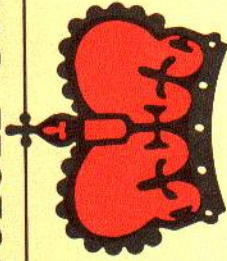
HAND-TO-HAND  
COMBAT

SBT K K P

OPPORTUNITY

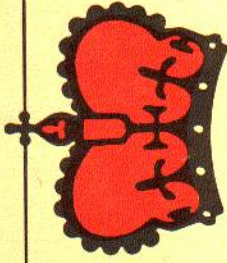
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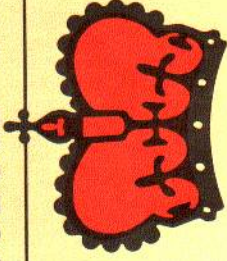
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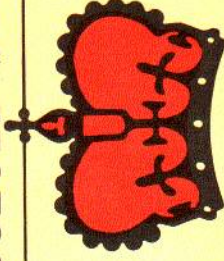
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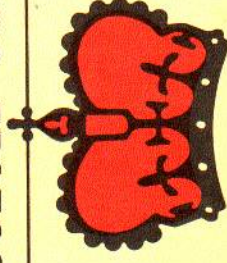
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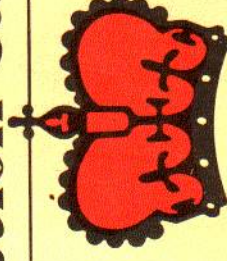
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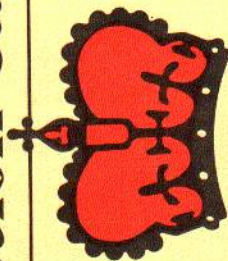
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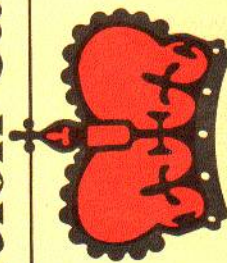
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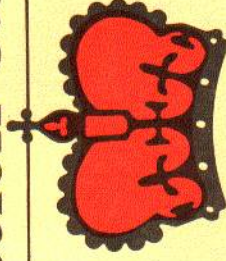
Action Card

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Action Card

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Action Number: 9

Danger Level

A B C D  
R R MF SS

FIRE  
COMBAT

SU SBK K K

HAND-TO-HAND  
COMBAT

OPPORTUNITY

Action Number: 4

Danger Level

A B C D  
MZ M SS TB

FIRE  
COMBAT

K R P P

HAND-TO-HAND  
COMBAT

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3501573

Action Number: 5

Danger Level

A B C D  
F F ACF ASS

FIRE  
COMBAT

P P P SBR

HAND-TO-HAND  
COMBAT

Action Number: 9

Danger Level

A B C D  
R MZ MF SS

FIRE  
COMBAT

R SBK P K

HAND-TO-HAND  
COMBAT

OPPORTUNITY

Action Number: 5

Danger Level

A B C D  
F F ASS ACF

FIRE  
COMBAT

R SBR P K

HAND-TO-HAND  
COMBAT

Action Number: 2

Danger Level

A B C D  
F F ASS ACF

FIRE  
COMBAT

P P P SBR

HAND-TO-HAND  
COMBAT

Action Number: 1

Danger Level

A B C D  
MF M SS TB

FIRE  
COMBAT

K K SBK SBT

HAND-TO-HAND  
COMBAT

OBSTACLE

Action Number: 5

Danger Level

A B C D  
SU MF MF TB

FIRE  
COMBAT

SBT K K P

HAND-TO-HAND  
COMBAT

OPPORTUNITY

Action Number: 9

Danger Level

A B C D  
F F ASS ACF

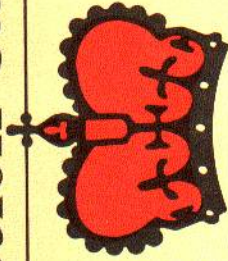
FIRE  
COMBAT

P P SBR SBK

HAND-TO-HAND  
COMBAT

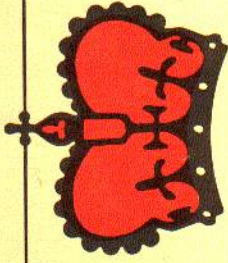
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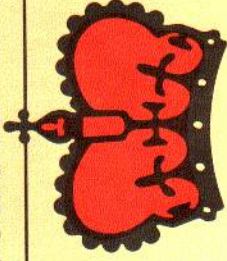
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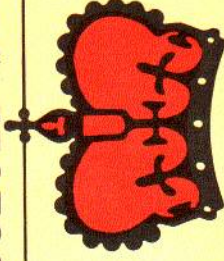
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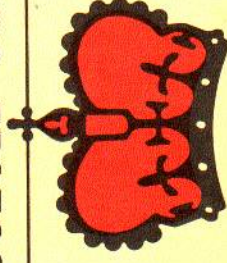
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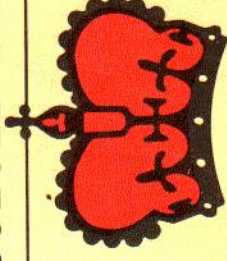
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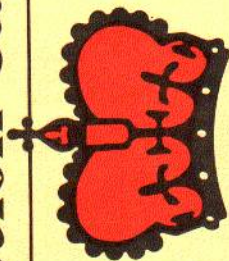
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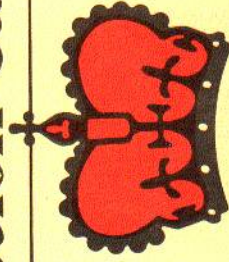
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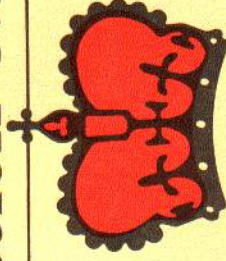
Action Card

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Action Card

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Action Number: 8

Danger Level

A B C D  
F F ACF ACF

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P SBR SBK

Action Number: 3

Danger Level

A B C D  
SS TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

Action Number: 2

Danger Level

A B C D  
MZ MZ M M

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K P P

OBSTACLE

Action Number: 6

Danger Level

A B C D  
MF MZ M SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SBK K P P

Action Number: 10

Danger Level

A B C D  
R R MF SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SU SBK R K

OBSTACLE

OPPORTUNITY

Action Number: 6

Danger Level

A B C D  
R SU MF TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SU SBK K K

Action Number: 8

Danger Level

A B C D  
M M SS TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

R SBR P K

Action Number: 1

Danger Level

A B C D  
TB SS TB ACF

FIRE  
COMBAT

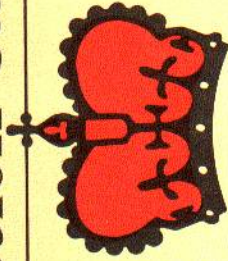
HAND-TO-HAND  
COMBAT

P P SBK SBK

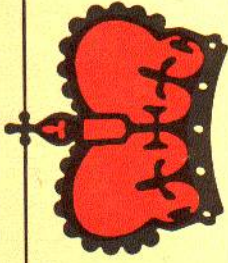
OPPORTUNITY

RAISE DANGER LEVEL ONE BOX

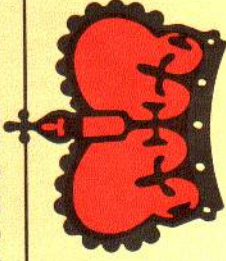
Action Card



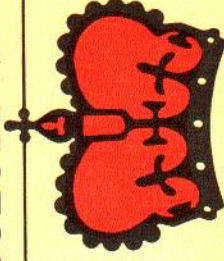
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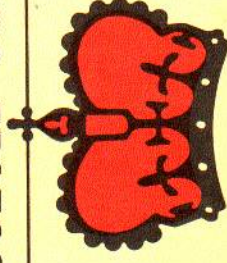
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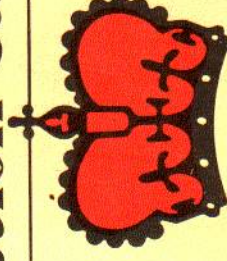
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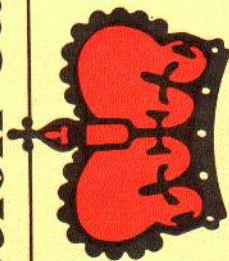
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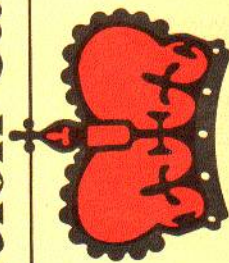
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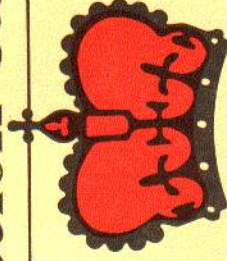
Action Card



Action Card



Action Card



Action Number: 7

Danger Level

A B C D  
R SU MF TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SBK SBK K K

OPPORTUNITY

Action Number: 4

Danger Level

A B C D  
F F ASS ASS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBR

Action Number: 3

Danger Level

A B C D  
F F ACF ACF

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P SBT SBK

Action Number: 8

Danger Level

A B C D  
M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 3

Danger Level

A B C D  
R R MF SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SU SBK K K

OPPORTUNITY

Action Number: 9

Danger Level

A B C D  
M TB TB TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P P P SBK

RAISE DANGER LEVEL ONE BOX

Action Number: 4

Danger Level

A B C D  
TB F F F

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K SBK SBR

Action Number: 5

Danger Level

A B C D  
SU MF MF TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SBR K K P

OPPORTUNITY

Action Number: 6

Danger Level

A B C D  
F F ACF ASS

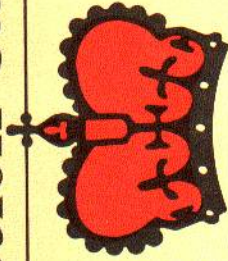
FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

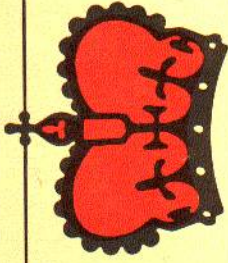
K K SBK SBT



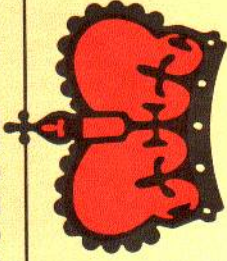
Action Card



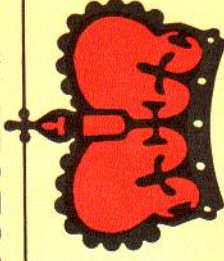
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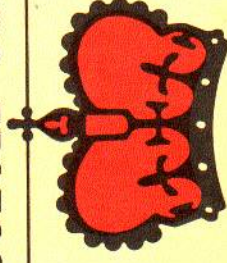
Action Card



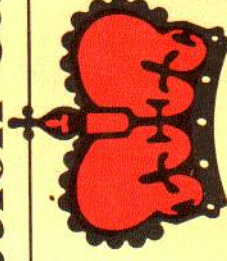
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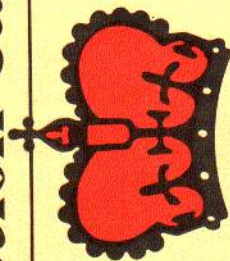
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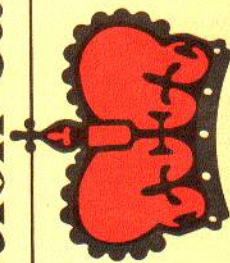
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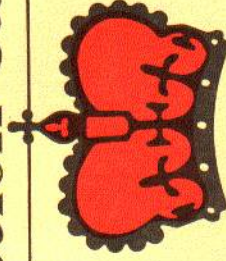
Action Card



Action Card



Action Card



Action Number: 7

Danger Level

A B C D  
ASS F ASS ACF

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

K K SBK SBR

Action Number: 3

Danger Level

A B C D  
MF MF MZ SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

SBK K P P

OPPORTUNITY

Action Number: 8

Danger Level

A B C D  
MZ M SS TB

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

P R K K

Action Number: 1

Danger Level

A B C D  
MF MZ M SS

FIRE  
COMBAT

HAND-TO-HAND  
COMBAT

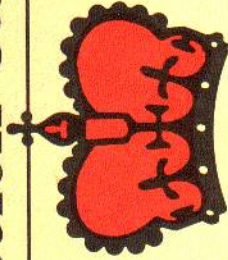
SBK K P P

OBSTACLE

OBSTACLE

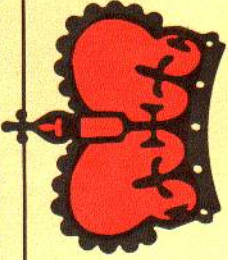
Action Card

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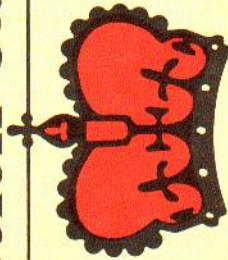
Action Card

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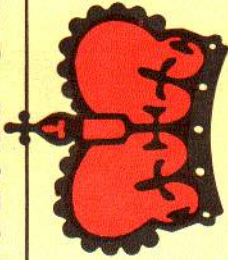
Action Card

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Action Card

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**WIL: 8 PER: 9 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 11 EVASION: 8  
HAND-TO-HAND COMBAT: 10 DRIVING: 10  
BOATING: 13

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 2  
WEAPON: Smith & Wesson .38, Knife

**WIL: 11 PER: 12 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 17 EVASION: 18  
HAND-TO-HAND COMBAT: 20 DRIVING: 13  
BOATING: 14

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 3  
WEAPON: Keckler & Koch VP-70, Knife

**WIL: 15 PER: 14 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 28 EVASION: 18  
HAND-TO-HAND COMBAT: 25 DRIVING: 19  
BOATING: 19

**HAND-TO-HAND DAMAGE CLASS: C**

SPEED: 3  
WEAPON: Smith & Wesson .38

**WIL: 5 PER: 6 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 13 EVASION: 10  
HAND-TO-HAND COMBAT: 14 DRIVING: 13  
BOATING: 9

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 1  
WEAPON: Smith & Wesson .38

**WIL: 9 PER: 8**

**PRIMARY CHANCES**

FIRE COMBAT: 17 EVASION: 11  
HAND-TO-HAND COMBAT: 15 DRIVING: 13  
BOATING: 14

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 2  
WEAPON: Smith & Wesson .38, Knife

**WIL: 9 PER: 9**

**PRIMARY CHANCES**

FIRE COMBAT: 18 EVASION: 15  
HAND-TO-HAND COMBAT: 20 DRIVING: 17  
BOATING: 19

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 2  
WEAPON: Browning HP, Knife

**WIL: 8 PER: 6**

**PRIMARY CHANCES**

FIRE COMBAT: 10 EVASION: 8  
HAND-TO-HAND COMBAT: 16 DRIVING: 12  
BOATING: 11

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 1  
WEAPON: Browning HP

**WIL: 8 PER: 10**

**PRIMARY CHANCES**

FIRE COMBAT: 10 EVASION: 13  
HAND-TO-HAND COMBAT: 12 DRIVING: 10  
BOATING: 13

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 2  
WEAPON: Smith & Wesson .38

**WIL: 8 PER: 12 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 10 EVASION: 8  
HAND-TO-HAND COMBAT: 12 DRIVING: 12  
BOATING: 17

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 2  
WEAPON: Smith & Wesson .38, Knife

**WIL: 5 PER: 4 ★**

**PRIMARY CHANCES**

FIRE COMBAT: 8 EVASION: 14  
HAND-TO-HAND COMBAT: 8 DRIVING: 6  
BOATING: 13

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 1  
WEAPON: Walther PPK

**WIL: 6 PER: 7**

**PRIMARY CHANCES**

FIRE COMBAT: 18 EVASION: 18  
HAND-TO-HAND COMBAT: 12 DRIVING: 14  
BOATING: 18

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 2  
WEAPON: Browning HP

**WIL: 9 PER: 10**

**PRIMARY CHANCES**

FIRE COMBAT: 17 EVASION: 14  
HAND-TO-HAND COMBAT: 13 DRIVING: 16  
BOATING: 10

**HAND-TO-HAND DAMAGE CLASS: A**

SPEED: 2  
WEAPON: Smith & Wesson .38, Knife

**WIL: 6 PER: 8**

**PRIMARY CHANCES**

FIRE COMBAT: 17 EVASION: 14  
HAND-TO-HAND COMBAT: 11 DRIVING: 17  
BOATING: 14

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 2  
WEAPON: Walther PPK

**WIL: 4 PER: 11**

**PRIMARY CHANCES**

FIRE COMBAT: 12 EVASION: 10  
HAND-TO-HAND COMBAT: 12 DRIVING: 15  
BOATING: 13

**HAND-TO-HAND DAMAGE CLASS: B**

SPEED: 1  
WEAPON: Browning HP



**WIL: 9 PER: 6 ★**

PRIMARY CHANCES

FIRE COMBAT: 15 EVASION: 10  
HAND-TO-HAND COMBAT: 12  
DRIVING: 9  
BOATING: 14

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 1

WEAPON: Walther PPK

**WIL: 7 PER: 5**

PRIMARY CHANCES

FIRE COMBAT: 6 EVASION: 12  
HAND-TO-HAND COMBAT: 7  
DRIVING: 6  
BOATING: 7

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 1

WEAPON: Heckler & Koch VP-70

**WIL: 8 PER: 13 ★**

PRIMARY CHANCES

FIRE COMBAT: 23 EVASION: 16  
HAND-TO-HAND COMBAT: 17  
DRIVING: 27  
BOATING: 27

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 3

WEAPON: Smith & Wesson .38

**WIL: 4 PER: 11**

PRIMARY CHANCES

FIRE COMBAT: 9 EVASION: 12  
HAND-TO-HAND COMBAT: 12  
DRIVING: 16  
BOATING: 15

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 1

WEAPON: Smith & Wesson .38, Knife

**WIL: 11 PER: 9**

PRIMARY CHANCES

FIRE COMBAT: 14 EVASION: 10  
HAND-TO-HAND COMBAT: 19  
DRIVING: 16  
BOATING: 18

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 2

WEAPON: Luger

**WIL: 9 PER: 14**

PRIMARY CHANCES

FIRE COMBAT: 19 EVASION: 15  
HAND-TO-HAND COMBAT: 19  
DRIVING: 20  
BOATING: 21

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 2

WEAPON: Smith & Wesson .38

**WIL: 8 PER: 6**

PRIMARY CHANCES

FIRE COMBAT: 13 EVASION: 16  
HAND-TO-HAND COMBAT: 15  
DRIVING: 8  
BOATING: 12

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 1\*

WEAPON: Walther PPK, Knife

**WIL: 13 PER: 10★**

PRIMARY CHANCES

FIRE COMBAT: 18 EVASION: 19  
HAND-TO-HAND COMBAT: 24  
DRIVING: 21  
BOATING: 15

HAND-TO-HAND DAMAGE CLASS: C

SPEED: 2

WEAPON: Luger

**WIL: 10 PER: 11★**

PRIMARY CHANCES

FIRE COMBAT: 12 EVASION: 15  
HAND-TO-HAND COMBAT: 16  
DRIVING: 14  
BOATING: 12

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 2

WEAPON: Luger, Knife

**WIL: 5 PER: 4 ★**

PRIMARY CHANCES

FIRE COMBAT: 6 EVASION: 12  
HAND-TO-HAND COMBAT: 9  
DRIVING: 12  
BOATING: 11

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 1

WEAPON: Smith & Wesson .38

**WIL: 7 PER: 8 ★**

PRIMARY CHANCES

FIRE COMBAT: 12 EVASION: 11  
HAND-TO-HAND COMBAT: 14  
DRIVING: 13  
BOATING: 9

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 2

WEAPON: Luger, Knife

**WIL: 8 PER: 9**

PRIMARY CHANCES

FIRE COMBAT: 14 EVASION: 10  
HAND-TO-HAND COMBAT: 10  
DRIVING: 11  
BOATING: 17

HAND-TO-HAND DAMAGE CLASS: A

SPEED: 2

WEAPON: Luger

**WIL: 11 PER: 10**

PRIMARY CHANCES

FIRE COMBAT: 11 EVASION: 19  
HAND-TO-HAND COMBAT: 18  
DRIVING: 16  
BOATING: 18

HAND-TO-HAND DAMAGE CLASS: B

SPEED: 2

WEAPON: Smith & Wesson .38

**WIL: 15 PER: 6**

PRIMARY CHANCES

FIRE COMBAT: 8 EVASION: 12  
HAND-TO-HAND COMBAT: 19  
DRIVING: 10  
BOATING: 11

HAND-TO-HAND DAMAGE CLASS: C

SPEED: 1

WEAPON: Luger, Knife



## Special NPC Vehicles

	PM	RED	CRUS	MAX	RGE	FCE	STR
TRACY'S MASERATI	+2	2	80	160	250	2	6
BUNT'S MERCEDES	-1	5	60	100	475	2	6
NAKAHARA'S PORSCHE	+2	3	100	146	360	2	7

# JAMES BOND 007™

PLAYMAT

3501575

## NPC Chase Maneuver Table

### NPC PURSUING

CHASE RANGE	ACTION NUMBER						CHANCE OF NPC FIRING
	1-5	6	7	8	9	10	
<b>Close</b>	PURSUE/ FLEE	PURSUE/ FLEE	FORCE	FORCE	FORCE	FORCE	80%
<b>Medium</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	60%
<b>Long</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	40%
<b>Distant</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	
<b>Extreme</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	

### NPC FLEEING

CHASE RANGE	ACTION NUMBER						CHANCE OF NPC FIRING
	1-5	6	7	8	9	10	
<b>Close</b>	PURSUE/ FLEE	PURSUE/ FLEE	DOUBLE BACK	DOUBLE BACK	FORCE	FORCE	60%
<b>Medium</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	DOUBLE BACK	DOUBLE BACK	DOUBLE BACK	40%
<b>Long</b>	PURSUE/ FLEE	PURSUE/ FLEE	QUICK TURN	QUICK TURN	QUICK TURN	QUICK TURN	20%
<b>Distant</b>	PURSUE/ FLEE	QUICK TURN	QUICK TURN	QUICK TURN	QUICK TURN	QUICK TURN	
<b>Extreme</b>	PURSUE/ FLEE	PURSUE/ FLEE	PURSUE/ FLEE	QUICK TURN	QUICK TURN	QUICK TURN	

#### Modifiers to Chance of NPC Firing

DRIVER NPC IS IN DANGER LEVEL BOX A: -10%  
DRIVER NPC IS IN DANGER LEVEL BOX B: 0

DRIVER NPC IS IN DANGER LEVEL BOX C: +10%  
DRIVER NPC IS IN DANGER LEVEL BOX D: +20%

### DANGER LEVEL BOX C

### DANGER LEVEL BOX D

+1 EASE FACTOR MODIFIER TO ALL NPC COMBAT AND CHASE ACTIONS.

Anytime you defeat or escape from an NPC who is in Box D, you may draw 1 Action Card for your hand.



## Bidding Table for Chases

CHASE DANGER LEVEL

YOUR BID:	A	B	C	D
6	90	100	100	100
5	70	80	90	100
4	40	50	60	70
3	20	30	40	50
2	0	10	20	30
1	—	0	0	10

### Modifiers to Bidding Die Roll

All modifiers are cumulative.

- 20: NPC Driver Card in Danger Level Box D
- 10: NPC Driver Card in Danger Level Box C
- 10: Successful combat result by opponent against you
- 0: NPC Driver Card in Danger Level Box B
- +10: NPC Driver Card in Danger Level Box A
- +10: Opponent bids under Redline of vehicle
- +15: Successful combat result by yourself against opponent

### BASE NUMBER BOX

### DANGER LEVEL BOX A

### DANGER LEVEL BOX B

# ON HER MAJESTY'S SECRET SERVICE



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### Action Card Abbreviations

*Note: If an NPC cannot execute the maneuver given on the card (for example, he is prone and draws a Kick Attack), he does nothing that Action Round.*

### HAND-TO-HAND COMBAT ACTIONS

- P: Punch
- K: Kick
- SBK: Specific Blow to Knockout
- SBR: Specific Blow to Restrain
- SBT: Specific Blow to Trip
- SU: Surrenders
- R: Runs Away

*Note: If an NPC has been Tripped by you and has fallen, any Specific Blow will always be a Rise.*

### FIRE COMBAT ACTIONS

- F: Normal Fire
- TB: Take a Beat; fire next round
- SS: Specific Shot to disarm
- M: Normal Move this turn to Cover unless already in cover, otherwise Normal Fire
- MZ: Zig-Zag Move this turn to Cover unless already in cover, otherwise, Normal Fire
- ASS: Single Shot, if using Automatic weapon; if not, Normal Fire
- ASF: Spray Fire at you & Ally, if using Automatic weapon; if not, Normal Fire
- ACF: Continuous Fire at you, if using Automatic weapon; if not, Normal Fire
- SU: Surrenders
- R: Runs Away

# Rules and Briefing Booklet



**VICTORY GAMES, INC., New York, NY 10001**  
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# ON HER MAJESTY'S SECRET SERVICE

A Solitaire Adventure for the James Bond 007 Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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# Introduction

*On Her Majesty's Secret Service* is a solitaire game. The *James Bond 007* game is usually played with a Gamesmaster who creates and referees the adventure for the players. This game uses a system of playing cards, programmed paragraphs, a Playmat, and the basic game book in place of the Gamesmaster.

There are 2 booklets in this game. This one and the Paragraph book. This booklet contains the rules necessary to play the *James Bond 007* game without a Gamesmaster and a set of Briefing Paragraphs. The Paragraph book contains four adventures arranged as a Prologue and three Chapters.

There are two sets of cards needed to play the game solitaire. NPC Cards represent Non-Player Characters your character will meet during the Adventure. Action Cards are used to regulate the play of combat and of chases, as well as serving as a randomizing element through the whole Adventure.

The Playmat is simply a sheet used to assist the play

of the cards and to keep certain information in front of you for easy reference. A set of markers which are used to help you remember what is happening in combat and in chases are included.

To play *On Her Majesty's Secret Service*, read through these rules and have a copy of the *James Bond 007* basic game book handy. You may play the role of James Bond (the Adventure is designed for that) or you may play a Character of your own creation, either a Rookie, an Agent, or a "00". If you wish to play your own Character, you must create him before the Adventure begins using the rules for Character generation in the Basic Game Manual.

**Note:** *Since this is a Bond adventure and written with him in mind, there a few times when player running female agents may find themselves in a bit of strange interaction with NPCs or asked to impersonate male NPCs. By using your imagination and changing the gender of the particular NPCs involved, the adventure can continue smoothly.*

## Components

### PARAGRAPHS

The Adventure Paragraphs are the heart of the Adventure. They describe what is happening to your character, where he is, with whom he is interacting, and what choices are available to him. They are the meat of the story.

Unlike a regular novel, however, these Paragraphs are mixed up so that you cannot read a story line from front to back. **You should not attempt to read the paragraphs in numerical order.** To do so would not make sense and could spoil the fun of the Adventure.

The Paragraphs are "programmed" to introduce the story to you a piece at a time, leaving much unknown until you discover it through your character's own actions and choices. The Adventure is interactive, meaning that your decisions on behalf of your character will affect the outcome of the Adventure.

*On Her Majesty's Secret Service* is actually four adventures, the Prologue and three Chapters. The adventures can be played individually or linked together to make a campaign.

Each Paragraph has a letter and a number. The letter tells to which adventure the paragraph belongs: P for Prologue, A for Chapter One, and so forth.

The number identifies the Paragraph within the Chapter or Prologue. Thus Paragraph "B023" is the twenty-third paragraph in Chapter Two. However, the next Paragraph in the story line will not be "B024." Each Paragraph will list, in bold-face type and usually at the bottom, the number of the next Paragraph to which you must turn to stay within the flow of the story.

Sometimes a Paragraph will list more than one number, either because there are several consequences to the actions of that Paragraph or because you are being given a choice of what you want to do. Each Paragraph will present you and your character with a decision to make or an action to take.

Thus, Paragraph B023 might say: "If you succeed with your Skill roll, **go to B046**; if you fail, **go to B122**." What your character decides or how well he succeeds will determine where in the booklet you go next.

Do not read any paragraph until you are so directed. To do so, you risk spoiling the game for yourself.

**Plot Codes:** Certain Paragraphs will assign you an Plot Code, such as P2 or C5. Be sure to record these codes for future reference since often the codes you have been assigned that determine the Paragraph to which you will go next. They may also have an effect when you advance to a new chapter.

### NPC CARDS

NPC Cards simply represent a set of skills which an NPC with whom you are interacting will have. Not all the skills available in the *James Bond 007* game are represented. The cards list only those actually used by NPCs in the *On Her Majesty's Secret Service* game. Most NPCs will be opponents, guards or thugs who will fight you or chase you. Thus the skills represent those needed for combat or for using vehicles. Your Character, however, will need to use almost all the Skills available in the game.

There are two kinds of NPCs, Major and Minor. The Major NPCs are characters represented in the basic game book, such as the personnel of TAROT or Anya Amasova. To determine their characteristics and skills when needed, simply look them up. The Minor NPCs are everyone else, mostly guards; to determine their characteristics and skills, simply draw an NPC card. When that character has finished his or her moment upon the stage, put the card back in the NPC deck.

As with the Action Cards, you may reshuffle the cards during play. The more often you reshuffle the cards, the more random the choice and the more variation in game play.

## THE PLAYMAT

The Playmat is simply a convenience for the player. It has four Danger Level Boxes labeled A, B, C, and D and a Base Number Box. These boxes are used in a variety of ways throughout the Adventure as places to play Action Cards or to place NPC cards. The use of the Boxes is explained either by a particular Paragraph or in the Combat and Chase rules.

The Playmat is vital to the game since it contains the Chase Bidding and Maneuver Tables, explanations of the abbreviations on the NPC and Action Cards, and Attributes for Special NPCs' Vehicles.

## MARKERS

63 markers are provided to help remind you of important information during combat or chases. These include:

- 7 Close Range Markers
- 7 Medium Range Markers
- 7 Long Range Markers
- 3 Distant Range Markers
- 3 Extreme Range Markers
- 7 Cover Markers
- 5 Stun Markers
- 5 Light Wound Markers
- 5 Medium Wound Markers
- 5 Heavy Wound Markers
- 5 Incapacitated Markers
- 4 Killed Markers

The use of the markers is explained in the Combat and Chase sections.

## WINNING THE GAME

You win the game if your character lives through the Adventure and defeats the Major Villain's plot. He also gains Victory Points so you can measure how well your character did compared with one who fulfilled every condition. Further information about Victory Points are given in the Briefing Paragraphs.

# Combat

There are two combat systems. Regular Combat uses the rules from the basic game book. Quick Combat abstracts those rules for a much faster resolution of combat between the character and a large number of NPCs so as to not impede the flow of your game. However, the Quick Combat system does not give you the number of choices of action as the regular system.

## TO PREPARE FOR COMBAT

The following steps are followed whether you are using Regular or Quick Combat:

**1) Count up how many opponents on each side:** Usually, the Paragraph will give you this information, along with the Range between the Character and his opponents. The number of the opponents is either specified in the Paragraph or suggested as a die roll of "1D3". This means you roll a six-sided die and divide the result by 2, rounding fractions up, to get a number from 1 to 3. From time to time, you may have an Ally this is an NPC that fights on your side. If so, you play that Ally exactly as if he or she were your Character, deciding what he or she will do in combat, taking shots, taking wounds, and so forth.

**2) Determine the Characteristics of each opponent and ally:** If this information is not given in the Paragraph, draw an NPC Card for each opponent. If the opponent is a Major

NPC, look up his or her characteristics in the basic game book.

**3) Find the Danger Level of each opponent:** This is the determination of the NPC to do your Character harm and is represented by the lettered boxes on the Playmat into which the NPC Cards go.

Unless specified otherwise by the Paragraph, the box letter always corresponds to the letter in the Paragraph Number. All NPCs in the Prologue or in Chapter 1 start in Box A, all in Chapter 2 in Box B, and all in Chapter 3 in Box C. However, certain NPCs have a Bonus Mark of a Star (★) on their cards; these NPCs are especially dangerous and begin the combat one Danger Level or Box higher than otherwise.

**Note:** *The Danger Level represents the danger to your Character. Box D gives an Ease Factor modifier in favor of the NPC as indicated on the Playmat.*

**4) Select whether the combat is Fire Combat or Hand-to-Hand:** This information is usually given in the Paragraphs. If not, you may choose how you wish the combat to start given the situation in which your Character finds himself.

**5) Determine NPC weapons:** If not otherwise given in the Paragraph, the weapon the NPC will use is listed on his NPC card. Cards that list "Knife" means the NPC will use a knife in Hand-to-Hand combat.

## QUICK COMBAT

If you have chosen to enter Quick Combat, then do the following after you have prepared.

**1) Find the Tactical Rating:** Roll 1D6 and add the number of opponents. Divide the result by 2, rounding fractions down. The result is the Tactical Rating of the combat. Choose whether you will use Fire or Hand-to-Hand Combat. If you choose Hand-to-Hand Combat, add 1 to the Tactical Rating.

**2) Pick an Ease Factor:** Pick the Ease Factor for your Skill roll. Jot down this number.

**3) Make your Combat Skill roll:** Add your Quality Result of this Skill roll, the Tactical Rating and your chosen Ease Factor together. The result is the Combat Resolution Number.

**4) Assess the damage done to the enemy:** If the Combat Resolution Number is 10 or less, you have defeated all your opponents. If it is 11 or 12, you have defeated one-half of your opponents, rounding fractions down. If it is greater than 12, none of your opponents are defeated.

**5) See if you are wounded:** Roll 1D10 and add it to the Combat Resolution Number. Subtract 10 from the result.

If this result is 5 or less, you are unharmed.

If it is 6 or 7 you are stunned. If you used Fire Combat, make an Ease Factor 8 Willpower Roll; if you used Hand-to-Hand Combat, make an Ease Factor 8 Strength Roll. If you fail this roll, you are captured. Otherwise, there is no effect to being stunned.

If the result is 8, you receive a Light Wound; if 9 or 10, you receive a Medium Wound. If it is 11, you receive a Heavy Wound; if it is 12, you are incapacitated and captured. If it is 13 or higher, you are killed.

**6) Anybody left?:** If any opponents remain, go back to Step 1 to continue the combat. Any wounds you have do not affect the Ease Factor you pick but do affect the Tactical Rating. If you have received a Light Wound, add 1 to their Tactical Rating. If you have a Medium Wound, add 2, and add 3 for a Heavy Wound.

Any of these Combat Rules may be modified by specific instructions within a Paragraph. Always follow the Paragraph Instructions.

## Chases

Certain Paragraphs will instigate chases. All solitaire chases are subject to the Chase rules set down in the basic game book. Use the following system to simulate the bidding system for chases.

### PREPARING FOR A CHASE

**1) Determine Range:** If the beginning Range is not stated in the Paragraph, you should determine it by rolling on the Range Table in the basic game book. You can keep track of the Range by placing the appropriate Distance Marker on the NPC Card.

**2) Set the Danger Level:** The Danger Level for Chases is found in the same way as in Combat (Level A for Prologue or Chapter One, and so forth).

**3) Find out the NPC's Driving Primary Chance:** Drawing an NPC card for each NPC vehicle in the chase and use the Primary Chance listed on the card. Unless specified otherwise in a Paragraph, all NPCs drive Chevrolet Caprice Classics.

**Note:** *If you wish you may choose another vehicle out of the Q Manual for the NPCs.*

### THE BIDDING

To play out the Bidding sequence, you use the NPC Bidding Table according to the following steps.

**1) Make a bid:** Since you are the player, you will always make the first bid.

**2) Find out if the NPC will bid lower:** After you make your first bid, cross-reference your bid on the Bidding Table with the Chase Danger Level. This will give you the percentage chance that the NPC will bid lower than

you. A dash (—) means your opponent will not bid any lower and you automatically win the bid.

Roll D100 and consult the Chase Modifiers Table. If the final result is equal to or lower than the percentage given on the Bidding Table, then your opponent will bid the next lower Ease Factor. If the result is higher, then you win the bid.

**Note:** *Your opponent will always underbid you if your bid is 7.*

**3) Continue bidding:** If your opponent has underbid you and you wish to continue bidding, return to step 1 and continue the sequence until one of you wins the bid.

### THE CHASE

**1) Who goes first:** If the NPCs win the bid, they will go first if the range is Close. Otherwise they will choose to go Last. If you win the bid, of course, you decide who goes first.

**2) Choose Maneuvers:** To determine the NPCs maneuver, draw an Action Card and compare the Action Number to the NPC Maneuver Table on the Playmat. If the NPCs go last in the declaration, you must choose your maneuver before determining that of the NPCs. If there are several NPC vehicles pursuing you, they will all perform the same maneuver.

**Note:** *If the NPC is pursuing you and the range is greater than Close, no roll is necessary; the NPCs will always choose Pursue/Flee.*

**3) Roll against skills:** Once the maneuvers have been selected and declared, roll to see who succeeded, how well, and if there were any mishaps according to the rules

set down for Chases in the *James Bond 007* basic game book. If you are still being pursued or are still pursuing, go back to the bidding and repeat the whole procedure.

## SPECIAL MANEUVERS

In order to make the chases more of a challenge and enhance playability, the following restrictions are placed on your choices.

**Trick Maneuvers:** You can only choose to perform a Trick Maneuver when you can play an "Opportunity" Action Card from your hand or one is turned over to determine the NPC Maneuver. The results of the Trick Maneuver are up to you.

**Obstacles:** If the Action Card you drew to determine the NPC Maneuver has "Obstacle" written on it, it means you will encounter an obstacle next turn. You may still perform any maneuver you wish next turn but, after the bidding is over, roll a D6. The result is the negative modifier applied to your Ease Factor for that round. Avoiding an obstacle is considered a Trick Maneuver.

**Quick Turn:** You may only perform a Quick Turn when you are at *Long* to *Extreme* range and the Action Card turned over has the word "Opportunity" on it.

## COMBAT DURING CHASES

Unless otherwise directed by the Paragraph, you determine whether NPCs will fire using the NPC Maneuver Table. The table lists the percentage chance that the NPCs will open fire. When you have completed the Maneuver for the NPCs, roll 1D100. If the number rolled is equal to or less than the percentage listed, the NPCs will fire. Resolve according to the Combat Rules, above.

## BEGIN PLAY!

All the other rules you need are either in the *James Bond 007* basic game book or in the Paragraphs themselves. To begin play, go directly to the Prologue in the Paragraph book and go to the Introduction. Good luck!

## REGULAR COMBAT

Once you have Prepared for Combat, you must decide whether you are going to use the Regular Combat or Quick Combat rules. If you decide to use Regular Combat, use the following steps.

**1) See who goes first:** To find out whether your character or the NPC goes first use the standard Speed Rules in the *James Bond 007*, basic game.

**2) Determine the NPC's action:** When it is an NPC's turn draw an Action Card chart. Cross-reference the type of combat, Fire or Hand-to-Hand, with the Danger Level on the Action Card chart. The result will be an abbreviation detailing the NPC's action. The meanings of the abbreviations are spelled out on the Playmat.

The Ease Factor for the NPC's actions is determined normally using the appropriate Combat Rules.

**3) Check the condition of the NPCs:** During the course of the combat, the Wound Level and positions of your character and the NPCs will change. To keep track of this place a Wound Level Marker and Cover Marker on the NPC Card so you will know at a glance the state of the opposition.

If the NPC has a Medium Wound and is in Cover, you would place those two markers on the NPC Card. If the NPC were further damaged to a Heavy Wound, you would replace the Medium Wound marker with a Heavy Wound one.

**Note:** *Cover is always considered two-thirds cover.*

**4) Resolve the attacks:** The attacks by the NPCs will always be determined by the charts on the Action Cards. When it is your character's turn, you may make one of two kinds of attacks, a Specific Attack or a General Attack:

*Specific Attacks* against NPCs are resolved using the standard combat rules in the basic game book.

A *General Attack* affects the overall conditions or Danger Level of the combat through your character taking some special or heroic action that suddenly changes the tactical nature of the combat in his favor.

No single NPC is directly damaged by this kind of attack, but the danger level of one or more NPCs is reduced by one. To attack the Danger Level, you simply decide to do this and make a Specific Shot or a Specific Blow. If the Quality Rating of the Attack is 1 or 2, all NPCs are reduced in danger level by one Box. If it is 3 or 4, one NPC of your choice is reduced in danger level by one Box.

**Note:** *No NPC can be lower than Box A or higher than Box D.*

A *Special General Attack* is possible if you can play an Opportunity Action Card from your Hand during combat. If you can, all NPCs are reduced in Danger Level by one Box as if you had gotten a Quality Result of 1 or 2.

Certain Action Cards will also change the Danger Level of the combat.

You may make as many attacks as your character's Speed or the Shots per Round of the weapon. These attacks can be all General, all Specific, or a combination of the two. Continue the combat until either you and any allies you may have or all your opponents are either Incapacitated, Dead, or have Run Away (an NPC option).

## ACTION CARDS

There are fifty Action Cards in the *On Her Majesty's Secret Service* game. Action Cards play a variety of roles within the Adventure.

At the top of each card is an Action Number from 1 to 10. The Action Numbers have a number of uses during the game. They are used during the adventure to change Danger Levels, determine what actions your character can take, and as trade-ins to make miraculous escapes among other things. You will be given instruc-

tions through the Paragraphs themselves as to how to use the Action Numbers.

Action Cards also have a chart that determines what an NPC is doing during Combat. In this regard, they play the role of the Gamesmaster. The exact use of this chart is explained below under Combat.

Action Cards also have either "Opportunity" or "Obstacle" on them. Opportunity Cards give you special benefits during the play of the game. Obstacle Cards determine if you encounter an obstacle.

You are allowed to have up to five Action Cards in your possession at any time during the game. This is called

your Hand. If you should gain more than five, immediately discard any extras. You choose which ones to discard. Whenever a paragraph asks if you can "play" an Action Card, it means you must be able to discard one from your hand.

If you wish, you may reshuffle the cards during play. The more often you reshuffle the cards, the more random the choice and the more variation in game play.

Further information about Action Cards is provided in the sections on Combat and Chases as well as in the Paragraphs themselves.

## Briefings

BRIEFING FOR CHAPTER 1: Please go to 002.

BRIEFING FOR CHAPTER 2: Please go to 008.

BRIEFING FOR CHAPTER 3: Please go to 013.

FINAL BRIEFINGS: Please go to 024.

### 001

If you have the Plot Code A16, go to 019. Otherwise, go to 031.

### 002

Do you have the Plot Codes M1, M2, or M3? If so, go to 029. Otherwise, go to 011.

### 003

For destroying Bergman's yacht and its explosives, gain 1 Victory Point and gain 1 Action Card for your Hand.

If you have the Plot Code A8, go to 037. Otherwise go to 016.

### 004

If you have the Plot Code A22, go to 034. Otherwise go to 009.

### 005

Gain 3 Victory Points. You have recovered the microfilm; you have also discovered a list of persons in high

government offices who seem to be part of an espionage ring or who are being blackmailed, or both. Prominent is Lord Rupert. Further, you have found evidence that might link Fox to TAROT: the drawing of the Hanged Man, a Tarot card that represents Giovanni di Fortelli, a former member of the Italian Syndicate headquartered in Rome who is now Section Head of TAROT's black-mail operations. Gain 3 Action Cards for your Hand. Go to 022.

### 006

If you have the Plot Code V1 from the adventure with Fox, go to 027. Otherwise, go to 018.

### 007

You spotted who Fox's KGB contact is, which allows M.I.6 to ferret out some useful information. The British spy is Lord Rupert. Gain 2 Action Cards for your Hand. Go to 022.

### 008

If you have any of the following codes: A4, A8, A9, A10, A15, A16, or A22, go to 040. Otherwise, go to 006.

### 009

Gain the Plot Code B1. Go to 014.



**010**

**Y**ou decide to look into the chemical firm BioAide in Rome, based on documents you found in the safe on the yacht.

**Gain the Plot Codes B3 and B10.**

Gain 2 Victory Points and 2 Action Cards for your hand.

If you have the Plot Code A10, **go to 042**. Otherwise, **go to 001**.

---

**011**

**I**f you have the Plot Codes V1, V2, or V3, go to 041. Otherwise, **go to 018**.

---

**012**

**I**f you have the Plot Code B25, **go to 035**. Otherwise, **go to 017**.

---

**013**

**I**f you have the Plot Code B23, **go to 049**. Otherwise, **go to 020**.

---

**014**

**Go to Chapter 2, Paragraph B025.**

---

**015**

**Y**ou have recovered the microfilm. You also discover from it that the British agent is Lord Rupert. Gain 1 Victory Point and 1 Action Card for your Hand.  
**Go to 022.**

---

**016**

**I**f you have the Plot Code A4, **go to 010**. Otherwise, **go to 023**.

---

**017**

**I**f you have the Plot Code B26, **go to 039**. Otherwise, **go to 030**.

---

**018**

**Y**ou did not gather enough information to be helpful. You are at a dead end.

**End of adventure.**

---

**019**

**Y**ou have learned of a suspicious meeting somewhere in Rome you would like to investigate. Gain 1 Victory Point and 1 Action Card for your Hand.

**Gain the Plot Codes B4 and B11.**

If you have the Plot Code A15, **go to 043**. Otherwise, **go to 004**.

---

**020**

**I**f you have Plot Code B24, **go to 038**. Otherwise, **go to 012**.

---

**021**

**G**ain 5 Victory Points and 3 Action Cards for your Hands. **Go to 045.**

---

**022**

**M** has found out that Lord Rupert is going to attend some self-help, human potential program that is attracting a number of important people. It is being held at a place called InnerFlow, run by a Dutch psychologist named Hans Bergman. InnerFlow is in Portugal, near Estoril. He believes Rupert is really going to make contact with a foreign agent. He wants you to go and keep an eye on Rupert. He has enrolled you in the course as a wealthy English playboy.

**Go to Chapter 1 and A019.**

---

**023**

If you have the Plot Code A10, go to 042. Otherwise, go to 001.

---

**024**

If you have the Plot Code C14, go to 046. Otherwise go to 033.

---

**025**

You destroyed the Institute and thwarted Skorprios plans for Pygmalion, but the Director himself escaped. Gain 3 Victory Points.

Go to 026.

---

**026**

If you have the Plot Code C16, go to 051. If you have the Plot Code C17, go to 048. If you have neither of these Plot Codes, go to 050.

---

**027**

M feels you should go to Rome to do some investigating.

Gain the Plot Code B2.

Go to 014.

---

**028**

If you have the Plot Code A8, go to 037. Otherwise, go to 016.

---

**029**

If you have the Plot Code M2, go to 007. Otherwise, go to 032.

---

**030**

If you have the Plot Code B27, go to 021. Otherwise, go to 045.

---

**031**

If you have the Plot Code A15, go to 043. Otherwise, go to 004.

---

**032**

If you have the Plot Code M3, go to 044. Otherwise, go to 018.

---

**033**

If you have the Plot Code C15, go to 025. Otherwise, go to 026.

---

**034**

Draco is an ally. Gain 3 Action Cards for your Hand. Go to 014.

---

**035**

Gain 3 Victory Points and 2 Action Cards for your Hand. Go to 052.

---

**036**

If you have the Plot Code V2, go to 047. Otherwise, go to 015.

---

**037**

The drug sample you had analyzed is strange, a new compound that appears to be a form of psychotropic or mind-altering drug. Gain 2 Victory Points.

If you have the Plot Code A4, go to 010. Otherwise, go to 023.

---

**038**

Gain 2 Victory Points and 1 Action Card for your Hand. Go to 052.

---

**039**

**G**ain 4 Victory Points and 3 Action Cards for your Hand.  
Go to 045.

---

**040**

**I**f you have the Plot Code A9, go to 003. Otherwise, go to 028.

---

**041**

**I**f you have the Plot Code V1, go to 005. Otherwise, go to 036.

---

**042**

**Y**ou have discovered that TAROT is involved in Inner-Flow and that there is going to be a meeting in Rome, which you intend to crash, where Skorprios may be present. Gain 3 Victory Points and 2 Action Cards for your Hand. Gain the Plot Codes B11 and B4.

If you have the Plot Code A16, go to 019. Otherwise, go to 031.

---

**043**

**Y**ou are going to Rome in investigate the shipping firm whose address you found.

Gain the Plot Code B5.

If you have the Plot Code A22, go to 034. Otherwise, go to 009.

---

**044**

**Y**ou gained nothing from your adventure, but M has discovered the British agent is Lord Rupert.

Go to 022.

---

**045**

**G**o to Chapter 3. If you have the Plot Code B21, go to C004. If you have the Plot Code B22, go to C062. Otherwise, go to C046.

**046**

**Y**ou have eliminated Skorprios and the Institute as a threat. Well done! You gain 10 Victory Points and the gratitude of humanity!

Go to 026.

---

**047**

**Y**ou have not only recovered the microfilm but discovered a list of high officials Fox seems to be blackmailing into espionage work, including Lord Rupert. Gain 2 Victory Points and 2 Action Cards for your Hand.

Go to 022.

---

**048**

**T**racy lives! You are happily married. Gain 5 Victory points.

Go to 050.

---

**049**

**G**ain 1 victory Point.

Go to 052.

---

**050**

**T**his completes the adventure. It is possible to get as high as 26 Victory Points. How well did you do? A good average would be 13 Victory Points.

---

**051**

**T**racy was killed! Lose 4 Victory Points for grief.

Go to 050.

---

**052**

**I**f you have the Plot Code B36, go to 045. Otherwise, go to 050.



### ***On Her Majesty's Secret Service Errata***

In the Rules and Briefing Booklet, the following paragraphs must be corrected to read as follows:

- 014.** Go to Chapter 2, Paragraph B031.
- 022.** *(Last Line)* Go to Chapter 1 and A100.
- 045.** Go to Chapter 3. If you have the Plot Code B21, go to C066. If you have the Plot Code B22, go to C096. Otherwise, go to C086.

# Paragraph Booklet



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# Prologue

## INTRODUCTION

The device under which you are hanging, shivering in the moonless night air, is a specially designed powered hang glider at your disposal compliments of Q. Below you the world passes by in an eerie twilight seen through your nite-finder goggles. You glance at your watch. Thirty seconds to cut-off, the time when you must switch off the small motor and glide silently the rest of the way to your destination, the *Chateau de Nuit*, the "Castle of the Night". You shift the weight of the backpack filled with special equipment in order to improve your balance. Your thoughts drift back to the events that have brought you this moment high above a forest along the southern coast of France.

During the war, the chateau had been a Gestapo headquarters, its grounds well-guarded. To the north, east, and west a high fortified wall protected the privacy of the place, while to the south the castle overlooked sheer cliffs that plunged to the Mediterranean below. The ownership had changed several times since then, but the place was once again a fortress, its walls and property now guarded by the most sophisticated electronic devices, as well as by old-fashioned methods such as armed patrols and dogs kept only a signal away from savagery.

This time the castle protected the activities and contacts, as well as the person, of Gregory Fox, a British ex-patriot with extensive underworld connections. Normally M.I.6 would have marginal interest in Fox's illegal dealings, leaving that to agencies such as the Surete or Interpol. Recently, however, Fox appeared to have expanded his activities to include espionage.

A minor bureaucrat had been observed by hidden cameras microfilming defense information. Subsequent covert surveillance of his apartment had shown him hiding the developed microfilm inside a small red statue of a meditating Buddha. Rather than apprehend him, it was decided to let him make his contact and determine for whom or with whom he was working. He was seen leaving the Buddha in an Indian restaurant in Soho where it was subsequently picked up. The bureaucrat was arrested. Under interrogation, it became apparent that he had simply been employed by someone else whose name he could not or would not divulge. Nor did he know who his contact had been nor where the

information was destined to end up, though he naturally assumed it would ultimately be in the hands of the Soviets. However, those who had followed the man's contact from the Soho restaurant had uncovered a chain of connections that eventually had ended up at the *Chateau de Nuit* in southern France. Further intelligence work revealed that a top KGB agent, identity unknown, had been sent to that region. Her Majesty's Secret Service assumed that the mission was to receive a certain red Buddha and its contents.

Enter yourself. M wanted the Castle of the Night penetrated. The objective was not to arrest Fox, at least not yet, but to discover who was behind this new espionage effort and the extent of its activity. If you can also recover the microfilm and identify the KGB agent, that would not go unnoticed or unappreciated.

To penetrate the castle, however, requires more than ordinary skill and stealth. The cliffs to the south are considered too dangerous to climb; all land approaches are heavily guarded. Fox is known to have radar. Considering all options, it was decided to risk an aerial insertion, using a modified hang glider capable of powered flight that could come in under the radar search pattern, traveling the last few hundred yards silently to land on the chateau roof. You will then penetrate the chateau, accomplish as much of your mission as you can, then return to the chateau roof. There you will launch yourself off the roof and over the cliffs to the south, flying over the Mediterranean where you will be picked up by a waiting submarine. Your wrist watch has a signal and homing transmitter built into it that will alert the sub when you are coming and guide it to your location. Sewn into your black commando suit are inflatable packets that will, when triggered by pulling the appropriate cords, keep you afloat until rescued.

Consequently, you are now flying over treetops like some prehistoric reptile, leathery wings outstretched, about to turn off your small power plant, prepared to cover the last distance between you and your prey in utter silence.

**R**oll 1D6. If the result is a 5, you may draw 1 Action Card for your hand; if the result is a 6, you may draw 2 Action Cards for your hand.

Then, to begin the game, please go to **P079**.

---

## P001

**Y**ou are seen as you land on the roof and shot at. Amidst a hail of gunfire, you are able to disengage from the hang glider and take cover.

**G**ain the Plot Code P2.

Roll 1D10. On a roll of 8, 9, or 10, you are hit, gaining a Light Wound. (You may use Hero Points to affect the die roll, expending one Hero Point to subtract one point from the die roll, two Hero Points to subtract two, and so forth.) An alarm is raised.

**G**o to P138.

---

## P002

**E**xamining the lock on the door to your prison room, you believe you can break the lock.

**M**ake a Lockpicking/Safecracking Skill Roll.

If you succeed with a Quality Rating of 3 or better, go to P104. If your Quality Rating is 4, go to P056. If you fail, go to P018.

---

## P003

**M**ake a Diving roll, modified by any wounds.

If you succeed, go to P073. If you fail, you drown, go to P034.

---

## P004

**Y**ou decide the time as come to help an old ally. Taking a large book from the shelf behind you, you hurl it down at one of the guards, striking him in the head. He drops his gun. In the following confusion, Amasova lashes out with her foot, doubling Fox over, and karate chops the remaining guard, knocking him out. You leap over the railing, landing on the floor behind the first guard, whom you knock out with a blow to the neck. Fox lies moaning on the floor.

You bow to Anya, who is less than surprised to see you. "Well, well," she says, "we knew M would be sending someone, but I didn't know it would be you."

"I didn't know there was going to be a party, but I thought I'd drop in anyway," you reply, beginning to truss up Fox with a rope from your backpack.

---

"I'm glad you did," she smiles at you, reviving old memories.

**G**o to P107.

---

## P005

**Y**ou decide to make your way back to the castle.

**D**raw 13 Action Cards. Place one of them face up in the Base Number Box: its Action Number is the Base Number for the attempt. Place four cards in each of the Boxes B, C, and D.

**G**o to P131 and follow the instructions, except apply a -1 Ease Factor modifier to all rolls until you enter the chateau itself.

---

## P006

**Y**ou have fallen and must now make your way along the castle to a place where you can gain access to the interior of the building. Somewhere an alarm is ringing.

**G**ain the Plot Code P6.

Draw 4 Action Cards. Place one, face up, in the Base Number Box. Its Action Number is the Base Number. Place one card each in Boxes A, B, and C.

**G**o to P036.

---

## P007

**I**f you have the Plot Code P26, go to P042. Otherwise, go to P068.

---

## P008

**D**ecide whether you want to resolve the combat using Regular or Quick Combat rules. Both methods are described in the rules booklet for this adventure.

If you defeat all opponents, return to the Paragraph from which you came. If you are captured, go to P011. If you are killed, go to P034.

---

## P009

**H**aving defeated the guards, the coast is clear to seize a boat. Both boats are Riva 2000 motor



yachts. As you climb in, you hear shouts and shots. More guards are running from the tunnel toward the dock. You quickly cast off, start the engine, and race towards the mouth of the cavern. You are just passing into the waters of the bay when you hear the engine of the other Riva roar to life. You know the chase is on!

**Go to P121.**

---

## P010

**You** fall into the meadow.

**Roll** 1D6. If the number is 1-4, you escape unharmed. If the number is 5 or 6, you gain a Light Wound.

**Roll** 1D10. If the number is 1-5, **go to P097**. If the number is 6-8, **go to P076**. If the number is 9 or 10, **go to P049**.

---

## P011

**You** have been captured.

**If** you have the Plot Code P10, **go immediately to P068**.

Otherwise, if you were captured while incapacitated, **go to P081**. Otherwise, **go to P086**.

---

## P012

**As** you pass over the castle wall, you are seen and shot at.

**Roll** 1D10. On a roll of 1-6, the shot misses. On a roll of 7 or 8, you are grazed and given a Light Wound. On a roll of 9 or 10, you receive a Medium Wound. (You may use a Hero Point to reduce the roll of the die by one, two Hero Points to reduce it by two, and so forth). You must immediately make an Piloting Skill roll (-2 Ease Factor modifier) to make it to the chateau roof. (Apply any Ease Factor modifiers due to any wounds you receive.)

If you succeed, you land on the roof but an alarm has been raised, **go to P038**. If you fail, you crash-land into the grounds, though you do not suffer any wounds from the landing, **go to P041**.

**If** you crash, gain the Plot Code P1.

---

## P013

**Discovering** who you are, Fox sells you to a Libyan terrorist organization for torture and interrogation. Fortunately, you are rescued in the

Libyan desert by CIA operatives led by Felix Leiter before you are killed. Due both to your wounds and a certain feeling of humiliation within Her Majesty's Secret Service, M is reluctant to assign you to the field again right away.

**To** continue the adventure you must convince M otherwise: you must have a Quality Result of 3 on an Charisma roll.

If you succeed in this roll, **go to the Briefing for Chapter One**.

If you fail, you are assigned to the Falklands to investigate possible Argentine intelligence activity amongst the shepherders — of course, you discover a secret nuclear submarine base there run by a criminal organization and manage to save the world at the last moment from World War III, but that is another adventure, not this one, which you have failed.

**End of Adventure.**

---

## P014

**You** abandon the mission and return to base. Later you report to M.

**Roll** 1D10. If the result is 1-4, gain the Plot Code M1. If the result is 5-7, gain the Plot Code M2. If the result is 8-10, gain the Plot Code M3.

**Now** go to the Briefing for Chapter One.

---

## P015

**If** you do not have Plot Codes P12 or P14, then gain the Plot Code P25.

If you have Plot Code P27 or you have 14 or more Escape Points (or both), **go to P085**.

If you have the Plot Code P26, **go to P050**.

---

## P016

**Considering** you a dangerous opponent, Fox has you shot.

**Go** to P034.

---

## P017

**You** successfully make it back to the roof.

**Go** to P109.

---

## P018

**Y**ou fail to break the lock and escape before the guards return. Five men with AKM automatic rifles escort you from the dungeon area and take you upstairs to a large study on the second floor of the chateau.

**Gain the Plot Code P8.**

**Go to P031.**

---

## P019

**A**s you watch from the shadows, the cameras swivel to examine the car. You hear a muffled exchange of voices between the car and the radio transmitter. After a moment, the gate swings open to let the car through. As it does so, you run forward in a crouch, ducking through the gate before it closes and plunging into the shadows on the other side. There you lay quietly, but there is no indication that you were seen.

**Roll 1D10.** If the result is 1-6, gain the Plot Code P3; if the result is 7-9, gain the Plot Code P4; if the result is 10, gain the Plot Code P5.

Draw 7 Action Cards. Place one face down on the Base Number Box and place two face down in each of the Boxes A, B, and C. Then **go to P131.**

---

## P020

**A**s you pass over the castle wall, you are seen and shot at.

**Roll 1D10.** On a roll of 1-8, the shot misses. On a roll of 9, you are grazed and given a Light Wound. On a roll of 10, you receive a Medium Wound. (You may use a Hero Point to reduce the roll of the die by one, two Hero Points to reduce it by two, and so forth). You must immediately make an Piloting Skill roll (-2 Ease Factor modifier) to make it to the chateau roof. (Apply any Ease Factor modifiers for wounds you received.)

**If you crash, gain the Plot Code P1.**

If you succeed, you land on the roof but an alarm has been raised. **Go to P038.** If you fail, you crash-land into the grounds, though you do not suffer any wounds from the landing. **Go to P041.**

---

## P021

**Y**ou land in the grounds of the chateau, apparently without raising any alarms. You now must

make your way to the castle itself. You hide the wreckage of the hang glider in the shadow of some bushes.

**Gain the Plot Code P1.**

If you have an "Opportunity" Action Card in your Hand, you may play it now and **go to P094.** Otherwise, roll 1D10. On a roll of 1-7, **go to P047.** On a roll of 8-9, **go to P094.** On a roll of 10, **go to P041.**

---

## P022

**Y**ou are thrown into a small room in the cellar of the chateau. Your weapons have been taken from you, as well as your backpack.

**If you have an "Opportunity" Action Card in your hand,** you may play it and **go to P027.** Otherwise, roll 1D10. If the result is 1-7, **go to P002.** If it is 8-10, **go to P027.**

---

## P023

**If you have the Plot Code P27, go to P042.** Otherwise, **go to P068.**

---

## P024

**Y**ou are over the wall when the mishap occurs. You are able to land in the boughs of a tree without raising any alarm. You loosen your harness and drop to the ground below. You now must make your way to the castle itself.

**Gain the Plot Code P1.**

If you have an "Opportunity" Action Card in your hand, you may play it now and **go to P094.**

Otherwise, roll 1D10. On a roll of 1-6, **go to P047.** On a roll of 7-9, **go to P094.** On a roll of 10, **go to P041.**

---

## P025

**I**f you have 12 Discovery Points, you have located the Red Buddha and retrieved the microfilm.

**Gain the Plot Code V3.**

If you have 15 Discovery Points, you also have discovered who Fox's British contact is from papers you found. You have also discovered the names of other British governmental, military, and industrial officials who seem to be supplying Fox with information.

**Gain the Plot Code V2.**

If you have 17 or more Discovery Points, you have discovered all of the above plus a coded memo among Fox's papers on which he has doodled a picture of a hanged man.

Gain the Plot Code V1.

Go to P117.

---

## P026

You land successfully and are able to hide the glider in the shadows. However, in the process, you set off an alarm.

Gain the Plot Code P2.

Go to P038.

---

## P027

The guards have not taken the fountain pen from your pocket. Their mistake is your good fortune for this pen was designed by Q and carries more than ink. A special switch, a special turn, and it produces a stream of highly concentrated acid which you now apply to the lock of your prison room. In a matter of seconds the lock has been eaten through, and you are free.

Go to P104.

---

## P028

An alarm is sounding, but the searchlights around the house have not spotted you yet. Scrambling along the ledge, you come to a window which you are able to open. It is dark inside but your Nitefinder goggles allow you to see clearly. You enter a bedroom in the castle.

Gain the Plot Code P6.

Go to P113.

---

## P029

Roll 1D10. If you roll 1-6, go to P051. If you roll 7-10, go to P070.

---

## P030

To find the red Buddha with the microfilm, you need to acquire at least 10 Discovery Points. Acquiring 15 Dis-

covery Points or more will give you additional information about Fox's enterprises.

Gain the Plot Code P9.

Go to P039.

---

## P031

The room is well-furnished and softly lit. A fire in a fireplace set into one wall throws dancing shadows onto walls lined floor to ceiling with books. There is a balcony extending along three walls, but it is in heavy shadow. A stairway leads from the balcony to the main floor of the room. There is a bar along the wall next to the main door. At the far end opposite that door and in front of a large bay window is a cluster of leather upholstered chairs around a glass table. A figure is seated in one of them, his face partly in shadow.

Go to P064.

---

## P032

Your strength is not enough to enable you to hold your grip on the roof. You begin to slide down, pulled by the weight of the hang glider.

Make an Dexterity Roll (-1 Ease Factor modifier).

If you are successful, you manage to catch yourself and get out of the harness of the hang glider. However, it falls to the ground below.

Gain the Plot Code P1.

There is a 75% chance an alarm is raised. Roll 1D100. If the result is 75 or less, go to P038. If the number is 76 or higher, go to P129.

If the Dexterity roll fails, you fall to the ground below, suffering a Medium Wound.

Gain the Plot Code P1.

An alarm is raised. Go to P041.

---

## P033

Make a Sixth Sense Roll. If have raised any alarms or have been spotted or captured during the adventure, apply an -2 Ease Factor modifier to the roll.

If you succeed in this Skill Roll, go to P110.

If you fail, go to P052.

---

## P034

You have been killed in the line of duty. Your

memory will be honored by all in Her Majesty's Secret Service.

**This ends the adventure.**

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## P035

You manage to hold on to the roof until you get your balance, then work your way free of the hang glider harness. You then haul the glider to a safer part of the roof, where you stash it in the shadows. Now you are ready to infiltrate the castle.

**Go to P129.**

---

## P036

To infiltrate the chateau turn over each card one by one beginning with the first Box to have cards (the A or B box) and turning over all the cards in that Box before proceeding to the next one.

Each time the Action Number is equal to or less than the Base number, make a Sixth Sense roll to be aware of and to avoid guards and traps. Each time the Action Number is greater than the Base Number, make a Stealth Roll. For both these rolls if the Card drawn is from Box A, the Ease Factor modifier is 0. If the Card is from Box B, the Ease Factor modifier is -1. If from Box C, the Ease Factor modifier is -2. If from Box D, the Ease Factor modifier is -3. (If you have the Plot Code P6, apply an additional -1 Ease Factor modifier.)

### Sixth Sense roll results:

**Failure:** Draw another Action Card and add it to the next higher Box. (Thus if you fail a Sixth Sense roll with a Card from Box C, add a Card to Box D. However, if the Card was from Box D, add another Card to Box D.)

**Success:** If you succeed with a Quality Rating of 2, discard an Action Card from the highest Box still having cards in it (that is, from Box D first, then from Box C, and so on). If you succeed with a Quality Rating of 1, discard 2 Action Cards from the highest Box or Boxes still having cards in them.

### Stealth roll results:

**Failure:** You have been spotted by guards. Immediately make an Evasion Roll (-2 Ease Factor modifier). If you succeed in this roll you have eluded the guards but an alarm has been raised. Move all cards to the next highest Box and continue turning them over (any cards in Box D simply stay there).

If you fail the Evasion Roll, you are surrounded and captured by guards. **Go to P022.**

**Success:** You have avoided being spotted by guards. Draw the next appropriate Action Card and continue your ad-

vance upon the castle. If you succeed in your Stealth Roll with a Quality Rating of 1 or 2, discard an Action Card from the highest Box in which cards are still remaining.

When you have played or discarded the last remaining Action Card, you have arrived at the chateau where you crouch behind bushes underneath a window. **Go to P046.**

---

## P037

You disable what you see of the alarm system and open the window. Unfortunately, you did not fully destroy the alarm, and an alert has been sent indicating an intruder is entering the house.

**Go to P040.**

---

## P038

An alarm is sounding, but the searchlights around the house are not designed to shine on the roof itself. You hear shouting and commotion, but you manage to disengage yourself from the hang glider and hide it in the shadows of a chimney without being seen. Crawling over to an edge, you prepare to lower yourself over the roof.

**Gain the Plot Code P6.**

**Go to P129.**

---

## P039

To search the rooms of the chateau draw a number of Action Cards equal to  $1D10 + 5$ . (If you have Plot Code P9, subtract 2 from this die roll.) Place these Cards face down in the Base Number Box. These cards represent the basic number of rooms you can search in the time allotted you. You do not have to search all these rooms; you can stop searching at any point.

To search a room, you must perform the following steps:

1) Choose an Ease Factor for a Sixth Sense skill. Roll normally. Add the Quality Result to the Ease Factor you chose. Subtract the sum from 10. The result is the number of Discovery Points you gain. If you fail your Skill Roll, you gain no Discovery Points.

2) Roll 1D10. (If you triggered an alarm or have been spotted or captured during the adventure, subtract 2 from this die roll.) Turn over the top Action Card in the Base Number Box. If the Action Number of that Card is greater than the number you rolled, guards are passing by and may investigate the room you are in. The number of guards is equal to one-half the Action Number of the Card (round

up). (If you have triggered an alarm or have been spotted or captured earlier in the adventure add 2 to this number up to a maximum of 5 guards.)

To avoid the guards you must make a Stealth Roll. The Ease Factor for this roll is the same as the one you chose in Step 1 for your Sixth Sense Roll. If you fail this roll, go to Step 4B. If you get a Quality Rating of 4, go to Step 4A. If you succeed in your Stealth Roll with a Quality Rating of 3 or higher, you avoid the guards and go to Step 3.

3) If you turn over an "Opportunity" Action Card, you have found a safe and should continue with this step. Otherwise go immediately to Step 5.

You may make a Lockpicking/Safecracking Skill Roll at the Ease Factor you chose in Step 1 for your Sixth Sense Roll. If you succeed in this roll, determine the number of Discovery Points you gain exactly as you did in Step 1. However, if you fail this roll or your Discovery Points are 1 or less, you have triggered an alarm. Discard a face-down Action Card from the Base Number Box, as well, since the time you have to search is now reduced.

An Action Card must be discarded each time you trigger a safe alarm, not just the first time.

Go to Step 5.

4A) There is still a chance you have been spotted by guards. The percent chance is equal to 10 times the number of guards. Roll 1D100. If the number you roll is equal to or less than this percent chance, you have been spotted. Go to Step 4B.

If the die roll is greater than this percent chance, you have avoided being noticed. Go to Step 5.

4B) You have been spotted. Combat now ensues. If you succeed in the combat, return to this Paragraph and continue your search.

Go to P008 and begin combat.

*Note: If either you or a guard uses Fire Combat, an alarm is automatically raised with the same results as failing a Lockpicking/Safecracking roll in Step 3.*

5) If there are Action Cards remaining face down in the Base Number Box, return to Step 1 and continue your search until you have the number of Discovery Points you wish. If there are no Cards remaining, you may make a special Stealth roll.

Choose an Ease Factor as in Step 1. Make the Stealth roll and add the Quality Result to the Ease Factor you chose. Subtract the sum from 10. If the result is 3-4, you may draw an extra Action Card. If it is 5 or higher, draw two extra Action Cards. If you fail this Stealth roll or the result is 1-2, there is no penalty, but you must end your search.

When you end your search, go to P053.

## P040

You enter the chateau downstairs. The room is dark, but your nitelighter goggles enable you to

see your surroundings clearly. It seems to be a small storeroom. A cursory search reveals nothing of importance. You go to the door and open it quietly. The hall outside is lit but empty. You enter it to begin your search of the house.

Go to P030.

## P041

You must now make your way across the grounds of the chateau to the building itself, but the alarm has been set off.

Gain the Plot Code P6.

Draw 7 Action Cards. Place one face up in the Base Number Box. Its Action Number is the Base Number. Place two cards face down in each of the Boxes B, C, and D.

Go to P036.

## P042

You are captured.

If you have an "Opportunity" Action Card or if you spend 2 Hero Points, go to P013.

Otherwise, roll 1D10. If you roll 1-4, go to P013. If you roll 5-10, go to P016.

## P043

You are hiding successfully in the forest.

If this is the second time you have arrived at this paragraph, go immediately to P125.

However, the chateau has been alerted that an intruder is about. It will now be more dangerous than ever to attempt to infiltrate it. If you abandon the mission and return to your base, go to P014. If you attempt to try again to enter the chateau, go to P005.

## P044

You slip and begin to fall from the roof.

You have a choice, whichever one you choose go to the Paragraph indicated.

1) You can land on the ledge but fall against a window, setting off an alarm. Go to P028.

2) You can make an Dexterity roll. If you are successful, you land on the ledge and grab a handhold that saves you

without triggering any alarms. **Go to P048.**

If you fail, you fall 50 feet to the ground below, suffering a Medium Wound and triggering an alarm. **Go to P006.**

## P045

If you have 14 Escape Points or more, **go to P085**. Otherwise, **go to P050**.

## P046

You examine the window. You detect the wires and connections of an alarm system.

Make an Electronics Roll (-1 Ease Factor modifier). If you succeed, you open the window without triggering any alarm, **go to P040**. If you fail, **go to P037**.

## P047

You must now make your way across the grounds of the chateau to the building itself.

Draw 7 Action Cards. Place one face up in the Base Number Box. Its Action Number is the Base Number. Place two cards face down in each of the Boxes A, B, and C.

**Go to P036.**

## P048

You successfully make it to the ledge without raising any alarms. Walking along it, you come to a window which you are able to open. It is dark inside, but your nitefinder goggles allow you to see clearly. You enter a bedroom in the castle.

**Go to P113.**

## P049

You crash-land in the meadow. You are unhurt, but your descent is spotted. Spotlights from the chateau walls spear through the air, pinning you as you attempt to untangle yourself. There is a burst of machine gun fire and the ground near you kicks up spurts of grass and dirt. A voice over a loudspeaker tells you to stay where you are.

**Gain the Plot Code P1.**

You can stay where you are, in which case **go to P136**. You can attempt to escape and make your way to either the forest or the wall, **go to P105**.

## P050

You make your way out of the chateau and into a small parking lot where you find a number of different cars. You have no time to pick and choose, however, for you hear guards coming on the run. You climb into the closest car (a Chevy) and take off.

**Gain the Plot Code P27.**

Roll 1D3 to determine the number of cars that will chase you and draw an NPC card for each car to determine the characteristics of the drivers.

**Go to P065.**

## P051

"We should discuss this later when we are less angry," Fox says to the KGB agent. "Stay for dinner. My men will give you a room."

"All right, Fox, I agree. But you have much explaining to do." Turning angrily on her heels, Anya Amasova stalks out of the room, pushing two guards aside and leaving Fox behind. Having heard all you needed, you take advantage of the commotion below to sneak out yourself.

**Go to P090.**

## P052

You are surprised by 1D3+1 guards.

Enter combat, **go to P008**. If you choose to use the Quick Combat System, add +2 to the Tactical Rating to represent the surprise factor. Drop this bonus for any round you fight after the first. If you choose to use the Regular Combat system, the guards get a free Round in which to attack you; during that Round you cannot attack back.

If you defeat the guards, **go to P109**. If you are defeated, **go to P068**.

## P053

You have ended your search.

If you have the Plot Code P9, **go to P067**. Otherwise, **go to P025**.

## P054

**W**hen you return to its hiding place on the roof, you discover the glider has been damaged and is unusable. You have a choice. You can try to find another escape route by going through the house or you can try to climb over the wall of the chateau.

**I**f you decide to go through the house, **go to P061**. If you decide to climb over the south wall of the chateau, **go to P075**.

---

## P055

**Y**ou lose partial control of the glider, which begins to spiral downward.

**M**ake a Piloting Skill roll (-1 Ease Factor modifier), modified by any wounds you may have received, to determine how far you can get before you crash and how easy the landing will be.

If the Skill roll is successful, **go to P119**. If you fail the skill roll, **go to P098**.

---

## P056

**Y**ou have successfully opened the door to your prison room.

**R**oll 1D10. If the result is 7-10, **go to P066**. Otherwise, **go to P104**.

---

## P057

**H**aving retrieved your weapon from your defeated foes, you flee, looking for the best way you can escape from the castle.

**G**ain the Plot Code P13.

To get out, you must gain at least 10 Escape Points. Draw a number of Action Cards equal to 1D10 + 5. Place these cards face down in the Base Number Box; they represent the amount of effort you must make to find a way out.

**Go to P106**.

---

## P058

**K**nowing her well, you feel Amasova will be able to handle herself. Your sense of chivalry is superseded by a sense of loyalty to another lady

in your life, namely Her Majesty, and a sense of urgency to leave with what you now know and complete your mission.

**G**ain the Plot Code P12.

**Go to P090**.

---

## P059

**I**t's Anya Amasova, a Heckler & Koch VP-70 in her hand. "I'd heard you were in here," she says, pointing her weapon at two of the guards whose guns are drawn. "Drop those!" she orders. They comply, but at that moment one of the other guards kicks the door into her knocking her gun aside. In the confusion, though, you elbow the guard near you in the stomach, pushing him aside and leaping to stand near the beautiful KGB agent.

**H**and-to-hand combat ensues between four guards and yourself and your new ally, Amasova, **go to P008**.

If you defeat the guards, **go to P107**. If you are defeated, **go to P042**.

---

## P060

**Y**ou retrieve your weapon and backpack, which is also in the guard room. You leave the guards unconscious and tied up behind you as you climb out of the cellar and into a deserted hallway on the ground floor of the chateau. You begin your search.

**G**o to P030.

---

## P061

**T**he hang glider was destroyed, therefore you must find an alternative way out.

**T**o get out, you must gain at least 10 Escape Points. Draw a number of Action Cards equal to 1D10 + 5. Place these cards face down in the Base Number Box; they represent the amount of effort you must make to find a way out.

**Go to P106**.

---

## P062

**T**o find the red Buddha with the microfilm, you need to acquire 12 Discovery Points. Acquiring 16 Discovery Points or more will give you additional information about

Fox and his activities.

Go to **P039**.

---

## P063

You throw the hook over the wall and it successfully catches onto something. You begin the long, arduous climb to the top.

Make a Mountaineering (+1 Ease Factor modifier) roll. If you succeed, go to **P078**. If you fail, go to **P083**.

---

## P064

If you have the Plot Code S1, go to **P102**. Otherwise, go to **P112**.

---

## P065

To escape, you must first crash your car through two gates: the one in the wall surrounding the chateau and the one in the fence surrounding the entire estate. Once you are beyond the second gate, the chase will begin in earnest.

The first gate you come to is a heavy iron latticework gate set into the concrete and brick of the fence. To crash through it, you must make a Driving Skill roll (-1 Ease Factor modifier); it is considered a Trick Maneuver. If you fail the roll, you must make a Safety Roll to avoid a mishap.

If you succeed with a Quality Result of 3 or better, you have successfully broken through the gate with no damage to your vehicle. However, if you succeed with a Quality Result of 4, the vehicle has taken Light Damage.

If you fail the maneuver but succeed with the Safety roll, you just manage to get through the gate without crashing; however, your vehicle suffers.

If you fail the Safety roll, you crash while trying to break through the gate. Your vehicle suffers Heavy Damage and you and any ally in the car suffer Medium Wounds. You are surrounded by armed guards at the gate before you can get going again. Go to **P007**.

The second gate is a wood gate attached to posts. To crash through it, you must make a Driving Skill Roll, considered a Trick Maneuver. If you fail the roll, you must make a Safety Roll to avoid a mishap.

If you succeed with any Quality Result, you break through. If you fail the Trick Maneuver but succeed with the Safety Roll, you break through but your vehicle suffers Light Damage. If you have a mishap, your car rolls over once, suffering Heavy Damage. You and any passengers suffer Medium Wounds. Before you can escape into the woods, however, your pursuers catch up to you and apprehend you. Go to **P007**.

If you make it through both gates, the chase commences at Medium Range. Play it out using the Chase Rules in the Rule Book for this Adventure. Continue until you are either captured or you escape.

If you escape, go to **P073**. If at any time you suffer a Mishap, you will be captured, go to **P007**. If at time either during the chase or while breaking through the gates you lose consciousness, you are captured, go to **P007**. If at any time you are killed, go to **P034**.

---

## P066

You inadvertently triggered an alarm while picking the lock. As you open the door and step into the hall, three guards burst out of a door up the hallway to your right. You have nowhere to run and no weapon with which to fight. You are captured again and are taken from the dungeon area upstairs to a large study on the second floor of the chateau.

Gain the Plot Code P8.

Go to **P031**.

---

## P067

If you have 10 Discovery Points, you have located the Red Buddha and it is in your possession.

Gain the Plot Code V3.

If you have 13 Discovery Points, you have discovered who Fox's British contact is from papers you found. You have also discovered the names of other British governmental, military, and industrial officials who seem to be supplying Fox with information.

Gain the Plot Code V2.

If you have 15 or more Discovery Points, you have discovered from papers you have found that Fox is going to attend a human potential seminar of some kind, called InnerFlow, at a retreat in Portugal.

Gain the Plot Code V1.

Go to **P117**.

---

## P068

You are surprised by guards and captured.

If you have the Plot Code P13, go to **P042**.

If you have the Plot Codes P12 or P14, go to **P130**.

If you have Plot Code P25 or none of the Plot Codes listed above, go to **P077**.

---



## P069

**B**efore you can answer, there is a knock at the door. A guard enters and comes up to Fox where he whispers something in his ear. Fox scowls and waves the guard away. "It seems I shall have to deal with you later," he says to you. "Something else has come up." He gestures to the guards around you. "Take him back to his cell." You are escorted out of the study.

**G**o to P130.

---

## P070

**I**do not know what is happening," Fox says, "but it seems to me someone is planning a double-cross." He turns and signals. There are two guards in the room, and suddenly both of them are drawing their guns. "Until I find out the truth, I cannot have you making threats against me in my own house. I'm afraid you will have to be my prisoner."

Seeing the guns in the guards' hands, Anya Amasova shrugs. "You cannot detain me without retribution."

Fox smiles. "That remains to be seen, my dear."

**W**atching this, you have a choice. You can leave Amasova to her fate, **go to P058**. You can attempt to rescue her, **go to P004**.

---

## P071

**Y**ou have successfully avoided triggering any alarms.

**G**o to P047.

---

## P072

**Y**ou make a successful take-off from the chateau roof. You veer away to the west from the castle, away from any pursuers, then you turn back south. You fly past the cliffs and over the bay. Triggering a homing device in your wristwatch, you follow the signals it gives you out to the ocean, where you rendezvous with a small spy submarine sent by M.I.6.

**Y**ou have completed the operation. **Go to the Briefing for Chapter One.**

---

## P073

**Y**ou successfully escape from the chateau and are rescued by operatives from Her Majesty's Secret Service.

**T**his ends the Prologue. **Go to the Briefing for Chapter One.**

---

## P074

**Y**ou make a bad dive, barely missing some rocks but getting tumbled about in the surf.

**Y**ou are Stunned, make a Strength roll (+3 Ease Factor modifier in addition to any other modifiers for your condition). If you fail the roll, you drown, **go to P034**.

If you succeed, you are able to begin swimming out into the bay. Make a Diving skill roll (-2 Ease Factor modifier) as you try to struggle free of the surf that would smash you into the rocks. If you fail, you drown, **go to P034**. If you succeed, **go to P073**.

---

## P075

**Y**ou are 80 feet above the castle grounds.

**T**o climb down successfully, you must make a Mountaineering Skill roll (-1 Ease Factor modifier). If you succeed, **go to P127**.

If you fail the Skill Roll, make a Dexterity roll (-1 Ease Factor modifier) to save yourself. If you succeed with this roll, you may continue climbing down: make another Mountaineering Skill roll (-1 Ease Factor modifier). If you fail that roll, make another Dexterity roll (-1 Ease Factor modifier), and so on until you either succeed with a Mountaineering Skill Roll or you fall.

If you fail a Dexterity Roll, you fall. To determine how far, roll 1D100. The result is the percent of the climb you have already made; subtract that number from 80 to discover how far you fell. Any fall over 10 feet will cause damage; see the "Fall Wound Chart" on Page 47 of the basic game book to find out how much damage.

If you fall but are still conscious, **go to P127**. If you are Incapacitated due to cumulative wound effects, **go to P042**. If you are killed, **go to P034**.

---

## P076

**Y**ou land in the meadow near the forest, fortunately missing the trees but landing in shadow. As far as you can tell, you are unobserved. However, now you must make it to the castle successfully.

**Gain the Plot Code P1.**

Draw 7 Action Cards. Place one face up in the Base Number Box. Its Action Number is the Base Number. Distribute the other cards evenly face down in Boxes A, B, and C.

Go to **P131**.

---

**P077**

You are taken by four guards to a nearby bedroom where you are told to lie face down spread-eagled on the bed. You hear one of the guards leave, but out of the corner of your eye you see the others watching you, their weapons close at hand. You decide to bide your time. After several minutes have passed, the fourth guard returns, apparently with instructions from Fox as to your fate. He tells you to get up, which you do. While two of them train their guns on you, one of the guards comes over to bind your hands behind you. Suddenly, the bedroom door bursts open.

Go to **P059**.

---

**P078**

Roll 1D10. If the result is 7 or higher, you have accidentally tripped an alarm wire with your hook and rope. You make it over the wall successfully, but an alarm is sounding. Go to **P041**.

If you roll a 6 or less, there is no alarm. Go to **P047**.

---

**P079**

You are flying a hang glider over a dark forest. Only your nitelighter goggles let you see the terrain below, for there is no moon. Off to one side is the dark ribbon of a road cutting through the woods from north to south. Ahead of you looms the shadow of the Chateau de Nuit. Between the forest and the castle is an open field, then high walls, beyond which are the grounds of the castle itself. Past the chateau to the south is a deeper darkness which you know is a bay giving onto the Mediterranean.

Draw 11 Action Cards. Place one face down on the Base Number Box on the Adventure Board. Deal three cards face down in each of the Boxes A, B, and C. The extra card may be placed on any of these three boxes or in Box D (the "Extremely Dangerous" Box).

Turn the Base Number card over and note the Action Number. This is the Base Number. Then, one at a time, turn over each of the Action Cards starting with those in Box A.

Each time you turn over a card, compare the Action Number on that card to the Base Number. If the Base Number is equal to or greater than the Action Number, make a Piloting Skill roll. The Ease Factor for the roll is determined by the Box the card is in on the Playmat. If the Card drawn is from Box A, the Ease Factor modifier is +2. If the Card is from Box B, the Ease Factor modifier is +1. If the Card is from Box C, the Ease Factor modifier is 0. If the Card is from Box D, the Ease Factor modifier is -1.

If you fail the Piloting Skill roll or if the Action Number is greater than the Base Number, then you have encountered turbulence or you are having to maneuver to avoid being spotted by guards or radar or to align for a proper landing on the chateau roof, and you risk a mishap.

If you fail the maneuver, make a Safety Roll using your Piloting Skill or suffer a Mishap. If you succeed, draw the next Action Card and proceed with your flight. If you fail the Safety Roll, you suffer a Mishap. Go immediately to "Results" below for the results of Mishaps.

When the three cards in Box A have been turned over, turn over the cards in Box B, and so forth until all the Action Cards have been turned over one by one. After you have turned over the last Action Card, you must then attempt to land on the Chateau Roof. This is a Trick Maneuver.

**Results:**

If you have a Mishap while drawing Action Cards from Box A, go to **P101**.

If you have a Mishap while drawing Action Cards from Box B, go to **P010**.

If you have a Mishap while drawing Action Cards from Box C, go to **P135**. However, for every Quality Rating of 3 or better, draw one Action Card to hold in your hand.

If you have a Mishap while drawing Action Cards from Box D, go to **P133**. However, for every Quality Rating of 4 or better, draw two Action Cards to hold in your hand.

If you fail the Trick Maneuver while Landing, go to **P126**.

If you land successfully, go to **P114**.

---

**P080**

You make a successful run for the cliff. Below the waters of the bay crash into the rocks. Bullets whine around you as guards race out from the house.

You may surrender, go to **P042**.

You may leap from the cliff into the water below.

If you leap, make a Diving skill roll (-1 Ease Factor modifier). If the Quality Result is 3 or higher, **go to P003**. If it is a 4, **go to P074**. If you fail the roll, **go to P034**.

---

## P081

**Y**ou passed out from wounds during the combat. When you awaken, you are lying on a sofa next to a wall in what appears to be a large study. Three guards are standing near you. You have a Heavy Wound. Feeling groggy, you stand up and look around the room.

**Go to P031.**

---

## P082

**Y**ou have triggered an alarm at some time during your entry into the castle grounds.

**Go to P041.**

---

## P083

**Y**ou fall.

**M**ake a Dexterity Roll. If you fail, you suffer a Light Wound; otherwise, you are not injured. You may now try again.

If you wish to use suction devices, **go to P089**. If you wish to use the grappling hook and rope, **go to P063**.

**Note:** *Each time you return to this paragraph and are wounded, the wounds are cumulative; see the "Wound Accumulation Chart" on page 48 of the basic game book.*

---

## P084

**A**s you prepare the glider for take off, a bullet whizzes past. You duck and whirl. A guard in the castle tower is firing down at you. Fire back.

**T**he distance is 25 feet and it is dark (a -1 Ease Factor modifier); the guard is standing up in the tower (no cover). If you inflict a Medium Wound or greater on the Guard, **go to P072**. If you miss or only inflict a Light Wound, **go to P120**.

---

## P085

**Y**ou have found a door in the kitchen leading to a tunnel. Following it, you descend at an angle

into the earth. You realize you are traveling south beneath the bluff on which the chateau is located. After some minutes, you come out into a small cavern that opens onto the bay. Ahead there is a dock on which two boats are moored.

**T**he boats are guarded. Roll 1D3 to determine how many guards there are and draw an NPC card for each of them. To reach the boats, you must defeat the guards using either Fire or Hand-to-Hand combat. From where you enter the cavern to where the guards are is 25 feet. Resolve the combat.

**Gain the Plot Code P26.**

If you defeat the guards, **go to P009**. If you are defeated, **go to P042**. If you die, the adventure is over, try again with a new character.

---

## P086

**Y**ou are captured and taken under armed guard to a door on the second floor of the chateau. A guard knocks. A moment passes, then a muffled voice says to enter. The door is opened and you are pushed into the room at gunpoint.

**Go to P031.**

---

## P087

**I**f at any time during the adventure an alarm has been triggered by your infiltration of you were spotted or captured, subtract 1D3 Escape Points from your total.

If your final total is 9 or fewer Escape Points, you encounter guards, **go to P068**. Otherwise, **go to P015**.

---

## P088

**Y**ou make it to the top of the wall and drop over without injury into the grounds on the other side.

**R**oll 1D6. If you have the Plot Code P4, add +2 to the die roll. If you have the Plot Code P5, add +3 to the die roll.

If the result is a 5 or a 6, **go to P082**. If the result is 4 or less, **go to P071**. If you triggered an alarm or were spotted while crossing the meadow or the forest, **go to P082**.

---

## P089

**U**sing the suction devices is more a matter of strength than of skill.

**M**ake an Strength roll (+3 Ease Factor modifier). Subtract the Quality Rating from 5 (a Failure = Quality Rating of 5). The result is the Ease Factor modifier to apply to a Mountaineering roll. (Example: You receive a Quality Rating of 3 for your Strength Roll; the Ease Factor modifier for the Mountaineering Skill roll would then be +2.)

If you succeed in the Mountaineering Roll, go to **P088**. If you fail, go to **P083**.

## P090

**Y**ou feel you have learned as much as you can for now and that it is time to get away.

**G**ain the Plot Code P10.

If you have the Plot Code P1, go to **P061**. Otherwise, go to **P123**.

## P091

**Y**ou land on the roof all right without raising any alarms, but the landing is perilous. You grip the roof, the weight of the hang glider threatening to pull you over and off.

**M**ake a Strength Roll. If successful, go to **P100**. If you fail, go to **P032**.

## P092

**I**f at any time during the adventure an alarm has been triggered by your infiltration or you were spotted or captured, subtract 1D3 Escape Points from your total.

If your final total is 5 or fewer Escape Points, you encounter guards, go to **P033**. Otherwise, go to **P017**.

## P093

**T**he room appears to be a combination study and office, undoubtedly for Fox himself judging from the luxury of its appointments. However, at the moment it is empty.

**I**f you wish to search further for Fox, go to **P116**. Otherwise, go to **P090**.

## P094

**W**hile crouching in the shadows, you hear a commotion at the front gate. A dark sedan is

arriving. You hear an altercation between the driver and guards. Taking advantage of the distraction, you are able to make your way to the chateau, where you crouch behind bushes underneath a window.

**G**o to **P046**.

## P095

**I**f you can play an "Opportunity" Action Card, go to **P122**.

Otherwise, roll 1D10. If you roll 1-4, go to **P122**. If you roll 5-10, go to **P054**.

## P096

**Y**ou run towards the chateau wall.

**M**ake an Evasion Roll. If you have the Plot Code P7, roll 1D6. If the result is 1 or 6, the Ease Factor modifier is -1; if the result is 2, 3, 4, or Failure, the Ease Factor modifier is -2.

If you fail, go to **P136**.

If you are successful, you make it to the wall. **G**ain the Plot Code P5. **G**o to **P111**.

## P097

**Y**ou land in the meadow near the castle. You disentangle yourself quickly from the hang glider, expecting alarms, searchlights, and even bullets to come your way at any moment. However, the stillness is unbroken. You have avoided being spotted; your luck is holding. Now you must make it to the castle.

**G**ain the Plot Code P1.

Draw 5 Action Cards. Place one card face up in the Base Number Box. Its Action Number is the Base Number. Deal the remaining cards face down in Boxes A and B. **G**o to **P131**.

## P098

**Y**ou crash near the cliff.

**T**he glider is destroyed. If you can play an "Opportunity" Action Card, or if you spend 2 Hero Points, you emerge from the crash miraculously unhurt. If you spend only 1 Hero Point, you receive a Light Wound. Otherwise, roll 1D10. On a roll of 1-4, you receive a Light Wound; on

a roll of 5-8, you receive a Medium Wound; and on a roll of 9-10, you receive a Heavy Wound.

If, as a result of these wounds, you are Incapacitated or Stunned, **go to P042**.

If you are not incapacitated and unconscious, you make a run for the cliff. Below the waters of the bay crash into the rocks. Bullets whine around you as guards race out from the house. You may surrender (**go to P042**) or you may leap from the cliff into the water below.

If you leap, make a Diving skill Roll (-1 Ease Factor modifier). If the Quality Result is 3 or better, **go to P003**. If it is a 4, **go to P074**. If you fail the roll, **go to P034**.

## P099

**Y**ou run towards the forest.

**M**ake an Evasion Roll. If you have the Plot Code P7, roll 1D6. If the result is even, the Ease Factor modifier is -1; if the result is odd, the Ease Factor modifier is -2.

If you are successful, you have made it into hiding, **go to P043**. If you fail, **go to P136**.

## P100

**Y**ou have successfully hung on with your strength, preventing the weight of the glider from pulling you off the roof.

**M**ake a Dexterity Roll. If successful with that roll, **go to P035**.

If you fail the Dexterity Roll, your efforts to get out of the glider harness are only partially successful: the hang glider is damaged and is unusable again. **Gain the Plot Code P1**. **Go to P129**.

## P101

**Y**ou crash into the forest.

**R**oll 1D10. If the number is 1 or 10, you escape unharmed. If the number is 2,3,4, or 5, you gain a Light Wound. If the number is 6,7,8, or 9, you gain a Medium Wound.

Roll 1D10 again. If the number is even, **go to P132**. If the number is odd, **go to P108**.

## P102

**P**eering over the balcony, you recognize Gregory Fox. As you ponder your next move, there is a knock on the main door into the study. Before

Fox can answer, the door bursts open and a strikingly beautiful woman rushes in, knocking aside the hand of a guard who had obviously been trying to restrain her. Fox rises calmly to his feet as the woman strides angrily towards him.

**Go to P128**.

## P103

**M**ake an Evasion Roll (-1 Ease Factor modifier). If you fail, **go to P136**.

If you succeed, you make it to the chateau wall and must make an Stealth Roll (-1 Ease Factor modifier).

**If you succeed with a Quality Rating of 3 or better, gain the Plot Code P3.**

**If you get a Quality Rating of 4, gain the Plot Code P4.**

**If you fail, gain the Plot Code P5.**

After making the Stealth Roll, **go to P111**.

## P104

**H**aving successfully opened the door to your prison room, you enter the hallway outside. It is dimly lit. The hall ends in a wall to your left; to your right, it ends in a door that is ajar, from which you hear voices. You make your way quietly down the hall to the room. Looking in, you see three guards sitting around a table. You see your weapon lying on another table. The guards are unaware of your presence. You burst into the room, surprising them.

**H**and-to-Hand combat ensues. If you succeed in the combat and defeat the guards, **go to P060**. If you are defeated, **go to P042**.

**Go to P008 and begin combat.**

## P105

**Y**ou are attempting to escape from the meadow.

**Gain the Plot Code P7.**

If you run toward and into the forest, **go to P099**. If you run toward the wall of the Chateau, **go to P096**.

## P106

**T**o escape from the chateau, you must earn Escape Points. You do this by performing the following steps:

1) Choose an Ease Factor for a Stealth Skill roll. Roll

normally. Add your Quality Result to the Ease Factor you chose and subtract that sum from 8. The result is the number of Escape Points you gain. If you fail the Skill roll, you gain no Escape Points.

2) Each time you make a Skill roll, discard an Action Card from the Base Number Box.

When all Action Cards are discarded, if you have the Plot Code P1 or P14, go to **P087**. Otherwise, go to **P092**.

## P107

**A**nya looks at you. "All you need to know," she says, "is that Fox is double-crossing your country and mine. That makes us allies for now, eh?"

"The thought gives me great pleasure," you reply. "Perhaps we can pursue it over dinner?"

"Impetuous as always! First we escape...then we'll discuss finer things!"

"Agreed!" you reply, looking out into the hallway. It is deserted, but, you feel sure, not for long.

**Gain the Plot Code P1 and P14.**

If you lost your weapons, you now retrieve them from the unconscious guards.

Draw a number of Action Cards equal to  $1D6 + 2$ . Place these cards face down in the Base Number Box; they represent the amount of effort you must make to find a way out.

**Go to P106.**

## P108

**Y**ou pick yourself up painfully from the forest floor, looking regretfully at the broken remains of the hang glider. You must now make your way to the Chateau on foot.

**Gain the Plot Code P1.**

Draw 10 Action Cards. Place one card face down in the Base Number Box. Deal three cards face down in each of the Boxes A, B, and C on the Playmat. Turn over the card in the Base Number Box to determine the Base Number.

**Go to P131.**

## P109

**I**f you have the Plot Code P2, go to **P095**. Otherwise, go to **P122**.

## P110

**Y**ou spot guards.

**Y**ou can try to bypass them, go to **P109**. You can attack them by surprise, go to **P052**.

## P111

**Y**ou have arrived at the concrete wall of the chateau. It is twelve feet high and topped by barbed wire. Looking into your backpack you have a choice of either suction devices for your feet and hands to help you scale the wall or a grappling hook and rope.

**I**f you choose the suction devices, go to **P089**. If you choose the hook and rope, go to **P063**

## P112

**T**he guards push you forward towards the seated figure. As you get closer, you see that it is Gregory Fox. He is smiling but his eyes are hard and piercing. "So," he says, "which of my enemies have sent you?"

**I**f you can play an "Opportunity" Action Card, go to **P134**.

Otherwise, roll 1D10. If you roll a 1-5, go to **P134**. If you roll a 6-10, go to **P069**.

## P113

**Y**ou have gained entrance to the upstairs of the castle. The room you are in is in darkness, but your nitelighter goggles reveal that it is a bedroom. A cursory search reveals nothing of importance. You go to the bedroom door and open it quietly. The hall outside is also dark and deserted. You enter it to begin your search of the chateau.

**Go to P062.**

## P114

**Y**ou land successfully on the roof. It is only a matter of moments to detach yourself from the hang glider and to hide it in shadows behind a chimney.

**Go to P129.**

---

## P115

**Y**ou hear voices in a room off a darkened corridor. Pushing the door ajar, you see Fox in a room with two guards and a woman who is being taken prisoner at gun point. To your surprise, it is Anya Amasova, the beautiful KGB agent who has been your sometime enemy and your sometime ally and lover. Taking out your weapon, you push the door open. "Ah," you say, "so here's where the party is! I was beginning to think I had missed it." One of the guards turns to fire at you, but you shoot first and he drops. In the following confusion, Amasova lashes out with her foot, doubling Fox over, and karate chops the remaining guard, knocking him out. Fox lies moaning on the floor.

You bow to Anya, who is less than surprised to see you. "Well, well," she says, "we knew M would be sending someone, but I didn't know it would be you."

"I didn't know there was going to be a party, but I thought I'd drop in anyway," you reply, beginning to truss up Fox with a rope from your backpack.

"I'm glad you did..." she smiles at you, reviving old memories.

**Go to P107.**

---

## P116

**Y**ou are searching for Fox.

**T**o find him you must achieve a Quality Result of 1 making a Sixth Sense skill roll. If during the adventure any alarms have gone off or you have been spotted, apply a -1 Ease Factor modifier to the roll.

You can roll as many times as you wish. However, after each Skill roll, roll 1D6. If the number rolled on the die is less than the number of Skill rolls you have made to that point, then you encounter guards, **go to P068**.

If you find Fox, **go to P115**.

If you stop searching before you have found Fox but before you encounter guards, **go to P090**.

---

## P117

**Y**ou have searched through most of the chateau. The last door you have entered, however, is not into a room but onto a narrow balcony overlooking a room. The walls around you are covered with books, and the balcony itself extends around three walls. It is deeply in shadow. Moving quietly, you peer over the edge of the railing.

## Gain the Plot Code S1.

If you can play an "Opportunity" Action Card from your Hand, **go to P031**.

Otherwise, roll 1D10. If you roll 1-5, **go to P031**. If you roll 6-10, **go to P093** and **gain the Plot Code P11**.

---

## P118

**A** sudden downdraft grips your glider, drawing you toward the side of the castle itself.

**M**ake an Piloting Skill roll (-2 Ease Factor modifier). If you succeed, you narrowly avoid a crash but you must land in the castle grounds, **go to P021**.

If you fail, you crash into the castle itself. You fall to the ground, suffering a Medium Wound. There is a 65% chance an alarm will be raised. Roll D100. If the result is 65 or less, **go to P041**. If it is 66 or higher, **go to P021**.

**If you crash, gain the Plot Code P1.**

---

## P119

**Y**ou successfully crash-land into the ocean, not suffering any injury. You free yourself from the glider and swim away from it as it begins to sink. Then you trigger the homing device in your wristwatch and wait to be picked up by the small submarine on patrol nearby.

**T**his ends the Prologue. **Go to the Briefing for Chapter One.**

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## P120

**Y**ou have attached yourself to the glider harness and have switched on its small engine. Meanwhile the guard above you, having been momentarily silenced when you fired, is preparing to shoot at you again. You begin the takeoff, the sound of the engine not quite hiding the whine of the bullets flying around you.

**D**raw an NPC Card for the guard. This will tell you his weapon and his firing skill. You are now 35 feet away from him; you are moving, which gives a -2 Ease Factor modifier to his skill roll, and it is dark, which gives an additional -1 Ease Factor modifier to his skill roll, for a total of -3, in addition to any other modifiers he may have for weapon performance, range, and wounds.

If he has an automatic weapon, roll 1D10; he will fire single shots on a die roll of 1-4 and will continuous fire on a die roll of 5-10. Roll for his shots. If he does any damage, there is a 70% chance that the damage is done against the glider rather than you. Roll D100 for

each hit. Any roll of 71 or higher means you are hit. Determine your wounds; the glider offers no protection other than distracting the shooter's aim away from you. Determine the "wounds" or damage caused by any hits to the glider itself.

If you are hit or the glider sustains Light Damage or worse, **go to P055**. If you are not hit or the glider receives no hit or only Stun damage, **go to P072**.

## P121

**T**he chase begins at Close Range. Play it out using the Chase Rules in the Rule Book for this Adventure. Continue until you are either captured or you escape.

If you escape, **go to P073**. If at any time you suffer a Mishap, you will be captured, **go to P023**. If at time you lose consciousness, you are captured, **go to P023**. If at any time you are killed, **go to P034**.

## P122

**Y**ou retrieve the hang glider from its hiding place on the roof. Now you must take-off and fly south to a rendezvous out in the ocean.

**I**f an alarm has been triggered during the adventure or you have been spotted or captured, roll 1D10. On a roll of 5-10, **go to P084**. On a roll of 1-4, **go to P072**.

If there has been no alarm, **go to P072**.

## P123

**Y**ou make your way back to the roof.

**T**o do so you must gain at least 6 Escape Points. Draw a number of Action Cards equal to 1D6 + 2. Place these cards face down in the Base Number Box; they represent the amount of effort you must make to find a way out.

**Go to P106**.

## P124

**Y**ou have triggered an alarm! Sirens sound and strong searchlights stab through the night in your direction.

**Y**ou may do one of the following actions. After making your choice, go to the indicated paragraphs.

- 1) You may fall prone and attempt to crawl into cover. **Go to P103**.
- 2) You may run toward the forest. **Go to P099**.
- 3) You may run toward the castle wall. **Go to P096**.

- 4) You may stand still where you are. **Go to P136**.

## P125

**T**he chateau is so alerted now that you know it will be impossible to gain entrance. You decide to abandon the mission and return to base. You walk through the woods until you are paralleling the road; this way you won't become lost. After several minutes of walking you hear a car coming from the direction of the castle. Ducking into the shadows, you see it is a dark sedan. You recognize the driver as the beautiful KGB agent Anya Amasova.

**Gain the Action Code M2.**

**Go to the Briefing for Chapter One.**

## P126

**R**oll 1D10. If the result is 1-3, **go to P091**. If the number is 4-7, **go to P026**. If the result is 8-10, **go to P001**.

## P127

**Y**ou are in shadow next to the chateau. Your only chance is to run south to the cliff edge and try to make your way down to the water. However, pursuers are closing in.

**M**ake an Evasion roll (-1 Ease Factor modifier). If successful, **go to P080**. If you fail, **go to P068**.

## P128

**W**ith a shock of recognition, you see the woman is Anya Amasova, a top KGB agent who has been both an ally and an enemy in the past. Now you know who Fox's contact is.

"You fool!" she says, stopping before him and thrusting a finger in his chest. In spite of his attempts to remain calm, you can see a flush rising in Fox's face as he steps back. "What do you think you are doing using Lord Rupert as an agent? You could blow his cover and with him an entire network that has taken us twenty years to develop! What are you trying to do? Who are you selling information to? I warn you, Fox, any further attempts to play spymaster could remove you from the picture entirely!"

Reaching into a side pocket of his jacket, Fox withdraws a gold cigarette case. Opening it,



he offers one to Amasova, who pushes it aside. "Well?" she demands.

Lighting a cigarette for himself, Fox seems to have regained his calm. "You do not understand," he says. "Rupert approached me. I thought he was doing so under your government's instructions, but if you say no, then he is acting on his own."

"That is impossible," Amasova says flatly.

"Then someone else is running him."

"Also impossible."

Fox shrugs and turns away, blowing smoke towards the ceiling.

**Go to P029.**

## P129

**F**rom your backpack of equipment you take a grappling hook and a rope. Securing the hook on the roof, you prepare to lower yourself down the roof and over the edge to a ledge below, along which you can make your way to a window.

**M**ake a Mountaineering roll. If you have the Plot Code P6, your Ease Factor modifier is -1 for this skill roll due to your haste while alarms are ringing and searchlights are being brought to bear on you.

If you succeed, **go to P048**. If you fail, **go to P044**.

## P130

**Y**ou are surrounded by guards and taken to a cell in the basement. Your backpack and weapons have been removed. Unseen, though, you reach to your jacket and activate the mechanism that causes it to inflate. As your jacket swells up, the guard holding you is taken by surprise. You are able to break free and swing him into the other guards, forcing them to drop their weapons.

**A** Hand-to-hand combat ensues. If you have the Plot Code P14, there are 5 guards for you and your ally to battle; otherwise, there are 3 guards. If you use the Quick Combat system and you have the Plot Code P14, subtract 2 from the Combat Resolution Number. **Go to P008**.

If you defeat your foes, **go to P057**. If you are defeated or captured, **go to P042**.

## P131

**T**o play out the Meadow Infiltration, turn over each card one by one in Box A. Each time the Action Number is equal to or less than the Base Number, make a Stealth

Skill Roll. Each time the Action Number is greater than the Base Number, make a Perception Roll. The Ease Factor modifier is determined by the Box the card is in.

If the Card drawn is from Box A, the Ease Factor modifier is +2. If the Card is from Box B, the Ease Factor modifier is +1. If the Card is from Box C, the Ease Factor modifier is 0. If the Card is from Box D, the Ease Factor modifier is -1. Continue turning over cards one by one in Box A, and then Box B, and so on, until all the cards have been turned over.

### Stealth Skill Roll Results:

**Failure:** Draw another Action Card and place it face down in the next higher Box. (Thus if you fail a Stealth Skill Roll with a Card from Box C, add a Card to Box D. However, if the Card was from Box D, add another Card to Box D.)

**Success:** Draw the next Action Card from the appropriate Box. If you succeed with a Quality Rating of 2, discard an Action Card from the highest Box still having cards in it (that is, from Box D first, then from Box C, and so forth). If you succeed with a Quality Rating of 1, discard 2 Action Cards from the highest Box or Boxes still having cards in them.

### Perception Roll Results:

**Failure:** You have blundered into an electronic alarm system, and you must immediately make a Stealth Skill Roll to avoid being detected. If the Action Card was drawn from Box A, the Ease Factor modifier is 0. If the Action Card was drawn from Box B, the Ease Factor modifier is -1. If the Action Card was drawn from Box C, the Ease Factor modifier is -2. If the Action Card was drawn from Box D, the Ease Factor modifier is -3.

If you succeed with the Stealth Roll, there is no adverse effect. Draw the next Action Card from the appropriate Box. If you fail the Stealth Roll, **go to P124**.

**Success:** You have spotted and avoided an electronic alarm system. Draw the next appropriate Action Card and continue your advance upon the castle. If you succeed with a Quality Rating of 1 or 2, discard an Action Card from the highest Box in which cards are still remaining.

When you have played or discarded the last remaining Action Card, you have arrived at the walls of the chateau. **Go to P111**.

## P132

**Y**ou pick yourself up painfully from the forest floor, looking regretfully at the tattered and broken remains of the hang glider. Suddenly, in the distance you hear the sound of a car coming down the road you had seen from the air. Quickly, you make your way through the forest to the highway, not a long distance.

Where the road leaves the forest and enters the meadow, there is a gate. A barbed wire fence

goes off into the forest on either side of it. Mounted above the gate are three television cameras. In front of the gate in the middle of the road is a traffic island on which is a post with a built-in grill: obviously a radio transmitter through which a guard can converse with the driver of a car.

You are able to creep up close to the gate on one side while remaining in the shadows of the trees. As you do so, a dark sedan pulls up to the gate.

**Gain the Plot Code P1.**

Go to P019.

## P133

**R**oll 1D10. If the number is 1-3, go to P021. If the number is 4-6, go to P012. If the number is 7-10, go to P118.

## P134

**B**efore you can answer, the door to the study bursts open. A strikingly beautiful woman enters, shouting angrily at a guard who obviously had tried to keep her from entering. Seeing Fox, she strides over towards him. As she comes close, you recognize her. It is your sometimes enemy,

sometimes ally, Anya Amasova, one of the top agents of the Soviet KGB. So this, you think, is Fox's contact, proof that the KGB is involved.

Anya Amasova attention is at first wholly on Fox, but then she sees you. "You!" She exclaims. "What are you doing here?"

Taking advantage of her momentary surprise, Fox steps forward. "He is an uninvited guest, my dear, who is just now leaving." He gives a signal, and the guards around you hustle you out of the room, while Amasova watches in silence.

**Go to P077.**

## P135

**R**oll 1D10. If the result is 1-7, go to P024. If the number is 8-10, go to P020.

## P136

**A** helicopter bearing armed guards comes over the wall, landing near you. A half-dozen well-armed men jump out, surrounding you, covering you with AKM automatic rifles. You are disarmed, stripped of your backpack, and taken into custody.

**Go to P022.**

# Chapter 1

## A001

You have defeated the two thugs.

Roll 1D10. If the result is 6 or higher, **go immediately to A133**. Otherwise continue with the Paragraph.

You look around, you see the woman running up the beach away from you and climbing into her car. You shout, but your words are lost in the sound of her engine as she roars away.

**Go to A136.**

---

## A002

You are on the beach.

You are attacked by 1D3 thugs.

This must be played using the Regular Combat system as a Hand-to-Hand combat with the following guideline for the surfline battle.

Each Action Round, draw an Action Card.

If the Action Number is 6 or greater, you are in surf up to your waists. A Kick is considered a Specific Blow, giving it a -3 Ease Factor modifier; any wound caused by a Kick is reduced one wound level because of the water.

If the Action Number is 9 or greater, a wave crashes to shore. Each combatant must make a Strength Roll to remain upright. The Ease Factor modifier for this roll is 1D3-2.

If a character falls or is Tripped (a Specific Blow), his opponent may then make an Restrain Specific Blow (-2 Ease Factor modifier) to hold his head underwater. A character can survive underwater for a number of Action Rounds equal to 4 plus his Diving Skill Level. At the end of that time, he takes 1 Light Wound every Action Round. Each time he does so, he must make his Pain Resistance Roll; if he fails that, it means he has gasped for air and takes a Heavy Wound instead. When a character being held underwater is Incapacitated, he drowns.

Anytime your opponent must make a Specific Blow against you and you are in Surf, he will attempt to Trip you and then Restrain you.

If you are incapacitated but not drowned, the thugs will leave, **go to A090**. If you are drowned, **go to A043**. If you defeat your opponents, **go to A001**.

---

## A003

You are investigating the cargo hold.

Roll 1D10. If the number is 1-4, **go to A156**. If it is 5 or higher, **go to A074**.

---

## A004

You are able to avoid guards on patrol as you follow Rupert and the others. Finally, they all go into locker rooms, men on one side, women on the other. A few moments later, they all come out wearing only loose hospital gowns, attended by other men and women dressed like orderlies. You wonder what is going on.

**Go to A025.**

---

## A005

You are involved in a Danger Level C car chase. The men after you have orders to kill you. Resolve the chase.

If you escape, **go to A142**. If you do not, **go to A159**.

---

## A006

As you are freshening up, there is a knock on your door. When you open it, there is Tracy accompanied by the room service waiter with your order. "I decided to surprise you," she announces, coming in. The waiter arranges the dinner on the table and leaves, bowing slightly. The rest of the evening proves delightful and, even if you do say so, at times equally surprising.

**Go to A062.**

---

## A007

You spend the rest of the night in your room. The next day at the conference you are only half participating in the lectures and exercises, mulling over what you have and have not learned so far. At the end of the day's sessions, you prepare for your next step.

If this is the second evening (this is the first time you have been to this paragraph), **go to A069**.

If this is the second time you have been to this paragraph, the conference is over. **Go to A024**.

---

## A008

Leaving the thug unconscious behind, you return to your room, only to discover Tracy wait-

ing for you. You accuse her of setting you up, but she denies it. She had decided simply to surprise you in your room. You then accuse her of being in trouble and offer your help, but she refuses. She only wants to pay her debt to you. "Who needs to buy?" you ask, but any further conversation is cut off when Tracy kisses you.

**Go to A062.**

## A009

The day of the seminar arrives. You drive to the InnerFlow complex. This proves to be a renovated villa. It is surrounded on three sides, the north, east, and south, by an old wall some fifteen feet high bordered with trees and shrubs. Four buildings are arranged in a quadrangle around a large lawn dotted with tress.

To the west is the main public building containing the kitchen, dining rooms, classrooms and other meeting or exercise rooms.

Beyond it is the ocean; there is a path leading down to the beach and to a boat dock. You can see a large yacht at anchor not far from shore. To the north is the administration building. To the east and south are a number of small cabins providing separate and lavishly appointed apartments for each attendee. Also to the east are utility buildings and what look like small concrete bunkers.

If you have any wounds, they are reduced by one level.  
**Go to A095.**

## A010

You gun your car forward onto the sand which fortunately is hardpacked from high tide.

You must make an Trick Maneuver (-2 Ease Factor modifier) to avoid getting stuck. If unsuccessful, you are stuck. The men reach their car with the woman and escape, **go to A151**. If you are successful, continue with the Paragraph.

You gun the engine, the back wheels digging in for traction on the sand. As you steer the car, you reach for your pistol in its holster. They drop the woman and run.

Roll 1D10. If the result is 7 or higher, one man stops to fire at you. He has a Smith & Wesson .38. Draw an NPC card to determine his speed and Make a Draw roll to determine who will fire first. There is 25 feet between you. You are a moving target, but you are also driving, so you suffer a -1 Ease Factor modifier to your Fire Combat skill, in addition to any other modifiers.

Unless he is wounded and cannot do so, the man will

run after he makes his shot. If you are not disabled, you drive after both men. If you are disabled or incapacitated, they will come back and kill you, **go to A043**.

Otherwise, you chase the men until they scramble up a dune where your car cannot go. You turn around to see that the woman has come to and is almost to her own car. As you watch, driving toward her, she gets in and drives away, leaving you behind, **go to A136**. However, if you are wounded, **go to A090**.

## A011

Tracy feels she is in no danger and wishes to stay. Regretfully, you leave her and make your way to the parking lot to get to your car before the guards get there.

**Gain the Plot Code A18.**

If you have the Plot Code A17, **go to A060**. Otherwise, **go to A028**.

## A012

The Maserati is a pair of distantly receding tail lights, like the eyes of some primordial nocturnal beast. Sighing, you follow on, wondering if you will see the mysterious woman again.

If you can play from your hand an Action Card with an Action Number above 5, you are able to keep the Maserati in sight, **go to A058**. Otherwise, you lose her, **go to A090**.

## A013

You blend into the shadows as the guards pass, then carefully you continue your exploration of the corridor. You find a door corresponding to where you think the control booth for the laboratory should be. Opening it slightly, you peer in. Bathed in the soft glow of instrumentation, you see Bergman and, to your surprise, the ebony features of Nsei Mbenga, the head of TAROT's intelligence gathering operations.

**Go to A044.**

## A014

Do you wish to set demolitions in the hold? If yes, **go to A102**. If no, **go to A048**.

**A015**

All seems lost when suddenly a helicopter appears, a man with a gun blazing away at your assailants. They flee. The helicopter lands nearby. It is Draco, paying off his debt to you for saving his daughter, arriving in the nick of time like the cavalry to save the day.

**This ends Chapter 1. Go to the briefing for Chapter 2.**

---

**A016**

You were unable to follow the men without too much risk of being seen. Disappointed, you return to your room for the night.

**Go to A007.**

---

**A017**

You have been spotted running toward the administration building. Guards begin chasing you.

**M**ake an Evasion roll. If the result is a Quality Result of 1 or 2, **go to A073**. If it was 3 or 4, **go to A109**. If unsuccessful, **go to A027**.

---

**A018**

You decide to investigate Bergman's yacht, based on the rumors you've heard. Dressed accordingly, you make your way out of the complex and down to the beach. There is a small dock, but no boats are there. Undaunted, you slip into the water. It looks like an easy swim.

**M**ake an Diving Skill roll. If successful, you make it to the yacht without incident, **go to A134**. If unsuccessful, **go to A021**.

---

**A019**

You wait for the explosion as you swim back to the beach, but nothing happens. It is too late to try again. Berating yourself for your failure, you walk onto shore, wondering what went wrong.

**I**f you have suffered anything greater than a Light Wound, **go to A167**. If not, **go to A109**.

---

**A020**

You arrive at the storehouse, a low concrete bunker. It has a rather elaborate lock on its door.

**M**ake an Lockpicking/Safecracking Roll. If you succeed, **go to A122**. If you fail, **go to A109**.

---

**A021**

Having alerted the guards, you decide it would be smarter to turn back and not to risk being caught. You swim back to the beach.

**Go to A109.**

---

**A022**

The yacht seems deserted, though you are sure there are guards about. Suddenly your fears are confirmed as a door opens and two guards, alerted by noise you have made, step out on deck and confront you.

**Y**ou are attacked Hand-to-Hand. Determine the outcome of the combat. If you are defeated, you are taken to Bergman, **go to A067**. If you win, you hide the unconscious guards in a stateroom, **go to A127**.

---

**A023**

You hear a scream in the woods. Drawing your weapon, you plunge forward. You come upon two men attacking a woman. One of the men has a knife. You fire a shot into the ground at their feet which immediately gets their attention. You call for the men to release the woman, which they do, though with much protest for she is a gypsy and considered a witch. The woman comes to you. Keeping your eyes on the men, you retreat with her to your car and drive off.

**Gain the Plot Code A6.**

**Go to A097.**

---

**A024**

The conference is over. You make your report to M.

**This ends Chapter 1. Go to the Briefing for Chapter 2.**

---

## A025

The group walks down the corridor and into another chamber, softly lit. In it are several rows of metal cylinders. Assisted by orderlies, each person takes of his or her robe and climbs into one of the cylinders. A lid is then closed over them. You recognize the devices as isolation tanks in which a person floats in water at body temperature, cut off from most physical sensation. They are designed to create a state of relaxation through sensory deprivation. In such a state, you know, a person can be highly susceptible to hallucinations and to hypnotic suggestions.

Looking up from where you are hiding in shadows you can see a shaded glass high up in the laboratory wall, with shadowy figures behind it looking down at the rows of isolation tanks. That, you realize must be the control chamber, where Bergman must be. You decide to look in on it. You head down the corridor, remembering that there are probably guards around.

Go to A045.

---

## A026

It was a clumsy attempt but it startled you. The other car roars ahead.

You can chase it, go to A064. Or let it go and continue to Estoril and the hotel, go to A136.

---

## A027

You encounter 1D3 guards.

If you have the Plot Code A10, go immediately to A120.

You attempt to persuade them that you should be where you are and that they should let you go.

Make an Persuasion Roll (-3 Ease Factor modifier).

If you succeed and have both Plot Codes A11 and A50, go to A085.

If you succeed and only have the Plot Code A11, go to A004.

If you succeed and have the Plot Code A12, go to A109.

If you succeed and have the Plot Code A15, go to A020.

If you fail, go to A125.

---

## A028

You find that guards are already converging on your car.

Make an Evasion Skill roll (-2 Ease Factor modifier) to avoid them and get to the car first. If you have the Plot Code A20, there is no negative modifier applied to the roll.

If you succeed, go to A158. If you fail, you must fight 1D3 guards, go to A059.

---

## A029

As far as you can tell, most of the crew are gone, although there are guards aboard. You continue your search, and finally you come upon the entrance to the cargo hold.

Go to A003.

---

## A030

You learn nothing about Skorpios from the gypsy chieftain, but he does tell you that one of his men has been working for Bergman recently, delivering crates of explosives. "He says they are for construction," the chieftain tells you, "that he is going to expand that big place he has, but my man knows explosives. He says this Bergman is preparing for a war. He has seen hidden amongst ordinary things packages of plastique, like the terrorists use." He tells you that Bergman seems also to be taking explosives on board his yacht for transport elsewhere. You decide this bears some looking into when you go to InnerFlow for the seminar.

Go to A009.

---

## A031

Gain the Plot Code A8.

Go to A014.

---

## A032

Draw an Action Card. If the Action Number is 8 or higher, go to A065. Otherwise, go to A087.

---

**A033**

**M**ake an Sixth Sense Roll. If you succeed, go to **A108**. Otherwise, go to **A029**.

---

**A034**

**W**hen you arrive at the Casino, you see the Maserati in the parking lot, and your spirits pick up. Perhaps you will meet the mystery woman after all. On the way to your room, the bellboy informs you that the Maserati belongs to the Countessa Teresa di Vicenzo, who has come to gamble at the Casino. You decide to look for her that evening.

**G**o to **A068**.

---

**A035**

**Y**ou have been captured by guards.

**G**o to **A120**.

---

**A036**

**T**he men from the boat begin unloading cases. By the time they are finished, they are met by two armed guards from the main complex. They begin carrying the cases up the beach and toward the buildings. You slide out of the shadows and begin to follow them.

**M**ake an Stealth Roll. If you succeed, go to **A098**. If you fail, go to **A016**.

---

**A037**

**T**he men lie unconscious at your feet. You hear running in the woods and look up, expecting another attack, but it is the woman. You call to her in Portuguese. Cautiously, she comes over. You speak to her, and you discover she is a gypsy whom these men had set upon. You say you are going to the gypsy encampment, and you offer to take her with you. She gratefully accepts.

**G**ain the Plot Code **A6**.

**G**o to **A097**.

---

**A038**

**W**hen you come to, you are lying on a couch in a sumptuous office. Across a plush rug from you is a man seated at a desk. Seeing you are awake, he pushes a button on his desk and a lovely young woman enters. She glances at the man, who nods in your direction. She turns towards you, and you realize she is holding a gun...your gun, in fact. You tense, wishing you felt less groggy, preparing for some kind of defensive action. The woman, however, simply walks over and hands you your weapon.

"Your gun," the man says. "so you may feel more comfortable...but please do not shoot me, at least not until we've had a drink." The man speaks to the woman. "Olympe, my dear, a martini for our guest...shaken, not stirred."

**G**o to **A083**.

---

**A039**

**Y**ou begin to search the yacht quietly.

**M**ake an Stealth roll. If successful, go to **A033**. If unsuccessful, go to **A022**.

---

**A040**

**T**here is no question in your mind that Tracy is a troubled woman, yet there is an inner strength there that you recognize. She invites you up to her room, and you willingly accept, even though you have the feeling that she may simply be trying to repay a debt. Yet, you are hopeful you can elicit a deeper feeling between you and perhaps help this strange and lovely woman to open up.

**Y**ou may conduct a Seduction Skill sequence as described in the basic game book, if you wish. If you successfully complete all 5 stages, you have indeed elicited a deeper intimacy and feeling between Tracy and yourself, go to **A063**.

If you are not successful with the Seduction, go to **A062**.

---

**A041**

**Y**ou struggle to regain consciousness. You have vague memories of someone pulling you from the water, of someone helping a woman out as well,

of yourself being carried. Then all is darkness.

**Go to A038.**

---

## A042

**A**fter seeing Tracy back to her room, you decide to return to the beach, intrigued by the signals you saw earlier. You make your way to a small bluff, from where you can see the yacht while remaining unseen yourself.

**Go to A061.**

---

## A043

**Y**ou are killed in the line of duty. You are given posthumous honors by Her Majesty's Secret Service.

**End of adventure.**

---

## A044

**Y**ou had expected to find some kind of shady operation here, not having much faith in Bergman's metaphysical claims. However, you had not expected to find one of TAROT's top operatives present. Now, the operation of InnerFlow must be seen in a new and more sinister light, though for you it could present a long-sought opportunity to find Skorprios.

**Go to A084.**

---

## A045

**Gain the Plot Code A50.**

Make an Sixth Sense Roll; if you have the Plot Code A9, the Ease Factor modifier is -2. If you succeed, **go to A013**. If you fail, **go to A027**.

---

## A046

**T**he combat with the guard has set off an alarm. You hear others coming and decide to retreat. You dive into the water and swim towards shore.

**I**f you have incurred a Medium Wound or greater, **go to A109**. Otherwise, **go to A167**.

---

## A047

**Y**ou enter Tracy's room only to be attacked by a thug.

**P**lay it out as Hand-to-Hand combat. If you lose, you will awaken later. Tracy will be gone. **Go to A062**.

If you win, return to your own room. **Go to A008**.

---

## A048

**Y**ou decide it is time to head back to shore. Quietly, you slip over the side and into the water. It is an easy swim back and you are able to make it to your room without any difficulty.

**I**f you have sustained any wounds, **go to A167**. Otherwise, **go to A007**.

---

## A049

**M**ake an Demolitions Skill roll. If successful, **go to A138**. If unsuccessful, **go to A019**.

---

## A050

**Y**ou make your way from the apartment area towards the utility buildings.

**Gain the Plot Code A15.**

Make an Sixth Sense Roll; if you have the Plot Code A7, you get a -2 Ease Factor modifier. If you succeed, **go to A020**. If you fail, **go to A027**.

---

## A051

**D**etermine the nature of the Mishap. If your car can still operate, you will drive on to Estoril; if not, you are picked up by a passing motorist who takes you where you need to go.

**I**f you have suffered anything greater than a Light Wound, **go to A090**. Otherwise, **go to A136**.

---

## A052

**W**hile talking to Tracy, a gleam of light out on the ocean catches your eye. Looking, you see that a light on Bergman's yacht blinking on and off in a manner reminiscent of Morse Code. Some-



one is signaling!

**Gain the Plot Code A5.**

**Go to A106.**

---

## A053

**S**omething darts across the road — a rabbit, perhaps — and, instinctively, you swerve. You narrowly miss hitting a tree, sideswiping it instead, bounce over rocks and boulders, crash through a fence and finally come to a halt. You have been thrown around the car, and now there is a sharp pain in your chest where you seem to have bruised, perhaps even cracked, a rib or two. You sit for a moment, letting your head clear, then get out to inspect the car. It is badly banged up, but you think it still can be driven. Gently, both for your sake and the Aston Martin's, you drive back to the highway.

**Go to A012.**

---

## A054

**Y**ou find a number of documents in the safe; most of them detail financial transactions between Bergman and a number of well-known political and corporate figures. These are records of blackmail payments, you realize. There are records of shipments of pharmaceutical products from an Italian company named BioAide. There is also a memo with an address in Rome and two telephone numbers. With a miniature camera disguised as a cigarette lighter, you photograph these documents.

**Gain the Plot Code A4.**

**Go to A029.**

---

## A055

**Y**ou have detected a sophisticated alarm system designed to alert someone if anyone moves out the window or door. You assume the alarm is activated at night to warn the security guards if occupants are wandering about after hours. However, with the equipment you have on hand, it is simple to deactivate the system.

**Go to A069.**

---

## A056

**F**or your first evening's activities you have the following activities you may undertake. Choose one and go to the corresponding paragraph.

Follow Lord Rupert if he leaves his room for a rendezvous, **go to A094.**

Investigate Bergman's office, **go to A135.**

Walk with Tracy on the beach, **go to A114.**

---

## A057

**Y**ou are driving to the gypsy encampment. The road is bounded by woods on either side, casting shadows on the highway. Suddenly, you notice movement off to one side amongst the trees. It is a woman running.

**Y**ou can pull off the highway and investigate, **go to A075.** Or you can continue on, **go to A097.**

---

## A058

**Y**ou keep the Maserati in sight. Eventually, you see it pull over and the woman get out. By the time you pull up behind the car, she is on the beach, looking out at the sea. You open a case beside you and pull out a telescopic lens designed for your weapon. As you watch her, she begins walking fully clothed into the water.

**M**ake an Sixth Sense roll (+1 Ease Factor modifier). If successful, **go to A119.** Otherwise, **go to A086.**

---

## A059

**Y**ou have combat with the guards. Due to the need for stealth, this is Hand-to-Hand combat. Furthermore, speed is of the essence.

Multiply the number of guards times 3. At the end of that many Action Rounds, 1D3 guards will join the combat. 1D3 guards will then appear again that number of rounds minus one later. Guards will continue to appear, each new group coming one Round sooner, until a maximum of 12 have entered into combat.

**For example:** *If there were initially 2 guards, 1D3 guards would appear at the beginning of Round 7, another 1D3 guards would appear at the beginning of Round 12, a third group at the start of Round 16, and so forth until a total of 12 had arrived. At any time, however, that, you defeat all your opponents before reinforcements arrive, you win the combat.*

You may, of course, attempt to break off combat and move away. This will precipitate a chase. You may play this chase out using the Regular solitaire chase rules; alternatively make an Evasion Skill Roll. Modify the Ease Factor for this roll by -1 for every NPC over two that is chasing you. If you are outside, you get a +1 Ease Factor modifier.

If you succeed, you escape and **gain the Plot Code A9**. If you fail this roll, you are captured.

If you are killed, **go to A043**.

If you are captured, **go to A120**.

If you are captured and have the Plot Code A18 and/or A40, **go to A067**.

If you succeed and have the Plot Code A15 or no Plot Codes, **go to A109**.

If you succeed and have the Plot Code A11 and/or A12, **go to A118**.

If you succeed and have the Plot Code A18, **go to A158**.

**Note:** *If you wish to use the Speed Combat system and the Combat Resolution Number is 11 or 12, add 1 more opponent for the next round. If it is greater than 12, add 1D3 more opponents.*

## A060

**Y**ou break into the storeroom containing the explosives. To create a diversion to cover your escape, you intend to set off the explosives in this room. You have very little time, though, to set the fuses.

**M**ake a Demolitions Skill roll (-2 Ease Factor modifier). If successful, **go to A164**.

If unsuccessful, you are unable to finish setting the fuses before the guards arrive. Instead you run to the parking lot. **Go to A140**.

## A061

**A**s you watch from hiding, a small boat comes ashore from the yacht, propelled by muffled oars.

**Go to A036**.

## A062

**T**he next morning Tracy is gone. You assume she has returned to her room, but when you try to call her room, you are informed she has checked out.

**Go to A139**.

## A063

**Y**ou find a joy and compatibility with Tracy, you have seldom known before. You end up spending the night in your room.

**Gain 2 Victory Points.**

**Go to A062**

## A064

**A**ngered, you chase the sedan. It has two men in it.

**P**lay out a chase sequence. If you get to close range, the driver will point a weapon out the window and fire at you. He has a Smith & Wesson .38. Determine any damage. If you are hit and fail a Pain Resistance roll, you must make an Safety Check to avoid a Mishap.

In your car, you have a Ruger Blackhawk .44 in the glove compartment. You will use this if you decide to fire back at them.

If you hit the driver, or if you perform a successful Force maneuver against them, the car will immediately run off the road and onto the beach, flipping over several times. Upon investigation, you discover both thugs are dead. You continue on, **go to A136**.

If you have a Mishap, the car speeds away, **go to A051**.

## A065

**Y**ou gun your car to make a getaway as the two men approach you. Unfortunately, it stalls. One of the men fires and you are hit.

**Y**ou incur a Light Wound. Now you must conduct Fire Combat. If you kill the two men, **go to A090**. If you are killed, **go to A043**.

## A066

**T**he other car pulls to a stop in front of you and the two men in the front seat step out, guns drawn. You assume they mean you no good.

**Y**ou can draw your gun and engage in a fire fight, **go to A091**. Or you can attempt to avoid combat, **go to A032**.

## A067

**G**iven the circumstances of your capture, Bergman decides you are a threat. Under heavy armed

guard you are taken into a cellar of the main building and dealt with.

**Go to A043.**

## A068

**Y**ou spend time playing in the Casino, listening to conversations, asking discreet questions, gathering information in proportion to the success or failure of your gambling.

**U**se the Gambling Rules in the Basic Game Manual. You may play any of the games listed. You are playing against the House. The House's Gambling Primary Chance is  $1D6 + 24$ , Fame Points =  $1D100 + 75$ , and Perception is  $1D10 + 5$ . These latter values are used in case of ties, as per the gambling rules in the basic game book. If you are playing Blackjack and there is a tie, however, the amount is "pushed;" that is, it stays on the table and becomes part of a new bet with a new hand.

You will be betting Information Points. You begin with 10 Information Points. Each game you play, you may bet as many Points as you wish. If you win, you gain more Information Points; if you lose, you lose the Points you bet.

To determine your winnings use the following procedure: If the game is Roulette, use the odds listed on page 68 of the basic game book. If it is a card game, you win one-half as many points (fractions rounded down) as you bet. Thus, if you bet 4 Information Points, you would win 2; if you bet 1 Information Point, you would not win any.

You may increase your winnings at card games by playing an Action Card. You may play this card from your Hand or you may draw it from the deck. If the Action Number is 7 or 8, you double your winnings; if it is 9 or 10, you triple your winnings. If, however, it is 1 to 3, an event has arisen with Tracy that prevents you from gambling any further. Unless you draw such a card, you may keep playing as long as you wish. The more Information Points you win, the better.

When you have finished gambling, if you have the Plot Code A14, **go to A040**. If you have the Plot Code A21, **go to A139**. Otherwise, **go to A072**.

## A069

**Y**ou make your plans for the evening.

**I**f you have the Plot Code A3, **go to A162**.

If you have the Plot Code A9, **go to A137**.

If you have the Plot Code A13, **go to A113**.

If you have none of these Plot Codes and it is the first evening at the seminar (you have not been to this paragraph before), **go to A056**.

If it is the second evening (you have been to this paragraph before), **go to A088**.

## A070

**Y**ou are taken away by three armed guards to be imprisoned until Bergman can more properly determine your fate. One guard is carrying your weapon in his hand. As you are crossing the central lawn towards a series of small concrete bunker-like buildings set against one of the utility buildings, you suddenly make a Trip attack against the guard carrying your weapon.

**Gain the Plot Code A40.**

It is an Specific Blow using your Hand-to-Hand Combat skill (-2 Ease Factor modifier). If you are successful, the guard will fall, dropping your weapon. If you are successful with a Quality Result of 1, you flip the guard into the other guards, knocking them all down. Otherwise, you must immediately strike out at the other two guards. Any successful hit upon them, no matter the damage, prevents them from drawing their weapons, giving you a chance to run away.

You may, if you wish, fight them Hand-to-Hand. If so, **go immediately to A059**. If you succeed in knocking at least two of them out, you may regain your weapon.

If you can run, a chase ensues, using the Evasion Skill. If you have successfully hit all three guards, the chase begins at medium range as they pick themselves up to chase you. If you failed to hit all three, the chase begins at close range.

If you are caught, you must fight Hand-to-Hand. The guards may shoot at you as well if instructed to do so by the Chase rules and the draw of Action Cards. If at any time during the chase, you are incapacitated or you pass out due to failing a Pain Resistance Roll, **go to A067**.

If you escape, **go to A116**.

## A071

**Y**ou speak with the head of this particular tribe in an attempt to gain any information that might be helpful.

**M**ake a Local Customs roll. If you gain a Quality Rating of 1 or 2, you will have a +2 Ease Factor modifier to a Persuasion roll, below. If it is a Quality Rating of 3, gain a +1 Ease Factor modifier.

Make an Persuasion roll, modified as above. If you have the Plot Code A6, you get a +2 Ease Factor modifier. If the result of your Persuasion roll is a Quality Rating of 1 or 2, **go to A030**. If it is a 3, **go to A148**.

If it is a Quality Rating of 4 or a Failure, you get no information. You simply return to your hotel with the good wishes of the gypsies, there to prepare for the seminar. **Go to A009**.

**A072**

You are having a run of good luck. A beautiful woman at the table is not. She has lost a great deal and is being pressured by the croupier to pay her losses. You can tell by the look on her face that she doesn't have the money. You overhear her name. She is the Countessa Teresa, the mystery woman in the car. You speak up. "Forgive me, my mind was elsewhere. Madame has forgotten we agreed to be partners this evening." You throw enough chips onto the table to cover the bet. The woman walks away. You get up and follow.

Go to A144.

---

**A073**

You enter the administration building. A sign conveniently indicates the way to Bergman's office.

Go to A161.

---

**A074**

You discover cases of chemicals in the hold, most containing the shipping label of an Italian shipping firm; one or two, however, have a "BioAide" label on them. The chemicals are in vials. You also discover cases of explosives, including plastique.

If you wish to take a sample vial of the chemicals with you for later analysis, go to A031. If not, go to A014.

---

**A075**

You stop and back up to where you saw the woman. She has disappeared.

Draw an Action Card. If the Action Number is 5 or higher, go to A155. Otherwise, go to A023.

---

**A076**

The man turns out to be a henchman of Gregory Fox. It had been discovered that you were following Lord Rupert and he had been assigned to stop you. He knows nothing else. You take him to the local police and continue on your way to your hotel.

Go to A136.

---

**A077**

Make an Sixth Sense Skill Roll. If you have the Plot Code A9, you get a -1 Ease Factor modifier.

If you succeed, go to A004. If you fail, go to A027.

---

**A078**

You take the man to a secluded area where you begin to interrogate him.

He has a Willpower of 10. You must make an Interrogation Skill roll (+3 Ease Factor modifier) according to the rules on Page 65 of the Basic Game manual.

If your final Quality Rating is 3 or better, go to A076.

Otherwise, you give up and take him to the police, continuing on eventually to your hotel. Go to A136.

---

**A079**

Draw an Action Card.

If the Action Number is 5 or less, go to A123. If it is 6 or higher, go to A130.

---

**A080**

You don't notice the man with the club who comes out of the woods on the far side of the road. Your back is to him, and he moves quietly. The first warning you have is the grunt he makes and the whistling of the club as it swings towards your head. Then, all goes black.

Go to A115.

---

**A081**

Suddenly light flashes in your rearview mirror. You snap out of your reverie as a pair of headlights blossoms out of the growing twilight and resolve themselves into a rapidly gaining Maserati Biturbo. Before you can respond, the car whips past you, giving you a momentary glimpse of a cloud of brunette hair highlighted by the glow of dashboard instruments and an impression of concentrated loveliness.

If you choose to chase the woman in the car, go to A111.

Otherwise, go to A136.

---

## A082

**B**ergman still seems suspicious, but he lets you go with the admonition not to wander around while a seminar is in session. He does, however, keep your weapon, saying you can retrieve it at the end of the seminar.

**G**o to A109.

---

## A083

**T**he man introduces himself as Draco of Draco Construction. You recognize the name and realize he is the head of Union Corse, one of the biggest crime syndicates in Europe. He apologizes for the manner in which you have been brought to him. "I'm afraid my men thought you were attacking my daughter. She told them that you had actually been trying to save her. By that time, you had already been knocked out." He shrugged. "I wished to make amends."

He pushes an envelope towards you. You take it and look inside. It contains \$10,000 in cash. You hand it back.

"Thank you, but I don't take rewards for saving women."

"Ah, a man of honor, then. Forgive me if I have offended you. What can I do for you?"

"You can take me to my hotel."

"Very well." He stands up. "Remember I shall be your friend if you have a need." He extends his hand and you, hesitant at first, shake it.

**G**ain the Plot Code A22.

**G**o to A136.

---

## A084

**Y**ou can hear Bergman speaking into a microphone, asking questions dealing with corporate finance. Soft and dreamy, you hear the reply through a loudspeaker in the wall. You realize that Bergman has hypnotized or brainwashed the men and women in the isolation tanks, using sensory deprivation to break down their defenses. Now he is using them to gain intelligence information...or rather, you realize, TAROT is using them, given the presence of Mbenga.

Listening more closely, you realize he is also

giving instructions to his subjects, programming them to perform various espionage tasks. Finally, he finishes.

"Well, Mbenga," Bergman says, "that completes tonight's work."

The black man looks up from a notebook. "You did well this time, Hans. This information will be very useful to the Hanged Man."

"It goes better with this new batch of drugs Nakahara has sent; they are more tractable."

"Whatever the reason, the Director will be pleased, particularly with Pygmalion approaching."

"Ah, yes, Pygmalion." Bergman paused. "Skorpios has called a meeting. I leave for Rome directly after this seminar...."

You are listening intently to what Bergman is saying when you hear a noise. Guards are coming in this direction. Putting discretion before valor, you turn and head down the corridor to find your way out of the building and back to your room.

**G**ain the Plot Code A10.

**G**o to A089.

---

## A085

**Y**ou manage to convince him you had a right to be in the building. As he leaves, you continue exploring. You discover a corresponding to where you think the control booth for the laboratory should be. Opening it slightly, you peer in. Bathed in the soft glow from the instrumentation is Bergman and, to your surprise, the ebony features of Nsei Mbenga, the head of TAROT's intelligence gathering operations.

**G**o to A044.

---

## A086

**A**s you watch, the woman wades out into the water. Too late, you realize she is intending to commit suicide. You take off your jacket and shoulder holster and start out of your car, when you see two men come running down the beach and into the water. They seize her and drag her to shore. Looking up, one of them sees you. To your surprise, he points a gun at you and fires. The bullet whines over your head as you duck behind your car, reaching for your own weapon lying in the holster on the front seat.

**Y**ou may fire at the men, go to A107. Or climb into your car and drive onto the beach to chase them, go to A010.

---

## A087

Your car is still running. As the two men approach you, you gun it forward, opening your door at the same time. Your door hits one man, knocking him flying; the other man dodges your car, firing wildly. He slips and falls. You break right next to the sedan, your weapon out and pointing at the man in back, whom you assume to be the important one. He is unarmed and surrenders. You force him into your car as your hostage, shoot out the tires of the other car, and drive away with him.

Go to A078.

---

## A088

Choose from the following options and go to the indicated Paragraph (you may choose only one):

You may investigate the administration building, go to A135.

You may follow Lord Rupert if he leaves his room for a rendezvous, go to A094.

---

## A089

Make an Sixth Sense Roll. If you have the Plot Code A9, you get a -2 Ease Factor modifier. If have the Plot Code A10, the Ease Factor modifier is -3.

If you succeed, go to A109. If you fail, go to A027.

---

## A090

You seek medical treatment for your wounds. You may apply First Aid to yourself making an First Aid roll (the primary chance is always 20), modified by any wounds. A successful roll reduces your wound level by one. You may also go to a hospital. If you do so, your wound level is reduced by two; however, you spend all the time between now and when the seminar starts in the hospital.

If you do not seek treatment or you use First Aid only, go to A136 when you have finished your skill roll. If you go into hospital, reduce your wound level by two and go to A009.

---

## A091

Play out a fire combat. You are within 30 feet of each other. you roll out of your car and use it for two-thirds

cover. The others use their car for two-thirds cover as well. There will be no movement until the fire fight is over. The man in the back seat will not take part in the battle unless both his men are wounded. Then he will fire at you.

If you defeat them, go to A143. If they defeat you, they will kill you, go to A043.

---

## A092

Through your investigations and contacts you learn that Bergman has a yacht that he uses for more than just pleasure cruises. Some of the people you met have been involved in loading contraband onto the boat; they believe such a shipment may be on board now.

Go to A009

---

## A093

You are jailed but after several days, M is able to get you out.

Draw an Action Card.

If the Action Number is less than 8, go to A009.

If the Action Number is 8 or greater, the publicity attending this calamity has compromised your immediate mission.

Gain the Plot Code M1.

Go to the Briefing for Chapter Two.

---

## A094

The possibility that Lord Rupert is intending to use this seminar as means of contacting someone for espionage purposes is the reason you are here. Therefore, you decide to keep his room under surveillance. After an hour and a half of waiting in the shadows under a nearby tree, you are rewarded to see your quarry leave his room and head across the quadrangle to the large building in which the day's lectures had been held. You follow surreptitiously. To your amazement, you see other figures converging on this building as well. What is this, you wonder, a spies conference, or did I miss something on the program? Keeping back, you observe as nine men and women, all of whom you recognize as highly placed officials in the governmental, corporate, and military spheres of Britain, France, and Germany, walk into the meeting center.

As you follow, you observe that they bypass

the door to the auditorium where most of the day's activities had been held and go instead down a flight of stairs into a basement. What is most eerie is that all move as if under an inner compulsion, practically ignoring each other, like sleepwalkers. With a growing feeling that you've stumbled on something beyond what you had suspected, you following them downstairs.

**Gain the Plot Code A11.**

**Go to A077.**

---

## A095

Everyone files into an small auditorium where Bergman begins an orientation lectures. He turns out to be a large, muscular, charismatic man, seemingly brimming over with energy, his voice deep and resonant and very hypnotic. You can see how easily he draws the audience into his spell. You are sitting in the back observing everyone, when the door opens and, to your surprise, Tracy enters. She quietly sits down near you, and all of Bergman's magnetism fades for you compared to the presence of this woman. You wonder why she is here.

**Go to A154.**

---

## A096

The moonlit ocean is beautiful, but you and Tracy can see only each other.

**Go to A145.**

---

## A097

You arrive at the gypsy encampment. It is a collection of trailers and a few tents, looking more modern than you had expected. You're not sure what you expect to find here, but you can justify the trip as part of an ongoing M.I.6 investigation, Operation Bedlam, whose object is to discover the whereabouts of Karl Ferenc Skorpis, the Director of TAROT. His parents are known to have been gypsies; thus, you are taking an opportunity to see if these gypsies might have any leads at all.

**Go to A071.**

---

## A098

The men carry their crates to a concrete bunker set against one of the utility buildings. Quickly they open its door and with whispered commands begin carrying their burdens inside. You decide you have seen enough for now and head back to your room.

**Gain the Plot Code A3.**

**Go to A109.**

---

## A099

You run down the beach to see if the woman is all right. She seems unconscious. You pick her up and carry her to your car. You lie her down on the ground and try to prepare your car to carry her.

**Draw an Action Card.**

If the Action Number is 7 or higher, **go to A133**. If not, continue reading.

As you are rearranging things in your car, you hear a noise behind you. You turn to discover the woman has gotten up, run to her own car and is now starting it. You run forward, but she guns the engine and takes off, leaving you behind.

**Go to A136.**

---

## A100

It is that twilight hour between night and early morning. In keeping with your image as a wealthy playboy, you are guiding your Aston Martin down the curving coastal road toward Estoril in Portugal. The scenery whips by at 130 kph, your mind seeking release in the simple pleasure of driving.

**If you have the Plot Code A1, go to A146. Otherwise, go to A081.**

---

## A101

**If you have either the Plot Code A9 or the Plot Code A10, go to A070. Otherwise, draw an Action Card. If the Action Number is 7 or higher, go to A070. If it is 1-6, go to A082.**

---

## A102

If you have the Plot Code A8, go to A149. Otherwise, go to A049.

## A103

You fail to reach the car on your first dive. When you surface for another breath, something strikes you on the head, and you pass out.

Go to A041.

## A104

You decide to investigate the storeroom to discover what mysterious cargo had been brought ashore from the yacht in the dead of night.

Go to A050.

## A105

You are going to do some investigating amidst the members and around the hangouts of the local underworld.

Draw 1D10+3 Action Cards. Place the first card face up in the Base Number Box. Its Action Number is the Base Number for this event. Place the rest of the cards face down in Box A. Continue through the following steps:

1) Roll 1D10. Consult the following table to determine the appropriate skill:

- 1: Charisma
- 2: Cryptography
- 3: Disguise
- 4: Gambling
- 5: Interrogation
- 6: Local Customs
- 7: Lockpicking/Safecracking
- 8: Pickpocket
- 9: Seduction
- 10: Stealth

2) Using the Skill rolled from the table above, determine the Ease Factor modifier. Turn over the top Action Card in Box A. Subtract its Action Number from the Base Number and consult the table below:

- 0 = +1 Ease Factor modifier
- + or - 1 = 0 Ease Factor modifier
- + or - 2 = -1 Ease Factor modifier
- + or - 3 = -2 Ease Factor modifier
- + or - 4 = -3 Ease Factor modifier
- or more

3) Repeat Steps 1 and 2 for each card in Box A; keep track of your Quality Results for each roll. A failure counts as 5.

4) When there are no more cards, add together all your Quality Results and divide by the number of cards you played (not counting the Base Number Card) to determine the average. Compare the result with the following table to determine the results of your investigations; round your average down:

- 1.0 to 1.5 = gain 2 Action Cards; gain 1 Hero Point, go to A092.
- 1.6 to 2.0 = gain 2 Action Card for your hand, go to A092.
- 2.1 to 2.5 = gain 1 Action Card for your hand, go to A092.
- 2.6 to 3.0 = go to A092.
- 3.1 to 3.5 = lose 1 Action Card, go to A092.
- 3.6 to 4.0 = lose 1 Action Card from your hand, go to A009.
- 4.1 + = lose 2 Action Cards or 1 Hero Point, go to A009.

## A106

You return to your rooms from the beach.

If you have the Plot Code A5, go to A042. Otherwise, go to A007.

## A107

You Take a Bead and make a specific shot at one of the men. He is one hundred and fifty feet away and moving. The other man is carrying the woman. You will have time to fire four times before they are out of range. If you hit the one man, his partner will drop the woman and run, helping the other man to escape as well if you have not killed him. If you miss, they will move out of range. You will be unable to catch them.

If you make them drop the woman and run, go to A099. Otherwise, go to A151.

## A108

You are able to find Bergman's cabin. In it is a safe.

Make an Lockpicking/Safecracking Roll. If successful, go to A054. Otherwise, you give up, feeling the effort will take too much time, and you wish to look around some more, go to A029.



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## A109

**E**vading all danger, you are able to return to your room to rest and prepare for tomorrow's events.

**Go to A007.**

---

## A110

**Y**ou sense someone behind you and whirl. A man with a club is running toward you from the opposite side of the road. With a snarl, he swings the club at you, then shouts for help. You easily sidestep the club, but you see another man running through the woods towards you on your side of the road. He is armed with a knife.

**P**lay out a Hand-to-Hand combat, but do not bother drawing NPC cards. The man with the club has a Hand-to-Hand Skill Primary Chance of 10, Damage Class A, Speed of 1, and the club has a +1 Damage Class modifier. The second man will join the battle in 4 Action Rounds. He has a Hand-to-Hand Primary Chance of 12, Damage Class B, Speed of 1, and the knife has a +1 Damage Class modifier.

The intent of the men will be to knock you out. If they succeed, **go to A115**. If you defeat both of them, **go to A037**. If you are killed, **go to A043**.

---

## A111

**D**raw an Action Card. If the Action Number is 8 or higher, **go immediately to A166**.

If the Action Number is less than 8, you play out a chase sequence as explained in the rules booklet. The chase begins at Long Range; the only maneuver will be Pursue/Flee.

The woman is Teresa di Vincenzo, and she has the following modifiers to her Ease Factor for Driving: +2 for her familiarity with the terrain, +2 for her Maserati's Performance Modifier, -2 because it is night. Whenever she wins the bidding, she goes last. Anytime she moves beyond Extreme Range and is the last to move in that Action Round, the chase is over.

Whenever you are at Close Range for two consecutive Action Rounds, **go to A058**. Otherwise, if she escapes or you give up, **go to A079**. If a mishap occurs to you during the chase, **go to A160**.

---

## A112

**I**f you spend one Hero Point to change your Safety Roll from Failure to Quality Level 4, **go to A079**.

---

If you have no Hero Points or choose not to spend one you receive a Heavy Wound, **go to A009**.

---

## A113

**C**hoose one of the following options (you may only choose one):

Investigate the yacht anchored offshore, **go to A018**.

Follow Lord Rupert if he leaves his room for a rendezvous, **go to A094**.

Try to break into Bergman's office, **go to A135**.

Walk with Tracy on the beach, **go to A114**.

---

## A114

**Y**ou invite Tracy for a walk on the beach that evening, and she accepts. It is a very pleasant time, spent as much in silence together as in talking, though you do discuss the day's events.

**M**ake an Perception Roll. (If you are using the optional weaknesses rule and you have an Attraction for Members of the Opposite Sex, you get an Ease Factor modifier of -1.)

If you succeed, **go to A052**. Otherwise, **go to A096**.

---

## A115

**W**hen you awaken, you are lying by the side of the road, a bloody knife in your hand and a woman's body nearby. Your car is gone. You hear a police siren and the crunching of tires.

**Go to A121.**

---

## A116

**Y**ou have escaped from the guards. Now, you must escape from the grounds. You assume your own room and car will now be watched, so you need an ally. With care, you make your way to Tracy's room, being careful not to be seen. She is asleep, but awakens quickly to your knocking. Tersely, you explain the situation to her, letting her know in the process that you are an investigator, though what kind you leave unspecified.

**M**ake an Persuasion (Charisma) Roll (+1 Ease Factor modifier). If you succeed, **go to A147**. If you fail, **go to A011**.

---

**A117**

**Y**ou have learned of a gypsy camp nearby.

**I**f you wish to investigate it, **go to A057**. If not, you simply rest until the seminar, **go to A009**.

---

**A118**

**T**hough you have defeated the guards, you realize you have compromised your position. Bergman's security forces will now be alerted and at best will keep you under a heavy surveillance throughout the seminar. At worst, they will seek to eliminate you. Furthermore, Bergman may have noticed your association with Tracy, which could endanger her, so she must be warned.

With care you make your way to Tracy's room, being careful not to be seen. She is asleep but awakens quickly to your knocking. Tersely, you explain the situation to her, letting her know in the process that you are an investigator without disclosing precisely for whom you are working.

**M**ake an Persuasion (Charisma) Roll (+1 Ease Factor modifier). If you succeed, **go to A147**. If you fail, **go to A011**.

---

**A119**

**S**omething about the woman makes you realize she is going to attempt suicide. You take off your jacket and shoulder holster and leap out of your car, racing down the beach. You are able to reach her in the water and pull her out. She has fainted. You lay her on the beach and try to revive her. She opens her eyes. "Good morning," you say, smiling. You are interrupted by a voice that says, "Don't move!" You look up at a pistol held to your head.

**G**o to **A129**.

---

**A120**

**Y**ou are brought before Bergman who, in spite of efforts to remain calm, is visibly upset. "It is not good to wander around the grounds," he says. "Work is always going on here, special private sessions and the like, which you could interrupt; besides, you could be harmed by the guards who are always on the watch for in-

truders." Having assumed you were simply a playboy dilettante exploring some metaphysical notions, he is, you can tell, nevertheless becoming suspicious, especially since you are carrying a weapon. You try to allay his doubts.

**M**ake a Persuasion roll (-3 Ease Factor modifier). If you succeed, **go to A109**. Otherwise, **go to A101**.

---

**A121**

**T**here is an investigation. You have obviously been framed for the murder of the woman, who is a gypsy.

**U**nless you spend a Hero Point or can discard from your playing hand an Action Card with an Action Number of 8 or higher, you will be arrested and jailed for several days so the local gendarmes can score points with the local people at the expense of the rich Englishman. **Go to A093**.

If you do spend the Hero Point or discard the card, you are able to return to your hotel after several hours of interrogation. There you will simply relax and keep a low profile until the seminar starts. **Go to A009**.

---

**A122**

**Y**ou are able to open the lock and enter the storeroom. Looking about, you find cases of chemicals from a shipping firm in Rome. You take a sample vial for analysis. You also find explosives.

**G**ain the Plot Code **A18** and **A8**.

**G**o to **A124**.

---

**A123**

**T**he woman is a superb driver and obviously familiar with the terrain. She eludes you. Sighing, you continue on to Estoril and the Casino.

**G**o to **A136**.

---

**A124**

**A**s you are heading back to your room from the storehouse, you encounter two guards on patrol who ask why you are up and if you need anything.

**M**ake an Persuasion Roll. If you succeed, **go to A109**. If you fail, the guards will try to apprehend you using Hand-to-Hand Combat, **go to A059**. If you have com-

bat, these guards will not be reinforced.

---

## A125

The guards insist on taking you back to your room. If you do not wish to go, you may have combat with them.

If you go along peacefully, **go to A109**.

If you enter combat, determine the number of guards by rolling 1D3. If you have the Plot Code A9, there are 1D3+1 guards. Then **go to A059** and play out the combat.

---

## A126

The lawn seems clear between you and the administration building. There are shadows from a few trees, but not many.

Make an Stealth roll (-1 Ease Factor modifier) as you run across to the building. If you have the Plot Code A9, the Ease Factor modifier is -2.

If successful with a Quality Result of 1, 2, or 3, **go to A073**.

If you have a Quality Result of 4, draw an Action Card. If the Action Number is 6 or greater, **go to A017**. If it is less than 6, **go to A073**. If you fail the Stealth roll, **go to A017**.

---

## A127

Draw an Action Card. If the Action Number is 6 or higher, **go to A046**. If it is 1 to 5, **go to A033**.

---

## A128

You check into the hotel and see that proper accommodations are made for Tracy, including a visit with the hotel doctor. Later that evening you take her to dinner and then escort her to the Casino.

**Go to A068**.

---

## A129

There are two men. One starts to escort the woman away, the other takes you by gunpoint to a boat. He tells you to get in and lie down. There is a grappling hook in the boat. As you get in, you simultaneously kick the man and grab the grap-

pling hook, lashing out with it. He drops his gun. You struggle. The other man drops the woman and comes to fight you as well. You are now in Hand-to-Hand combat with two men.

**Go to A002**.

---

## A130

The Maserati is disappearing. Intent upon it, you are taken by surprise when a large sedan pulls out of a side road just ahead and accelerates. You are traveling much faster, and you pull over to pass.

As you pass the sedan, it makes a Force maneuver against you. Draw an NPC Card to determine the driver's Primary Chance. The sedan has the Attributes of a Chevy Caprice Classic.

If the Force maneuver fails, **go to A026**. If you have a mishap, **go to A051**.

---

## A131

While negotiating a curve at high speed, the car skids and slams into rocks along the road. You suffer some damage which slows down your car's performance, but you straighten out and keep on going. You incur a Light Wound.

**Go to A111 and continue the chase**.

---

## A132

You pull to a stop and leap out, your gun drawn. The passengers in the sedan are shaken up and unable to offer resistance. It turns out the man in the back is one of the top henchmen of the English crime boss Robert Burleigh. You shoot out the tires in the sedan, then take the man at gunpoint back to your car. There you knock him out and stuff him into the front seat. The two of you take off, leaving his bodyguards stranded.

**Go to A078**.

---

## A133

You take the woman with you to Estoril. You learn that her name is the Countessa Teresa di Vincenzo, that she would accept you calling her Tracy, and that she is a widow. Beyond that, she is fairly reticent about her life and strangely with-

drawn. You feel she is suffering from an emotional shock as well as a physical one, and you go out of your way to create an atmosphere of peacefulness and friendly caring.

You tell her about the seminar you are attending in a few days, and she seems genuinely interested. You also spend much time in silence, during which she often sleeps. Eventually, you arrive at the hotel.

**Gain the Plot Code A14.**

Go to A136.

---

## A134

You arrive successfully at the yacht and pull yourself over the side. Dripping, you slip into the shadows. No one seems in sight.

Go to A039.

---

## A135

You decide to investigate Bergman's operation. In particular you wish to obtain a record of participants in his residential seminars in case this may throw light on possible espionage activity. You leave your room and make your way through the shadows of your building to where you are opposite the administration building across the central lawn.

Make an Perception roll. If successful, go to A152. If unsuccessful, go to A126.

---

## A136

You arrive at Estoril.

If you have the Plot Code A14, go to A128. Otherwise, go to A034.

---

## A137

The destruction of the yacht the night before has created uncertainty and tension throughout the InnerFlow complex. You have observed that the number of guards has increased, though they try to remain unobtrusive. Bergman has been upset, too, though he also has tried not to show it.

You may choose one of the following activities to undertake tonight; go to the corresponding paragraph:

You may investigate the administration building, go to A135.

You may follow Lord Rupert if he leaves his room for a rendezvous, go to A094.

---

## A138

As you are swimming back to shore, there is a satisfyingly loud and bright explosion behind you. The boat disappears in a roar of light and a flash of sound, debris pelting the water around you. It is deathly still for a moment, then you hear alarms going off on shore and see people emerging from the buildings. You are able to swim to a part of the beach where you can emerge unobserved.

**Gain the Plot Code A9.**

If you have suffered a Medium Wound or greater, go to A167. Otherwise, go to A109.

---

## A139

You are going to determine what information you gained while at the Casino last night. Draw an Action Card and place it face up in the Base Number Box. Its Action Number is the Base Number.

Add the Base Number to the number listed in parenthesis beside the two options given below. If your total Information Points is equal to or greater than the resulting sum for that option, you may go to the corresponding Paragraph.

1) **Base Number + 18** — You hear rumors that the local underground may be a source of valuable information. Go to A105.

2) **Base Number + 30** — Go to A117.

If you do not have enough Information Points to go to either of these two Paragraphs, you have the following options:

If you have the Plot Code A21, you must go to A157.

If you do not have the Plot Code A21, you may choose to return to the Casino and gain the Plot Code A21, go to A068.

You may simply rest until the seminar begins. Go to A009.

---

## A140

You and Tracy manage to get to her car, the Maserati, and drive towards the exit. There is a chance you may be chased by Bergman's guards in other cars.

**D**raw an Action Card and determine its Action Number. Roll 1D10. If you have the Plot Code A20, subtract 4 from the die roll. If the number you rolled is less than the Action Number, you are chased.

If you are chased, roll 1D6. If the roll is even, you are chased by 2 cars; if odd, by 1 car.

If you are chased, go to **A005**. Otherwise, go to **A142**.

## A141

**G**ain the Plot Code A13.

Go to **A009**.

## A142

**Y**ou escape successfully.

**G**o to Briefing for Chapter Two when you are ready.

## A143

**Y**ou have defeated your assailants. If the man in the back seat is still alive, you interrogate him.

**H**e was a willpower of 10. If you get a final Quality Rating of 3 or higher, go to **A076**. If not, you give up and leave him and go on to Estoril, go to **A136**.

If he is dead from the fire fight, go to **A136**.

## A144

**T**he next time," you say to her humorously as you catch up to her, "play safe and stand on five, Countessa Teresa."

"Teresa was a saint," she replies. "I'm known as Tracy. Besides, people who want to stay alive, play it safe."

"Please stay alive, Tracy, at least for tonight."

You escort her to her room. As she opens it, she says, "Come later...I hope it will be worth it."

You return to your room, call room service, and order Dom Perignon '57 and caviar for two sent to Tracy's room.

**D**raw an Action Card. If the Action Number is 5 or higher, go to **A047**. Otherwise, go to **A006**.

## A145

**F**or the remainder of the night, Bergman, InnerFlow, and the rest of the world are forgotten as you and Tracy find your own splendor in each other's presence.

**G**o to **A106**.

## A146

**L**ooking in your rearview mirror, you notice a large Chevy sedan coming up fast from behind you. You can see there are two men in the front seat and a third in the rear. As the car pulls up alongside you to pass, it suddenly swerves, forcing you off the road.

**M**ake a Driving Skill roll (-2 Ease Factor modifier) to avoid a Mishap.

If you fail, you are forced to stop but the car suffers only Light Damage, go to **A066**.

If you avoid the Mishap, you can attempt a Force maneuver against the other car or you can attempt to flee. If you force the other car to have a Mishap, go to **A132**. If you fail the Force maneuver or you simply try to flee, go to **A165**.

## A147

**Y**ou and Tracy decide to escape together.

**I**f you have the Plot Code A17, go to **A060**. Otherwise, go to **A140**.

## A148

**Y**ou learn nothing about Skorprios from the gypsy chieftain but you do learn that Bergman has a stockpile of explosives hidden in the InnerFlow complex. The gypsy had learned this from one of his cousins who had been doing manual work on the grounds and had seen the explosives brought in by sea and unloaded.

**G**o to **A009**.

## A149

**T**he time spent getting a sample of the drugs means you must work faster to rig the explosives before you are discovered.

**M**ake a Demolition Skill roll (–2 Ease Factor modifier). If you are successful, **go to A138**. Otherwise, **go to A019**.

---

## A150

**A** search of the office finally discloses Bergman's safe.

**T**o open it you must make an Lockpicking/Safecracking Skill roll (–1 Ease Factor modifier). If you succeed, **go to A153**. If you fail, you give up and return to your room, **go to A109**.

---

## A151

**Y**ou give up the chase; the men have got away with the woman. You decide to go on to the hotel and report the incident.

**Go to A136**.

---

## A152

**Y**ou observe a tall figure — Bergman, you realize — walking across from the administration building towards the town meeting hall. At first, you are glad, as this means his office will be empty. Then you wonder what he's doing up so late.

**Y**ou can follow him, **go to A077**.

You can continue on to the administration building, **go to A073**.

---

## A153

**B**ergman's safe contains a large amount of money in cash, at least several thousand dollars. There is also a ledger book, which you skim through. As you suspected, it appears to be a record of blackmail payments; Lord Rupert's name is there among those of many other prominent business and governmental leaders. You also find another little book filled mainly with coded message. One page, however, has a uncoded message that catches your eye: "Rome: S. and a meeting of the Cards." It gives a date. Under it is the word "Pygmalion," circled and followed by two exclamation points.

You photograph everything so you can study it more carefully later. You then close the safe, leave the office and head towards the front of the building to make your way back to your rooms.

**Gain the Plot Code A16**.

**Go to A089**.

---

## A154

**D**uring a break after the lecture, you take Tracy off under a tree to talk. She explains that, after you told her about the seminar, she decided to come and surprise you. You are delighted. The day will now go much faster and more pleasantly than you expected.

**Go to A089**.

---

## A155

**Y**ou are peering about into the woods, having gotten out of your car.

**M**ake a Sixth Sense roll (–1 Ease Factor modifier). If unsuccessful, **go to A080**. If successful, **go to A110**.

---

## A156

**T**he hold is filled with crates of explosives, including the kind of plastique favored by terrorists.

**Go to A014**.

---

## A157

**Y**ou decide to rest and relax until the seminar starts.

**Go to A009**.

---

## A158

**Y**ou are able to make it to your car. With a roar and a squeal of tires, you head towards the main entrance.

**Go to A140**.

---

## A159

**I**f you have the Plot Code A22, **go to A015**. Otherwise, **go to A067**.

---

## A160

**A** mishap has happened to you. Determine the result on the Mishap Damage Chart.

If the result is Light Damage or Medium Damage,

go to **A131**.

If it is Heavy Damage, go to **A053**.

If it is Incapacitating Damage, go to **A112**.

## A161

**Y**ou are in Bergman's office searching for any hidden safe he may have.

**M**ake a Perception roll. If you succeed, go to **A150**. If you fail, you decide to return to your rooms and leave the office, go to **A089**.

## A162

**Y**ou have the following options for your evening's activities. Choose one and go to the corresponding paragraph.

Follow Lord Rupert if he leaves his room for a rendezvous, go to **A094**.

Investigate Bergman's office, go to **A135**.

Investigate the storeroom that you found last night, go to **A104**.

## A163

**T**his night you decide to go out after the curfew set by Bergman for his guests.

**M**ake an Electronics Skill roll. If successful, go to **A055**. If unsuccessful, go to **A168**.

## A164

**Y**ou are some distance away, running for the parking lot, when the storeroom blows up with a satisfying roar and a column of fire and smoke.

**G**ain the Plot Code **A20**.

If you have the Plot Code **A18**, go to **A028**. Otherwise, go to **A140**.

## A165

**A** chase ensues, beginning at Close range. They will not shoot at you but will try to Force you to stop whenever they are at Close range. You may do the same, or simply try to escape.

**I**f you successfully Force them off the road, go to **A132**.

If they successfully Force you off the road, go to

**A066**.

If you escape, go to **A136**.

## A166

**Y**ou watch as the woman in the Maserati drives like someone possessed. She is far too reckless for this road. Suddenly, your premonition comes true. She is unable to make a curve and begins to slide off the road towards the edge of the embankment. Though she expertly brings the car to a halt, the back end is hanging too far over the embankment. The car slowly tilts up and slips over the side, rolling once, and landing upside down in the ocean below.

You pull up by the embankment and leap out. In a moment, you have your shoes and jacket off and dive off the embankment into the surf. You dive below the surface to try to rescue the woman from the car.

**M**ake an Diving Skill roll.

If successful, go to **A169**. If unsuccessful, go to **A103**.

## A167

**B**ecause of your wounds, you decide not to attend the seminar the next day. You administer First Aid to yourself. Make an First Aid roll. If you are successful, lower the Wound Level by one. You then send word that you feel ill and will be resting that day. You are also getting ready for the evening's and night's adventures.

**G**o to **A069**.

## A168

**Y**ou fail to notice any alarm systems.

**G**ain the Plot Code **A7**.

**G**o to **A069**.

## A169

**Y**ou are able to pull the woman from the car successfully and get her to the beach. She is stunned but, apparently, unhurt. As she starts to come to, you help her up to your car and into the front seat. She is groggy. You climb in and start the car, pulling out onto the road.

**G**o to **A133**.

## Chapter 2

### B001

**A**s you walk away from the yacht and enter the shadows of the pier, you are confronted by two guards. They demand that you return to the yacht with them. You can go with them or you can refuse.

**I**f you accompany them back to the yacht, **go to B161**.

If you refuse, they go for their guns. Make a Draw roll and play out a fire fight. You are within 10 feet of each other. If you incapacitate the guards before they incapacitate you, **go to B110**. If you are killed, **go to B089**. Otherwise, **go to B161**.

---

### B002

**Y**ou hide in the shadows. After a few moments, a woman comes along. She passes and you wait some more. There is no one else. You step out and hear a sound. It is the woman coming back, moving through the shadows. She is your tail! She reaches into her purse, obviously for a weapon.

**M**ake a Draw against the woman (draw an NPC Card to determine her skills) and execute a Fire Combat. If you have a Weakness for the Opposite Sex, you get a -1 Ease Factor modifier. If you are Incapacitated or receive a Heavy Wound, or if you fail a Pain Resistance roll and pass out, she will break off combat and run away. You cannot catch her, for she knows the Coliseum well and can hide from you.

If you are killed, **go to B089**.

If you are Incapacitated or pass out, **go to B106**.

If you defeat your assailant, whether you are wounded or not, you go on to keep your rendezvous. **Go to B032**.

---

### B003

**P**aulo agrees to hire you as one of his staff to help cater the party which is being hosted by some Greek princess on a yacht in the harbor. He laughs and says if anyone asks who you are, tell the you're an English waiter learning how Italians do it.

You spend an afternoon with Paulo preparing for the event. Then, partly disguised and carrying your own secret array of special Q bugging devices, you report for duty.

**Go to B138**.

### B004

**D**o you have the Plot Code B15? If yes, **go to B171**. If not, **go to B169**.

---

### B005

**B**esides discovering evidence that BioAide is involved in research on plant and animal diseases using potentially illegal experiments in recombinant DNA and the creation of new viruses, you also managed to see some classified documents in an office safe when no one was around. One document was a memo saying "Araignee Institute...Pygmalion shipment...Piz Gloria," along with a date.

**G**ain the Plot Code B26.

**Go to B146**.

---

### B006

**W**atching closely, you see Bergman go over and talk to the Count de Araignee, as for some reason Skorprios is now calling himself. Something is up, but you do not wish to alarm Tracy. Your job now is to keep your eyes and ears open to see what clues you can pick up.

**Go to B121**.

---

### B007

**W**hen the play is finished, you make your way through the crowd, keeping Nakahara in sight. You lose her for a moment, but then you spot her going out the exit onto the street. You are able to get out and follow her to where she gets into her car, a black Porsche. Your own car, a rented Toyota Celica, is not far away, and you are able to get to it and pull out in time to follow her.

**T**his is not precisely a chase. You are following Nakahara, but she is automatically driving so as to shake any possible followers. The chase begins at Medium Range; you must achieve and maintain a Close Range to succeed in keeping up with her; if she is at Medium Range or longer for three consecutive Rounds you will lose her.

Play out the Chase as described in the rules booklet.



Anytime an "Opportunity" Action Card is turned over, she makes a Quick Turn down an alley. You must make a Perception roll (+1 Ease Factor modifier) to keep track of her. If you fail, you lose her and the pursuit is over. If you succeed, continue as before.

At the end of seven rounds, she has arrived at her destination. If you are at Close Range, you have succeeded in following her; otherwise, you have lost her.

If you lose her, go to **B139**. Otherwise, go to **B077**.

## B008

If you have the Plot Code B2, go to **B075**. Otherwise, go to **B146**.

## B009

You and Tracy are helping yourselves to some exquisitely prepared calamari when you glance up and see Hans Bergman come on board. He sees you at the same time and is visibly startled. Well, you think, it is a small world after all.

Gain the Plot Code X2.

Go to **B006**.

## B010

You and Tracy go to the theater. You wonder what a play by Shaw may have to do with TAROT, so you are alert to anything out of the ordinary. However, the play begins without incident and proceeds the same way.

Gain the Plot Code B40.

Go to **B042**.

## B011

Make a Disguise Skill roll (+1 Ease Factor modifier). The result will indicate the quality of your disguise based on the amount of aid and preparation (credentials, false identity and I.D., and so forth) the Station House was able to give you to enable you to pass as an employee inside BioAide. Make note of the Quality Rating of your disguise.

Go to **B127**.

## B012

You arrive in Rome and check into the Grand Hotel. Your first task is to discover what you can about the meeting Bergman mentioned, the one with Skorpios. For this purpose you decide to do some investigating within the Rome underground.

Go to **A044**.

## B013

You think the man who was introduced to you as the Count de Araignee is actually Karl Ferenc Skorpios but you are not sure. You decide to circulate, observing who else is here, watching the count, and trying to gain further insight.

Go to **B021**.

## B014

Make a Disguise Skill roll (-2 Ease Factor modifier). The result will indicate the quality of your disguise based on the amount of aid and preparation (credentials, false identity and I.D., and so forth) the Station House was able to give you to enable you to pass as an employee inside BioAide. Make note of the Quality Rating of your disguise.

Go to **B127**.

## B015

You meet Tracy in London and continue your romance which eventually leads to your making her a proposal of marriage.

Gain the Plot Code C17.

This ends the adventure. Go to the Final Briefing.

## B016

Tracy has some suggestions as to how you can spend your evening.

If you have the Plot Code B40, go to **B085**.

If you can play an Action Card from your hand with an Action Number greater than 6 or if you can roll an 8 or greater on 1D10, go to **B143**.

Otherwise, go to **B034**.

---

## B017

**G**o to the paragraphs corresponding to the Plot Codes you have. If you have more than one of the following Plot Codes, choose one paragraph to go to:

**B2:** B101

**B3:** B050

**B4:** B012

**B5:** B118

---

## B018

**Y**ou have apparently disturbed someone with your investigations. You are ambushed by an assassin.

**M**ake an Sixth Sense roll (-1 Ease Factor modifier). If successful, you spotted the assassin before he could shoot. If unsuccessful, he gets a free shot at you from a distance of fifty feet. Pick an NPC card to determine the assassin's characteristics, skills and weapon. Resolve the Fire Combat.

If you have not received at least a Heavy Wound by the Fourth Action Round, the assassin will run away. When the assassin receives at least a Medium Wound, he will run away. You will not be able to catch him. Otherwise, the assassin will continue to fire until you are dead.

If you are killed, **go to B089**.

If you survive but are wounded, **go to B092**.

If you kill or wound the assassin and are unwounded yourself, **go to B114**.

---

## B019

**I**n the course of your investigation, you discover the address of Giovanni di Fortelli, a former member of the Italian Syndicate and now Section Head of TAROT's Blackmail operations.

**G**o to **B044**.

---

## B020

**Y**ou feel it would be best to slip away, having heard enough for now. However, you hear crew members coming in your direction.

**M**ake an Stealth Skill roll (-2 Ease Factor modifier). However, if you have the Plot Code B29, the Ease Factor modifier for the Stealth Roll is -3. If you succeed, **go to B119**. Otherwise, **go to B070**.

---

---

## B021

**M**ake a Sixth Sense Roll. If you succeed, **go to B130**. Otherwise, **go to B147**.

---

## B022

**Y**ou are unable to avoid the guards. Knowing you cannot escape, you surrender.

**G**o to **B098**.

---

## B023

**O**ne of your duties is to help set up a small stateroom for a private banquet. This you feel will be an opportunity for you.

**G**o to **B066**.

---

## B024

**Y**ou have a proposal for Paulo. You have heard from Marco that he is catering a large party. You wish him to hire you as one of his caterers.

**M**ake a Persuasion roll (-2 Ease Factor modifier). Gain a +1 Ease Factor modifier for each Action Card you can discard from your hand. If you are successful in persuading him, **go to B003**. If not, you give up and return to your hotel, **Go to B072**.

---

## B025

**Y**ou are peering in the windows when suddenly the front door opens and a beautiful woman steps out onto the street. She sees you and comes over. She introduces herself as a real estate agent and asks if you are interested in the house, which has just come on the market. You agree you are and she invites you in to look around.

**G**o to **B048**.

---

## B026

**R**oll 1D10. If the result is 7 or higher, **go to B039**. Otherwise, **go to B126**.

---

---

## B027

**Gain the Plot Code B8.**

Roll 1D6 and go to the appropriate Paragraph.

- 1: B093
- 2: B018
- 3: B045
- 4: B053
- 5: B061
- 6: B144

*Note: Keep track of what paragraphs you go to from here. You may only go to each paragraph once. If you return to this paragraph and a number comes up that you have already rolled, roll again.*

---

## B028

You successfully avoid guards and traps and make it to the villa. Moving in the shadow of large bushes near the house, you make your way under a window of a large room, now filled with people. With miniaturized equipment you have with you, you can look into the window with a periscope device and listen to what is being said through earphones.

**Go to B156.**

---

## B029

If you have conducted an investigation of the BioAide Research Center, **go to B169**.

Otherwise, **go to B115**.

---

## B030

You drive by the BioAide chemical company in a rented car. It is a medium-sized complex with several one-story buildings separated by manicured lawns, the whole surrounded by a barbed-wire topped wall about ten feet high. Not far away is a wooded hill. You park the car and climb up the hill, hiding yourself in the shade of a tree. Using binoculars, you study the layout of the complex. On the surface it looks ordinary, but your trained eye can detect a number of oddities, including guard stations on the roofs of several of the buildings and surveillance TV cameras liberally posted on the wall and on the sides and roofs of buildings.

**Go to B104.**

---

## B031

**Go to the Paragraphs corresponding to the Plot Code you have:**

- B1:** B152.
- B2:** B101.
- B3:** B050.
- B4:** B012.
- B5:** B118.

If you have none of these Plot Codes, **go to B017**.

---

## B032

You make it to the rendezvous. The man's name is Marco, and he tells you some men from his family have been hired to be guards for a meeting in a villa not far from Rome. He also says, by way of a puzzled aside, that some other men who work for a cousin of his have been hired to help cater a special production of some English play, "Pig Mail" or something like that, by a man named Shaw.

**Gain the Plot Code B12.**

**Go to B128.**

---

## B033

You move stealthily toward the villa. Suddenly, a net drops from a tree above you, followed by three armed guards. You are thoroughly entangled in its webbing, unable to draw your weapon. You are captured.

**Go to B098.**

---

## B034

Tracy informs you of a travelling British theatre company that is presenting a performance of George Bernard Shaw's "Pygmalion". You decide the two of you should attend.

**Go to B010.**

---

## B035

Having successfully made it on board the yacht, you stealthily make your way to where a private dinner and banquet are taking place. Next to it

is a small closet, now empty. Hiding within it, you are able to attach a listening device to the wall and hear relatively clearly what is being said in the other room.

**Go to B132.**

---

## B036

**R**oll 1D10. If you can play an "Opportunity" Action Card, add 1 to your die roll. If you roll a 1-6, **go to B069**. If you roll a 7-10, **go to B043**.

---

## B037

**G**o to the following paragraphs depending on the conditions listed below.

If you have all three Plot Codes B13, B14, and B16, **go immediately to B008**.

If you wish to continue searching, you may spend 1 Hero Point to gain 4 Contact Points and **return to B114**.

If you have less than 10 Information Points, **go to B008**.

If you have from 10 to 13 Information Points, **go to B168**, unless you have the Plot Code B16.

If you have the Plot Code B9, **go to B044** unless you have the Plot Code B14.

If you have from 14 to 17 Information Points, **go to B019**, unless you have the Plot Code B14.

If you have 18 or more Information Points, **go to B064**, unless you have the Plot Codes B13, B17, or B35.

If you are prevented by an Plot Code from going to a Paragraph, go to the next lower number until you find a paragraph to which you can go without being prohibited by an Plot Code. (For example, if you have 18 Information Points and the Plot Code B13, go to Step 3. and go to B044; if, however, you have the Plot Code B14, then go to Step 2, paragraph B103, and so forth.)

---

## B038

**Y**ou manage to get over the wall, bullets whistling around you. You make it back to your car and thanking God your your close escape, you head back to your hotel.

**G**ain the Plot Code B35.

**Go to B072.**

---

## B039

**I**f you win the most poker hands, you gain 3 Informa-

tion Points and 1 Action Card for your hand.

**Go to B114**

---

## B040

**G**ain the Plot Code B28.

**Go to B116.**

---

## B041

**Y**ou are securely held prisoner by Skorpios and his crew of TAROT operatives.

**G**ain the Plot Code B21.

**This ends Chapter 2. Go to the Briefing for Chapter 3.**

---

## B042

**D**uring intermission, you study the audience.

**M**ake a Perception Roll (-1 Ease Factor modifier). If you are successful, **go to B163**. Otherwise, **go to B139**.

---

## B043

**D**o you have the Plot Code B6? If yes, **go to B078**. If no, **go to B091**.

---

## B044

**H**aving discovered where Fortelli is staying, you decide to pay him a visit, surreptitiously of course. You discover, however, when you drive by the townhouse listed as his address that it seems deserted. You park and go back to investigate. Indeed, the building seems empty.

**I**f you can play an Action Card with an Action Number of 4 or higher from your hand, **go to B025**. Otherwise, **go to B131**.

---

## B045

**I**t is midnight, and you are breaking into the office of a lawyer known to represent underworld officials, including Fortelli

**M**ake an Electronics roll.

If you fail this roll, **go to B117**.

If you succeed, you enter the office. A quick search reveals a hidden safe. Make a Lockpicking/Safecracking Skill roll (-1 Ease Factor modifier). If you succeed, gain 3 Action Cards for your Hand. **Go to B114**.

If you succeed with a Quality Result of 1, you discover Fortelli's address. **Gain the Plot Code B9** as well as 2 Action Cards for your hand. **Go to B037**.

## B046

**Y**ou are spotted by a guard as you climb onto the ship. However, he must have been daydreaming for he is startled.

**B**ecause of your need to maintain silence, you do not wish to have Fire Combat. The guard has no such complications.

Make a Draw Roll. If you win, you will throw your knife (the range is ten feet; the damage class is +1 to your Hand-to-Hand Damage Class); if you inflict a Medium Wound, the guard will drop his weapon. You may then attack him Hand-to-Hand. If the guard wins the draw or you do not wound him with your knife throw or only give him a Light Wound, he will fire his weapon at you. If you are not incapacitated by the guards fire, you leap on him. Resolve it as a Hand-to-Hand combat.

**If you defeat the guard, gain the Plot Code B29.**

If you defeat the guard, **go to B166**.

If you are killed, **go to B089**.

If you are Incapacitated, you are captured and locked in a small room. **Go to B049**.

## B047

**Y**ou are in your car parked several blocks away. You are bent over a radio receiver, tuning in the "bugs" you planted on the yacht.

**I**f you have the Plot Code B28, **go to B055**. Otherwise, **go to B132**.

## B048

**Y**ou wander through Fortelli's townhouse, but it has been stripped, though there are still scraps of paper and tape, the debris of moving, lying on the floor here and there. The woman explains that the cleaning is not finished and that the whole house will be repainted to suit a new owner.

**M**ake a Perception Roll. If you succeed, **go to B112**.

Otherwise, you give up. **Gain the Plot Code B14** and **go to B146**.

## B049

**T**ime passes, and eventually the door opens. Armed guards haul you out roughly and take you along the now deserted deck of the yacht to a door. Knocking, they then open the door and thrust you into the stateroom, following behind. Seated in a chair before you is Skorpios.

"Well," he says, smiling. "I see Her Majesty has taken an interest in my affairs again. Too bad they didn't send someone better qualified."

"Let me guess," you reply, pulling your arms free from the grip of the guards. "You brought me here to congratulate me."

"Oh, I congratulate you indeed. The very fact you're here tells me that the time is later than I thought and that I must now move swiftly. You've done me a service."

"Mind telling me more about it?"

"I think not. I have an appointment elsewhere, as do you, my not-so-worthy adversary. We both go to colder places, but yours will be permanent." Skorpios gets up and gestures to the guards. "Do it below in the engine room but don't damage anything else besides him."

**I**f you have any of these three Plot Codes, B11, B26, or B27, **go to B062**. Otherwise, **go to B080**.

## B050

**Y**ou have established yourself at the Cavaliere Hilton.

**Y**ou have two options.

You can go directly to investigate the biochemical firm known as BioAide, **go to B030**.

Or you can do some investigating within the Rome underworld and see what additional information or leads you can turn up, **go to B114**.

## B051

**A**s you are making plans, you are delighted when Tracy calls. She has come to Rome to find you and is staying in your hotel. Surprise! You invite her to the theater and she accepts.

**G**o to **B010**.

**B052**

**Y**ou're not sure what it was, a sound perhaps, or a flash of movement seen from the corner of your eye, but you realize you are being followed. You must lose your tail or your contact will never speak to you.

**D**raw an Action Card. Divide the Action Number in half, rounding fractions up. This is the Ease Factor for your Evasion Roll. You may make the roll three times at that Ease Factor. If you succeed twice, you have evaded your tail.

If you lose the Tail, **go to B133**. If you do not lose the Tail, **go to B149**.

**B053**

**Y**ou are attacked by three thugs on the streets of Rome one night at midnight.

**T**his is a Hand-to-Hand combat. If you are knocked unconscious, they will rob you. When the combat is over, if you are wounded, **go to B092**. Otherwise, **go to B114**.

**B054**

**Y**ou arrive at the appointed place where you take up a position in the shadows under a tree. Precisely at 1 A.M., you see your contact coming along the road. Suddenly, there is a shot and he crumples to the ground. Drawing your weapon, you move cautiously towards his body. You hear sounds of footsteps running away. When you reach the man, he is dead.

**Go to B072**.

**B055**

**A**lthough you keep tuning your dial and trying to coax something from the receiver, there is only static. Apparently your bug failed. You decide to return to the yacht, this time from the water, to try and eavesdrop personally.

**Go to B122**.

**B056**

**I**f you have the Plot Code B16, **go to B036**.  
Otherwise, **go to B114**.

**B057**

**I**f you can play an "Opportunity" Action Card from your hand, roll 1D10.

If the result is 6 or higher, **go to B043**.

If the result is 5 or less, **go to B168**.

If you cannot play such an Action Card, roll 1D10.

If the result is 1-3, **go to B168**.

If the result is 4-8, **go to B069**.

If the result is 9-10, **go to B043**.

**B058**

**G**o to the Paragraph corresponding to the range of Information Points you gained:

**0-14:** B107

**15-25:** B113

**26-35:** B123

**36-50:** B136

**51-65:** B005

**76+:** B154

**B059**

**S**korpios considers then shakes his head. "You are too dangerous to live." Before you can act, he takes out a pistol and shoots you himself.

**Go to B089**.

**B060**

**R**oll 1D10. If you can play an "Opportunity" Action Card from your hand, add 2 to the die roll.

If the result is 1-5, **go to B082**.

If the result is 6-8, **go to B034**.

If the result is 9 or higher, **go to B043**.

**B061**

**A**n informant is willing to give you information but wishes to engage you in a game of poker first.

**H**e has a Gambling Skill Primary Chance of 27, but he also cheats (give him a +1 Ease Factor modifier). You know this, but you cannot challenge him or he will refuse to tell you what you need to know. You will play 5 hands. The winner will be the one who wins the most hands.

**Go to B026**.

## B062

**A**s the guards begin to take you away, you play a hunch and yell, "Skorpios, it's too late! Pygmalion cannot succeed!"

Skorpios looks interested. "So, you have learned of Pygmalion. You have done better than I thought. Perhaps I should not kill you. Perhaps instead I should reward you with the chance to see Pygmalion in operation. Then you can die appreciating my genius!" He turns to the guards. "Keep him alive for now. We shall take him with us to Piz Gloria and the Institute."

**G**o to **B041**.

---

## B063

**Y**ou lost Nakahara. Disgusted, you return to your hotel.

**G**ain the Plot Code **B17**.

**G**o to **B146**.

---

## B064

**Y**ou have an appointment at 1 A.M. with an underworld informant who promises to tell you what you need to know. Unfortunately, the man is very scared and very concerned that his identity not be discovered. "It would be my death," he told you. Now you are walking in the shadow of the ancient Roman Coliseum, site of gladiatorial combats and the torture of the early Christians. You seem to hear the ghosts of the dead still wailing down the centuries, "We who are about to die, salute you."

It is 12:30 A.M. and you do not have far to go. The meeting is in a nearby park, part of the Villa Celimontana. You will arrive early, which is your intent, for you do not fully trust your contact.

**M**ake a Sixth Sense Roll (-1 Ease Factor modifier). If you succeed, **go to B052**. If you fail, **go to B054**.

---

## B065

**G**ain the Plot Code **B15**.

You were captured at BioAide. To determine your fate, roll 1D6 and add to it the Quality Rating of your Disguise Skill Roll made previously. If you failed that skill roll, the Quality Rating is 5. Go to the Paragraph cor-

responding to the result:

2-5 — **B074**

6-8 — **B159**

9-11 — **B083**

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## B066

**A**s you go about your duties as a waiter, setting places in the private dining room, for example, you are also planting electronic "bugs," uninvited guests you hope will spice up your evening.

**M**ake an Electronics Skill roll (-2 Ease Factor modifier). If you succeed, **go to B162**. If you fail, **go to B040**.

---

## B067

**F**rom what you have heard tonight you know where your next destination must be: Switzerland and the Araignee Institute to try to stop whatever is amassing there as part of Operation Pygmalion.

**E**nd of Chapter 2. **G**o to Briefing for Chapter 3.

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## B068

**T**he party looks like it will carry on for some time. You decide to take Tracy back to your hotel, gather some equipment that might come in handy, and return.

**G**o to **B122**.

---

## B069

**R**oll 1D10, modifying the result according to the following Plot Codes:

If you have the Plot Code **B18**, add 5 to the die roll.

If you have the Plot Code **B19**, add 6 to the die roll.

If you have the Plot Code **B20**, add 7 to the die roll.

**Note:** You can subtract 1 from the die roll for each Hero Point you spend or for each Action Card you discard from your hand. An "Opportunity" Action Card counts as 2 cards for this purpose.

If your modified roll is over 10, **go to B153**. If it is 10 or under, **go to B114**.

**B070**

You are captured by guards who, having heard you, ambush you and take you prisoner.

Go to B049.

---

**B071**

As far as you can tell, you have never seen the man before, though for a moment he looked familiar.

Go to B147.

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**B072**

You are back in your hotel deciding what to do next.

Gain the Plot Code B13.

Go to B146.

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**B073**

Dressed in black for the occasion, you drive out to the warehouse and office of the shipping firm. What you wish to do is examine the firm's records to trace the shipments to Bergman and InnerFlow. You find the office door well-locked, the windows barred, and the warehouse windows screened over. Upon examination, however, you see what looks like a partly open window high in the warehouse wall near the roof. There is a fire escape ladder up to the roof, so in a matter of minutes you are peering over the wall at a window ledge some seven feet below you.

You do not have to try to enter the warehouse. You may go back to your hotel instead. Go to B100.

If you decide to get into the warehouse you must reach the ledge. Make an Mountaineering Skill roll (-1 Ease Factor modifier). If you succeed, go to B170.

If you fail, make an Dexterity Roll; if you succeed, you catch yourself from falling and make it through the window. Go to B170.

If you fail the Dexterity Roll, you fall to the pavement below, sustaining a Heavy Wound. Go first to B092, to receive treatment, then go to B100.

---

**B074**

You are simply fired and kicked out with a

warning.

Go to B146.

---

**B075**

You are at a complete dead end, with no more clues. Frustrated, you return to London to confess your failure to M.

End of adventure.

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**B076**

You have a choice.

If you have the Plot Code B10, you may make a night-time investigation, go to B087. (If you have the Plot Codes B15 or B23 through 27, you may not select this option.)

You spend the evening with Tracy. If you have the Plot Code B17, go to B173. Otherwise, go to B016.

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**B077**

Nakahara has driven down to the docks. As you watch, she leaves her car and walks to a yacht where a party is going on. "That's the party I was telling you about, the one with the Greek princess," Tracy whispers. You wonder what Nakahara and a Greek princess have in common, and decide you had better crash the party, but without Tracy.

Go to B068.

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**B078**

You spend time with Tracy sightseeing and enjoying yourselves.

Go to B076.

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**B079**

You notice the safe has a false back to it. Exploring, you are able to find how it opens.

Make an Locksmith/Safecracking Skill roll (-1 Ease Factor modifier) to do so. If you succeed, go to B157.

If you fail, you are unable to break into it and you give up and go home. Go to B146.



**B080**

If you have the Plot Code B30, or if you roll a 10 with 1D10, or if you play and “Opportunity” Action Card from your Hand, go to **B041**.

Otherwise, go to **B059**.

---

**B081**

Given the course of events now, you decide to leave the party to free yourself for more decisive action.

If you have the Plot Code B6, go to **B068**.

Otherwise, you return to your hotel to dress differently and prepare for the night’s adventure. Go to **B122**.

---

**B082**

After investigating BioAide, you have no further leads. You decide to return to London and report to M with what you have learned.

If you can play an Action Card from your hand with an Action Number of 7 or higher, go to **B015**.

If not, then this ends the adventure. Please go to the Final Briefing.

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**B083**

BioAide is staffed by TAROT operatives, one of whom recognizes you. Your cover is blown and your true identity as a secret agent has been revealed. You are taken prisoner.

Gain the Plot Code B22.

This ends Chapter 2. Go to the Briefing for Chapter 3.

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**B084**

While leaving BioAide, you spot a number of crates of drugs being loaded on three vans. Casually talking with the drivers, you discover they are being taken to Switzerland to the Araignee Institute near Piz Gloria.

Gain the Plot Code B36.

This ends Chapter 2. Please go to the Briefing for Chapter 3.

**B085**

Tracy tells you of a party being held on a yacht in the nearby harbor. Apparently some rich Greek contessa is in town and is holding the party in honor of a visiting Swiss or Austrian Count. She would like you to escort her to the party.

Go to **B099**.

---

**B086**

Eventually, the leaders of the Arm of God discover who you are and arrange for your return to London. Your mission is blown.

End of adventure.

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**B087**

You decide to reconnoiter the BioAide complex. You take the Nitefinder goggles and binoculars with you.

Go to **B030**.

---

**B088**

To approach and board the yacht without being seen, make a Stealth Roll. (Pick an NPC card if you need the Perception of someone on board the yacht.) If successful, go to **B035**. If unsuccessful, go to **B046**.

Gain the Plot Code B31.

---

**B089**

You have been killed in the line of duty. You are awarded posthumous honors by Her Majesty’s Secret Service.

End of Adventure.

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**B090**

You are spotted. There are shouts and men run after you. You race back towards the wall, a bullet crashing into a tree near you.

Make an Evasion Skill roll (–2 Ease Factor modifier). If you are successful, go to **B038**. If you are unsuccessful, go to **A051**.

## B091

You arrive back at your hotel from investigative work to find a message waiting for you. It's from Tracy who has arrived in town and is staying in the same hotel. You gladly ring her up, and the two of you meet for dinner. The next two days are spent simply sightseeing and enjoying each other's company. You realize you are truly falling in love with her and that her father's proposition is not as far-fetched as it first sounded. You could, after all, always retire from field work or even from the Service itself....

**Gain the Plot Code B6.**

**Go to B076**

---

## B092

You may go to a hospital for treatment or administer First Aid to yourself.

If you administer First Aid, make an First Aid roll. If successful, reduce any wound by one level; if unsuccessful, no healing takes place.

If you go to hospital, you must surrender either two Action Cards or one "Opportunity" Action Card. In return, you reduce your Wound Level by two. If you have no Action Cards in your hand, you can go to the hospital but gain one of the following Plot Codes:

**B18**—if you have a Light Wound healed.

**B19**—if you have a Medium Wound healed.

**B20**—if you have a Heavy Wound healed.

You do not have to gain any of these Plot Codes if you discard the Action Cards from your hand.

**Go to B146** (unless otherwise directed by a previous paragraph).

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## B093

You are dining at one of Rome's most fashionable restaurants, *La Fontanella*, with a beautiful woman. You know she has important underworld connections. Your hope is that you can wine, dine and impress her to where she will help you with your investigation.

**Make** an Connoisseur roll. Gain a number of Action Cards for your Hand equal to 4 minus your Quality Result.

**Go to B114.**

---

## B094

The villa which you seek is one of those sur-

rounded by a wall, but it is easy for you to scale.

**Make** an Electronics Roll. If you fail, **go to B105**. If you succeed, **go to B124**.

---

## B095

You examine the office. It has a large safe that has a common lock. It is no trouble for you to open it and you detect no alarm systems. For all the security against breaking in, the safe itself is surprisingly unprotected, relatively speaking.

**Make** a Sixth Sense roll (+1 Ease Factor modifier). If you succeed with a Quality Rating of 3 or better, **go to B079**. Otherwise, **go to B102**.

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## B096

As far as you can see, there is nothing to be gained or learned here in this vacant house. You thank the woman for showing you around and you leave.

**Gain the Plot Code B14.**

**Go to B146.**

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## B097

You are pushed forward toward a door. Here in familiar territory, the thugs' attention is relaxed. You take advantage of it, suddenly seizing the arm of the one with the knife, disarming him and whipping him around into his comrades. As they fall, you dart forward, opening the door, entering the room beyond and slamming the door behind you, locking it. There are shouts from behind as you look about. You are in an office. There is a man seated at a desk looking at you and the knife in your hand. "Do not kill me," he says, "at least not until we've had a drink. Then, if you wish, I'll give you another chance. I'm Draco, of Draco Construction."

You hurl the knife past his head and into a calendar on the wall behind him. He hardly flinches. You then notice a woman standing in one corner of the room. The man gestures to her. "Olympe, cherie," he says, "a martini for our guest....shaken, not stirred."

**Go to B141.**

**B098**

**Y**ou are disarmed, bound up and taken into the villa. You are led into a well-appointed study where a burly guard pushes you into a large, overstuffed chair. No one has said a word, but the guards never take their eyes, nor their guns, off you.

An uncomfortable thirty minutes pass, during which time you try to make small talk, but no one is responding. Then the door opens and a tall, white-haired, gentleman enters wearing a party mask that effectively disguises his face.

"You have made a mistake coming here tonight. Perhaps you are only a common thief, but perhaps you are something more....No matter. You are fortunate that you have not seen any of my guests, otherwise I would be forced to kill you on the spot. As it is, I must hold you prisoner for awhile until I discover who you are. It may be we shall yet have to kill you, though such a course would be distasteful."

"I doubt I would like it either...." you attempt a sally, but the man does not respond. He speaks in Swiss to the guards, telling them to place you in the strongroom in the cellar. He then turns to you. "You have fallen into the hands of the 'Arm of God.' Pray that this does not happen literally." He turns and walks out, and you realize your error. Far from being a TAROT meeting, you have blundered into a gathering of one of Italy's legendary ultra-right-wing, anti-terrorist secret societies. Before you can say who you are, however, a guard clips you over the head, and you sink into unconsciousness.

**Go to B086.**

---

**B099**

**A**lthough it sounds frivolous, you decide to go with Tracy to attend the party. She calls and makes the arrangements; within an hour, a messenger arrives with an engraved invitation.

**Gain the Plot Code B41.**

**Go to B145.**

---

**B100**

**Y**ou are back at your hotel, having given up on breaking into the well-protected shipping firm. You decide you need to do more investigating.

**Gain the Plot Code B16.**

**Go to B114.**

**B101**

**Y**ou are in Rome and checked into your hotel. Unfortunately, you gained so little information at the InnerFlow seminar, you have hardly anything to go on. All you have is the memo from Fox with the hanging man on it. This, you believe, represents Giovanni di Fortelli, a former leader of the Italian Syndicate and now a section leader for TAROT whose specialty is blackmail. His symbol is the Hanged Man card in the tarot deck.

It is not much to go on, but you will try to use your contacts in the Rome underground to find where Fortelli is and see what you can learn.

**Go to B114.**

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**B102**

**Y**ou find nothing unusual. Even the company books seem in order, though you find no references at all to shipments to InnerFlow. Finally, you give up and make your way out of the office, this time by the front door.

**Gain the Plot Code B16.**

**Go to B146.**

---

**B103**

**A**h, Skorpis or, as he is calling himself, the Count de Araignee, says, "my old friend! It's been a long time since we have crossed paths and wits. I was just on my way to a gaming table downstairs. Perhaps you would join me now in a friendly match?"

**Gain the Plot Code X1.**

If you agree, **go to B120**. Otherwise, **go to B081**.

---

**B104**

**Y**ou feel you can break into BioAide but it would be good to explore another method, considering how well protected the complex looked. You contact the local Station House for suggestions. After some investigation on their part, you are informed that BioAide uses local workers for some of its tasks and that it can be arranged for you to be hired.

**I**f you spend a Hero Point or discard an Action Card from your Hand with an Action Number of 5 or higher, **go to B011**. Otherwise, **go to B014**.

**B105**

**Y**ou are surprised at how simply you manage to penetrate the grounds. The wall was really no obstacle at all. Getting your bearings, you head off toward the house. Indeed, there are a lot of cars about, but where are all the guards Marco had mentioned?

**M**ake a Sixth Sense roll (-1 Ease Factor modifier). If you succeed, go to **B140**. If you fail, go to **B033**.

---

**B106**

**Y**ou are discovered a few minutes later by the Rome police who give you first aid, reducing any wound level by one.

**G**o to **B092**.

---

**B107**

**Y**ou failed utterly to gain any useful information.

**G**ain the Plot Code **B15**.

**G**o to **B146**.

---

**B108**

**Y**ou recognize the man as Skorpios. You are elated. For months the Secret Service has been trying to locate him; now, here he is, posing as an Austrian count on a yacht in Rome. You realize you may catch bigger fish tonight than you had thought. However, your objective, you realize, is not to capture Skorpios but to learn what plot he has afoot. You continue your duties as a waiter, waiting not only on people but on your opportunity to learn more.

**G**o to **B023**.

---

**B109**

**T**he game is finished. Skorpios seems satisfied and is being surrounded with others. You, on the other hand, feel too vulnerable and restricted in your courses of action. You decide to leave the party and come back later on your own terms.

**G**o to **B081**.

---

**B110**

**Y**ou defeat the guards. The fire fight may bring reinforcements, however, so you quickly leave the scene. Your car is parked nearby and you head towards it, reaching it with a sigh of relief and safety. Now you can see what, if anything, you will pick up from your tiny bugs.

**G**ain the Plot Code **X3**.

**G**o to **B047**.

---

**B111**

**L**ooking about, you are able to detect the shadowy figures of guards. One of them is looking up. Following his line of sight, you see other guards in the trees that thickly dot the grounds of the villa. You move cautiously, making a wide breadth of the men you see.

**M**ake a Stealth Roll. If the Quality Result is 1, 2, or 3, go to **B028**. If it is a 4, go to **B129**. If it is a Failure, go to **B140**.

---

**B112**

**A** particular scrap of paper, crumpled up and tossed into a fireplace but containing something shiny on it, catches your eye. You pick it up and smooth it out, ignoring the continual chatter of the woman about the virtues of the house. The paper is an advertisement for an Italian production of George Bernard Shaw's play, "Pygmalion." The date has been circled.

You look about but there is nothing more to be seen. You bid the woman good-bye and return to your hotel.

**G**o to **B091**, unless you have the Plot Code **B6**, in which case go to **B016**.

---

**B113**

**Y**ou learned from observing some of the experiments that considerable research is going into the study of plant pathologies, particularly virus infections in agricultural crop plants.

**G**ain the Plot Code **B23**.

**G**o to **B146**.

---

## B114

You are undertaking a search/contact/interrogation mission, the objective being to gain Information Points. You have (1D10 + 10) contact points with which to begin. You must gain at least 10 Information Points to discover anything. Follow these steps:

1) Determine a Search Base Number. Make an Sixth Sense Roll. If the Quality Result is a 1, the Search Base Number is 7; if the Quality Result is 2 or 3, the Search Base Number is 6; if the Quality Result is 4, the Search Base Number is 5. If you fail the Sixth Sense roll, the Search Base Number is 4.

2) Roll 1D6 and consult the following table to determine the skill that must be used.

- 1: Charisma
- 2: Cryptography
- 3: Disguise
- 4: Interrogation
- 5: Local Customs
- 6: Any of the above, your choice.

3) Determine the Ease Factor by spending your Contact Points. However many Contact Points you spend becomes your Ease Factor for that Skill roll.

4) Subtract the Quality Result from this Skill Roll from the Search Base Number. That is the number of Information Points you receive. Keep track of your running total. Go back to Step 1 if you still have Contact Points and wish to continue searching.

5) If you fail a Skill Roll, you gain no Information Points; however you must draw an Action Card. If the Action Number is lower than 7 continue with your search by going back to Step 1 if you still have Contact Points. If it is 7 or higher, go to B027.

6) You cannot bid more Contact Points than you have. If you run out of Contact Points, the search is over unless you can play an Action Card from your Hand. If you play an Action Card, you gain a number of Contact Points equal to its Action Number. Alternatively, you can go to B037.

7) When you have finished your search or have run out of Contact Points, go to B037.

## B115

If you have the Plot Code B14, go to B056. Otherwise, go to B114.

## B116

You are anxious to see what information your bugs might deliver from a private and secret dining party being set up in a lower stateroom. As soon as you can without raising suspicions, you

leave the yacht. However, there are still crowds of people about, lingering on from the party who watch you go. Some might wonder and not want you to go.

Go to B160.

## B117

You have unknowingly triggered an electronic alarm while breaking into the office. You are apprehended by the police. Eventually, the local M.I.6 Station head is able to get you released after paying an exorbitant fine.

You can do no more searching. Go to B037.

## B118

You arrive in Rome and settle in a room at the Bernini Bristol. As soon as you can, you look up the address of the shipping firm, noting it is on the outskirts of Rome. You hire a car and drive out to look the place over. It is basically a warehouse with a small building attached to house the offices. You decide to pay the place another visit that evening.

Go to B073.

## B119

You are able to avoid being seen and make it over the side of the boat safely. You swim back to your car, your head swimming with what you have heard.

Go to B067.

## B120

You and Skorpios are going to play Baccarat at a gambling table on the yacht. You will play seven hands. He cheats, but you dare not call attention to it to avoid a scene. Besides, you are sure you can beat him anyway.

Play out the seven hands. Due to his cheating, Skorpios gets a +1 Ease Factor modifier.

If you lose, there is no penalty except humiliation.

If you win more hands than Skorpios, gain the Plot Code B30.

Go to B109.

**B121**

**T**racy is talking with an old friend she has met over caviar. You have wandered away from the crowds and towards the rear of the boat, generally taking in the arrangement of rooms on board the ship. A man comes staggering down the walkway, apparently drunk. As he nears you, there is a flash of steel and he drives a knife towards your heart!

**M**ake a Sixth Sense roll to determine if you noticed something wrong before the assassin made his attack. Note the Quality Result of this roll.

Make a Disarm Hand-to-Hand Combat roll. Modify the Ease Factor for this roll by adding 5 minus the Quality Result of your Sixth Sense roll. For example, if you got a Quality Result of 3 on the Sixth Sense roll, you would add 2 (5 minus 3) to the Ease Factor, giving you an Ease Factor of 3 for the Disarm roll.

If you succeed with the Disarm roll, you are able to disarm your opponent and kill him with his own knife. **Go to B151.**

If you fail the Disarm roll, you are killed. **Go to B089.**

**B122**

**Y**ou change your clothes and return to the yacht. You are armed with two commando knives, your regular weapon, and eavesdropping equipment. You slip over the side of a pier into the water and swim to the side of the yacht.

**Go to B088.**

**B123**

**F**rom observation you learned that BioAide seems to be doing research into diseases of agricultural plants and animals; in fact, it seemed to you that some experiments were involved with finding efficient ways of causing these diseases, a form of biological warfare.

**Gain the Plot Code B24.**

**Go to B146.**

**B124**

**A**s you start to haul yourself up over the wall, you suddenly see evidence of a very sophisticated electronic eye alarm system, as well as what appear to be pressure sensitive plates cleverly disguised into the top surface of the wall

itself. Avoiding the pressure plates, you are able to use a double-sided mirror on a tripod clamp to reflect the electric eye beam back on itself in both directions, fooling the system into thinking it is working properly. Then you leap over the wall, making sure you know where you entered.

**Go to B111.**

**B125**

**Y**ou successfully get away from the villa and back to your car. You return to your hotel, having learned nothing from the night's activities.

**Go to B072.**

**B126**

**I**f you win by a score of 3 to 2, you gain 1 Action Card for your hand. If you win by more than that...well, the man is a sore loser...you gain nothing.

On the other hand if he wins 4 or 5 of the hands, thus proving his superiority in his own eyes, he feels expansive and gives you the information you want. Gain 2 Action Cards for your hand and 3 Information Points.

**Go to B114**

**B127**

**Y**ou report for work at BioAide as a kind of laboratory assistant. This will give you an opportunity to reconnoiter the place.

**Go to B158.**

**B128**

**I**f you have been wounded, you may go to hospital to receive treatment. **Go to B092.** Return to this paragraph when you are finished.

If you wish to investigate the villa where a meeting is taking place, **go to B148.** If you wish to investigate Marco's reference to "Pig Mail," **go to B150.** If you wish to contact Marco's cousin, **go to B135.**

**B129**

**D**raw an Action Card.

If the Action Number is 5 or higher, **go to B090.** If it is 4 or less, **go to B028.**

## B130

**W**atching his mannerisms, you finally recognize the Count as Skorprios. You are elated. For months the Secret Service has been trying to locate him; now, here he is, posing as an Austrian count on a yacht in Rome. You realize you may catch bigger fish tonight than you had thought. However, your objective, you realize, is not to capture Skorprios but to learn what plot he has afoot. You continue your duties as a waiter, waiting not only on people but on your opportunity to learn more.

**G**o to B023.

---

## B131

**T**he door to the house opens and a woman comes out. She looks at you suspiciously and demands to know what you are doing. You answer you are looking for a house, that you had been driving by and had seen that this one looked empty. You wondered where the owner was and if the house was for rent.

**M**ake a Charisma roll (-1 Ease Factor modifier). If you succeed, go to B155. Otherwise, go to B096.

---

## B132

**A**s you listen, you can make out Skorprios' voice: "Through Pygmalion we will remake the world in our image. The pieces are nearly complete. Thanks to Hans, we have gained information about many top leaders in Europe, and through that information, we now control them. However, the InnerFlow process is more than just a scheme to further blackmail. It is also the front through which we shall remold men's minds.

"Already, the preliminary results of the new drugs Nakahara has developed at Bioaide when tested on Bergman's unsuspecting clients show great promise for mind-control. The latest batch is being shipped even now to the Araignee Institute at Piz Gloria. There, everything is being assembled and readied for the final step of Pygmalion.

"I need not remind you that timing now is crucial. Everything must proceed in order. First we attack the world's food supply, then we save it. We will credit our success to the mind-enhancing properties of Bergman's process. Millions will want to enroll and when they do, we shall control their minds forever. Second, we widen our control over major leaders of govern-

ment, the military, and of business, either through blackmail and coercion or through brain washing.

"Third, we will use the next batch of drugs, unfortunately only experimental now, to spread terror through the western world. As civilization seems ready to collapse, we will step forward through our front organizations at first, then later openly, to offer solutions, order, salvation...and control.

"Gentlemen and ladies, I give you TAROT, the womb of a new world that we will create and rule forever!"

**I**f you have the Plot Code B31, go to B020. Otherwise, go to B067.

---

## B133

**D**ucking in and out of the shadows around the ancient monument, into alleys and cross-streets, you are finally able to lose your follower. You proceed with more stealth to your rendezvous.

**G**o to B032.

---

## B134

**D**o you have the Plot Code B15? If yes, go to B036. If no, go to B115.

---

## B135

**Y**ou contact Marco's cousin, a man named Paulo. He is from the northern hill country and has a dialect with which you are not too familiar.

**M**ake a Local Customs Skill roll (-1 Ease Factor modifier). If successful, go to B024. Otherwise, go to 117.

---

## B136

**Y**ou discovered evidence of a secret lab, though you were unable to penetrate it. From what you could see, it seems to you that BioAide is doing illegal research into recombinant DNA and the creation of viruses of one kind or another.

**G**ain the Plot Code B25.

**G**o to B146.

---

**B137**

Your hostess brings a man over for you to meet. She introduces him as the Count de Araignee, but with a shock, you recognize him as Karl Ferenc Skorpios, the Director of TAROT. He has changed his appearance somewhat; the distinctive white streak down the center of his hair has been dyed away, and he looks heavier. Still, you recognize him. The question is, does he recognize you?

Make a Recognition Perception roll for Skorpios. His Perception is 13. If the Quality Rating of the Perception roll is 1 or 2, Skorpios recognizes you. Go to B103.

Otherwise, he doesn't. Go to B009.

**B138**

For an hour you have been playing the part of a waiter, circulating through the crowd offering food and drinks. If someone remarks that you don't look as Italian as the other waiters, you reply that you are an English butler enjoying a special economy holiday package in Rome. After awhile, though, you begin wondering whether this will be a wasted evening after all until, bending over a tray of canapes, you glance up and see a tall thin man being introduced by the woman who owns the yacht.

Make an Perception roll to penetrate a Disguise of Quality Result 2. Modify the Perception Roll as described in the Fame rules on page 73 in the basic game book. Consult the Fame Chart on that page. The person you are attempting to recognize has 70 Fame Points.

If the result is "N", go to B071. If the result is "?", go to B013. If the result is "Y", go to B108.

**B139**

You notice nothing unusual during intermission, and the rest of the play passes uneventfully. Afterwards, you take Tracy out for a late meal, then return to your hotel room. You have enjoyed the evening but are none the wiser for it.

Gain the Plot Code B17.

Go to B146.

**B140**

You suddenly sense men about you. Looking up you see they are in the tree branches. One of

them shouts, and a net falls. Forewarned, however, you sidestep it and race towards the wall. Now other guards are appearing and it looks like you maybe cut off. No one has fired at you, but you can hear them shouting for you to stop or they will fire.

Make an Evasion Skill roll (-3 Ease Factor modifier). If you succeed, go to B038. If you fail, go to B022.

**B141**

Draco apologizes for the manner in which you have been brought to him. He had been afraid you might not come to him otherwise. You know he is the head of the Union Corse, one of the biggest crime syndicates in Europe. Why he has summoned you is beyond your imagining. He explains that he is Tracy's father, which surprises you. He has a proposal. Since her husband died she has been wild, often filled with a death wish. He is aware of your efforts to help her and of her interest in you; he approves of the growing friendship. He now wants you to court her and marry her, as that would be the best therapy she could have. He offers you a large sum of money to agree. You are nonplussed and angry at his arrogance. You can conduct your own romances and tell him so; besides, your life would not permit marriage. He does not press the matter; he simply asks you to think it over. Perhaps he could be helpful in other ways; he has, after all, many contacts all through Europe that could help in his investigations. You realize that you do feel deeply for Tracy; having Draco as an ally would not hurt. You agree to think about his offer and to continue to see Tracy as a friend. Draco orders his men to take you back to your hotel room.

Gain the Plot Code B7.

Go to B017.

**B142**

You are blindfolded. Throughout the ride you are aware of the presence of the knife held ready nearby. You simply relax knowing a moment will come when you can take control. Finally, the car stops and you are helped out, still blindfolded, taken up a flight of steps and into an air conditioned room. The blindfold is removed. You are in a tastefully furnished lobby, apparently of an office building. At least, you think, these men are not run-of-the-mill terrorists.

Go to B097



**B143**

Tracy informs you that a rich Greek countessa is in town entertaining on her yacht, her guest of honor some Austrian count whose name she can't remember. She wonders if you would like to go.

If the answer is yes, go to **B099**. If the answer is no, go to **B010**.

---

**B144**

You have been outside of Rome tracking down some clues. Now you are driving home along the Via Appia. You are driving a Toyota Celica GT-S. Suddenly, an AMC Javelin pulls out from behind a clump of trees and accelerates towards you. A chase begins at Close Range. There are two men in the Javelin, and their intent is to force you to have a Mishap. However, you recognize them which gives you some information about whose toes you have stepped on.

This is a Danger Level C chase. Whenever they are in Close Range they will attempt a Force Maneuver; they will continue to chase you until you have a Mishap (either from a successful Force maneuver or because you failed a Safety Roll after bidding below your vehicle's Redline). They will never suffer a Mishap, even if they fail a maneuver or underbid their vehicle's Redline, unless you make a successful Force maneuver against them.

If they have a Mishap, gain 1 Action Card for your hand and go to **B114**.

If you escape, gain 2 Action Cards for your hand and go to **B114**.

If you have a Mishap, determine your injuries and go to **B092**.

---

**B145**

You and Tracy drive down to the pier where the yacht is located. It is a large boat, brightly lit, with two decks now filled with the Beautiful People of Rome. With Tracy on your arm, you walk across the gangplank where you hand your invitation to one of the servants, who looks like a bodyguard to you. You begin to mingle and make small talk.

Go to **B137**.

---

**B146**

If you have the Plot Code B17, go to **B004**. Otherwise, go to **B134**.

**B147**

After several hours of working, you realize you will learn nothing here. It seems to have been a false trail. When you have an opportunity to do so without arousing suspicion, you leave and return to your hotel.

Go to **B165**.

---

**B148**

You decide to follow through with Marco's information about the meeting outside of Rome. It is being held at the villa of a wealthy Italian industrialist.

It is 8:30 P.M. when you drive up the winding street into the hills near the city. You are in a wealthy area, with large expensive homes surrounded by walls. You are sure most, if not all, are heavily guarded. You pull off the road in a somewhat secluded spot and get out of the car. You are wearing Nitefinder goggles and have other equipment with you to help you infiltrate the villa.

Go to **B094**.

---

**B149**

You have not been able to lose your tail. You may abandon your rendezvous or you may attempt to ambush the person following you and Incapacitate them.

If you abandon the rendezvous, go to **B072**. If you attack, go to **B002**.

---

**B150**

You are back in your hotel reading the paper. You notice that a local theater is staging a production of Shaw's Pygmalion.

If you wish to attend, go to **B051**. Otherwise, go to **B146**.

---

**B151**

You have survived the assassin's attack. You take his body to an empty stateroom and drop it in. Apparently Skorpios feels you must be eliminated because you are getting too close to something. You decide you are too vulnerable at the moment, though, so you decide to leave and return later.

Go to **B081**.

**B152**

You have settled into your hotel and are now stepping outside for a bit of Rome sunshine and to begin your mission. As you step out of the lobby, four men come up to you. Before you can react, there is a knife in your ribs, and you are being invited into a car that has just pulled up to the curb. "You have an appointment," one of the men says.

"Oh?" you reply as you get into the car, "I must have missed it on my calendar."

**Go to B142.**

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**B153**

Because of time spent in the hospital, the trails you were following have grown cold. You are left with no clues as to your next move. Return to London.

**End of adventure. Go to Final Briefing.**

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**B154**

You have found a secret lab where research into recombinant DNA and the creation of plant and animal disease viruses is going is well as work on cures for such diseases. You also discovered evidence of experimentation on humans and the use of drugs to affect the human mind and will. Finally, you uncovered in a safe when no one was about, a memo with a cryptic message. "Araig-nee Institute — Piz Gloria — Pygmalion Shipment!!!!!" and a date.

**Gain the Plot Code B27.**

**Go to B146.**

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**B155**

She softens her attitude. The owner has left, she tells you, and she does not know where. She is a housekeeper, but she would be willing to show you the house and give you the name of a realtor who could discuss business with you. She opens the door and takes you into the house.

**Go to B048.**

---

**B156**

It does not take long for you to discover that you are spying not on a TAROT meeting but on a gathering of one of Italy's ultra-right wing secret societies. There is nothing here for you, and the environment is potentially very dangerous. You take apart the small eavesdropping and spying device and prepare to leave.

**Roll 1D10.** If the number is 5 or higher, **go to B125.** Otherwise, **go to B080.**

---

**B157**

You discover cash, documents, and a whole different set of books. As you suspected, this is a Syndicate operation posing as a legitimate business. Going over the books, you discover records of the shipments to Innerflow and to Bergman: drugs sent from a local firm in Rome, BioAide. Putting the books back, you close the safe just as it had been and happily go out by the front door.

**Gain the Plot Code B10.**

**Go to B164.**

---

**B158**

To snoop around BioAide is a risky business, even though you are wearing an appropriate uniform and a forged I.D. badge compliments of M.I.6. You must take risks to gain information, but if you take too many risks, you may be captured.

1) Draw 1D10 + 6 Action Cards and shuffle them in a stack. These will be your draw pile. They represent the number of opportunities and the amount of time you ave to conduct your search. When these cards have been used up, the search is over.

2) You begin with 50 Risk Points. At the beginning of a Round, make a bid of Risk Points from 1 to 10. Then turn over the top card from the draw pile. If the Action Number on that card is equal to or greater than your bid, you win a number of Information Points equal to your Risk Point bid. Keep a running total of the Information Points you win.

3) If the Action Number is less than your bid, there is a chance someone has questioned or even seen through your disguise. Add the Quality Rating of your Disguise Skill roll which you made previously (a Failure counts as a 5) to the difference between your bid and the Action Number; this is the Danger Number. Refer to the following table and match that Number with the corresponding Ease Factor modifier. Then roll 1D6 to determine the particular

Skill you must use to get out of trouble.

### Ease Factor Modifier Roll

- 2-4:** 0 Ease Factor modifier  
**5-7:** -1 Ease Factor modifier  
**8-10:** -2 Ease Factor modifier  
**11-13:** -3 Ease Factor modifier  
**14:** -4 Ease Factor modifier

### Skill Selection Roll

- 1:** Sixth Sense  
**2:** Persuasion (Charisma)  
**3:** Perception  
**4:** Intelligence  
**5:** Science  
**6:** Skill of your Choice

**4)** Make the appropriate Skill Roll using the indicated Ease Factor modifier. The results are as follows:

**Quality Result 1:** All Risk Points Bid become Information Points.

**Quality Result 2:** One-Half Risk Points Bid become Information Points (fractions rounded up).

**Quality Result 3:** No Information Points/No Danger Points.

**Quality Result 4:** One-Half Risk Points Bid become Danger Points (fractions rounded up).

**Failure:** All Risk Points Bid become Danger Points.

**5)** For every Action Card that is drawn (add up the number of discards from the draw pile), add 1 to the Danger Number. This procedure can be modified. Instead of drawing a card from the deck, you can play an "Opportunity" Action Card from your Hand. If you do so, you automatically win the bet.

This "Opportunity" Action Card does not count towards this number, so you can counteract this effect of increasing danger by playing cards from your Hand. Each card you discard from your Hand subtracts 1 from the Danger Number.

**6)** When you finish resolving a bet, that ends a Round. You may play as many Rounds as you have Risk Points or as there are Action Cards in the draw pile. You can stop anytime, as well.

**7)** When the search process is ended, determine your results.

If your Danger Points equal or exceed your Information Points, you have been spotted as an imposter and captured. **Go to B065.**

If your Information Points exceed your Danger Points, **go to B058.**

## B159

**Y**ou are considered a dangerous industrial spy, perhaps sent by a rival company. Guards beat you up then throw you out.

**R**oll 1D6. If the result is a 1 or a 2, you have a Light Wound. If it is a 3, 4, or 5, you have a Medium Wound. If it is a 6, you have a Heavy Wound.

**Go to B092.**

## B160

**A** number of people have seen and interacted with you this evening including, no doubt, Skorprios himself. Perhaps you have been recognized?

**M**ake a Perception Roll using 13 as the Primary Chance for the Perception characteristic. If the Quality Rating is 1 or 2, you have been recognized.

If you are recognized, **go to B001.** Otherwise, **go to B047.**

## B161

**Y**ou are captured and taken into the hold of the yacht, avoiding the party where possible, your guards telling people you are ill or injured when they encounter someone. Once out of sight of people, they push you along at gunpoint and lock you in a small windowless room.

**Go to B049.**

## B162

**Y**ou have finished your duties, both catering and electronic. Now, you duck into a small closet and using a small receiver device masquerading as your cigarette lighter, you check on the "bugs" you have planted. They seem to be working fine.

**Go to B116.**

## B163

**T**o your pleasure, you spot someone you recognize: Dr. Isa Nakahara, TAROT's chief scientist and head of their research and development section. So, "Pygmalion" did mean something, but what? For the remainder of the play you pay much less attention to Shaw and more to the beautiful criminal scientist sitting in a balcony above you.

**Go to B007.**

**B164**

**Y**ou return to your hotel. The next morning you decide your next step is to reconnoiter the Bio-Aide offices.

**G**ain the Plot Code B16.

Go to B030.

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**B165**

**Y**ou return to the hotel, tired and none the wiser for your evening's excursions.

**G**ain the Plot Code B17.

Go to B146.

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**B166**

**Y**ou tie up the guard and place him in an empty storeroom.

**G**o to B035.

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**B167**

**I**f you have the Plot Code B16, go to B036.  
Otherwise, go to B057.

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**B168**

**Y**ou have met an underworld character who worked for a time at a Syndicate-controlled shipping firm. He remembers shipments being made to some psychological institute in Portugal and thinks it might have been called "Innerflow." He gives you the address of the shipping firm, and you decide to investigate it.

**G**o to B073.

**B169**

**I**f you have the Plot Codes B23, B24 or B25, go to B060.  
If you have the Plot Codes B26 or B27, go to B172.  
If you have none of these Plot Codes, go to B167.

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**B170**

**O**n the other side of the window are rows of boxes and crates stacked high. It is a drop of only a couple of feet to the top of one such stack. From there, it is easy to make your way to the floor by moving to even lower stacks. You then travel quietly to the inner door leading into the office. The door is locked, but you open it easily and enter.

**G**o to B095.

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**B171**

**I**f you have the Plot Code B41, go to B075. Otherwise, go to B169.

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**B172**

**Y**ou decide that the next step in your mission is to investigate the Araignee Institute at Piz Gloria.

**T**his ends Chapter 2. Please go to the Briefing for Chapter 3.

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**B173**

**Y**ou have a lovely evening with Tracy, but your mind is not wholly on the occasion. You realize that you have no more clues to guide you in your next step. The next day, you admit defeat and you and Tracy return to London to report to M.

**G**ain the Plot Code C17.

This ends the adventure. Go to the Final Briefing.

## Chapter 3

### C001

You awaken manacled to the bars of a cage in an empty room. Your head pounds and your eyesight is blurry at first. You see the needle marks in your arm and know you are suffering from the effect of some drug. As you struggle to your feet, the door to the room opens and Irma Bunt enters with three guards. One of the guards opens the cage and unlocks your chains. You would like to attack him but you are too weak and uncoordinated yet, though your head is clearing every minute. "Come," Bunt says, "the Count wishes to see you."

Go to C021.

### C002

The music cuts through you like fire, as if every nerve in your body were in flames. You feel a berserk rage coming over you, but you fight it, trying to keep your calm. It is one of the most difficult tasks you have ever tried, but your training and Willpower triumph over the building rage. Though you are still in pain, you retain an icy control over your reflexes.

Gain the Plot Code C4.

Go to C036.

### C003

By sleigh and then by helicopter you are taken up the slopes of the mountain to the Araignee Institute. It is situated on the edge of a cliff, commanding a panoramic view of the Alps; painted white, the buildings blend in with the snow, as if designed to be camouflaged. When the helicopter lands on a special pad and you get out, you see armed guards standing and walking about. Noticing your observation, Irma Bunt says, "They are to keep away spies from the chemical companies." Bunt then directs Grunther to take your bags to the room prepared for you and tells you to follow her.

"After your trip we must see that you are all right; also, we have many guests here now being treated for allergies. We must make sure you have not brought any little bugs with you that might be distressful to them, eh? So, I will take you to Doctor von Sant for a medical exam. Then you

may relax until dinner." You protest you do not need an exam but Bunt is unswayed, and you realize that to protest too vehemently might be to arouse suspicions.

If you have the Plot Code X1, go to C043. Otherwise, go to C079.

### C004

You have not escaped after all. The chase continues! You come upon a stock car stadium. To get away from Bunt, Tracy drives onto the field itself, joining the race. The Mercedes comes right behind you.

You must play out a Chase on the racetrack.

1) Roll 1D6+2. The result is the number of Action Rounds you will spend on the race track. If you have the Plot Code C5, add 5 to that number.

2) Draw an Action Card and place it face up in the Base Number Box. Its Action Number is the Base Number.

3) Each Round you must draw an Action Card. If its Action number is greater than the Base Number, you are struck by one of the stock cars in the race. If the Action Number is less than the Base Number, it is the Mercedes that is struck. If the Action Number is equal to the Base Number, nothing happens. Consider the Force to be a Quality Rating of 3, so you will have to make an Ease Factor 3 Safety roll (modified for your vehicle, damage, driver's Wound Level, etc.).

If you want, you may play a card from your Hand rather than pick on from the pile. Remember, Tracy also has Hero Points she can use to alter Quality Rating Results.

If the Mercedes is disabled by Mishaps (the vehicle incurs Incapacitating damage), you automatically escape.

Go to C078.

If you are disabled by Mishaps before the Mercedes, you may play an "Opportunity" Action Card from your Hand. If you do, you are rescued by Swiss police and eventually contacted by agents from M.I.6., go to C078. If you do not play this card, you are both killed by gunfire from the Mercedes as it passes you. Go to C089.

If neither of the vehicles are disabled by Mishaps by the end of the allotted Action Rounds, go to C070.

### C005

Skorpios has escaped, but the Institute has been destroyed.

Gain the Plot Code C15.

Go to C030.

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## C006

**Y**ou have accidentally tripped an electronic alarm.

**G**ain the Plot Code DMS1.

Go to C049.

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## C007

**Y**ou awaken in Skorprios' study. There are several guards present also, and the leader of TAROT is berating them for letting you penetrate the Institute's defenses as much as you did. Then his mood changes. He becomes expansive and begins to gloat.

**G**o to B034.

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## C008

**Y**ou must make a choice whether or not to attempt an impersonation of Sir Hilary Bray.

**I**f you decide to do so, go to C014. Otherwise, go to C047.

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## C009

**M**ake a Stealth Skill roll (-1 Ease Factor modifier). If you have the Plot Code C3, the Ease Factor modifier is -2.

If successful, go to C031.

If unsuccessful, you are captured by the guards, go to C076.

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## C010

**S**korpios, or the Count de Araignee as he is calling himself, continues to stare silently at you for a moment, then glances at the chess pieces. "Well, Sir Hilary, perhaps we may yet find a game we can play together. In the meantime, we can still settle this matter of my rightful claim to my title. I look forward to discussing this with you in more depth tomorrow. In the meantime, make yourself comfortable here at the Institute."

You realize you have been dismissed. Thank-

ing him, you turn and walk out. Grunther is waiting to take you back to your room. Once there, you open your sporran and take out Ruby's message. It is an invitation to visit her tonight, and it gives directions on how to find her room. There is no doubt from the wording that she has more on her mind than a talk about heraldry. However, before you can decide what to do about it, your door bursts open and armed guards enter, followed by Skorprios.

"Forgive the intrusion," he says, "but we are playing a game, you know, and you have just lost. I recognized you immediately, but I applaud your foolhardiness in thinking you could fool me." He gestures, and before you can act, a guard clubs you to the floor. You collapse into unconsciousness.

**G**o to C001.

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## C011

**T**he chase is at night, on a curving mountain road with snow falling. Therefore, there is a -3 Ease Factor modifier applied to all maneuvers in addition to any other modifiers. The Mercedes has a Performance Modifier of -1, a Redline of 5, and a Force Rating of 2. The Maserati has a Performance Modifier of +2, a Redline of 2, and a Force Rating of 2.

Throughout the chase, Tracy is driving. Determine the characteristics of the driver of the Mercedes (who is not Bunt) by drawing an NPC card. The chase begins at Medium Range. The object of the Mercedes is to Force you into a Mishap.

If you have a Mishap for any reason and fail the Safety Roll, you plunge off the road and down an embankment to your deaths. **G**o to C089.

If you are able to escape, go to C004. If after 10 Action Rounds you have neither escaped nor had a Mishap, go to C104.

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## C012

**Y**ou are taken into a room that is set up like an arena. There is a low wall, about seven feet high behind which seats go up to the a landing and sets of doors. This is apparently for spectators. The wall encloses an area about the size of a boxing ring. Skorprios, Nakahara, and three guards with AKM automatic rifles are currently in the first row of seats above you behind the wall. You are reminded of gladiatorial combat.

Skorprios leans forward. "Now you will see an example of some of our experiments." A door opens and an average, unarmed man enters. He

doesn't look like a threat. You wonder what will come next. It turns out to be another comment by Skorpios.

"We are testing a new substance, which can be released through the air, that, temporarily at least, makes a person go berserk with killing rage when certain musical tones are played...a wonderful tool for inciting riots. Let's see how it works today." He gestures, and from a loud-speaker set into the wall, a strange tone begins to sound.

**Go to C042.**

## C013

Your contact tells you the following story: Recently Skorpios in the guise of the Count de Araignee had contacted the College of Arms in the City of London requesting that they do a genealogical review to confirm his claim to the title he is using. The Sable Basilisk of the College, Sir Hilary Bray, replied suggesting that he meet de Araignee in person. The latter agreed to such a meeting, provided that Sir Hilary come to the Institute. Knowing that you were coming here, M wondered if a switch could be made, with you impersonating Sir Hilary as a way of gaining entrance to the Institute. If you are interested, M has already arranged with Sir Hilary to come here a few days early to prepare you for the impersonation.

If you have the Plot Code JM1, **go to C101**. Otherwise, **go to C039**.

## C014

You decide to go along with M's plan. It is arranged for you to meet with Sir Hilary the next day in a cabin not far from the village. There you will spend three days together during which you will attempt to learn everything you can about heraldry, genealogical research, and Sir Hilary's work so that you can pass as him for the time required to conduct your investigation.

**Go to C054.**

## C015

You arrive at the bar and spot your contact sitting at a table in the back by himself. You sit opposite him and quickly tell him of the attack

on you. He excuses himself and leaves for ten minutes. When he comes back he says, "Those who attacked you have now been taken care of. You need not worry about them. However, this may affect the news that I bring from M."

"And what is that news?" you ask. The man leans forward to tell you.

**Go to C013.**

## C016

You are overcome and rendered unconscious by your assailants. They take you to a nearby car and drive you to a cable car that goes up the mountain. You are being taken up to the Institute.

**Go to C019.**

## C017

Skorpios is killed or captured.

**Gain the Plot Code C14.**

**Go to C030.**

## C018

You leave the bodies hidden in the alley and go on to your rendezvous. The attack puzzles you and raises your suspicions. Someone, probably Skorpios, must know you are on the trail and getting close.

**Gain the Plot Code JM1.**

**Go to C015.**

## C019

You awaken manacled to the bars of a cage in an empty room. Your head feels very strange, like having a bad hangover, and you see marks on your arm showing you were given an injection. You realize you have been drugged. You try to move. At first it is very hard to coordinate, as a wave of dizziness rushes over you. However, once you are on your feet, you feel more steady, though still lightheaded. A door opens and two guards come in carrying machine pistols. Immediately after them a short, ugly woman enters.

"I am Irma Bunt," she says. "I am an aide to the Count. You are to come and see him now."

She makes a sign and one of the guards lets you out. You still feel too uncoordinated to do anything to escape, so you passively follow the woman out the door.

**Go to C021.**

---

## C020

**Y**ou are locked in a room after your arrival. Then a guard fetches you and takes you to an lobby in a large building where a short, ugly woman is waiting. "I am Irma Bunt, an aide to the Count," she says. "He wishes to see you now. Come with me."

**Go to C021.**

---

## C021

**Y**ou are taken into a large study. At one end is a vast window giving a magnificent view of the mountains. The light is dazzling from the snow, and you are momentarily blinded. A shadow moves in front of the window. "Welcome to my retreat," the shadow says, and you realize it is Skorprios, alias the Count. "I am always glad to see members of her Majesty's Secret Service, especially when they come in so subdued and agreeable a manner."

**Go to C044.**

---

## C022

**Y**ou find the small buildings are mostly storerooms filled with cases of explosives and cases of drugs. You head to the main complex to hide under one of the windows to a room where a party seems to be going on.

**Gain the Plot Code C2.**

**Go to C050.**

---

## C023

**B**unt takes you to a lounge off of the dining room. There a tall figure is standing over an expensive chess set, idly moving the pieces about in a solitaire game. As you enter, the man looks up. Bunt says, "The Count de Araignee. Sir Hilary Bray, Baronet." Then she departs.

The Count, whom you recognize as Skorprios, gives you a piercing look and asks, "Do you play chess, Sir Hilary?"

"No," you reply, "not really. I dabble, but I confess I have little interest in games."

"Ah," he says, making no move to come towards you, "that is too bad. I enjoy games, particularly those that involve deception and bluff."

**M**ake a Perception Roll for Skorprios using the Fame Chart on Page 73 of the basic game book. If the result is "Y" or "?", **go to C116**. If it is "N" or Failure, **go to C112**.

---

## C024

**Y**ou remember the storeroom of explosives. If you wish, you can attempt to use them as a diversion. If not, return to previous paragraph and make another choice.

**Gain the Plot Code C20 only if you intend to use the diversion to cover your fleeing.**

**Go to C009.**

---

## C025

**A**s you are passing an alley, three thugs jump out at you.

**D**raw 3 NPC cards and resolve a Hand-to-Hand combat sequence.

If you are Incapacitated, **go to C016**. If you are killed, **go to C089**. If you win and all the assailants are killed, **go to C018**. If you win and any assailant is living, **go to C119**.

---

## C026

**T**racy has been captured and you wish to rescue her. M forbids it, saying that Skorprios holds the upper hand as long as the girls are loose. You tell him the danger could be minimized by destroying the broadcast facilities of the Institute and capturing Skorprios, but he is adamantly against such a risky action. Desperate, you call Draco and explain the situation. Without hesitation, he draws on his underworld contacts to put together an assault team. Twenty-four hours later, you are en route in helicopters disguised as a Red Cross mission heading for Piz Gloria and the Institute.



**Gain the Plot Code C8.**  
Go to C071.

---

## C027

**Y**ou can hear the sounds of pursuit. You can attempt to flee or to lie low until the excitement dies down so you can continue your investigation.

**I**f you decide to flee, go to C080.  
If you decide to lie low, go to C111.

---

## C028

**T**he time for preparation is over. Sir Hilary has told you that he is to be met at the train station in the village the next day. You have arranged to board the train in his place at the previous stop. That afternoon, you have a farewell lunch with Tracy, during which you assure her that all will go well and she assures you she will stay in the hotel to be on hand to make sure of that. Then, with a final kiss, you leave with a Secret Service contact man to drive to where you will board the train.

**Go to C063.**

---

## C029

**Gain the Plot Code C6.**  
Go to C078.

---

## C030

**T**he Pygmalion Adventure is over for you, at least for now. Others can do the mopping up, closing down Bergman's InnerFlow operation, closing down BioAide. For you now it is time for something else. You and Tracy get married.

**Go to C057.**

---

## C031

**Y**ou break into one of the storerooms you had seen earlier where explosives are stored. Working quickly, you set fuses.

**M**ake a Demolitions Skill roll (-1 Ease Factor modifier). If you are successful, go to C074. Otherwise, go to C068.

---

## C032

**T**he man rushes at you, no finesse in his attack at all, only murderous rage. You realize it is the music that is driving him. As he reaches for you, you execute a judo flip which allows you to hoist him and send him flying into the loudspeaker. There is a crash, and suddenly the sound dies in static. The man crumples, howling with pain.

There is momentary shock on everyone's face, which you take advantage of, seizing an AKM rifle from a guard seated above you and pulling him into the ring. You immediately spray the seats with automatic fire, forcing Skorpios and the others to fall behind the wall. You don't stay to see what the effect of your fire has been. You are out the door and into the night beyond.

**Go to C080.**

---

## C033

**T**he next day you meet with Skorpios again to discuss genealogical matters. You are determined to convince him to leave the Institute and go with you to Augsburg where he would be vulnerable to apprehension and arrest.

**Go to C107.**

---

## C034

**Y**ou and Tracy are having a private dinner in your hotel suite when the phone rings. The voice on the other end gives you a coded message that tells you he is a messenger from M. He wishes to arrange an immediate meeting with you in a small bar in the village.

**Go to C072.**

---

## C035

**I**rma Bunt, Skorpios assistant, and a number of guards are standing by the helicopter as the young women board it. You attack them, guns blazing.

**T**his is a Fire Combat. Besides Bunt, who is armed with

an AKM automatic rifle, there are 1D6 + 3 guards. If you have the Plot Code C21, there are only 1D6 guards. Half of them have AKMs; the other half have hand weapons as listed on their NPC cards.

You get to fire for one Action Round without return fire, due to surprise. After that first round, complete the combat as usual.

If you are incapacitated, you will be captured, **go to C012**. If you are killed, **go to C089**. If you defeat all the guards and Irma Bunt, **go to C055**.

## C036

If you have the Plot Code C4, **go immediately to C032**.

Otherwise, you have combat. You and the man you're fighting Hand-to-Hand have Damage Class C due to the berserk fury that seizes both of you. You may make no Specific Blows; you will simply punch and kick. The fight will finish as soon as one of you is incapacitated.

If you are Incapacitated, you will be killed. **Go to C089**.

Otherwise, if you win, you are taken by a guard back into a corridor away from the arena. **Go to C060**.

## C037

Ruby's message is provocative and certainly inviting. Seeing her tonight could be a way to gain some more information about what is happening at the Institute. On the other hand, it might be better not to get involved with one of Skorprios' "patients" and concentrate on getting him.

If you decide to stay in your room, **go to C114**.

If you decide to accept Ruby's invitation, make a Lockpicking/Safecracking Roll. If you succeed with any Quality Rating, **go to C049**. If you fail, **go to C006**.

## C038

If you have the Plot Codes X1, X2, or X3, **go to C113**. Otherwise, **go to C108**.

## C039

If you have the Plot Codes X1, X2, or X3, **go to C045**. Otherwise, **go to C008**.

## C040

If the number of Danger Points exceeds the number of Information Points, you are captured. **Go to C076**.

Otherwise go to the paragraph corresponding to the number of Information Points you have:

3-6: C041

7-11: C050

12-15: C022

## C041

You discover a room filled with cylinders which you recognize as isolation tanks, used to create relaxation through sensory deprivation, but which can also be used for purposes of brainwashing and hypnosis.

**Go to C092**.

## C042

If you have the Plot Code C4, **go immediately to C082**.

Otherwise, make a Willpower roll (-1 Ease Factor modifier). If successful, **go to C002**. If not, **go to C105**.

## C043

Roll 1D10. If the result is 1-4, **go to C103**. Otherwise, **go to C079**.

## C044

Skorprios is in an expansive mood. "I want you to appreciate my genius," he says. He takes you on a tour, showing you laboratory facilities for viral research and rows of isolation tanks where clients of the Institute, seeking to cure their allergies, relax in total sensory deprivation and in that alpha state can be hypnotized and brainwashed more reliably and more quickly than ever before. As he talks, you see a number of young women boarding a helicopter.

"Are those clients?" you ask.

"Why yes, my first batch you might say, lovely farm girls every one of them. Their allergies are fully cured but they carry with them something more than what they came with. You see, they are my weapons, every one under my post-hypnotic command to release viral disease agents upon my radioed instructions. Those

viruses will wreak havoc with the world food systems, potentially rendering sterile all the major species of livestock and agricultural crops.

"But that is only a beginning, for we control the cures for those diseases, which we will produce through BioAide under the direction of scientists who have been clients of Bergman's. We will make Bergman a hero, and people will flock to go through his mental training processes. When they do, we shall control them for they shall unknowingly expose themselves to the products of our research into brain chemicals. In fact, you are about to see a demonstration of this."

**Go to C012.**

## C045

The idea of the impersonation intrigues you; however, based on your experiences in Rome, you know there is a good chance Skorpios could recognize you on sight. To pass as Sir Hilary would require an excellent disguise, something that might be difficult to achieve given the limited time available.

If you decide to pass up the opportunity, **go to C094**. Otherwise, **go to C014**.

## C046

You encounter Skorpios.

If you have the Plot Code C13, he is just leaping out a window. You pursue him. **Go to C095**.

If you have the Plot Code C11, you engage in Hand-to-Hand combat with him. If you have the Plot Code C12, you may fire your weapon twice at him at close range; if he is not Incapacitated, you may then fight him hand to hand. If you defeat Skorpios in combat either by killing or Incapacitating him, **go to C017**.

If he Incapacitates you, you only pass out for a moment. You may either pursue Skorpios (now with a Heavy Wound), **go to C095**. If you choose not to pursue him, **go to C005**.

## C047

You decide not to take the time an impersonation would require to set up properly. Instead, you decide to climb the mountain and gain access to the Institute that way.

**Go to C067.**

## C048

Reaching the main building, you duck into shadows near a door and waylay a guard as he comes out. Dragging him into a nearby storeroom, you exchange clothes. Fortunately, he is wearing ski goggles, so you have some disguise. You also find skis in the storeroom and put them on. Outside again, you head towards the slope, but you are spotted and other guards on skis begin to follow you. The chase is on!

**Go to C085.**

## C049

Following her instructions, you make your way to Ruby's room. Using your lockpick, you open her door and enter. She is waiting for you, dressed only in a thin nightgown. "Hilly," she says, "I hoped you'd come!" She rushes into your arms.

"Your invitation was most persuasive," you reply, embracing her.

The two of you lock in a series of passionate kisses, then she pulls back and looks at you. She giggles. "This is the first time I asked a man to take his skirt off," she says playfully, embracing you again. Suddenly a bell rings.

**Go to C083.**

## C050

You are outside hugging the shadows next to the main building. Through a window, you observe from hiding a meeting between Skorpios and a group of young women. At first it seems to be simply a farewell party, in which he is giving them parting gifts after their stay at the Araignee Institute for the treatment of allergies.

However, when the gifts have been distributed and opened — you see that they are cosmetic cases filled with vials of perfume as well as ornate compacts — he raises a small box and pushes a button. You hear a musical tone, and immediately all the women seem to fall into a trance. Skorpios then proceeds to give them instructions on the use of the compact, which turns out to be a powerful miniaturized radio transmitter.

"At every night at midnight," he says, "you are to take the compact in your hand and open it. Wait for one minute, then put it away and go to sleep. If you hear a tone like the one you are

hearing now, followed by the word 'Pygmalion,' you will take the perfume vials and use them as you have been instructed. Neither you nor anyone else is ever to open one of these vials unless you hear this tone and the word 'Pygmalion.'

He then tells them that they will not remember anything he has said when they awaken. He switches to another tone, and the girls suddenly awaken as if nothing had happened. "Now, girls," Skorpios exclaims, "it is time for you to get ready to go home. The helicopter is here to take you to the village." A heavy-set, rather ugly woman comes forward and begins ushering the girls out, while Skorpios leaves the room in another direction.

You realize you have seen Skorpios giving final post-hypnotic instructions to unsuspecting victims. Now you must find out more of what is happening and find a way to stop it.

**Gain the Plot Code C22.**

**Go to C073.**

## C051

You dress for dinner, putting on a dress kilt in keeping with Sir Hilary's Scottish heritage. Precisely on the hour, Grunther shows up at your door, unlocks it and escorts you to the dining room. You are astonished to find it filled with very lovely young ladies. You are surrounded by pulchritude, the only exception being the indomitable Irma Bunt, who now strides forcefully in your direction. "Sir Hilary," she says, "please come meet our patients. Ladies, this is Sir Hilary Bray, Baronet, the famous genealogist."

The patients gather around you, happily expressing sentiments of admiration and appreciation for your presence. "There are no men here," one of them says with a pout, "except for the staff, and they don't count, of course."

"Of course," you reply. Dinner is an animated affair, filled with questions for you about your work, all of which you are able to answer, as much through your charm as through any information gleaned from the real Sir Hilary.

One girl in particular, Ruby by name, is especially forward in her questions and advances towards you. However, all the attention is cut off when Irma Bunt finally stands and announces that the girls must now prepare for their evening sessions and that the Count wishes to see you. As the girls stand to leave, Ruby brushes past you and you feel her open your sporran, the small purse on the front of the kilt, and slip something into it. Then she is gone with the others, and Bunt

is waiting impatiently for you to follow her, which you do.

**Go to C038.**

## C052

You are making your way stealthily down a corridor when you hear voices coming from a room to your right. Opening the door, you discover a flight of stairs leading up to a large lounge. Peering from the stairs through the leaves of a potted plant, you see Skorpios talking to all the young ladies who are his patients. At first it seems to be simply a farewell party you are seeing, in which Skorpios is giving the women parting gifts after their stay at the Araignee Institute. However, when the gifts have been distributed and opened — you see that they are cosmetic cases filled with vials of perfume as well as ornate compacts — he raises a small box and pushes a button. You hear a musical tone, and immediately all the women seem to fall into a trance. Skorpios then proceeds to give them instructions on the use of the compact, which turns out to be a powerful miniaturized radio transmitter.

"At every night at midnight," he says, "you are to take the compact in your hand and open it. Wait for one minute, then put it away and go to sleep. If you hear a tone like the one you are hearing now, followed by the word 'Pygmalion,' you will take the perfume vials and use them as you have been instructed. Neither you nor anyone else is ever to open one of these vials unless you hear this tone and the word Pygmalion." He then tells them that they will not remember anything he has said when they awaken. He switches to another tone, and the girls suddenly awaken as if nothing had happened.

"Now, girls," Skorpios exclaims, "it is time for you to get ready to go home. The helicopter is here to take you to the village." Irma Bunt comes forward and begins ushering the girls out a side door, while Skorpios leaves the room in another direction. You realize you have seen Skorpios giving final post-hypnotic instructions to unsuspecting victims. Now you must find out more of what is happening and find a way to stop it. You decide for the moment to attempt to follow Skorpios.

**M**ake a Stealth Roll. If the Quality Rating is 1, 2, or 3, **go to C116.**

If it is a Quality Rating of 4, roll 1D10. On a roll of 7-10, **go to C116.**

However, if you fail the Stealth Roll or if you rolled a 1-6 on the roll of 1D10, you encounter guards who spot you and corner you, in which case **go to C076.**

---

## C053

**A**n alarm has been sounded by your fire fight. You realize your time is now limited as you can hear shouts and know a pursuit is being organized.

**I**f you have the Plot Code C2, go immediately to C024.

Otherwise, you can flee, go to C080. Or you can attack the helicopter and try to capture the girls, go to C035.

---

## C054

**S**ir Hilary Bray turns out to be a charming, erudite, cooperative Scots and a demanding teacher. To pass as him physically will not be difficult as you are the same size and build and Skorprios has never seen Sir Hilary before (though he may have had him investigated by his agents). To pass intellectually, however, is another matter as you struggle to master the complex field of European heraldry and the methods of tracing the genealogy of aristocratic families over several generations. You have three days before Sir Hilary is officially due to arrive at Piz Gloria, three days to learn the essentials of a subject that has taken Sir Hilary a professional lifetime to master.

**R**oll 1D6 and divide the result by 2, rounding fractions up. The result is a positive Ease Factor modifier reflecting the quality of Sir Hilary's teaching ability. Make an Intelligence Roll using the final Ease Factor.

If the Quality Rating is 1, gain a Knowledge Rating of 4; if the Quality Rating is 2, gain a Knowledge Rating of 2; if the Quality Rating is 3, gain a Knowledge Rating of 1; if the Quality Rating is 4, gain a Knowledge Rating of 0; and if the Quality Rating is a Failure, gain a Knowledge Rating of -2. Make note of your Knowledge Rating as it will be used later in determining the Quality Rating of your disguise.

Go to C028.

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## C055

**H**aving defeated the guards and pilot, you take over the helicopter with the women aboard and take off. Gunfire whistles around you, but you successfully escape.

Go to C099.

---

## C056

**W**ith the capture of the girls who had been brainwashed, the immediate threat is blunted. However, Skorprios and the Araignee Institute still pose a danger. M assembles an assault team which you shall lead to attack Skorprios and put him out of business. However, Draco has heard of the project from Tracy and he contributes a force of his own. Twenty-four hours later, you are en route in helicopters disguised as a Red Cross mission heading for Piz Gloria and the Institute.

**G**ain the Plot Code C10.

Go to C071.

---

## C057

**I**f you can play an Opportunity Action Card from your Hand, you gain the Plot Code C18.

Go to C084.

---

## C058

**T**he Mercedes comes over the hill, a submachine gun pointing out the passenger window. It opens fire, and you fall to the ground, catching a glimpse of Irma Bunt. You get up as the car goes by, and then notice that Tracy has been killed. Skorprios has had his revenge.

**G**ain the Plot Code C16.

End of the adventure. Go to Final Briefing.

---

## C059

**Y**ou reach the village and head for the hotel where you and Tracy were staying. Your progress is slow because a festival is in progress and the streets are filled with merry-makers and people in costumes. However, this situation also slows down your pursuers. Behind you, you see that Irma Bunt and other guards have arrived via the cable car and are now in a car cruising through the crowded streets, searching for you. You have no doubt others are doing the same thing on foot. Finally, you near the hotel, and to your relief, you see Tracy standing outside watching the festival.

Go to C102.

---

## C060

**S**korpios has made a mistake. The music was turned off when the fight ended, but the berserker energy is still in you, overcoming all wounds and fatigue. As the guard takes you back to your cell, you suddenly turn on him and with great strength slam him into the wall of the corridor. He slumps and you take his AKM automatic rifle and flee.

**Go to C080.**

---

## C061

**Y**ou make your way through the corridors of the Institute complex. You are specifically looking for Skorpios' study, and you retrace the steps you took with Bunt back to the main part of the complex and then on towards the lounge where you met the "Count."

**Gain the Plot Code ACS1.**

Make a Stealth Roll. If the Quality Rating is 1, 2, or 3, **go to C052.**

If it is a Quality Rating of 4, roll 1D10. On a roll of 6-10, **go to C052.**

However, if you fail the Stealth Roll or if you rolled a 1-5 on the roll of 1D10, you encounter guards who spot you and corner you, in which case **go to C076.**

---

## C062

**Y**ou sense something wrong and yell to Tracy to get down. Sure enough, as the Mercedes passes, a burst of machine gun fire comes from its passenger window. It speeds away, giving you a glimpse of Irma Bunt. However, your warning was in time and you and Tracy are unhurt. The danger is over for the moment, and you continue on your honeymoon.

**Gain the Plot Code C17.**

**End of the adventure. Go to the Final Briefing.**

---

## C063

**A**ll goes smoothly, and at the appointed time you descend from the train at Piz Gloria. A rather squat, unattractive woman accompanied by a man with the build and smashed face that suggest an ex-boxer come up to you. "Sir Hilary Bray, Baronet?" the woman asks.

"The same, dear lady," you reply.

"I am Fraulein Irma Bunt, personal secretary to the Count. Grunther here and I have come to take you to the Institute where he is waiting to meet you."

**Go to C003.**

---

## C064

**S**korpios' men do not actually pursue you. Instead, they ski to a bluff to one side of the route you are taking down the mountain and begin firing at you and into the air. You realize they are trying to start an avalanche with the newly fallen snow. They are successful. You and Tracy are trying to outrun the avalanche.

**T**o determine your success, use the following steps:

- 1) Pick three numbers from 1 to 10.
- 2) Begin turning over Action Cards one by one until you turn over one with an Action Number corresponding to one of the numbers you picked or until you have turned over 10 cards, whichever comes first. The number of Action Cards you have turned over represents the amount of time you have to flee and prepare before the avalanche strikes you.
- 3) Make an Evasion Roll. The Ease Factor is equal to the number of Action Cards you turned over in Step 2. This Ease Factor can never be higher than 10.
- 4) If the Quality Rating of your Evasion roll was a Failure, both you and Tracy are killed. **Go to C089.**

If the Quality Rating is a 3 or a 4, you and Tracy are separated and knocked unconscious. You escape, but Tracy is captured by Skorpios and taken to the Araignee Institute. **Go to C029.**

If you have a Quality Rating of 1 or 2, you both escape. **Go to C078.**

---

## C065

**Y**ou arrive at the bar and spot your contact sitting at a table in the back by himself. You sit opposite him. "I have news from M," he says. "There is a new development with Skorpios. It may affect your investigation."

You lean forward with interest. "Tell me."

**Go to C013.**

---

## C066

**Y**ou are brought by plane and helicopter from Rome to the Institute high on the slopes of Piz

Gloria in the Swiss Alps. During this time, you have not seen Skorpios, nor have you had a chance to escape.

**Gain the Plot Code C4.**

**Go to C020.**

## C067

**Y**ou gather together the equipment you will need. This includes materials such as Nitefinder goggles for seeing in the dark for you plan to make your final ascent to the Institute at night.

**T**o climb to the Institute, use the following steps.

1) Draw 1D10 + 5 Action Cards, shuffle them and make a draw pile. Roll 1D6. The number rolled is your initial Base Number. Take an Action Card from the remaining cards that has that Action Number and place it face up in the Base Number Box.

2) Make a Mountaineering Skill roll (+1 Ease Factor modifier). Whether you succeed or not, turn over the top Action Card in the draw pile. If its Action Number is higher than the Base Number, it becomes the new Base Number and is placed in the Base Number box. If it is lower than the Base Number simply discard it.

3) Subtract the number of cards in the Base Number box from 7 to determine the Ease Factor for your next Mountaineering skill roll. Thus, if there were three cards in the Base Number box, the Ease Factor for your next roll would be a 4. When the Base Number exceeds 7, roll 1D6 again to determine a new Base Number. Replace the top card in the Base Number box with one that has that Action Number on it.

4) Because you are using equipment, you will not fall due to a failed Mountaineering roll. Keep track of the number of times you fail. This will be important later.

However, if the top card in the Base Number Box is an "Opportunity" Action Card, then your equipment has proven defective and you may fall when you fail the Skill roll. Make a Dexterity roll to save yourself. If you succeed, continue with the climb; you repair the equipment or have a replacement with you.

If you fail, you fall to your death. **Go to C089.**

5) When there are no more cards in the draw pile, you have finished the climb and are hiding behind a pile of snow-covered rocks a hundred feet from the Institute.

**Go to C077.**

## C068

**A**s you run through the snow, you wait for the explosion, but nothing happens. You must not

have set the fuses right in the haste of the moment.

**I**f you have the Plot Code C20, **go to C048.** Otherwise, **go to C035.**

## C069

**G**uards spot you and attack.

**I**f you have the Plot Code C3, **go immediately to C098.**

Otherwise, you are involved in a firefight with guards. If the number of guards is not specified by a previous paragraph, it is 1D3+1. You and the guards are fifteen feet apart.

If you are killed, **go to C089.**

If you are incapacitated, you are captured. **Go to C076.**

If you win and have the Plot Code C22, **go to C053.** Otherwise, **go to C093.**

## C070

**A**fter you leave the stock car rally, you are finally able to escape from Bunt. However, you cannot go far, as the snow storm has become a blizzard. You take shelter in a barn you find near the road. During the night, you propose marriage to Tracy, and she accepts.

By morning the blizzard has stopped, but looking out the barn window you see skiers approaching in the distance. They are Skorpios' men and they are heading your way! You and Tracy don skis she has on the roof of her car and you take off.

**Go to C064.**

## C071

**P**lay out the assault against Skorpios' stronghold using the steps below. Hero Points may not be used to affect any of the Quality Ratings of these combat rolls. They may be used to affect the Disguise roll.

1) **Determine Surprise:** Make a Disguise Roll; Primary Chance is 15. You are supposedly a flight of Red Cross helicopters. Modify the Ease Factor by the following Plot Codes: C8 = +2; C10 = +1. If you gain a Quality Rating of 1, 2, or 3, you have achieved surprise.

2) **Initial Landing and Assault:** There is an exchange of Fire between the two parties. Make a Draw roll to see who fires first. Both have a collective Speed of 2; however, if you have surprise, add 2 to your die roll.

The Institute has a collective Fire Combat Primary Chance of 25. You have a collective Fire Combat Primary Chance of 23. Both sides have a Weapon Damage Class of H. Your Ease Factor is modified by the following Plot Codes: +2 for C10 and +1 for C9.

The side who won the Draw goes first. All wound results are applied before the other side fires, and any wound modifiers apply to the Skill Roll of the side that goes second. There are, however, no Pain Resistance rolls. If the result is Incapacitated or Killed, it means the side receiving that result is withdrawing and does not fire at all.

**3) Assault:** This is considered collective Hand-to-Hand combat (even though fire weapons are being used). The Institute has a collective Hand-to-Hand Skill of 23. You have a Hand-to-Hand Skill of 25. You both have a weapon damage class of H. The following Ease Factor modifiers apply: If a side was wounded during the assault, -1; if a side withdrew during assault, -2. For the Plot Code C10, gain +1.

Make 5 Hand-to-Hand combat rolls for each side. For every Wound result against an opponent, gain 1 point. For every IN result, gain 2 points. For every Kill result, gain 3 Points.

**4)** At the end of 5 combat rolls, add up each side's points.

If the Institute has twice as many points as you or more, go immediately to C005.

If you have twice as many or more points than the Institute, gain the Plot Code C12. If you just have more points, gain the Plot Code C11. If you have equal or fewer points, gain the Plot Code C13.

Go to C046.

## C072

You leave Tracy and walk through the village to the rendezvous.

**R**oll 1D10. If you have the Plot Code X1, add 7 to the die roll. If you have the Plot Code X2, add 5 to the die roll. If you have the Plot Code X1, add 3 to the die roll.

If the result of the die roll is 11 or greater, go to C025. Otherwise, go to C065.

## C073

You decide to sneak along the side of the building to see where Skorpios has gone. All at once two guards come round the building. You crouch down.

**M**ake a Stealth Skill roll (-2 Ease Factor modifier). If you succeed, go to C091. Otherwise, go to C069.

## C074

You race across the snow as fast as you can. Suddenly, the world erupts behind you as the explosives go off! You are thrown forward into the snow by the blast, then you are up and running again, ready to take advantage of the confusion the blast will cause.

**G**ain the Plot Code C21.

If you have the Plot Code C20, go to C080. Otherwise, go to C035.

## C075

With the capture of the girls who had been brainwashed, the immediate threat is blunted. However, Skorpios and the Araignee Institute still pose a danger. M assembles an assault team which you shall lead to attack Skorpios and put him out of business. Twenty-four hours later, you are en route in helicopters disguised as a Red Cross mission heading for Piz Gloria and the Institute.

**G**ain the Plot Code C9.

Go to C071.

## C076

You are overwhelmed and defeated by guards and knocked unconscious.

If you have the Plot Code ACS1, go to C001. Otherwise, go to C007.

## C077

You are hiding near the Institute; it is nighttime. You see evidence of a few guards, not many, around the main complex, but as you are aware appearances can be deceiving. You see a number of small buildings clustered around a large two-story building, complete with a helicopter landing pad on the roof containing one helicopter. Lights are on in some of the downstairs windows, and it looks like some kind of gathering is going on. You are now going to attempt to infiltrate the grounds to see what you can discover.

**M**ake a Stealth Skill roll. For every failure you had in using your Mountaineering skill while climbing, subtract 1 from the Ease Factor: you made noise coming up and



the guards are alerted. If you succeed in this roll, go to C087. Otherwise, go to C069.

## C078

If you have the Plot Code C6, go to C109. Otherwise, go to C088.

## C079

The physical exam is routine and soon completed. Bunt has left, but Grunther is waiting for you to take you to your room. "The Count is busy, cannot see you now," he says. "Dinner is in two hours."

"I like a man who comes to the point," you say, but Grunther just grunts in reply.

When you arrive at your room, Grunther says, "Door will be locked; Institute policy to keep patients from wandering about."

You are about to tell him you're no patient, but he closes the door and you hear the lock click. Perhaps, you think, you are a patient, after all. You immediately check the room for surveillance equipment, and you find a small electronic bug hidden in a light fixture. You don't know whether this is standard equipment in every room or a special addition for your behalf, but in either event caution is indicated.

Go to C051.

## C080

Guards have spotted you and are chasing you, but in the darkness they are not sure where they are going. You're not sure where best to go, either, so you head towards the main building thinking that is the last place they'll look for you.

Go to C048.

## C081

You reach the village where a festival is in progress. Your pursuers are behind you, and Irma Bunt and other guards have descended by cable car and are now searching the streets in a car. You manage to keep one step ahead of them in the crowd but they are closing in. Then, to your surprise, you see someone you recognize: Tracy. It turns out she was looking for you, having

convinced her father to tell her where you were. She knows you're in trouble and asks what she can do to help. You tell her you need to get out of here quickly as there are people out to kill you if you stay. She has her Maserati nearby. As fireworks go off, you and she sneak into her car where you slump down in the passenger's seat to avoid being seen. Unfortunately, you are spotted by Bunt who is in a Mercedes 240D.

Go to C011.

## C082

The music has no effect on you. The other man goes into a rage, however, and flings himself at you, screaming. He is in a berserker fighting frenzy and you know he means to kill you with his bare hands.

Go to C036.

## C083

At the sound of the bell, Ruby's behavior completely changes. As if in a trance, she turns from your embrace, walks over to her bed and climbs into it. To your astonishment, she immediately falls asleep. "Am I that boring or have I lost my touch?" you wonder ruefully.

Then you hear a muffled voice. Investigating, you discover it is coming from underneath Ruby's pillow. There is a small speaker built into the head of the bed itself. Startled, you realize it is Skorprios' voice you hear, giving hypnotic instructions. "I will give you special instructions," the voice says. "I will tell you what to do. I will tell you when. I will tell you how. And after you've done what I teach you, you will forget it forever...."

Roll 1D10. If the result is 1-4 or if you have the Plot Code DMS1, go to C115. Otherwise, go to C110.

## C084

You and Tracy are driving away on your honeymoon. On a mountain road, you stop to remove the wedding decorations on your car. Suddenly, you see a Mercedes coming up the road.

Make a Sixth Sense roll (-5 Ease Factor modifier). If you have the Plot Code C18, the Ease Factor modifier is -2. If successful, go to C062. Otherwise go to C058.

## C085

**You** are being pursued on skis.

**Play** this out using the Chase rules in the rules booklet for this adventure. The range begins at Medium, unless you have the Plot Code C21, in which case the Range is Distant due to the confusion caused by the storeroom exploding.

The first time you have a Mishap, roll 1D6. If the roll is 5 or 6, you lose a ski. This can only happen once during the chase. If you only have one ski, apply a -2 Ease Factor modifier to your Evasion roll.

If you suffer a Mishap due to a Force maneuver, you will do Hand-to-Hand combat with pursuers. Roll 1D6. If it is an even number, there are two opponents; otherwise, there is one. If you defeat your opponents, you may use their skis if you need to. The chase will begin again at Medium Range.

If you escape, **go to C100**. If you are incapacitated at any time, you will be killed on the spot. You may also be killed in combat. If you die, **go to C089**.

---

## C086

**You** arrive at the village and ski resort nestled at the foot of Piz Gloria in the Swiss Alps. Tracy is with you, having insisted on coming along. She knows you are on a dangerous mission, though you have not discussed it with her. She said she would come anyway, so you decided you might as well have the pleasure of her company on the trip. Now, however, your mind and energy is becoming focused on the task ahead, and true to her word, she is doing nothing to interfere with your growing concentration.

**Go to C090**.

---

## C087

**You** make it into the grounds of the complex without being seen. Now you are going to reconnoiter.

**You** are trying to gather Information Points. To do so, you are going to use the steps below to deal cards to yourself and the guards, trying to get the highest total sum of Action Numbers without going over 15.

1) Make a Stealth Roll. If you failed a Mountaineering roll more than twice, there is a -2 Ease Factor modifier applied to the Stealth Roll. Divide the Quality Rating into 15, rounding fractions up (if the Quality Rating is Failure, divide 15 by 5). The quotient is the number of Search Points you have in your pot.

2) Make a bet of Search Points from 1 to 5. Then deal

yourself an Action Card face up and deal the "House," representing the patrolling guards of the Institute, a card face up.

3) You now have a choice. You can take another Action Card from the draw pile, or from your Hand, or stand, not taking any. The "House" will always take one card.

4) If the "House" has a higher total of Action Numbers on its two cards without going over 15 than you have, the Institute wins. You gain a number of Danger Points equal to the number of Search Points you bet. If your total is equal to or higher than the House without going over 15, you win a number of Information Points equal to the Search Points you bet.

Whichever side goes over 15 first, loses the hand.

5) An "Opportunity" Action Card played from your Hand counts as a Wild Card and may be any number you wish it to be from 1 to 10.

6) Once you lose a round, you automatically gain a Danger Point for every Round you play after that, in addition to any you gain for losing a bet.

You may keep bidding until you run out of Search Points or until you choose to stop. If you ever gain 11 Danger Points, you are automatically captured. **Go to C076**.

Other wise, **go to C040**.

---

## C088

**If** you have the Plot Code C7, **go to C056**. Otherwise, **go to C026**.

---

## C089

**You** have been killed. You are awarded posthumous honors by Her Majesty's Secret Service.

**This is the end of the adventure.**

---

## C090

**You** discover that the Araignee Institute is well-known around the village, though little is actually known in detail about what goes on there. Most people believe it is a health clinic for very wealthy people. It is isolated, nestled high on the slopes of the mountain; access is controlled by the Institute itself. After spending a day reconnoitering, you decide that the only way you are going to get to the Institute is by climbing up to it.

**Go to C034**.

---

## C091

You peer into the window of the room into which Skorprios has gone. It is softly lit by the fire from a hearth. Isa Nakahara is standing before the fire, sipping a drink.

"Nakahara, I feel good tonight," Skorprios exclaims. "The first stage of Pygmalion is about to be launched."

"The girls are ready?"

"Absolutely! Bergman's techniques of mind control using those isolation tanks is foolproof. The girls are completely our pawns without knowing it. Such will soon be the fate of many others, as well."

Nakahara sipped her drink, then ran her hand down Skorprios' arm. "You are not the only one who feels good, my dear. Remember, the girls would be useless without what they are carrying. Each girl from a different kind of farm and each girl with a virus specific to the kind of crops or livestock raised on that farm. Why, just those girls alone could destroy most of the food of the world through the diseases they can spread."

"And only we have the cures. So it begins. First, the terror, then the hope, then the terror again, then the salvation...that is how to mold a person and it is how to mold a world after our own image." He takes the drink from her and swallows it in one gulp. Then, laughing, he hurls the glass into the fireplace.

Go to C097.

## C092

Make a Stealth Roll. To determine the Ease Factor modifier, draw an Action Card. If you can play an Action Card from your hand that has a greater Action Number, the Ease Factor modifier is 0. Otherwise, it is -2.

If you succeed in the roll, go to C050. If you fail, go to C069.

## C093

The sound of the gunfire of your fire Combat has raised an alarm.

Gain the Plot Code C3.

Go to C027.

## C094

You decide the risks involved in an impersona-

tion are too great. Instead, you decide to climb the mountain and gain access to the Institute through stealth.

Go to C067.

## C095

You chase Skorprios out to a bobsled run down the mountain. He climbs into a Bobsled and takes off. You are right behind him.

Play this as a regular chase with the following additions:

1) Skorprios has a grenade. The first time an Obstacle is drawn, he has tossed it in your path. You cannot evade it, and the explosion throws you out of your bobsled. You then must spend a Hero Point and make an Evasion Skill roll (-1 Ease Factor modifier). If successful with this roll, you are able to head Skorprios off on foot and leap onto his bobsled as it passes. If you fail this roll, Skorprios escapes.

2) When you are on the bobsled, you have Hand-to-Hand combat with a -3 Ease Factor modifier for both of you. If you can wound Skorprios, the bobsled goes out of control. Skorprios must then make a Safety roll (-2 Ease Factor modifier) to avoid a Mishap. If he fails, he is automatically caught by a tree branch and pulled off. He is considered incapacitated. If this happens, you must make the same Safety roll to keep the bobsled from crashing. If the bobsled crashes, you suffer a Medium Wound.

3) If Skorprios wounds you, you will start to slip off the bobsled. You must make a Dexterity roll to seize a runner and a Strength roll to pull yourself back up. You must succeed with both rolls, or Skorprios escapes. If you do climb back up, continue the Hand-to-Hand combat.

If both of you are Incapacitated, Skorprios will escape. If Skorprios escapes, go to C005.

If only Skorprios is Incapacitated, he is captured. Go to C017.

If Skorprios is killed, go to C017. If you are killed, go to C089.

## C096

You are tied up and taken to Switzerland in a truck. At one point, the truck stops and Dr. Nakahara climbs on. "I have a present for you," she says and gives you an injection. "Our latest formula. I look forward to seeing how it works when we arrive at the Institute."

Gain the Plot Code C1.

Go to C019.

**C097**

**Y**ou have heard enough. You now have a choice. You can attempt to flee down the mountain and alert the authorities, or you can attempt to hijack the helicopter which you can hear warming up nearby and capture the girls yourself.

**I**f you have the Plot Code C2, **go immediately to C024**.  
If you do not have that Plot Code and decide to escape, **go to C080**.

If you do not have that Plot Code and decide to capture the helicopter, **go to C035**.

---

**C098**

**Y**ou are surprised and overwhelmed by more guards than you expected. They capture you and take you away.

**Go to C076**.

---

**C099**

**Y**ou deliver the women to the authorities after contacting M in London. Then you contact Tracy and tell her to meet you in London.

**Go to C078**.

---

**C100**

**I**f you have the Plot Codes C1 or C4, **go to C081**. Otherwise, **go to C059**.

---

**C101**

**T**he idea of the impersonation intrigues you; however, based on the attack earlier that evening, you know that Skorpios knows you're in the area and also can recognize you on sight. To pass as Sir Hilary would require an excellent disguise, something that might be difficult to achieve given the limited time available.

**I**f you decide to pass up the opportunity, **go to C094**. Otherwise, **go to C014**.

---

**C102**

**T**aking Tracy by the arm, you pull her into the

shadows next to the hotel. You quickly let her know the danger you are in, to which she replies with a look of triumph, "Well, that's why I stayed. I knew you couldn't do it without me!" She leads you to her Maserati parked nearby. As fireworks go off, you and she sneak into her car, and you slump down in the passenger's seat to avoid being seen. Unfortunately, you are spotted by Bunt who is passing nearby in a Mercedes 240D.

**Go to C011**.

---

**C103**

**T**he doctor is a large, friendly man who asks you about your work as he prepares for the exam. You begin rattling off genealogical trivia gleaned from the real Sir Hilary while taking off your shirt. All at once, the doctor jabs your bare arm with a hypodermic needle. You jump to your feet, but the room is already spinning about you. Unable to keep your balance, you collapse to the floor. You realize you are going to pass out, but you struggle to overcome the drug that is dissolving your defenses. The door opens and a tall figure enters. It is Skorpios. "So, we meet again so soon after your visit to my boat in Rome. Welcome....welcome...." The last thing you hear is his laugh as the room fades into darkness.

**Go to C001**.

---

**C104**

**Gain the Plot Code C5**.  
**Go to C004**.

---

**C105**

**T**he music is like a hot knife coursing through you, ripping you up. Everything turns blood red as you go berserk with rage and rush toward the other man in the arena, wishing only to kill him.

**Go to C036**.

---

**C106**

**Y**our discussions of genealogy seem to satisfy Skorpios, though he refuses to consider any suggestions of leaving the Institute in order to do research at some of the sites where the de Araig-

nees have lived in Switzerland and Austria. "I am too busy right now with my patients," he explains. Unwilling to press the matter right away, you drop it and the meeting is over. That evening at dinner, however, you are surprised to hear Irma Bunt announce that this is the final dinner together, for the women have all completed their treatments and will be leaving by helicopter within the next few hours. If the patients are leaving, why did Skorpios use that excuse, or is a new batch arriving?

After dinner, you have a choice. You can attempt to investigate the Institute that night before the women leave, in which case **go to C061**. Or you can play it safe and stay in your room, in which case **go to C033**.

## C107

You again meet with Skorpios in his study. After some further tracing of the de Araignee genealogical records, you plead with him to come with you to do some field research outside the Institute. "Specifically," you tell him, "I would like us to visit the de Araignee family tombs in Augsburg."

The Count looks at you strangely for a moment, then says, "Perhaps that would be useful. I will give it some thought, since you insist. I will let you know soon, but now I must return to some other work." He rises and you do the same.

"Until later, then," you say and leave his study. You decide to return to your own room.

**Go to C117.**

## C108

Make a Disguise Skill Roll applying the Knowledge Rating determined in Paragraph C054 as if were an Ease Factor modifier. Make note of your Disguise Quality Rating.

**Go to C023.**

## C109

If you have the Plot Code C7, **go to C075**. Otherwise, **go to C026**.

## C110

Puzzled at what you have seen, you leave Ruby's room.

You have a choice. You can return to your room, in which case **go to C114**, or you can prowl about the Institute, doing some investigating. If you choose the latter course, **go to C061**.

## C111

Draw an Action Card.

If you can play an Action Card from your hand that has a higher Action Number than the Action Number on the card you just drew, you successfully elude capture. After some time has passed, you make your way back to the main building where a meeting is still going on. **Go to C050.**

If you cannot play an Action Card as described above, you are discovered by the guards and captured. **Go to C076.**

## C112

Skorpios, or the Count de Araignee as he is calling himself, continues to stare silently at you for a moment, then glances at the chess pieces. "Well, Sir Hilary, if we cannot play chess together, perhaps we can still settle this matter of my rightful claim to my title. I look forward to discussing this with you in more depth tomorrow. In the meantime, make yourself comfortable here at the Institute."

You realize you have been dismissed. Thanking him, you turn and walk out. Grunther is waiting to take you back to your room. Once there, you open your sporran and take out Ruby's message. It is an invitation to visit her tonight, and it gives directions on how to find her room. There is no doubt from the wording that she has more on her mind than a talk about heraldry.

**Go to C037.**

## C113

Make a Disguise Skill Roll applying the Knowledge Rating determined in Paragraph C054 as if were an Ease Factor modifier, and apply the following Ease Factor modifiers based on the Plot Codes you may have.

If you have the Plot Code X1, the Ease Factor modifier is -4. If you have the Plot Code X2, the Ease Fac-

tor modifier is -3. If you have the Plot Code X3, the Ease Factor modifier is -2. The lowest Ease Factor, however, is 1/2. Make note of your Disguise Quality Rating.

Go to C023.

---

## C114

You return to your room and sleep. The next day you meet with Skorpios and begin discussing his genealogical claims. Your intent is to lure him away from the Institute to a place where he will be more vulnerable to arrest, specifically to Augsburg. You must also convince him you know the subject matter of heraldry, for it is obvious he has studied it himself at some length.

Make an Intelligence roll applying the Knowledge Rating determined in Paragraph C054 as if were an Ease Factor modifier. If you succeed, go to C106. Otherwise, go to C118.

---

## C115

While you are puzzling over what is happening to Ruby and what messages she is being programmed to follow, the door to her room bursts open. Armed guards rush in. Your visit has somehow been monitored. You are overwhelmed before you can resist and knocked into unconsciousness.

Go to C001.

---

## C116

You cannot follow where Skorpios has gone, but you can go outside and by moving along the side of the building reach a position from which you can peer into the window of the room into which Skorpios has gone. It is softly lit by the fire from a hearth. You are not too surprised to see Isa Nakahara, TAROT's head of research and development, in the room as well, standing before the fire, sipping a drink.

"Nakahara, I feel good tonight," Skorpios exclaims. "The first stage of Pygmalion is about to be launched."

"The girls are ready?"

"Absolutely! Bergman's techniques of mind control using those isolation tanks is foolproof. The girls are completely our pawns without knowing it. Such will soon be the fate of many others, as well."

Nakahara sipped her drink, then ran her hand down Skorpios' arm. "You are not the only one who feels good, my dear. Remember, the girls would be useless without what they are carrying. Each girl from a different kind of farm and each girl with a virus specific to the kind of crops or livestock raised on that farm. Why, just those girls alone could destroy most of the food of the world through the diseases they can spread."

"And only we have the cures. The governments must give in to our demands if they are to save their agricultures. But as you know, this is only a beginning. We shall continue to spread terror and confusion until citizens lose faith in their governments. Then we shall put forth our own politicians and leaders, all controlled by us through Bergman's techniques and your drugs. Only they will offer hope, for only they, through us, can stop the terror. In every country, our people will become the leaders, and then we will control the world."

His eyes burn like the fire with a private vision. "First, terror, then hope, then terror again, then salvation...that is how to mold a person and it is how to mold a world after our own image." He takes the drink from her and swallows it in one gulp. Then, laughing, he hurls the glass into the fireplace.

Go to C097.

---

## C117

When you enter your room, you discover three armed guards waiting for you. Their submachine guns pointed at your midriff make a powerful statement for not making hasty actions. You are considering your options when Skorpios enters. "Well, Sir Hilary, or whoever you are, it seems you are actually an unwanted guest."

"I don't understand what you mean...." you reply.

"The Araignee tombs are not in the Augsburg Cathedral as you said but in the Saint Anna Kirche. The real Sir Hilary Bray would have known that." He makes a gesture. Before you can act,

one of the guards swings his weapon, hitting you in the head. You collapse unconscious.

**Go to C001.**

---

## C118

I am puzzled over some of what you have told me, the Count tells you. "I wish to consider it during lunch. Let us meet again after the meal and continue our discussion." You agree, wondering if you have made a mistake or betrayed yourself in some way.

**Go to C107.**

---

## C119

You question your assailant swiftly, efficiently and, when necessary, very persuasively. You learn that Skorprios, alias the Count de Araignee, has had men following you since he recognized you on the boat in Rome. When you arrived at the village so close to his Institute, he ordered you captured or killed. With this information, you knock out and bind your assailants and leave them hidden in the alley. You go on to your rendezvous.

**Gain the Plot Code JM1.**

**Go to C015.**





# ON HER MAJESTY'S SECRET SERVICE

A  
**SOLITAIRE**  
ADVENTURE

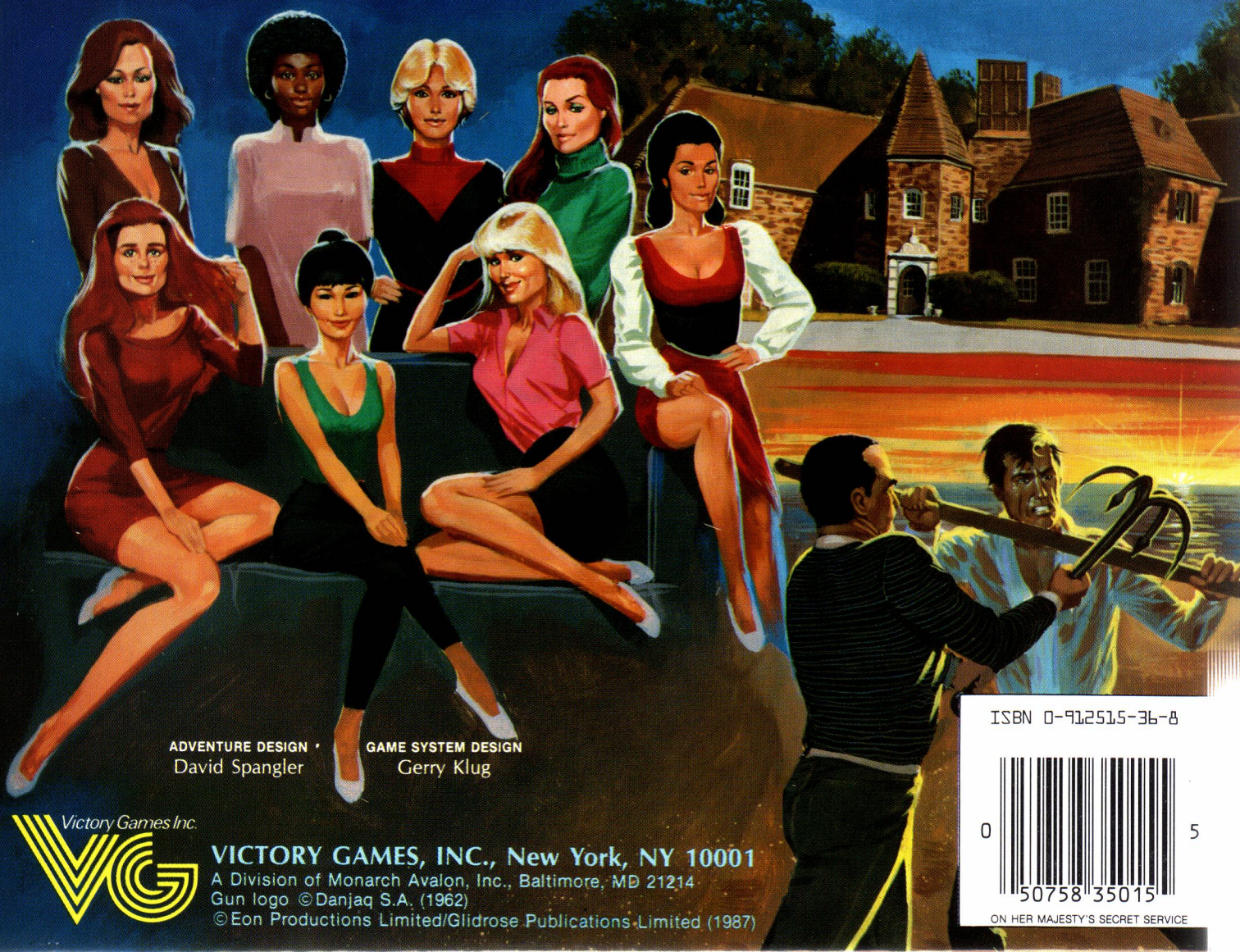
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