

PROTOCOLTURE ADDICTS™ PRESENTS

PROJECT A-KO™

THE ROLEPLAYING GAME



DREAM POD 9

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U.S. MANGA

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We, the Dream Pod 9 Team, would like to dedicate this book to Claude J. Pelletier. He introduced us to the world of Japanese animation and made our lives all the better for it.

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INTRODUCTION

[Transcript of a preliminary report filed by agent DC138621S113:]

This is agent DC138621S113 — codename "D" — making a preliminary report.

Well, I kept a lookout for all these weeks on this backward world — what a dump! As you can imagine, I'm incredibly tired. It was difficult to insinuate myself into their society. I had to disguise myself as one of their subspecies — a male, as they call it. In addition, I donned a disguise that should be inconspicuous as I conduct my investigation.

I had to endure primitive dancing rituals to extremely loud music in a celebration called "Launch Day," and strange distribution practices involving pieces of paper in exchange for goods and services — I almost starved to death before I got a handle on their demented procedures!!

[Electronic beeping can be heard...]

Anyway, to the point. I think I may have found the object of our tireless search — our Princess! Of course, at the moment I only have a four percent probability of being right, and so I have positioned myself in a location where I might have the opportunity of to increase that probability substantially.

[The beeping is getting louder. A cloud of dust can be seen in the background, and upon enhanced visual resolution, it is following in the wake of a running, red-haired teenager who is dragging along a smaller, blonde girl. They are on an approach vector with the reporting agent...]

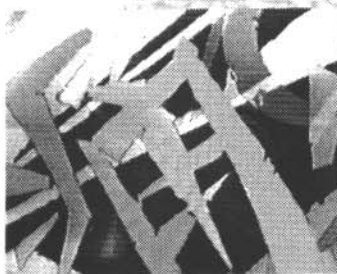
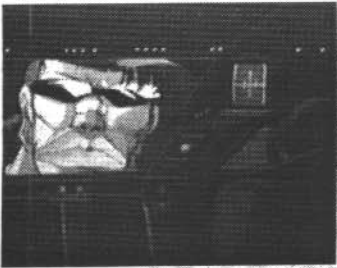
Hopefully, I will have gained enough evidence to make a report to the Captain — at least to raise the probability to ten percent certainty!

I know I will be successful! The future of the Lepton Kingdom of Alpha Cygni must be secured, to say nothing of my ticket off this boring mudball! It is only a matter of time before I — I... YYYYYAAAAGGGGGHHHH!!!!

[(WHAM!!!) The reporting agent flies off screen to the left. The girl and her companion continue on unaffected...(!)]

"Sorry!!!" [Response by red-haired Earth girl...]

[Report ends]



The world of **Project A-ko** is a spoof of popular Japanese anime and Americana, revolving around events situated in Graviton City and, in particular, the Graviton Girls High School. Strange and earth-shattering events occur in this city, but not all — okay, mostly all — involve: a super-strong, super-fast, and perpetually tardy sixteen year old, red-haired girl; her childlike, ditzy, airhead of a friend; a rich, spoiled, beautiful and brainy, dastardly inventive rival for the airhead's friendship and affection, and leader of the in-crowd of school-girl cronies; a venture capitalist with delusions of grandeur; two female aliens — who could easily be mistaken for members of the opposite sex — seeking their lost Princess, who just happens to be the ditzy airhead; and the opposing hordes of faceless, nameless military forces of the UEAC Earth Defence Force, Central Astro Agency, and the Lepton Kingdom of Alpha Cygni, all of whom get blasted (or used as pummeling weapons by the redhead and her rival) with fearful regularity. Still with us?

All these elements combine to form the hilarious, wacky world of **Project A-ko** in which the players find themselves. Players can play these characters and share in their exploits, or design completely original characters. These characters can then be directly or indirectly part of the **Project A-ko** storyline, or an entirely new set of circumstances can be created and injected into the game world background, which the characters must deal with. Above all, this game offers something for both roleplaying genders, from satirizing stereotypes to engaging in adolescent chicanery, and from epic space battles and mecha fights to missions against hideously ridiculous odds (ie: "hose jobs").

Tired of all the serious, grim worlds of mecha-bashing or love-triangle intrigue? Ready to poke fun at all those popular mecha anime and at anime in general? Ready for hours of gut-busting laughter and spontaneous buffoonery, drawing upon your knowledge of Japanese anime or the world at large for a ready source of puns? If you are, then continue reading and immerse yourself in the world of **Project A-ko!**



INTRODUCTION

WHAT'S IN THE BOOK

This book is divided in sections, each covering various aspects of the game and background material. The first section will deal with character generation, listing the attributes, along with sections on skills and talents characters can have and how to use them. However, just because it isn't listed doesn't mean it doesn't exist! Above all, the Gamemaster (the referee — we'll explain this later) should give a free hand in letting the players come up with and define new skills and talents. Just make sure you put in your two-cents worth.

The *Rules* section will detail how to deal with situations like hand-to-hand combat — the most common type of combat in this game — and ranged battle. In order to keep a loose, free-flowing feeling to the game, these rules are designed to be easy (and quick!) to learn and use.

The third section contains the history and background of Graviton City, where many of the events of the game take place. It will take a somewhat "serious" look at the global situation prior to the arrival of the alien spaceship, the history of the city, and a general description of the place.

We will then cover the Earth Defence Force and the Central Astro Agency organizations, their involvement in the game and their links to the Daitokuji Financial Group. The DFG will also be covered briefly to show its behind-the-scenes policies and intentions for Graviton. We then take a look at the Graviton High Schools sponsored by the DFG, so characters can situate their characters in the environment, and the Public Worker Defense Force.

The following section is the character reference section, in case you want to include the cast of the various **Project A-ko** videos in your games. The next section will describe the various vehicles, weapons, and equipment of the **Project A-ko** world, including a look into the designs by B-ko Daitokuji, A-ko's high school rival. Included will be suggestions on how Gamemasters should evaluate your players' mecha designs and devices.

The icing on the cake is an introductory adventure to get you started, and adventure seeds for you to develop for upcoming games. We also included a combat card game which you can use as a separate game, or as part of the roleplaying game itself. Whew!

THE USE OF "SHE"

Throughout the book, when we had to use pronouns to refer to a person, the pronoun "she" is used instead of "he". This was done for convenience, instead of having to write "he or she" all the time. The choice of the pronoun "she" was also due to the fact that the book is based on the Project A-ko Original Video Animations (where most characters are female), and is meant in remembrance of the source for this game. No insult or disparagement is intended to male readers. Kind of an interesting twist, though, isn't it?

Also note: one should not construe this usage to mean that all characters must be female. Either sex can play whichever gender they want to in the game!

BUT WHAT IS A ROLEPLAYING GAME?

You mean you never played one? You don't even have the slightest idea of what's it about? Okay, we'll take some time-out from the main text to make sure everybody understands what they're getting into.

INTRODUCTION

YOU WERE WARNED!

This game requires players to truly roleplay their characters, so description, personality and background are paramount when designing characters. Most of the action revolves around the interaction between characters, so players must be willing to think on their toes, be antagonistic (but not to the point where they take their mutual antagonism into their daily lives) and be able to not only laugh at themselves and their characters' antics, circumstances and dilemmas, but be willing to create even more challenges for themselves and others.

In roleplaying games, you are dealing with a fictional environment which evolves based on the actions of the participants. The players act through their characters, who serve as personae in this fictional world. The gamemaster, like a storyteller, creates a plot within which the players interact. She herself does not play a specific character, but uses a host of characters through which she reacts to the players' actions. The gamemaster adds to this fictional world whatever premises she wishes to explore, through exaggerated comedy and satirization.

In **Project A-ko**, there are premises which are taken to ridiculous extremes — aliens who look like the girl next door and in looking for their lost princess are stranded on the Earth; crazed capitalists coveting the secrets of (and potential profits from) alien technology; and people seeking to live ordinary lives, find love, friendship and the latest fashions. Thus, in the make-believe world of **Project A-ko**, many things will look familiar to us, but other things are — in an outrageously humorous way — unbelievable. The point is, this is a game, so who cares about being realistic? Besides, the best way to make good humor is through reversal of expectation, and that is certainly one thing you will find in this book.

PROJECT A-KO VIDEOS (SUBTITLED)

Project A-ko	(Catalog #: USM 1015)
Project A-ko 2: Plot of the Daitokuji Financial Group	(Catalog #: USM 1102)
Project A-ko 3: Cinderella Rhapsody	(Catalog #: USM 1103)
Project A-ko 4: Final	(Catalog #: USM 1104)
Project A-ko Versus Battle 1: Grey Side	(Catalog #: USM 1105)
Project A-ko Versus Battle 2: Blue Side	(Catalog #: USM 1106)

In order to get a feel for the game, you should view the **Project A-ko** videos if you can; they are available directly from Central Park Media or your local video rental shop. This is especially true if you still have no bloody idea what all the hoopla is about. It's worth your while, believe us. Not only will it help you better understand the purpose of the game, but it will also provide additional insights on the flavor and setting of the game, as well as how to plot your subsequent adventures. You should have some exposure to anime in general, but that isn't necessary — a good sense of humor and slapstick will suffice.

This is not a serious game and shouldn't be taken or played in that context. This game is more typical of your beer and pretzels (soda and chips to those under the legal age, mind you...), tongue-in-cheek, bizarre, ludicrous, comic RPGs that are on the market. Play with it and ham it up — the more sight gags, bad puns (with accompanying groans), spoofs, satire, and bad stereotypes you can come up with, the better!

Now, on to the game!

CREATING CHARACTERS

As mentioned in the introduction, the most important element of a character is the character's conception, background and personality. Thus, this takes precedent over any other consideration. Remember, the game is about fun and laughs, comedy and satire, so design your characters with this in mind. Though it's a little early to talk about character advancement, it may be helpful to know that the amount of plot points (that's what we call the ubiquitous "experience points" here) depends — and we mean depends! — on how skewed in some madcap way the characters are.

Normally though, unless the Gamemaster has already been running this game for a few sessions, most characters will begin in the game world with only a superficial relationship with one another. In time, as players and Gamemaster become familiar with each character, stronger links and further background elaboration can be done. For now, a basic idea and concept will do.

CHARACTER DEVELOPMENT: SUMMARY OF STEPS

Step 1. Character Name and Concept.

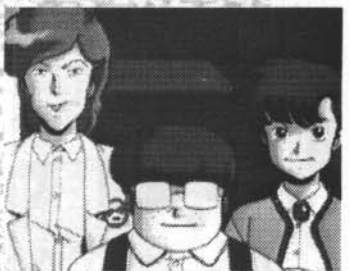
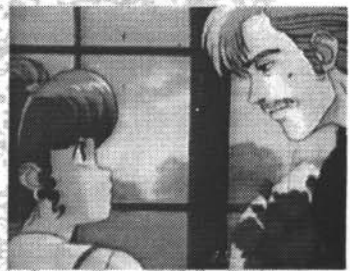
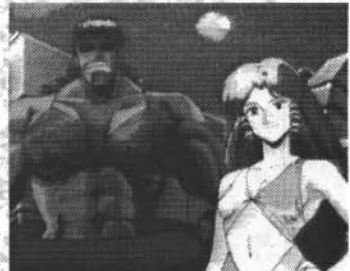
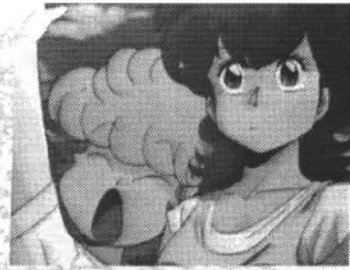
Step 2. Background and Personality.

Step 3. Attribute Selection.

Step 4. Skill and Talent Selection.

Step 5. Record Secondary Traits and Damage Thresholds.

Step 6. Draw Character or Refine Background (Optional, but strongly advised).



CREATING CHARACTERS

CHARACTER NAME AND CONCEPT

The type of characters that can be played will depend first on the types of adventures you and the rest of your playing group want to run. Will players be teenagers getting into and out of trouble? Members of the Public Workers Defense Forces — Reserve Corps (PWDF RC), whose (unfortunate) team just received their call-up for active duty assignment? Or will they play members of the Earth Defense Force (EDF) or Central Astro Agency (CAA), struggling to survive in the concrete jungle or the cold, emptiness of space while earning enough dough to find something better (and safer...)?

Once this has been decided, the characters can be shaped according to the campaign style. The following lists provide some suggestions for character types to use in your game session. There is nothing to stop a player from combining types to create an even more obnoxious hybrid. These are merely a few suggestions, so let your imagination run wild. These suggestions also work as a source of inspiration for the types of NPCs the Gamemaster can create for the characters to meet.

TEENAGE HIGH SCHOOLERS

THE ACTIVIST:

Do you know that they're storing toxic waste on the other side of the ridge next to the parkland reserve?! I say if we don't fight it, it'll be too late! Here, take a pamphlet.

THE ANARCHIST:

Yeah? Well, ungh to you! I know what this is, just another means for you neo-fascists to keep the masses down!

THE AIRHEAD:

Well, duh! Like come on...! Oh, I heard that Emelio's is having a sale! I need new shoes... Say, what do you think of...

THE SCHOOL'S STAR ATHLETE:

Huf, huf — I'm going to win next Saturday's track meet.

THE BRAIN:

The linear propagation of light depends on the transient medium or mediums which interpose themselves between the source and the observed phenomena. Contemporary theory...

THE BULLY:

Hey. You! Didja pay yer air tax!?

THE ROTC CADET:

You call that that spit-shine?! Hundred pushups — NOW Mister!

THE CHEERLEADER:

...so we'll try the new routine. Oh, wow — Did you see!? Brian, the star quarterback, looked at me!

THE CLASS CLOWN:

Oh, really? So that's why he's so frustrated! (class laughs)

THE EXTRA-CURRICULAR "CLUBBER":

oh, wow! Get a load of this! They've got pins! I can't wait to join!

THE ROLEPLAYING GAMER:

...and then I aced him with my +2 flamebrand. You listening? Man, did the sucker have gold or what!? Remember that DemoDragon? The one who ate my character? Well, according to the rules...

THE GANG MEMBER:

Yo, you with this or what — chicken?

THE GOSSIP:

I heard that Emily is seeing Brian, and Mitsy's so steamed! Did you know that...

THE POPULAR GIRL/BOY:

Oh god! It's Mitsy, she's so cool! / Man, the guy gets girls just like that. It ain't fair...

THE POMPOUS JERK:

Like, who're you? I have a convertible...

THE JOCK:

Look at those wusses. Man, there oughta be a law... Hey, check the babe... Hey, you coming to the game — I could use the extra cheering section...

THE COOL LONER:

sigh... (Lights a cig, exhales and looks out to the horizon meaningfully...)

THE LOSER:

So, do you think I should? I always wanted to, but — I don't know. I guess I'll have to find work, though, huh?

THE SOCIAL MISFIT:

Well, uh... I like Berry Manylow. (red-faced)

THE MUSCLEMAN:

Hunh, hunh, hunh. Man, my pecs hurt — got a mirror? What am I sitting on...?

THE BRILLIANT NERD:

...so that's how you solve the equation. Hey, you going to the computer show? Here, let me — darn this pocket protector — give you the address. What? Oh, yeah — that muscle-bound, intellectually regressive jerk sat on my glasses, that's why it's taped up...

THE HOPELESS NERD:

So, so... if you want, Mitsy — do you want to go to the dance with... with... aaaCHOO! OH my! I'm so sorry! Let me wipe that off... OOPS! Gaah! Ah, ah...

THE TEACHER'S PET:

Miss Trask, do you want me to erase the board — it's no trouble...

THE FASHION PLATE:

It's the latest from Emelio's. Isn't it just to die for?!

THE STAR PLAYER:

...they so depend on me. So Emily... do you mind if we... park? The view here is just great...

THE SCHOOL PRANKSTER:

Wait'll they get a load of this...

THE REBEL:

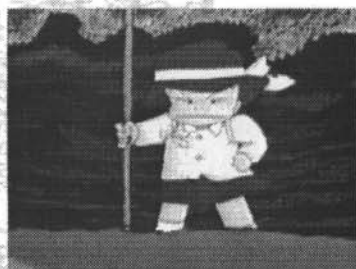
Oh, man! This bites! I'm outta here. Maybe a ride'll clear my mind...

THE STUDENT REPORTER:

So, Principal Donelly... what were you and your secretary doing at that motel the night of... Don't deny it — I have proof!

THE SCHOOL SNITCH:

Psst! Miss Trask? It was Johnny...



CREATING CHARACTERS



THE PWDF RC — CITIZENS OF GRAVITON

THE ACTIVIST:

What we're fighting for is the simple human dignity — which we all enjoy — to be accorded the newcomers of our planet. Here, take a pamphlet.

THE ANARCHIST:

The establishment does not want you to see the strings they pull. It's the same old story — the rich get richer and the poor, poorer.

THE AGITATOR:

Hell, no — We won't go! Come on! Bust that window!

THE AIRHEAD:

Well, duh! Like come on...! Oh, I heard that Emelio's is having a sale! I need new shoes... Say, what do you think of...

THE ANGST-RIDDEN ARTIST:

...and it has such fervent energy embodied in the shape and form... If I could just capture it...

THE STAR ATHLETE:

Huf, huf — izzat mineral water? Thanks. Now, what about those corporate endorsements...?

THE THUG:

Mr. Powell don't like late payments. You want motivation or something?

THE OFFICER CADET:

It's my last night before my dangerous mission — I want this to be a night to remember...

THE DUTIFUL CITIZEN:

It's our duty as good citizens...

THE DEDICATED COP:

Listen, punk. You're in a mess of trouble, so you better rat on your pals. It'll go easier on you...

THE DILETTANTE:

(Sniff) I guess so, but take a look at this Philodendron...

THE ROLEPLAYING GAMER:

...and then I aced him with my +2 flamebrand. You listening? Man, did the sucker have gold or what!? Remember that DemoDragon tack in high school? The one who ate my character? Well, according to the fifth revised edition rules...

THE GANG MEMBER:

Yo, we're showing a profit — an' you wanna get jumped out? What're you — chicken?

THE GOSSIP COLUMNIST:

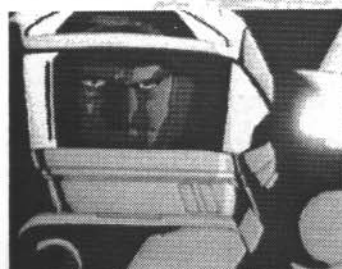
It was at the benefit dinner where the rumours concerning a certain socialite and her estranged lover blah, blah, blah...

THE POMPOUS JERK:

...they would be totally lost without my foresight and fiscal planning. But, rescuing their bacon is what I do...

THE COOL LONER:

sigh... (Lights a cig, exhales and rides off toward the horizon...)



CREATING CHARACTERS

UNITED EARTH ALLIED COMMAND

THE ACE (PILOT, SOLDIER, OFFICER):

[Brushes back his hair, dusts himself off...] No problem. We'll have a party when I get back in the morning...

THE CAREER OFFICER:

Yes, sir! My unit is four-oh and prepped!

THE COOK:

Look, I gotta cook what they provide. But that doesn't mean I can't experiment a little...

THE CORRUPT GENERAL:

Well, of course I remember, but there is a limit to what I can do. Just you remember who has pull with the Council Acquisitions Committee...

THE CRANKY TECH:

...put my babies together and have those stupid jocks — Sir! — wreck 'em, bloody, twisted... [Tearful eyes looking toward the horizon..]

THE (ARMOR, TRANSPORT, SEARCH & RESCUE) CREW:

Waaaahoo!!! [Star Wars theme plays in the background...]

THE DUTIFUL MP:

Just where d'you think you're going, Corporal? Hmm?

THE GLORY HOUND:

Goin' down! Takin' the express elevator ta hell! Wahoo!!!

THE GUNG HO SOLDIER:

Can do — Semper Paratus! We'll have 'em packin' by the end of the day, sir!

THE GRIM LEADER:

Oh, we'll hold, you betcha. It's hell, but it'll cost them, by God!

THE HUMANITARIAN ARMY DOCTOR:

Look, we can't save everyone! There are other... good lord! Nurse, prep him for surgery — Stat! Jeez, he's still alive...

THE MIRACLE WORKER:

...ah dinnae know, Captain, but ah'll do ma best...

THE HOTSHOT PILOT:

...So I jinked hard, then scissored until I was in his six. After 'lock and flash, he was down...

THE PROFESSIONAL SOLDIER:

Sorry, I have my orders.

THE REARGUARD VOLUNTEER:

...So, no matter what happens, guys, I just want you to know I'll be behind you every step of the way...

THE RESERVIST:

Man, they cut me back to six days! In a month! These budget cuts are murder...

THE SPECIALIST:

That ain't my job description, sarge...

THE SMARMY LOGISTICS OFFICER:

...Come on, Red! It's a great deal. You get your ED45-T7-0911Gs and four cases of brewski for just a case load of RF69-G5-1121As and the piano...

THE WEEKEND WARRIOR:

Sorry, boss. My call-up's this weekend. Just being a patriot...

BACKGROUND AND PERSONALITY

With the basic conception, characteristics and skills done, a character's previous history can be decided upon. The conception also provides clues to how that character will act. What made the character what she is today? What drives the character to do the things she does? What are the character's dreams and ambitions? How does the character react in unusual situations?

The Gamemaster should help you decide aspects of appearance like height, weight, hair and eye color. She should also prepare a summary of common knowledge for the players to situate their characters and set the mood and tone.

EXAMPLE 1: HANI GRENWILL

Hani is not your typical 16 year-old. Sure she is interested in boys, clothes and being part of the "in" crowd, but she is obsessed with physical and athletic perfection. It's just an outgrowth of her alien heritage of physical competition and excellence!

Prematurely awakened from her growth chamber — a result from the crash — she was enrolled in Southside High. She is the school's track and sports star, excelling in every sports event. She is also very pretty, and is a topic of interest for some boys at Southside High — if only she didn't insist on their being sports stars as well.

She can't abide lack-luster athletes, and has developed a crush on the star quarterback, a real cool dude the entire cheerleading team simply adores. She petitioned to get on the school football team to be close to him, but he doesn't see her that way and is a little intimidated by her — she'd be MVP if the coach wasn't such a sexist pig!

She'll always do her best in sports, hoping that he'll notice her through her skills, but she won't fawn over him like other girls do — she thinks it's rather unbecoming. It doesn't help any that her arch rival is the captain of the cheerleading squad, the most popular girl in the school, and a secret member of an all-female cult who believes the Leptonian aliens are all after their men!

She lives with her youthful "aunt," who is also a former crew member of the crashed spaceship. They keep their origins secret from everyone, wanting to assimilate into their adopted society. She has few friends because of her rivalry and competitive spirit.

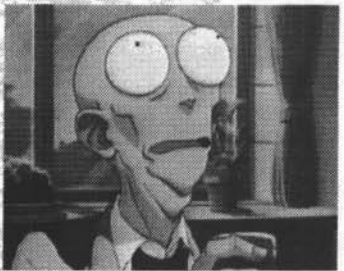
EXAMPLE 2: NORI "TAC" FUKIDA

If there's a better tank or tank crew in the whole EDF, Sergeant Nori "Tac" Fukida would have known about it. A dedicated professional soldier, Nori enlisted right out of high school and joined the EDF as an armor specialist. Through his efforts and dedicated service, he came into the command of his own tank and crew, known in the enlisted and NCO ranks as the "Tac Boys," famous for being the first to roll out of the gate when an emergency alert is called.

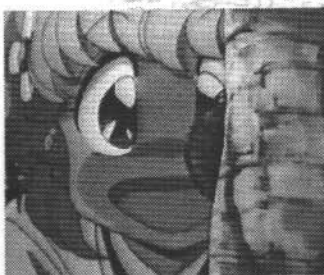
Nori lives and breathes military, and is often in the tank bay tinkering with his tank, making sure the techs didn't screw it up and that his unit is ready for action — or can be, at a moment's notice. Other times, he can be found on the gun range.

His fascination with the military began with his father's collection of American Silver Age war comics, and his style in the EDF reflects that. He frequently has a cigar in his mouth, has a five o'clock shadow, and shows such foolhardy bravado that he has been awarded medals of valor for missions during and following the second spaceship crash. He lost his first tank in that action, due to it being used by a certain red-headed school girl as a thrown projectile!

His Tac Boys toe his line but wish that he wouldn't be so gung ho and volunteer them for dangerous missions. Nori has developed a romantic relationship with a cute, blonde nurse at the base's medical hospital, and his Tac Boys are grateful for this distraction. They don't know how long it will be before he volunteers them for another mission, but they hope it will be a long while.



CREATING CHARACTERS



ATTRIBUTE SELECTION

There are four primary characteristics in **Project A-ko** to describe characters and NPCs. In keeping with the idea of simplicity and playability over "realism" — realism is overrated anyway — the Attributes are (roll drums, please):

AGILITY (AGL):

This represents the character's physical reflexes and coordination. It is important in determining initiative, physical skills like climbing, dodging, martial arts and stealth. This attribute also represents hand-eye coordination and how well tasks of manual dexterity are performed.

BODY (BOD):

This is the character's physical size and strength; it is used in tests of strength, toughness and endurance over time. It is also useful for skills which involve size and strength.

INTELLIGENCE (INT):

This is the character's ability to use reason, learn and retain information, and to use her knowledge.

LOOKS (LKS):

This reflects the physical beauty of a character and her potential to capitalize on it through skills like charm, influence and seduction. It also helps determine first impressions and other initial reactions, and defines the character's presence, physical presentability and dress sense.

Attributes are determined by the player's choice, with help from the Gamemaster and in relation to the player's conception of the character. All players begin with the same number of attribute points with which to buy stats (see below). That way, nobody will feel cheated. Leftover points are added to the character's pool for skills (which will be determined later).

There are five starting point levels for NPCs the Gamemaster may design. Alternatively, NPCs' stats can be decided arbitrarily if the GM is experienced enough. It's much simpler this way. These levels are used to measure the "toughness" of the NPC in relation to the character.

Two of these are at levels where the player's character may begin (guess which ones). Depending on the campaign style, the Gamemaster will decide which is used. Generally, unless the game is a purely military style campaign, the starting level will be at the "Player Character" level. Military oriented campaigns use the next higher category — hey, they have to look good! The levels and available points for attributes are:

ATTRIBUTE POINTS

Joe Average	4	Star Character	21
Minor NPC	10	Major NPC	25+
Player Character	16		

Time to get those calculators out! We know, we know, this is a fun and wacky game, but some math was bound to creep in.

You can elect to take a lower attribute value and gain additional points to use for another attribute or for additional skill points. This is the reason for negative ratings. An average, everyday person's value is rated at zero (the average). The cost of each attribute value is given in the following table, along with most-commonly heard comments about individuals possessing those stat values:

ATTRIBUTE COST

Value	Cost	Reaction
+5	36	"Super-Human!"
+4	25	"I'm sure I've seen you on TV..."
+3	16	"Wow!"
+2	9	"Superb!"
+1	4	"Good... Better'n most!"
0	1	"Like most people — typical!"
-1	0	"Not too hot, eh?"
-2	+1*	"Pathetic!"
-3	+4*	"Talk about hopeless!"
-4	+9*	"This one's beyond hopeless..."
-5	+16*	"Still alive!? Why aren't you dead yet?"

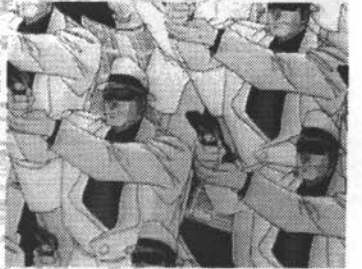
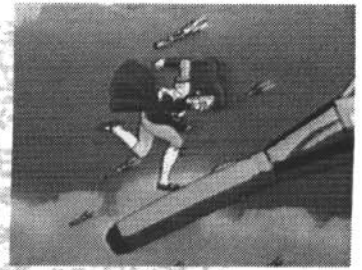
* "plus" values in the cost column gives the character extra points with which to buy up her other attributes.

EXAMPLE 1:

Hani is a dedicated athlete so her physical attributes will be high. Starting at the Player Character level, she begins with 16 points. Hani's strengths are in her Agility and Looks, so these will be +2 and +1 respectively. Her Body and intelligence will both begin at 0, for an average person. The total cost will be $9+4+1+1=15$ attribute points used. This leaves 1 point left over, which later can be transferred to skill points.

EXAMPLE 2:

Nori Fukida is in the EDF so his beginning level will be at the Star Character level of 21 points. His strengths will be in Body, Agility, and a measure of Looks to give him that dashing persona. Thus we'll make his BOD +2, AGL and LKS +1, and INT 0. If physical appearance wasn't (too much) a concern, and if we wanted him to really know something about the inner workings of his tank's systems, we might give him an AGL 0, BOD +3, an INT +1, and an LKS -1 (maybe that cute nurse sees his inner beauty?). It would cost him $9+4+4+1=18$ points plus three left over (in the other option: $1+16+4+0=21$, using up all the points).



CREATING CHARACTERS

SKILLS AND TALENTS SELECTION

Now that we have a base to work with, it's time to put some detail on it.

SKILLS

Characters gain a specific number of skill points with which to purchase skills. Purchasing a skill costs the level of the skill desired squared, (argh! Math again!). For example, if Hani wanted Athletics at level 3, it would cost her 9 skill points.

Level 1 means you have a minimum of training and experience, enough to do the task at hand. Not too good, but better than nothing! Level 2 is experienced: you are skilled enough to make a living out of your skill. Level 3 means you are better than average; skill levels above that (4+) are simply... superior. The skill level is also equal to the number of dice you roll (see the *Rules* section).

SKILL STARTING POINTS

Joe Average	10
Minor NPC	20
Player Character	30
Star Character	40
Major NPC	50+

SKILL COST

Level 1	1
Level 2	4
Level 3	9
Level 4	16
Level 5	25
Level 6 (!)	36

SKILL DESCRIPTIONS

Skills reflect what your character can do, what your character knows and how your character interacts with others. Skills will also reflect how well your character can apply those skills. While you may assume that every character will know common details and subjects from living in Graviton City, these skills are instead knowledge and abilities unique to the character.

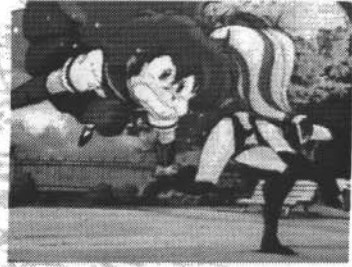
Examine your character's background and personality, and identify areas for potential skills the character could have: occupation, interests, and hobbies. Next look at how your character relates with others. Combined, these aspects will form the basis for your character's skills.

When conducting skill tests, you may feel that a characteristic should also be used as a modifier. In this case, use common sense. When attacking an opponent with a gun, use Agility as a modifier; in fist fights, use Body. When attempting to fix your car or remember a fact, use Intelligence. When attempting to pick up a date or to persuade your teacher to give you a make-up exam, use Looks.

The following descriptive categories should also help you identify the types of skills your characters can have. The section contains examples of skills for each category. The examples are not an exhaustive listing and should you come up with new skills, feel free to use them. You are, in fact, encouraged to come up with new skills not covered here and should work together with your GM to come up with descriptive skills and their uses.

THE "SHOOT IT, BLAST IT, STOMP IT" SKILLS

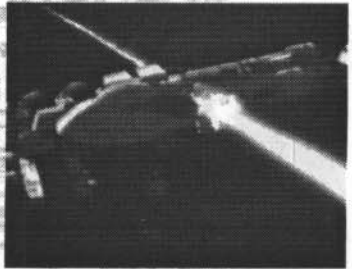
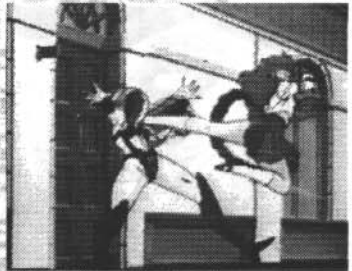
These are skills involving the use of weapons, including weapons linked to fire control systems, and engaging in hand to hand combat. At the GM's discretion, they include knowledge of how to field strip and clean the weapon as well as the ability to identify the different types of the weapon and the sounds it makes. For hand-to-hand skills, especially in the martial arts, it will include knowledge in the use of related weapons.



COMBAT SKILL EXAMPLES:

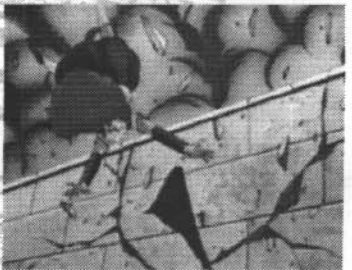
- Crack shot with pistols
- Engage in Martial Arts
- Figure out opponent's plans
- Predict another's action
- Punch and Kick
- Shoot really big guns

- Slap loudly
- Smash objects over heads
- Spray bullets wildly
- Throw stuff you get your hands on
- Trip Opponents
- Use [Vehicle's] weapons



THE "MOOOOVE IT!" SKILLS

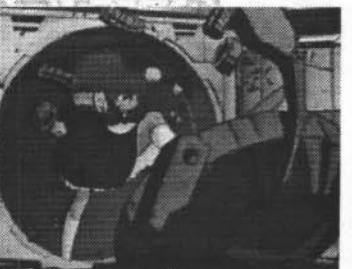
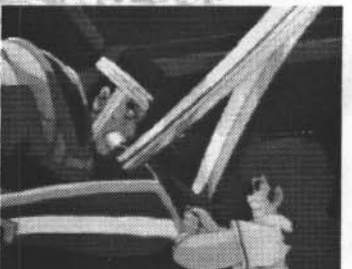
These are skills involving physical abilities and activities like running, jumping, climbing, driving cars, flying planes, parachuting, etc. At higher levels, the character would also be familiar with equipment associated with the skill.



PHYSICAL SKILL EXAMPLES:

- Climb walls and fences
- Do latest dance
- Dodge stuff aimed at you
- Dogfight in jets
- Drive BTs (Big Tanks!)
- Drive under stressful conditions
- Fly planes acrobatically
- Jump hurdles and gaps
- Perform athletically

- Play [sport]
- Ride a bike
- Ride a motorcycle
- Run like crazy while dodging
- Run really fast
- Run really long distances
- Speeding with in-line skates
- Use a parachute/handglider



CREATING CHARACTERS

THE "DEBONAIR APPROACH" SKILLS

These are interpersonal skills and communications and shows how a character interacts with others in general or to specific people like teachers, parents, superiors, bosses, authority figures, subordinates, friends, dates, enemies, etc.

SOCIAL SKILL EXAMPLES:



- Act pretentiously

- Be a party animal

- Chat with strangers

- Come up with excuses

- Command subordinates

- Convince mom you're not doing anything wrong

- Debate logically

- Get extensions on deadlines

- Hang out with pals

- Impress others

- Intimidate others

- Lie convincingly

- Mingle at a party

- Pick up guys/girls

- Pout, sulk and cry

- Shift blame

- Snub others

- Start a riot

THE "SNEAKY STUFF" SKILLS

These are skills dealing with subterfuge and shady activities, such as shadowing or impersonating people, concealing items, picking pockets or locks, overriding electronic security, hot-wiring cars, borrowing things without permission, etc.

COVERT SKILL EXAMPLES:



- Borrow large items (cars, TVs, radios)

- Borrow small items (keys, wallets, photos)

- Borrow your sister's clothes

- Crack safes

- Forge parents' signatures

- Get guys/girl's phone number

- Get info on someone

- Hide inconspicuously

- Hot-wire cars

- Rewire electronic security sensors

- Scalp tickets

- Sneak around

- Sneak backstage at concerts

- Use binoculars voyeuristically

- Videotape inconspicuously

THE "9 TO 5" SKILLS

Professional skills are skills which you learn to hold down regular, good paying jobs. Usually, they are skills which require special trade or career training. Many professional skills require a sense of creativity. However unlike artistic skills, professional skills are oriented toward commercial production and consumption.

PROFESSIONAL SKILL EXAMPLES:

- | | |
|-----------------------------------|-----------------------------------|
| • Act convincingly | • Motivate losers |
| • Be entertaining | • Negotiate deals |
| • Catch crooks | • Publish gossip rag |
| • Create an effective ad campaign | • Research a subject |
| • Deduce from available evidence | • Run business/corporation |
| • Design buildings | • Scoop a story/get an exclusive |
| • Draw comics | • Take photographs/video |
| • Find tax shelter(s) | • Win on a technicality |
| • Get defendants off | • Work in a music/radio/TV studio |
| • Hang the jury | • Write articles |
| • Manage another's time | • Write computer programs |
| • Medicate patients properly | |

THE "YOUR SENSIBILITIES AND AESTHETIC PREFERENCES ARE PEDANTICALLY PEDESTRIAN, FOR THIS IS SO OBVIOUSLY A CONFLICTING JUXTAPOSITION OF FORM AND FUNCTION VERSUS EXPRESSIONISTIC IDEALISM -- OF COURSE!!!" SKILLS

These are skills in which you can produce creative works of art and culture, and includes such skills as painting, sculpting, writing, illustration, film and TV production, etc. Some of these skill areas overlap Professional skills, but focus instead on aesthetic subjective criteria which may not necessarily be in keeping with common sensibilities.

ARTISTIC SKILL EXAMPLES:

- | | |
|----------------------------|----------------------------------|
| • Create computer graphics | • Paint with fingers |
| • Create rock video | • Sculpt with metal |
| • Film documentaries | • Survive on commission |
| • Film in cinema verite | • Write satire |
| • Paint nudes | • Write the great literary novel |
| • Paint with angst | |



CREATING CHARACTERS



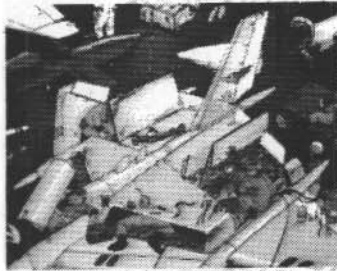
THE "I BUILD IT, YOU DAMAGE IT, I REPAIR IT" SKILLS

These are skills involving the design, construction and repair of objects like electronics, cars, planes, computers, buildings; virtually everything manufactured in our society. These skills can be as complex as engine and fusion power systems designs, to automotive repair, to carpentry.



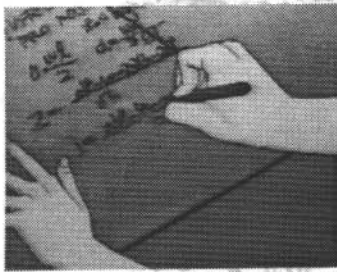
ENGINEERING SKILL EXAMPLES:

- | | |
|----------------------------|------------------------|
| Build furniture | Do automotive bodywork |
| Build mecha and powersuits | Fix computers |
| Build nifty gadgets | Repair appliances |
| Design buildings | Repair power reactors |



THE "ONTOLOGICAL DERIVATION OF THE PRO-LINEAR EMPIRICISM IS REFLECTED IN CAUSEWELL'S DENOUEMENT" SKILLS

These skills reflect your knowledge of esoteric subjects like philosophy, theology, literature, history, media communications, archaeology, physics, chemistry, etc. Generally, these skills are acquired at institutions of higher learning (like high school?!).



ACADEMIC SKILL EXAMPLES:

- | | |
|-------------------------------------|------------------------------|
| BS on essays | Predict economic trends |
| Do economic analysis | Quote dead poets |
| Do homework well (get straight A's) | Recall literary works |
| Do kindergarten things | Recall obscure facts |
| Do math | Use and figure out chemicals |
| Know history | |



THE "ANYONE UP FOR A GAME OF MYSTERIES, MYTHS AND MONSTERS?" SKILLS

Hobby skills are those skills which reflect the activities of interest to the character and reflect knowledge acquired from common sources and/or experience. Hobby skills include general knowledge skills and skills in areas like role playing games, trains, model building and extra-curricular activities.



HOBBY SKILL EXAMPLES:

- Caring for pets

- Cheerleading

- Collect cars

- Collect comics

- Collect junk

- Collect phone numbers

- Collect stamps

- Gardening

- GM games

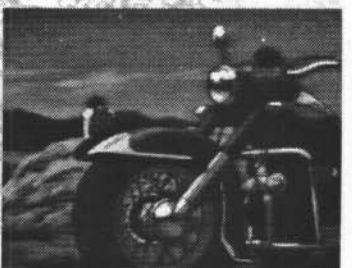
- Go clubbing

- Know Graviton City

- Know movie trivia

- Pick and arrange flowers

- Read latest novel



Skills are linked to a specific attribute which are used as modifiers to the skill test (average — zero — being no modifier, of course). Two skills are not associated with any attribute. These are Hobby and Knowledge skills, both of which are used to "personalize" characters. These skills reflect bits of trivia your character knows about or is interested in and can also be chosen to reflect an elementary knowledge of any skill. They have no rating, but allow a character to know what the specific subject is about and talk about them. Each hobby choice means your character does spend some time dabbling in that area, so too many of these skills leaves little free time for the character to do other things. Each choice costs half a skill point (0.5), rounded down. The skill section will explain what each skill is and how to arbitrate their use.

EXAMPLE 1:

In our previous example Hani has 1 attribute point left over, so she'll have 31 points with which to purchase skills. Hani will have Perform Athletically 3, Date Local Hunks 3, Dodge Like Crazy 2, Keep In Shape 2, Notice Weird Stuff 1, Do Homework 1, Impress Others 1, Smile Dazzlingly 1, Hobby: Sports, and Knowledge: Graviton City, costing $9+9+4+4+1+1+1+1+0.5+0.5=31$ points.

EXAMPLE 2:

For Nori Fukida, his career in the EDF will predominantly define his skill choices. Nori will have Predict Another's Actions 2, Dodge Stuff Aimed At You 2, Drive Big Armored Tank 2, Punch And Kick 3, Intimidate Others 2, Command Subordinates 2, Repair Tank 1, Military Science 1, Operate Radio 1, Crack Shot With Pistol 3, Shoot Big Tank Guns 1, Figure Out Opponent's Plan 1 and Knowledge: Graviton City. These purchases will use up his allotment of 40 skill points (for being at Star Character level), plus the three Attribute points he carried over.

CREATING CHARACTERS

TALENTS

Talents, like the general skills Hobby and Knowledge, are used to distinguish characters and give them that unique quality that makes them a **Project A-ko** individual. In the **Project A-ko** universe, characters have incredibly interesting traits that set them above the common individual. In part, this is done to give them a cartoon-like quality where they can do seemingly impossible things in the quest to spoof a situation.

For instance, A-ko resembles a normal, sixteen-year-old girl, but has the strength and speed of a comic book superhero and invulnerability to boot. In another case, her rival B-ko can invent and build all sorts of vehicles and mecha overnight! In yet another case, Hikaru, B-ko's father, has the vast resources and connections that make him a powerful and influential man, who can subsidize practically any deranged project his daughter might cook up.

Talents are divided into two broad categories, Schticks and Crosses, which are mutually complementary and diametrically opposite talents. Schticks are talents which the character can use to her benefit, modify the outcome of a situation, throw in a new subplot (and even modify the plot, if the GM is quick-witted and up on the take), achieve things no ordinary person could, and, as a last resort, grasp at straws or pull the proverbial rabbit-out-of-the-hat save.

Crosses, which is short for "crosses the character has to bear" are traits, responsibilities and limitations to which the character is subject to. Crosses are the weaknesses of a character, things that can foil or trip up a character, or things that identify some hang-up the character has that lies behind her motivation. Crosses at first seem limiting, but they are also vital to the roleplaying health of the character. Players who roleplay their characters' crosses effectively earn plot points which they can use to improve their characters or increase their chances of success in skill tests. Crosses, like Schticks, also help GMs design adventures around their players' characters.

It costs five character points, taken either from the attribute allotment or from the skill allotment, to acquire a Schtick for a character. Yup, that means you will have to sacrifice something to get those neat Schticks. Hey, you didn't think we'd just give them away, did you? Starting on the next page are some examples of Schticks from which a character can choose from.

But what's this? You've used up all your attribute and skill points already? Well, that's fine, because for every Cross you take, you gain five character points to pay for Schticks you buy. Yes, you could also use your newly acquired points to increase your attributes and/or skills.

Talents are broadly defined to give flexibility in their use in the game. Like skills, new talents can be created to fit the character profile. The GM and player should work together to define the scope of this new talent and write it down. The following examples of talents are by no means an extensive list. Players and GMs are encouraged to come up with other unique talents!



TALENTS

SCHTICKS

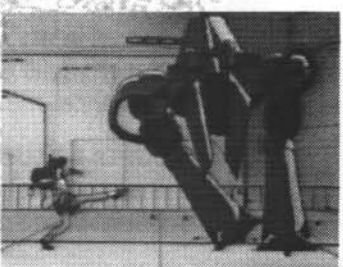
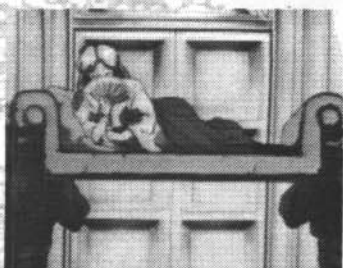
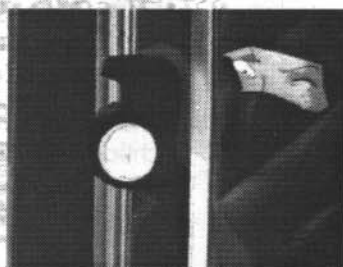
- Affiliation
- Command
- Devices
- Fabulous Wealth
- Flashing Fists of Fury
- Flunkies
- Hands of Destruction
- Invulnerability
- Mecha
- Mystique
- PowerSuit
- Super Looks

- Super Body
- Super Influence
- Super Invention
- Super Intelligence
- Super Strength
- Super Speed
- Super Weapon
- Vehicle

CROSSES

- Alcoholic
- Bad (Skill)
- Blather
- Blunders

- Fatalism
- Fan
- Gender Crossing
- Low Self-Control
- Low Stamina
- Loyalty
- Obsession
- Paranoia
- Phobia
- Secretive
- Stooze



SCHTICKS

AFFILIATION

This Schtick provides employment, contacts and resources for the character, who can turn to them for help. This talent is not without a drawback, in that the character can expect to be asked to return a favor or be called to perform some duty. The player must select an organization to be linked to; some examples include the Public Workers Reserve Defense Force, the Lepton Kingdom of Alpha Cygni, the EDF, DERI, Daitokuji Financial Group, the UEAC, etc.

COMMAND

This Schtick means the character has an organization which is directly under the administration and control of the character. This does not mean the character has *carte blanche* to do whatever he or she chooses, as responsibility and accountability go with the talent. The player must select the organization and type of command; examples include the EDF, Mayor of Graviton, Public Workers Defence Force, Spaceship, or a corporation, company or department.

DEVICES

The character has access to some device which extends the "reach" of the character or gives the character some advantage over those without this schtick. The talent can represent a number of helpful non-combat devices, or a singular, very useful device. The GM and the player should work together to come up with devices a character might have.

FABULOUS WEALTH

The character has access to a vast store of personal wealth and can use it to acquire material goods (or whatever) money can buy.

FLASHING FISTS OF FURY

This is a hand-to-hand or martial arts technique which enables a character to attack multiple targets at an incredible rate and speed and which, combined with a high Body attribute, is almost unstoppable. Foes are often left lying about, unconscious.

CREATING CHARACTERS

FLUNKIES

This talent means the character has a small group of cronies, henchmen and/or thugs who will perform tasks for the character. This talent will provide no more than five flunkies for each time this talent is selected.

HANDS OF DESTRUCTION

The character with this talent can strike blows against targets which can completely destroy small objects and crack or breach any armor or structure. If used on any person (and this should always cost plot points), that person is automatically rendered unconscious.

INVULNERABILITY

The character is invulnerable to physical damage. This does not mean that the character won't feel pain, but that she will never reach wounded status. The character can be rendered unconscious if she endures extreme damage. She must succeed a simple Body test, with a penalty equal to the margin of success for the attack which hit the character. Other non-combat damage will inflict a penalty as determined by the GM.

MECHA

The character has a mecha worth 5 points. Characters may select this talent more than once to increase the pool of points with which to build their mecha or combine their Mecha talent with other character to create a really formidable Mecha. The player(s) and GM must work together to design the Mecha and develop a description of the Mecha and its powers. A mecha almost always comes with a Cross because it requires someplace to park! Taking this Cross will provide an additional 5 points with which to build the mecha.

If the mecha can transform into a vehicle and the cost of building the vehicle is less than the total cost of the Mecha Schtick alone, then only five points are added to the Mecha schtick. If the Vehicle cost is equal or less than half the Mecha cost, then the addition of the Vehicle schtick is free. If more, then the Mecha should be built as a vehicle with a Mecha Schtick.

MYSTIQUE

This talent gives the character a particular allure and functions as the ability to charm, seduce and influence others. The character needs not ever succeed a skill test; it is automatically successful! The character must specify from where the mystique arises; some examples include Glamour (beautiful and photogenic), Rebel (the character presents a romantic anti-establishment aura) and Star (the character is a renowned public figure).

POWERSUIT

Like Mecha, only the talent doesn't require extensive facilities to store the suit. This talent gives the character an exoskeleton suit which provides abilities a character normally does not have. An example of this talent is B-ko's Bio-Enhancement Suit. Note that B-ko's suit has a limitation all its own — it resembles a rather daring dark purple, one piece suitsuit with knee-high boots!

In the event a vehicle or mecha incorporates a powersuit, this talent must always be subordinate to the Vehicle or Mecha Schtick, meaning the Powersuit Schtick cannot have a cost greater than the Vehicle or Mecha Schtick.

SUPER ATTRACTIVENESS

The character is irresistibly attractive and desired by everyone. Members of the opposite sex are hopelessly smitten by the character and will do almost anything to gain this character's favor; members of the same sex are drawn to the character and favorably inclined to listen and associate themselves with her, unless that person is the character's rival.

SUPER BODY

The character is inordinately large and muscular and can perform great feats of endurance, strength and physical resistance. The character also doubles her Body stat when using the skill Intimidation.

SUPER INFLUENCE

The character has either extensive contacts and connections or can get people favorably disposed to her so they will listen and possibly do as she wishes. The player must choose which type of influence she exerts or the manner

she achieves her influence over others. For example, C-ko influences other by Bawling & Adoration, whereas Hikaru Daitokuji has Connections; Miss Ayumi herself can use Intimidation with the best of them.

SUPER INVENTION

The character can not only invent new devices, mecha or powersuits, but can whip them up with amazing speed and out of whatever she has available. For instance, B-ko can whip up powersuits and mecha overnight! Unlike some other Schticks, Super Invention allows characters to keep their creations only for a short time; these inventions are one-shot creations and are "scrapped" after the adventure or just after being used. These devices can have a point cost of 5 plus 10 times the character's Intelligence Characteristic.

SUPER INTELLIGENCE

This character can understand complex and esoteric concepts and can rapidly assimilate large amounts of information. The character can process and utilize this information easily and recall whatever information was read (in time).

SUPER STRENGTH

The character looks normal, but has an inordinate amount of strength out of proportion with her actual physical size or muscular development. The character can perform feats of strength that are unbelievable and on the level of a superhero.

SUPER SPEED

The character can move swiftly and outrace almost any vehicle — except, of course, a vehicle designed with this Talent!

SUPER WEAPON

The character has some powerful weapon that enables the character to make armed attacks and/or possess great defenses. The GM and player should come up with reasonable statistics for the weapon, such as its damage and range. For Powersuits and Mecha, this talent provides two choices of either one ranged weapon, one melee, and/or one defense.

VEHICLE

Similar to the Mecha talent, except this applies to a unique vehicle of some kind. If the vehicle can transform into a mecha and the cost of building the mecha is less than the total cost of the Vehicle Schtick alone, then only five points are added to the Vehicle Schtick. If the Mecha cost is equal or less than half the vehicle cost, then the addition of the Mecha Schtick is free. If more, then the Vehicle should be built as a mecha with a Vehicle Schtick.

CROSSES

ALCOHOLIC

The character has a dependency on alcohol and must have a drink when under stress. A character that does not have a drink becomes even more unstable and may begin to suffer some physical deterioration until the character dries out.

BAD

This is a catch-all talent for the character doing some skill so poorly as to be ridiculous. As a result, the character obtains results as if attempting an unskilled test. Often this talent is not obviously noticeable, as in C-ko cooking, which is gourmet in presentation, but awful in taste. Some notable examples are cooking, fashion, notice stuff, teaching, etc. This talent is always identified by the word "Bad." If a character also has the skill for which this talent applies, then the character isn't obviously bad at it, but achieves results or success in a completely unorthodox way.

BLATHER

The character can talk, and talk, and talk, about anything, to any degree, discussing at length of topics that no one is interested in. The character is so good at this 'talent' that the listener often doesn't have an opportunity to interrupt the talker. If the listener is polite, she won't interrupt anyway.

CREATING CHARACTERS

BLUNDERS

The character has the unfortunate tendency to reveal information better kept secret. The character also tends to mess things up, cause plans to go awry, mistime an action, trip, drop or misplace things of importance, or inadvertently reveal secrets.

DISTINCTIVE APPEARANCE

The character has some feature that causes others to react in a negative fashion or that is immediately noticeable and relatively unique to the character.

FATALISM

The character is resigned to the fates, believing that the outcome of an event is pre-ordained and there is nothing the character can do about it. Once the character reaches this state, very little will shake her out of it; if she emerges from this state, she will often act in an irrational and unbalanced way.

FAN

The character is a devoted fan of some celebrity, important person, TV show, film, etc., and can't stop talking about it, collecting memorabilia, going to conventions, attending retrospectives about the subject and acting as the subject's number one fan.

GENDER CROSSING

The character dresses and adorns herself as a member of the opposite sex. The character adopts a personality associated with the gender being mimicked and, in the case of those characters with the appropriate build, can easily pass themselves off as being of the other gender.

LIMITATION

This is a catch-all for some trait, physical or mental, which limits the character in some way. For instance, the character could have low self-esteem, be physically disabled, superstitious or have really strict parents. The GM and the player should come up with something playable and unique.

LOW SELF-CONTROL

The character has an inability to exert complete control over some aspect of her personality (anger, mood swings, multiple personality disorder, etc.), skill or talent. The player and GM should work together to decide what this talent covers.

LOW STAMINA

The character is easily knocked out and/or winded. In feats of endurance, the character tires easily. Alternatively, the character can have a glass-jaw weakness and be easily knocked unconscious.

LOYALTY

The character is absolutely dedicated and devoted to following a person or cause. If the request is not harmful or does not risk life and limb, the loyal character will perform the task asked.

OBSESSION

The character is fixated on a creed, goal, person, idea, material good or service. There are too many examples one could mention, but here are a few: maintaining class decorum, winning C-ko's affections, duty and honor, humiliating A-ko, power, regaining the UEAC center, returning home (to Alpha Cygni), secrets of spaceship technology, self-preservation, etc.

PARANOIA

The character is distrustful of a particular group or has an irrational belief that something means to do her harm. The player should pick what the character is paranoid about (Aliens, Enemies, etc.).

PHOBIA

The character has a fear of something and the player and GM should work together to come up with something this talent covers (Blood, Dirt, Enclosed Spaces, Fire, Insects, Open Spaces, Spiders, Large Bodies of Water, Weapons, etc.).

.....

RIVALRY

This Cross introduces an NPC who attempts to better the character at something, whether it be professionally or romantically. The player should come up with a suitable story to explain the motivation behind the rivalry and how it came to be.

.....

SECRETIVE

The character has a secret that is damaging to her reputation, embarrassing, or something that could place her loved ones in danger. The character must actively work to keep the secret and make the best effort not to allow it to be discovered. The player should come up with the secret, subject to the GM's approval, and both should decide the consequences of such a secret being revealed.

.....

STOOGES

The character is a lackey for someone and will find herself doing menial, demeaning tasks for little reward or recognition. The player and GM should come up with a reason the character has this talent and the arrangement she has with the character or NPC with the Flunkie talent.

.....

USING TALENTS IN THE GAME

In order to use a Schtick, a player simply declares her intention to do so. The GM then decides if the use is appropriate. If so, then the character is not charged plot point(s) for the Schtick and achieves the effect stipulated for the Schtick. If inappropriate, then the character is charged one plot point, but the Schtick is allowed. If the player tries to use the Schtick frequently when there is no cause to do so, the GM may charge two plot points.

The use of Crosses earns plot points for the character if a Cross is brought up at an appropriate moment in the game, typically in response to events happening in the adventure. A character earns a plot point if a Cross is acted upon/roleplayed and is relevant to events occurring in the adventure (GM decision). Two plot points are earned if the result is particularly funny and causes a laugh among the players and the GM.

RECORD SECONDARY CHARACTERISTICS AND DAMAGE THRESHOLDS

There are two secondary characteristics in **Project A-ko**, called Stamina and Unarmed Damage. These attributes are used primarily in combat and are determined once the relevant Attributes, Skills and Talents have been decided upon.

.....

STAMINA (STA):

Stamina is used to determine a character's ability to withstand physical injury. This attribute is also used to determine the amount of endurance a character has and indicates how long a character can continuously and strenuously exert herself.

.....

UNARMED DAMAGE (UNARM DMG):

This attribute represents the ability of the character to inflict damage in hand-to-hand combat.

To calculate Stamina and Unarmed Damage (yes, more math, but you're practically done now):

$$\text{STAMINA} = 25 + (5 \times \text{BODY}), \text{ with a minimum Stamina of } 10.$$

$$\text{UNARMED DAMAGE} = 2 + \text{Highest melee skill level} + \text{Body}, \text{ with a minimum Unarmed Damage of } 1.$$

Use of these two stats can be found in the *Combat* section.

CREATING CHARACTERS

DAMAGE TRESHOLDS

There are three damage thresholds in **Project A-ko** which are used in combat to determine the character's current physical state. These are Bruise, Wound and Knock-out thresholds.

BRUISE:

This represents the level of damage where the character begins to feel battered and winded. A character at this level can perform normally, but will visibly wince at the idea and/or the effort. Picture this as lots of purple skin and ripped clothing (both classic in anime).

WOUND:

This level of damage represents the need for bandages, gauze and some good first aid. A character can still function, but will be at a penalty in all physical actions (we'll explain this later).

KNOCK-OUT:

At this stage, the character will be unconscious and be unable to relate to anything comprehensible in the real world. This character will wake to find herself in a cast, wrapped head to foot in bandages or with one hell of a headache and aches all over.

To calculate these thresholds, follow the proceeding method:

$$\text{Bruise Threshold} = \text{Stamina Score} + 2$$

$$\text{Wound Threshold} = \text{Stamina Score}$$

$$\text{Knock-out Threshold} = \text{Stamina Score} \times 2$$

CHARACTER SHEET

NAME		SEX	AGE
PICTURE	SKILLS	LEVEL	HT
			HAIR
			WT
			EYES
			SCHTICKS
ATTRIBUTE	VALUE		
AGILITY			
BODY			
INTELLIGENCE			
LOOKS			
UNARM DMG			
STAMINA	BRUISE		
	WOUND		
	K.O.		
			CROSSES

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THE RULES

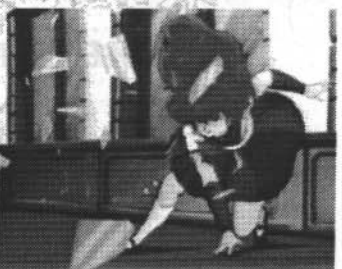
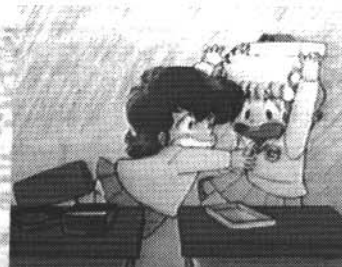
Rules were the last thing we needed as kids, as half the fun was arguing ("You're dead!" "Am not!"). However, as grown-ups, we need a little more structure, hence these gaming rules. One very important note to Gamemasters here:

***If a rule annoys you,
ignore it.***

Yes, you heard us. We, the game designers, are telling you to ignore the rules whenever it suits you. You are the Gamemaster. It is your scenario, your game. You decide what goes. We just write the rules. It is your task to interpret them as you see fit.

Never let a player bully you around by arguing that the rules dictate you have to do this or that. Many players are fond of an activity that has earned the ominous name of rule-raping. Rule-raping consists of finding all possible ways to abuse a game system to take advantage of it. This is most commonly done during character creation and combat. Watch for it and penalize players who ruin your campaign by abusing the rules.

Now that this has been said, let's get on to the rules themselves.



THE RULES

DICE ROLLING CONVENTIONS

Only six-sided dice are used. You can find them in just about any boardgame you already own — if not, the local game store will be very happy to sell you some for a ridiculous price. You'll need about four or five. If each player has her own dice, so much the better.

When multiple dice are rolled, die results are not added together. **The highest roll is the obtained value unless multiple sixes are rolled. If more than one six is rolled, the final result is counted as six plus one per extra six rolled** (e.g. if three sixes were rolled, the final result would be $6+1+1=8$). Die results are often influenced by modifiers, which are bonuses or penalties added to the final result of the roll. For example, a +2 modifier added to the previously rolled example would yield a final result of 10. Attributes are often used as modifiers.

HOW TO DO FUNNY STUFF

Whenever a character is attempting an action that is based on a learned skill, a number of dice equal to the skill level is rolled (so if you have a skill at level two, you roll two dice, level three rolls three dice and so on). This value is modified by the attribute associated with the skill. As an option, the GM may allow the roll to be further modified by +1 for every level of skill. Consider it as "fudging" the roll for the characters just a bit to give them a chance, especially if it is important that a character makes the roll. This is anime, after all, and the characters are the heroes!

An important part of this game is its roleplaying nature, so skill use should only come into play to randomly determine the effectiveness of a situation after the character(s) involved have flustered, sputtered, begged, whined, pleaded, threatened, promised and otherwise have committed their characters to a course of action. Most often for interpersonal skills, determining success will come after the players and/or referee have interacted to set the scene.

With this in mind, remember that a character can perform any skill in this book that doesn't require complex, specialized knowledge. However, if a character doesn't possess some level of training or innate natural ability, then that character's use of that skill will be severely penalized. Nothing, though, should prevent a character from trying. Heck, it might even be funny to see how it turns out!

If a character attempts a skill test but does not have the required skill, the attempt may still be made. The player must roll two dice, but unlike the normal dice convention, the **lowest** of the two dice is the final result, and any "one" rolled counts as a fumble (see below). This has the unfortunate effect of producing a large number of fumble results, which the GM can exploit for humorous effects. The roll is still modified by the attribute associated with the skill.

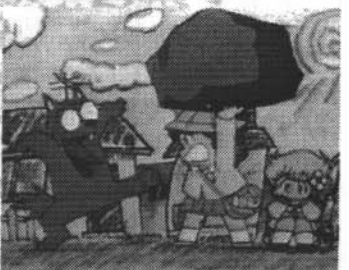
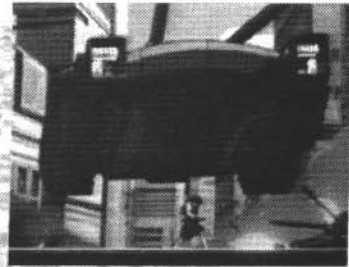
ATTRIBUTE TESTS

Whenever a character is attempting an action that is based upon an attribute, **two** dice are rolled according to normal dice rolling conventions. To the final result is added the value of the attribute. These tests can be of any type (see *The Three Test* below), from simple tests (resisting the effects of badly cooked food), to standard tests (bending an iron bar), to opposed tests (two characters arm wrestling).

THE THREE TESTS

There are three kinds of dice tests: simple, standard and opposed. Simple and standard tests are rolled against a target number, i.e. your result must be higher than this target number. For simple tests, the target number is always 1; for standard tests, the target number is determined by the GM, depending on how difficult the action attempted is, how adverse the conditions are in which the action occurs and whatever else the GM deems appropriate.

The following scale gives GMs an idea of the levels of difficulty a character may face. What we call Margin of Success is equal to one plus the die roll minus the target number. It is used to see just how successful your character was at performing the action.



TEST DIFFICULTY

Target #	Difficulty
1	Simple
2	Very Easy
3	Easy
4	Standard Task

Target #	Difficulty
5	Tough
6	Difficult
7	Really Challenging
8+	Extremely Challenging

Margin of success = 1 + roll - target number.

For simple tests, the target number of 1 may seem very easy to pass, but failing, you are often heavily penalized, such as in resisting knockout with a simple Body test. While simple tests do have a margin of success which is calculated exactly like that of a standard test, it is often ignored because simple tests are primarily used to obtain pass or fail results. Using the above example, this simple test determines whether or not the character did or did not fall unconscious.

The third type of test is the opposed test. This type of test is used when one character has the opportunity to resist the actions of another. Both characters make skill rolls and compare results. The highest result wins! In tie situations, the contest remains undecided unless one character is only resisting the actions of another (for example, the defender who is attacked, the guard who is being snuck up upon or the mark who is being conned). In these tie situations, the resisting character just barely passes.

A passed test indicates that the action attempted was successful. How successful the attempted action was depends on the margin of success. A margin of success of 1 indicates that the test was barely passed and thus the action it represented was just barely successful. A margin of success of 3 or more indicates a highly successful accomplishment.

A failed test indicates that the attempted action has failed. Furthermore, on an unmodified die roll of 1 (which normally means that all the dice rolled ones) a fumble occurs. A fumble indicates that the action is not only a failure, but that the character has failed in a particularly disastrous manner. In many cases, the GM will have to decide exactly what the effects of a fumbled roll are. Use your imagination here and don't be shy!

Fumbles are still possible in opposed test, in which case the character who rolled the fumble suffers some additional adversity. In any case, the margin of success in an opposed test is the higher roll minus the lower roll.

PLOT POINTS IN SKILL TESTS

A character can expend plot points (see *Character Improvement* on p. 39) to improve the chances of success. For each plot point spent, one extra die is rolled when making the test. The expended plot points affect the skill roll for that one time only, so you should carefully consider when and where to use your hard-earned plot points!

THE RULES

Plot points can also be expended to affect unskilled tests as well, but the normal procedure is slightly changed. If one plot point is spent, the character rolls only one die (instead of two). If two plot points are expended, the character rolls two dice and the higher of the two results is the final value, just like in a normal roll. No additional plot points may be spent to increase the number of dice rolled. Hey, the character is unskilled and thus can only accomplish so much.

COMBAT

Given the animosity B-ko has for A-ko, or the opposition has for the players, combat is bound to occur. Combat is divided into 5-second rounds (more or less — it's not that important). During a round, a character may perform one action (e.g. shoot a gun) at no penalty. If your character chooses to perform multiple actions like, for example, drive a car and shoot a gun at pursuers, **all** actions are penalized by -1 per extra action!

INITIATIVE

All combatants must make an opposed test using their Agility. The one with the highest result will act first and the next highest, second, and so forth. Tied results act simultaneously.

Any character who fumbles the test is confused for a moment by the panic and chaos of combat, and cannot initiate any actions that round. They may, however, continue any action that began in a previous round and which requires more than a round to complete. Otherwise, the character just stands around looking stupid and bewildered.

"YAAAH! TAKE THIS!!!"

To attack a wary target, the attacker must defeat the defender in an opposed skill test. The attacker rolls her skill in the attack form being used. The defender either rolls a dodge skill (like Dodge Stuff Aimed At You), or any hand-to-hand or martial arts skill if blocking an unarmed attack. If an unarmed defender is attempting to block an armed melee attack, she suffers a -1 to her defence roll (have you ever tried blocking a sword with your hand? Ouch!).

If the attacker fumbles, the attack not only fails, but something bad has put the attacker at a disadvantage — the gun just jammed, the attacker dropped her sword, the attacker tripped and fell, the weapon broke, etc. If the defender fumbles, the attack succeeds unless the attack is also fumbled.

Attacking unwary targets requires the attacker to pass a simple skill test. However, unlike a normal attack, the attacker must roll the lower of two skills: either her attack skill of choice or any relevant Covert skill. If the character doesn't have any valid skill, then she must make an unskilled test (untrained individuals tend to be noisy or otherwise ruin surprise attacks by alerting the victim at the last moment).

RESTRAINED ATTACKS

A character may choose to apply a penalty to herself anytime she is attempting to inflict a non-knockout hit upon a target. The player simply declares that she is voluntarily taking a "minus" penalty.

DODGING OR THE ART OF NOT BEING HIT

Characters are always assumed to be attempting to avoid being hit in combat. In ranged or melee combat, this means that the character is dodging: the skill used is either Dodge Stuff or any similar skill. A character can always make a defense roll, even if unskilled, against any opponent she is aware of.

Sometimes, however, an all-out attempt to dodge is desired — like when a 50-ton tank is flying your way and the GM asks you to roll for initiative. To do this, you must declare the intention to dodge as the round begins, before the first person acts, even if this is out of the initiative sequence. Your character also cannot perform any actions other than move (up to a run) and dodge. A dodging character adds +2 to her defence rolls against all attacks that round. In addition, a character dodging this way gets a full defence against **all** attacks, including surprise attacks. Surprise attacks against dodging individuals are rolled like normal attacks. Thus, it is effectively impossible to snipe at or properly ambush a person who is dodging crazily.

MODIFIERS AND THE DICE

Most roleplaying games have an extensive list of modifiers to the dice roll depending on where the character is or what speed he moved and so on. We say: "Boring!"

All you Gamemasters out there, use your common sense and imagination. If the target character is running like crazy, it's obvious she's gonna be harder to hit! As a rule of thumb, if a situation makes a task a bit harder, assign a +1 to the target number. If it's a lot harder, assign +2, and so on. If the task is made easier (like, you have access to the school's super-computer to help with your math homework), then lower the target number!

"OUCH! THAT HURTS!!"

If an attacker hits an opponent, she does an amount of damage equal to her weapon damage multiplier times the difference of her margin of success:

$$\text{Damage} = \text{Weapon Damage Multiplier} \times \text{Margin of Success}$$

This damage value is compared with the injury thresholds of the victim. If the damage surpasses any of the thresholds, then the more serious effect of the thresholds occurs. If an injury does damage less than or equal to the target's bruise threshold, the target suffers a minor injury that is somewhat painful, but has no game effects.

For melee weapons, the damage multiple is slightly different for each individual, depending on their Body and skill with the weapon. Characters add their Body and any skill with the weapon to the damage multiple of the weapon. Thus, the damage multiple listed on the equipment chart is the base damage of the weapon, assuming an individual character with average strength and no skill in the weapon.

Some weapons have a damage code that reads "AYK." Its use relates to vehicles and, thus, will be explained later.

A character attacking with bare hands has a damage multiplier equal to one plus the Unarmed Damage stat. The one exception to this is the case of characters with special talents such as Super Strength or Flashing Fist of Fury. In that case, the Gamemaster decides the effect of the attack — most often, the result will be plainly obvious!

ARMOR

A character wearing a power suit, an armor vest or simply wearing a steel-plated bustier will benefit from the protection it offers. This is in the form of an Armor Value which, for the purposes of damage, adds to the character's injury thresholds, raising them to avoid damage. This value is added to all three of the character's injury thresholds. For example, a person (IT 13/25/50) wearing a flak suit with an armor rating of 20 has new thresholds of Bruise=33, Wound=45, Knock-Out=70.

Of course, some armors protect more than others. If the armor the character is wearing has the Invulnerability talent, the character is assumed to also have it (the best example of this is B-ko's Bio-Enhancement Suit).

THE RULES

The armor table has been reproduced below. It gives the armor value (AV) for various armors:

TYPICAL ARMOR VALUE

Body Armor	AV
Ship's security armor	30
Infantry body armor	20
Riot gear	20
Thick jacket	5

Body Armor	AV
Kevlar vest	10
Kevlar helmet	5
Police shield	20
Duelling shield	15

EFFECTS OF DAMAGE

Severe injuries are very painful and these effects are simulated by an action penalty. Each injury applies a penalty to **all** attribute and skill tests due to pain. This includes tests to avoid unconsciousness.

BRUISES:

Bruises are a catch-all term for painful but not life-threatening injuries such as minor gunshot wounds (!), minor concussions, and surface lacerations and abrasions. Each bruise applies a -1 action penalty. Bruised characters cannot sprint, but they can maintain a steady if painful jog. They also look like hell.

WOUNDS:

Wounds are a more severe injury level than bruises and cause a -2 action penalty. Characters with one wound can go no faster than a slow walk. Characters with multiple wounds are reduced to crawling and cannot stand unassisted.

KNOCK-OUT:

A character who takes an injury that equals or exceeds their Knock-out threshold are automatically unconscious. When the character next appears, she will be covered in bandages, using a crutch or two and in dire need of painkillers.

A character can also be knocked-out from pain or trauma. Whenever a character suffers a bruise or a wound, the character must pass a simple BODY attribute test to avoid unconsciousness. The action penalties are used as modifiers for this test and (major bad news) are *cumulative*. For example, if your character has taken two bruises and a wound, she takes a penalty of -4 on her simple body test.

Any time a physical skill test is modified to below zero as a result of injuries alone, the character has passed out. The character can be revived by another character (with enthusiastic slapping, a water bucket or any other means) or regain consciousness by passing a simple Body test.



HEALING

Characters who suffer damage will heal at a phenomenally faster rate than in real life. This is, after all, anime. Bruise damage is healed in a day (roughly, by the next scene) and all penalties resulting from bruises are dropped. Wound damage is healed in a couple of days (roughly, by the next episode). Then the penalties accrued because of them are erased. Knock-out damage is less forgiving. Basically, they are healed in about a week (roughly, the episode after the next), but the character will be forced to wear some bandages for the rest of the adventure.

HAZARDS

Hazards are things that can hurt a character in everyday life. Notable examples include high voltage electricity, fire, falls and any of C-ko's lunch boxes.

In such a loose game setting, you might find it strange that we put so much emphasis on this. The Hazard Rules are there for one thing: to make your players' life miserable and inject some action in a slowing game. No need to use them if the situation's clear! But nothing wakes up a player faster than "Gee, let me get my *Hazards* tables out..." when it's accompanied by a wicked smile. Trust us on this.

POISONS AND TOXINS

Toxins are rated with three attributes: their potency, their effects and their onset time. The potency of a toxin is the target number for the victim's standard body test. The effects are the symptoms that a character who fails to resist the toxin will exhibit. The onset time is the longest period the toxin will require to take effect. Fumbled Body tests reduce the onset time to about one tenth normal value.

Tranquilizer drugs induce drowsiness or unconsciousness. Anyone who failed the roll by 1 to 4 points will suffer a negative action modifier equal to the amount failed. This is applied exactly as for action penalties for injuries. The effect will wear off by one per hour until it is gone, or until the character gets doused with ice cold water or is forced to gulp down a gallon of strong coffee.

A character who fails their Body test by 5 or more points will be knocked unconscious for a number of minutes equal to the tranquilizer's potency times the amount the roll was failed by. Once they awaken, they will feel real drowsy (i.e. an action penalty of -4, same as a normal tranquilizer).

Hallucinogenic toxins cause a victim to suffer altered perceptions which are often accompanied by altered emotional states. C-ko's cooking could fit in this category (based on our observations). In game terms, their effects are similar to tranquilizers, except that the action penalties incurred are due to distorted perceptions and beliefs, not from being sedated. Hallucinogens also tend to be harder to overdose on. A Body test failed by 5 or more points will cause the victim to be incapacitated by massive hallucinogenic experiences for a duration similar to the unconsciousness induced by tranquilizers. The victim will also exhibit some quite interesting visual symptoms — green skin, exhorbited eyes, or whatever else is funny at the time!

We assume that the victim was given a single dose of toxin. For each extra dose, add around 10% to the potency of the toxin — no need to be exact here. Divide the onset time by the number of doses administered, step back and watch the sparks fly.

FALLS

Whenever a character falls from a great height, it is more than likely she will suffer damage. A character who fall must roll a number of dice equal to the number of stories fallen (maximum of 4 dice) and multiply the result by the number of stories fallen (maximum of 10 stories). This is the damage taken by the individual (ouch!). If the falling

THE RULES

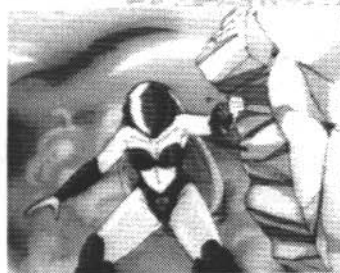


person was purposefully dropped in a manner that would cause her to impact head first, add 2 to the number of stories fallen.

You may attempt to soften her impact if your character is conscious. To do so, the character must make a skill roll with any appropriate Physical or Combat skill (depending on the situation, of course). The number rolled is subtracted from the number of stories fallen for the purposes of damage calculations. Thus, if the number rolled is equal to or greater than the actual number of stories fallen, the person is unharmed. Just find a reason why: "Okay, K caught her! She was wearing an airbag! She fell on a garbage pile?" — remember, it must be funny to work. If the roll is fumbled, too bad: the poor victim lands head first and takes the extra damage (see above).

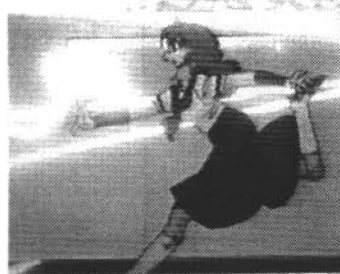


We assumed a moderately solid surface such as grassy soil for damage. Unusually hard surfaces like concrete and asphalt can double the effective number of stories fallen for damage purposes. Unusually soft surfaces such as sand and water can halve the effective number of stories fallen for damage purposes. Special crash pads and nets used by firemen for evacuating buildings can divide the number of stories fallen for damage purposes by up to ten or twenty times. It is all up to the Gamemaster, so all of you Players, be nice to your GM.

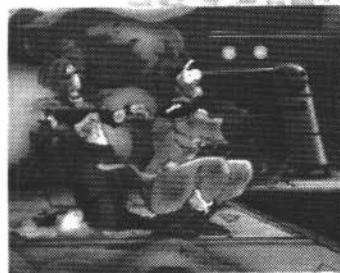


FIRE AND ELECTRICITY

These energies are rated according to intensity, which is also the damage multiplier that the source inflicts. If your character is in direct contact with the source for a full combat round, she will take damage equal to the intensity times two dice each round (!) for fire, or one die for lightning. If exposure time is less than one combat round, the intensity rating is halved, unless the energy is from a weapon. A fumble on the damage roll means half flame damage or no electrical damage ("I got hit by lightning twice and survived! It's in the Inquirer!").



In either case, the unfortunate individual will appear charred and blackened, and, depending on the total exposure and accumulated damage, suffer from injury effects. The intensities are given in the following table. And before you ask: yes, in this game you **can** survive a ground zero nuke strike. Much better than your chances of survival in real life, really. Of course, doctors will probably spend weeks reassembling the dust grains of your body with superglue, but hey, it sure beats dying!



FIRE

Intensity	Source of Flame
1	candle, lighter, or match
2	gas light, oil lamp, kindling
3	torch, gas range
5	campfire, bunsen burner, flare, welding torch
7	bonfire, napalm, incendiary grenade
10	inferno, chemical fire
20	periphery of a nuclear strike, fuel-air grenade
100	near a nuclear strike, reactor meltdown
1000	ground zero of a nuclear strike



ELECTRICITY

Intensity	Electrical Source
1	current from a 9 volt battery
3	car battery
5	110 volt domestic current (North America)
7	220 volt domestic current (Europe)
10	local power lines, industrial lines
20	power lines
25	minor lightning strikes
50	large lightning discharges
100	hydroelectric dam output

VEHICLE RULES

We originally wanted to use the regular vehicle combat system of the **Silhouette** game engine when we realized, after watching the movies, that vehicles in **Project A-ko**, when hit, either a) blow up, or b) are damaged beyond description. The only exceptions were the characters' vehicles!

So we scrapped everything in favor of a much simpler system. Each vehicle has a speed, some Shticks and/or Crosses, and some equipment. Oh yes, and a cost, too. The armament (if any) is listed along with the vehicle and in the weapon list. The table below gives you some comparison for speed and range:

SPEED TABLE

SPEED	KPH
Sluggish	0-80
Fast	80-300
Really Fast	300-1000
Even Faster	1000-Light Speed
Ludicrously Fast	Light Speed+

RANGE TABLE

RANGE	METERS
In-Your Face	0
Close	0-100
Far	100-600
Really Far	600-2000
Waay Too Far	2000+

No armor rating is included for the vehicle simply because not all standard weapons harm them. You'll also notice that we didn't exactly care about the exact range and speed because they simply don't add anything to the comedy side of the game. Period. If you really want to play APDS Shells vs Armor, this ain't the game.

Vehicles are used for transportation, as plot devices, or (in extreme cases) as projectiles. No hand weapons can harm them. Only the weapons with the damage code "AVK" can do any damage, automatically wrecking the vehicle they hit unless it's crewed by the players or their direct opponents (in such case, the Gamemaster assigns the most funny damage she can think of).

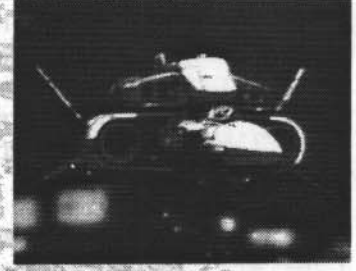
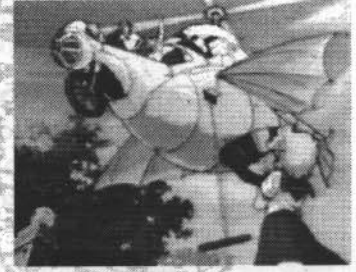
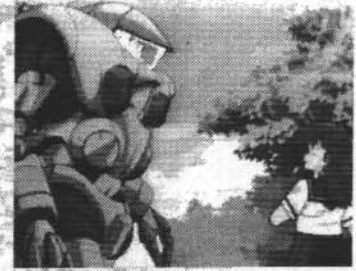
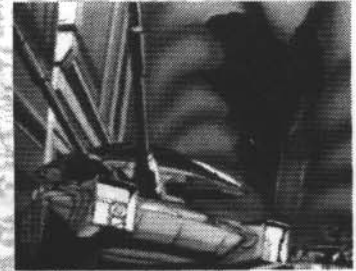
What is AVK? It stands for "Are You Kidding?" and pretty much explains the effect it has on characters. These guns are so powerful, it's like using a bazooka against a gnat! If a vehicle-class weapon is fired on a character, it just causes a huge explosion, lots of property damage and sends the character flying in the air. Ham it up and have fun: you're not paying for the ammo!

CHARACTER IMPROVEMENT

During the course of the game, and immediately following the end of the session, the GM will award plot points for excellent role-playing and participation. The number of points awarded at the end of a session — of about 3 hours length — will be plot points:

- 0 Player was not involved, did not roleplay
- 1 Good roleplaying
- 2 Excellent and funny roleplaying

This does not include plot points awarded to characters for roleplaying Crosses, which are awarded during the session.



THE RULES

DRAWING THE PLAN

Another way to earn plot points is to use simplified drawings to explain your fiendish plans to the other members of your playing group. In the animation, B-ko does this all the time with little Super-Deformed (a Japanese slang term for caricature) versions of the characters of the story. You don't have to be an artist: stick figures will do just fine.

Players doing this will earn one more plot point per session, no matter how many drawings they did. If the drawings are *really* funny and the GM feels generous, another point can be given (along with a well-deserved round of applause).

SPENDING PLOT POINTS

Plot points can be spent in a number of ways:

1) INCREASING CHANCES OF SUCCESS:

One or two Plot Points can be spent to boost the success of crucial die rolls. Each Plot Point spent adds one extra die to the roll.

2) TO USE SCHTICK:

Normally, the use of talents in an appropriate setting and moment does not cost the player a point. If the player chooses to use a Schtick that is not needed — GM's decision — it will cost the character one Plot Point. If the player frequently abuses Schticks, then each use requires two points.

3) ATTRIBUTE IMPROVEMENT:

Improving an attribute by one point costs 20 Plot Points. An attribute cannot be increased more than three times in this manner, though each attribute can be increased three times each. The character must spend the requisite time and resources training in and improving the attribute.

4) SKILL IMPROVEMENT:

The base cost to improve a skill one level is the next level squared, with a minimum of 4 Plot Points. The character is required to find the resources, materials and instruction needed to acquire or improve the skill.

5) SCHTICKS:

Generally, it is not easy to add additional Schticks to one's repertoire. However, this can be done at a cost of 40 Plot Points, along with a reason why the character now possesses this Schtick. The GM may require that the character undergo some adventure to explain this new acquisition.

6) CROSSES:

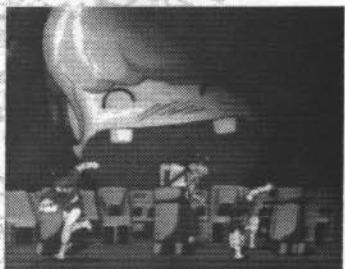
Normally, a player would keep Crosses so that the character can earn Plot Points. However, there may come a time when the player and her friends may tire of that particular Cross and contemplate the elimination of that character by whatever means necessary. The character may then trade in a Cross for another at no cost. If the GM should afflict another Cross on the character during the course of an adventure, then the character will receive compensation in the form of two Plot Points.



THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

The following pages introduce the various elements of the Project A-ko universe such as location, organizations, important people and so on. We tried to cover as much ground as possible, even with the limited page count we had at our disposal.

The bulk of the information came from the movies and the various Japanese books that were published about the Project A-ko series. We did our best to provide a complete and accurate translation, but we still had to fill up some holes. Please bear with us and enjoy your tour!



THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

GRAVITON CITY

HISTORICAL OVERVIEW

On September 19, 1999, an extra-terrestrial spacecraft over seven kilometers (four miles) long crashed on Earth. The ship was locked on a collision course with a wealthy commercial port: a hub of business opportunity where the renowned Worldwide Theoretical and Applied Physics Research Center (how the city earned the nickname "Graviton City" adopted by its residents) was located. The resulting explosion incinerated the city's population of over six million people and devastated the region for a radius of sixty kilometers. The pillar of smoke, dust, radiation and debris could be seen up to 200 kilometers away.

Civil defense, military search and rescue, and international disaster relief teams rushed to the afflicted area. They concentrated their efforts on the outlying areas and satellite towns around Graviton city. At ground zero, nothing remained of the city except a huge crater that marked where the huge spacecraft crashed.

It was believed that the XT object which decimated the unfortunate city was a gigantic meteor, so there was no immediate threat perceived. When the dust cleared from around the crater, however, rescue personnel and survivors both could see the tall metal spire of the XT object that caused the disaster. It appeared that the spacecraft survived the impact and fears of an alien invasion began to grow. These fears were fueled by media reports of eyewitness accounts and later by actual video footage of the spaceship, contradicting the accounts given by official government, military and space administration sources. Despite attempts to cordon off the area, the implementation of news black-outs, and various coordinated disinformation campaigns, word of the alien presence spread quickly.

The panic of '99 lasted for several weeks; riots and breakdowns of civil order ensued. No one believed it was just another spectacular reworking of the H.G. Wells classic **The War of The Worlds**. What most did believe was that the end of the world had come, just as the doomsayers had predicted. Divine retribution for the sins of humanity and alien invasion were the most popular explanations. No one thought that it was all just a terrible mistake and really bad luck — not to mention sheer coincidence — that this happened.

Governments all over the world worked desperately to restore order and round the clock emergency sessions of the United Nations general council and security council feverishly sought to find and implement solutions to the global crisis. Some countries, new members to the roster of nuclear-armed nations, used the confusion to finally and decisively resolve old conflicts. Other nations saw conspiracies — real or imagined — and it seemed humanity's final hours were being played out.

But just before the nuclear clock struck twelve, the world held its collective breath as the security council presented a last minute proposal for the restoration of civil order. UN Resolution 2056, passed in the general council by a narrow margin, offered a collective alliance between all member nations against a possible alien threat, unified extraterritorial military and space organizations, and a new hope for humanity: a new world order that would protect and promote the aspirations of humankind.

On May 17, 2000, in the midst of a global year-long celebration to mark not only the passing of the millenium, but also to mark the first truly global world government body (the Unified Earth Alliance Command), the actual exploration of the crashed spaceship began. Radiation blanketing the site dropped to levels where teams of military and scientific personnel from the UEAC, exercising appropriate radiation protocols, could withstand short-term exposure necessary to explore the craft.

After a preliminary sweep, which had disappointedly revealed no presence of alien bodies, tantalizing — if barely understandable — technologies were discovered and a frenzy of media, corporate and non-government affiliated scientific organizations besieged Alliance headquarters with requests to visit the site.

Unwilling to give the pretense of a cover-up, wanting to present stability and a unified front for the fragile alliance, and in desperate need of some really good public relations, the UEAC reluctantly agreed to many requests. The first years of the XT Project, as it was called, netted few publically announced gains.

On March 30, 2002, the UEAC proudly announced the formation of the new Earth Defence Force: a global, rapid response military organization charged with the responsibility of protecting the Earth from external threats. It rapidly grew in size and influence until 2008, when political pressure to downscale resulted in the creation of a separate entity from the EDF structure. On June 23, 2008, the Central Astro Agency was formed. It was responsible for the space forces and space exploration, co-opting the substantial space arm (and its equally substantial share of the budget) of the EDF. While it is still nominally under the command structure of the EDF, it is an independent organization. This has resulted in rivalry between the services.

In 2012, the first operational space station launching platform, designated L-3, is completed and houses the entire space force of the CAA. Design and construction of the Constellation probe ship at this facility begins. New UEAC policy is to find the aliens before they find Earth; justifying the budget is the furthest thing from their minds.

Launch day is declared for September 4, 2016.

GRAVITON CITY HISTORY

The city was originally a small coastal fishing town that had existed for generations. Its growth into a city began in the 1950's, when government and business leaders invested considerable sums of money to create a new commercial port to meet the post world-war two economic boom. With the proliferation of the arms race and the growing tensions between Russia and the United States, a major nuclear physics research center — the NRF — was set up nearby with secret funding from the governments of major Western powers, looking to gain any scientific and technological edge over their Eastern counterparts.

Because of this facility and leaks about its true purpose, the city acquired the nickname "Graviton City." Despite attempts to promote the city's central location on major shipping lanes and its many tourist attractions, the name became permanent. This adverse effect on the local economy caused animosity against the facility and greater media scrutiny of its alleged purpose as an innovator of commercial power development.

In the end, it was easier for the government to back down and accede to local demands rather than continue in the face of growing opposition to nuclear energy research in the sixties. However, because of some interesting and potentially lucrative new theories researchers at the facility had come up with, the research couldn't be abandoned. The leading-edge technologies of the facility couldn't easily be moved, making it too expensive to rebuild elsewhere. No matter how creative national budgeting got, there was not enough money to start over.

Thus, while the government appeared to have closed the facility and placed army forces to ensure it remained sealed to prying eyes, an entry site with long subway tunnels to and from the closed facility was built. An elaborate ruse was concocted to make the facility appear deserted of all but a small detachment of soldiers. An aggressive public relations and promotion campaign launched by the government for the benefit of the city helped smooth over local grievances. The research would only suffer temporary delays.

Over the next three decades, Graviton City — now a name of affection adopted by the locals (since they had successfully gotten government to meet the needs of its constituency) and a rallying point for coordinating global nuclear protest campaigns — experienced all sorts of unusual phenomenon: strange flying crafts, temporal and spatial distortions, and other supernatural events.

The government was able to use the increasing reports of UFOs and the Aquarian Age advocates ("Hippies") — the forerunner of the New Age movement — to help explain away the periodic phenomenon, which was really a side effect from their now ultra-secret energy technology and nuclear forces research.

The city not only attracted the mundane for its tourist, recreational and commercial opportunities, but also the esoteric, like psychics, psychic researchers, new-agers, crackpots, visionaries, spiritualists, naturalists, environmentalists, activists, artists, fashion designers and *born-again whatever's*. It grew into a city both avant-garde and eclectically radical in ideas, and in financial wealth.

THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

This was all to change when the NRF developed an experimental, building-sized particle separator designed to aid in the research into the nuclear forces present in the universe. When it was activated, the researchers were pleased at the preliminary results, which unfortunately remained classified. What had happened was that the device created another sympathetic vibration out in deep space that dragged the alien spaceship that would be the doom of the old Graviton city out of hyperspace on an uncontrolled trajectory for Earth.

The devastation of the city was total, leaving a gaping hole where the city had been. Miraculously, there were survivors of that tragedy in the outlying regions. Mostly women, almost all were in extreme shock and required psychiatric care — a few requiring care for the rest of their lives. Many others required hospitalization for their injuries and remained traumatized by the events of that day.

After radiation cleanup and reforestation of the affected area, and an enormous construction program, a new city grew up around the site. Named Graviton City and dedicated to the memory of the millions that died on that fateful day, the city underwent periodic spurts of growth into the large cosmopolitan metropolis it is today.

GEOGRAPHIC OVERVIEW

A new Graviton City emerged in the aftermath of the spaceship's planetfall with the old Graviton City. The resulting crater became an artificial basin with a large bay in its center and access to the open sea on the north side. The bay, as a consequence, is ringed by gently sloping ridges. The region underwent massive reforestation and now the area is green once more.

DOWNTOWN

Graviton city is spread out in clusters throughout the land surface of the crater on the shores of Graviton Bay. The downtown core of the city lies upon a large island in the center of the bay. This is the heart of the commercial district of Graviton, along with the United Earth Alliance Government. Residential apartment complexes can also be found here, though space is at a premium and rents are high. The core also contains many of the popular nightclubs, theatres and other recreational diversions of the city. The island itself is connected to Graviton's outlying, primarily residential districts by six very long bridges, over which commuters travel twice daily to and from work.

In addition, on a smaller island close by, is the Earth Defense Force Command, the global administrative center for the EDF military and the center for the Central Astro Agency Research and Technology development. The Central Astro Agency, or CAA, also maintains the military and exploratory space division of the planetary forces, but this aspect is nominally under the command of the EDF. It is linked to the downtown core by a single bridge. The island's most prominent feature is the three and a half kilometer (about two miles) metal tower that is part of the crashed alien ship.

Harbor facilities can be found on the north side of the downtown core, facing the open sea. Lying upon major shipping lanes, this port handles shipping and transport from around the world. The northernmost bridges have retractable or elevated sections to provide access to privately owned wharfs.

The UEAC island also maintains its own port facilities for Naval and Merchant Marine vessels. The bulk of the UEAC naval forces, however, remain out at sea on maneuvers, patrol or on assignment around the world.

THE "SIDES"

The east, south, and northwest slopes of Graviton Bay, affectionately called "sides" (as in Eastside, Southside, and Northside) are predominantly residential areas and incorporate plenty of green space to maximize comfort of living conditions. Here also are the schools, municipal offices and malls for the respective districts, providing many of the necessary amenities of life. Many of Graviton's residents live in these districts and commute to the downtown core to work.

THE PROJECT A-KO UNIVERSE

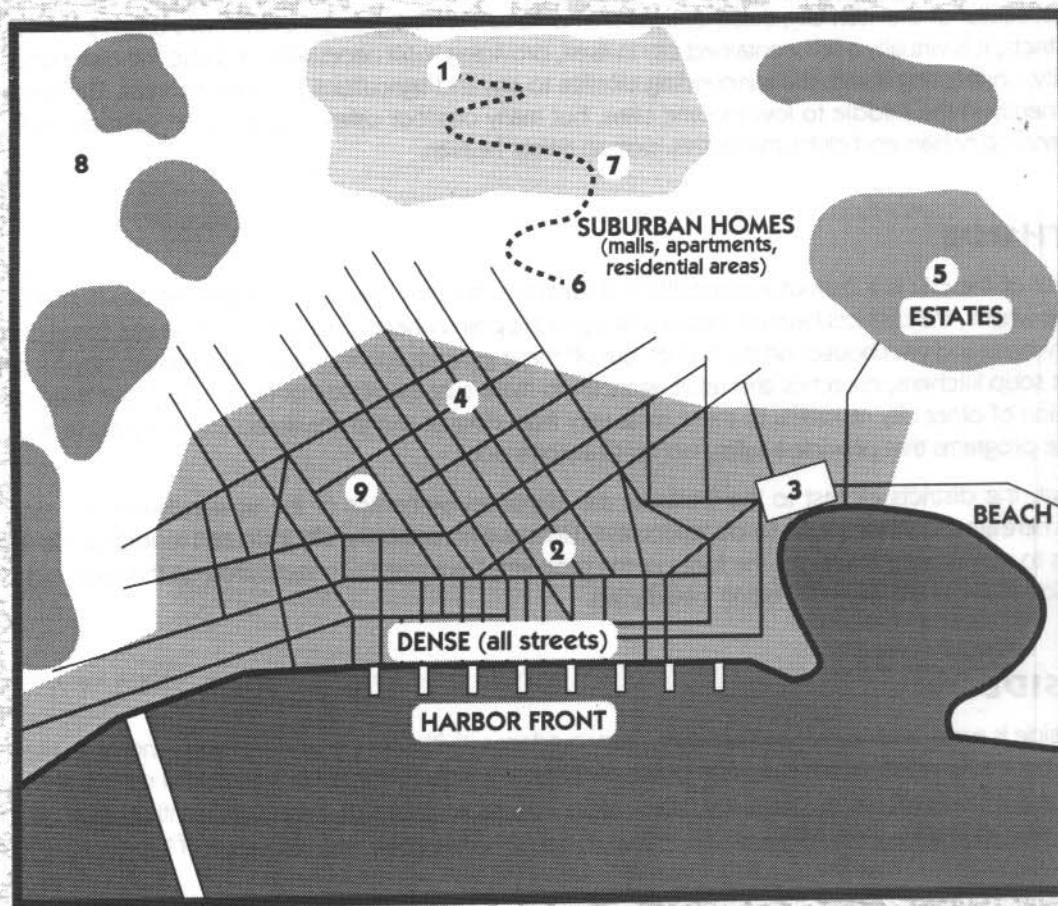
education with practical training for those students going on to business, technical and military (Reserve Officer Training Cadet programs) careers.

Many parents try to enroll their daughters here and the moderately tough entry requirements and interviews ensure that many are rejected or must wait on a growing list of candidates.

The Daitokuji Institute also partly funds a corresponding boys' private school called the Graviton Boys' High School, with a similar curriculum and enrollment procedure. It is modeled on the Graviton Girls' High school, which proved highly successful.

The city has other, public schools which are mostly co-ed, but do not have the same curriculum or funding the Graviton private schools have. Every 'side' has a public school named after its respective 'side'.

SOUTHSIDE CITY MAP



SPECIAL LOCATIONS

1. GRAVITON GIRLS' HIGH SCHOOL
2. MAIN DOWNTOWN BOULEVARD
3. SPORTS AND RECREATIONAL COMPLEX
4. SOUTHSIDE MALL
5. DAITOKUJI MANOR AND GROUNDS

6. A-KO'S HOME.
7. DAILY PATH OF DESTRUCTION
8. GRAVITON BOYS' HIGH SCHOOL
9. SOUTHSIDE HIGH SCHOOL

UNITED EARTH ALLIANCE COMMAND

The UEAC came into existence when it became obvious that humanity was no longer alone in the universe. This was proven quite bluntly when an alien spaceship seven kilometers (four miles) long crashed on a densely populated city and, in an instant, wiped out six million lives. The United Nations passed Resolution 2056 in both the General and Security Council, to form a unified global government as a symbol of solidarity for the rest of humanity and to restore order in the midst of a global panic.

The interim government was to last for the duration of the crisis, but this was extended indefinitely when the possibility arose of other aliens following the first spaceship. As a result of a campaign of propaganda, misinformation and preying on fears, the UEAC held onto the political power it was given by the UN. Most people welcomed the feeling of security a world government offered. Since it modeled itself on the democratic process and strove to respect individual freedoms, very few complained.

Primarily, the UEAC's objective was to offer a more unified command structure for the global, combined military forces that were to be placed under it. Simply put, it was a rapid response mobile defense force, albeit without political ties to any one nation, but to the world as a whole. However, the ranks were rife with political maneuverings and infighting as high ranking officers saw in the organization an opportunity to gain power and influence.

After a decade of no further contact with alien forces, the UEAC found it difficult to justify the considerable expenditures to maintain and expand the Earth Defence Force, especially its space arm. Without an obvious threat of external invasion, the UEAC faced budget cuts that would kill expansion and the economic growth it fostered. In addition, many nations were becoming uneasy at the gigantic scope of military power the EDF had under its control. The solution was to separate the Space Agency (and its lucrative contracts) from the EDF and create a new organization called the Central Astro Agency. The latter would channel some of its budget toward space exploration and not just to defense considerations. It also helped appease opponents of the large, purely military expenditures.

As the years passed, the UEAC faced one crisis after another, all internally created, and was in danger of collapse unless something was done soon. High individuals in the UEAC hierarchy came to the conclusion that, for the continued security of the Earth, that if aliens weren't coming to them, they would go and find the aliens. The Constellation probe ship was conceived, under the blanket project codenamed AKO, an acronym for "Alien's Known Origin." Unofficially, the project was dubbed "Acquire Known Object" (another spaceship...), but because of the terrible consequences of the first crash, this saying was bandied about secretly and to few people.

The unmanned probe ship would carry within it the same device the NRF facility had when it drew down the first alien craft, but this time the device would be in deep space where it wouldn't harm anyone. These UEAC officials hoped that with indisputable photographic evidence of another alien spaceship, they could acquire all the funding the UEAC would ever need (or could ever use, even padding their own pockets). Little did they suspect what was to happen or how badly prepared they really were to face the awesome technology of the Lepton Kingdom of Alpha Cygni. If they weren't just looking for their lost princess...

EARTH DEFENCE FORCE (EDF)

The Earth Defence Force consists of the naval, air and ground forces, all under the overall command of the UEAC. It is commanded from Graviton City, the center of EDF operations. Its extensive funding allows it to maintain large bases in major countries. Combined, it has the largest military forces in the world and could take on any country singlehandedly.

Traditionalists comprise the bulk of the EDF military command and take a tried and true approach to the composition of its military assets. While mecha technology has recently become available, the EDF staff have remained loyal to traditional tanks, jet fighters, naval vessels and the traditional foot soldier. Thus, while it numerically overwhelms any other national military, it is less sophisticated in weapons technology. Its only strength lies in its command and communications technology, which it keeps on par or exceeds other military forces.

THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

The EDF is an integrated operation, using its various assets in as much a complementary and supportive way as possible. This means, invariably, using its forces in as great an overwhelming number as possible — like a hammer about to smash an ant. This is also pretty much how it sees itself in relation to other military forces on the planet. It uses the ranking system of the Army for enlisted and non-commissioned officers and a naval ranking for officers, excluding Ensign except for naval forces, and adding Director-General as overall strategic command rank.

♦♦♦♦♦♦♦♦♦♦ CENTRAL ASTRO AGENCY (CAA) ♦♦♦♦♦♦♦♦♦♦

This is the space arm of the EDF, responsible for the L-3 space station, space exploration and deep space monitoring and research. Under the command of the UEAC, it is the first line of defence against an invasion from space. Before the arrival of another Egota class spaceship searching for its lost princess, this organization offered high-paying routine jobs. After the arrival of the second spaceship and the subsequent devastation of its ranks, perhaps they did indeed earn their pay. With proof of an active alien presence in the galaxy, the CAA easily obtained more funding for the creation of another space station (to be christened L-3A), space interceptors, related equipment and an extensive recruiting campaign. It uses the same ranking system as the EDF.

♦♦♦♦♦♦♦♦♦♦ DAITOKUJI FINANCIAL GROUP (DFG) ♦♦♦♦♦♦♦♦♦♦

The various companies and corporations arranged under this organizational umbrella provide a formidable front of financial capital and wealth, investing heavily into high technology and military technology concerns. It has profited immensely from the weapon and other military technology contracts it has with the UEAC. It also is in the production of consumer products under a dozen, affiliated subsidiaries. The DFG is like a hydra, with many linked corporations that conduct business with each other, keeping one another solvent. Put together, these business ventures have made its founding CEO Hikaru Daitokuji a multi-billionaire and, quite possibly, the most powerful and influential businessman on the planet.

♦♦♦♦♦♦♦♦♦♦ DAITOKUJI EDUCATIONAL RESEARCH INSTITUTE (DERI) ♦♦♦♦♦♦♦♦♦♦

The DERI is dedicated to maximizing the benefits of education by developing leading-edge technical systems and instructional methods of teaching. It implements its innovative techniques in its privately run schools and the high success rate of its students is one of the primary reasons for the long waiting lists to enroll in their schools. Educational theory and practice are given high priority in the belief that innovative, experimental programs maintain their edge over their competitors.

One principle theory embraced by the DERI is the separation of boys and girls at the secondary grade level (high school), to enforce some discipline and concentration in its students and to enable girls to build a greater sense of self-confidence in all fields of study. In educational studies beginning from the late 1980s, gender bias on the part of instructors toward girls was conclusively proven, leaving the girls feeling deficient or incapable in science-related courses and sports-related activities. The studies also demonstrated that in all-girl classes, many previously poor students flourished when among a peer group of the same gender. So the DERI adopted this policy of separation at this academic level.

The DERI also maintains a couple of technical colleges and excellent engineering universities, one of which is located in Eastside, Graviton City. All schools receive public funding from local governments, as well as generous grants and valuable job assistance and training from corporations.

In addition to a curriculum of common core courses, all DERI institutions offer specialized areas of job-related training for eventual careers later in life. Thus, in their enrollment contracts, there is a provision against students taking part-time or full-time employment during their academic studies. One rationale might be that the DERI wants their students fully committed to learning and academic excellence. Another is that they don't want their students using their skills for the benefit of potential competitors (those corporations who do not comprise the list of DERI sponsors).

DERI high schools and academies also participate in the UEAC recruitment program by offering ROTC programs to their teenage students. This is one route to take for those interested in military careers and by starting young they can acquire an officer's commission more quickly when they do enter UEAC EDF or CAA service.

The DERI receives UEAC funding to subsidize its educational services, but it is also interested in being profitable enough to keep its books in the black. Consequently, it strives to provide the best service it can for its budget.

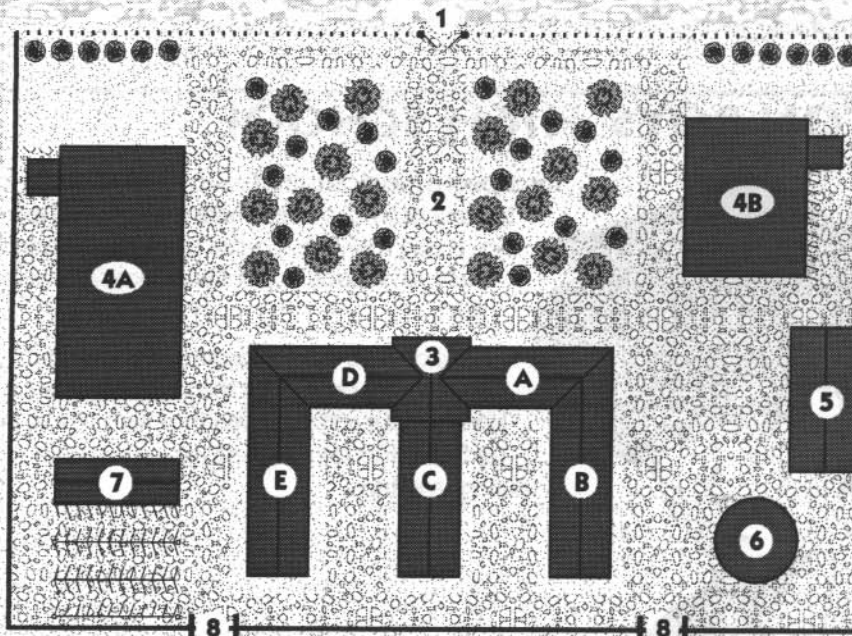
GRAVITON GIRLS' HIGH SCHOOL

Located in Southside, Graviton City, this exclusive all girl school offers the traditional core education in literature, mathematics, physical education, geography and civics. In addition, it offers specializations in business, science, technical programs and technologies. These specializations become available after the first year in high school, when career testing helps the student identify her interests and natural talents.

Business specializations include courses in administration, bookkeeping/accounting, economics, decision management, finance and marketing. Science curriculums include chemistry, biology, physics and geology. Technical curriculums include the ROTC, data processing, secretarial, information management, health and fitness and media services courses. Technology curriculums focus on the student studying a specific field, from electronics, computers, mecha mechanics, vehicle mechanics and mechanical technologies.

Graviton Girls' High is a large campus situated atop the Southside ridge overlooking Graviton city. Its students come from all over the city, attending on the basis of the influence and connections of their parents or on their own merit and academic excellence.

GRAVITON GIRLS' HIGH SCHOOL



THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

SPECIAL LOCATIONS

1. MAIN GATE

Faces north toward Southside Graviton and Graviton Bay.

2. CENTRAL BOULEVARD

This area is bordered on each side by well-groomed lawns and trees, where students can lunch and study during breaks.

3. ADMINISTRATION BUILDING

This is the main entrance to the school and where the school administrative and faculty offices are located. Block C houses the cafeteria and the school library. The other blocks are where classrooms are. In between blocks B, C and E are two courtyards where activities are sometimes held.

4. AUDITORIUM/GYMNASIUMS

Building 4A is the sports and recreational facility for the school. Building 4B is the main gymnasium, which also doubles as an auditorium and stage.

5. WORKSHOPS

This building houses the technical training classrooms and vehicles and mecha maintenance bays.

6. CHAPEL.

7. GARAGE/GROUNDS BUILDING

This is where school vehicles and training mecha are stored. All equipment for maintaining the grounds and school are here, as well as whatever surplus furniture and equipment the school has no room for, and equipment for the playing field. A parking lot is to the south of the building and is used by faculty and staff as well as visitors.

8. PLAYING FIELD GATES

The field beyond is a track and field arena. It is also used for other sports as well.

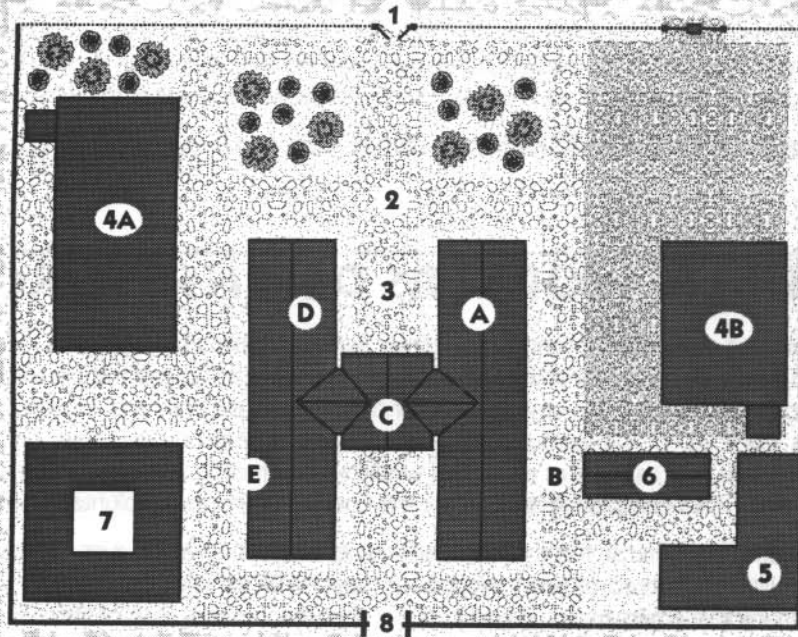
GRAVITON BOYS' HIGH SCHOOL



This school is identical to the Graviton Girls' High School in its approach to curriculum, but offers more in the way of extra-curricular activities. It also maintains on-site boarding residences for many of its students. In addition, it offers a more extensive Cadet ROTC program.

Graviton Boys' High is located between Eastside and Southside, and is no less prestigious than its counterpart in Southside. Occasionally, joint activities with their high school counterpart are undertaken, like dances, festivals, community service and school outings and trips.

GRAVITON BOYS' HIGH SCHOOL



SPECIAL LOCATIONS

1. MAIN GATES

Facing Graviton Bay, these gates connect the school to a wooded road into Eastside to the north and Southside to the west. The northernmost gate is the entrance to the parking lot.

2. THE MAIN BOULEVARD

Bordered on either side by square lawns with trees, this area is used by the students during lunch, breaks, and weekends to rest, play and study out in the sun.

3. CENTRAL BUILDING

Block A houses the administration and faculty offices in addition to the library. Blocks B, C and D are where the classrooms are. Block E has the residences of the headmaster and resident teachers on the upper two floors. On the ground floor is the cafeteria.

4. AUDITORIUM/GYMNASIUMS

Building 4A houses the sports and recreational facilities. The main gym 4B also doubles as an auditorium and stage.

5. WORKSHOPS

The technical training classes are located here with maintenance bays for vehicles and training mecha.

6. GARAGE/GROUNDS BUILDING

The school vehicles and training mecha are stored here, along with everything else the school doesn't have room for. All the equipment for taking care of the school grounds is here.

7. DORMITORIES

This is the dormitory where the students are housed. Each room has two students and the ground floor has study halls, phones and the dorm supervisor's apartment and office.

8. PLAYING FIELD GATE

The field beyond is designed for track and field, but is used for other sports as well.

THE PROJECT A-KO UNIVERSE ♦♦♦♦♦♦♦♦♦♦

CENTRAL HIGH SCHOOLS

These are the largest, best funded public high schools of Graviton City, and they are co-ed. Each 'side of Graviton has its own central high school, which is named for the 'side where it is. Thus there is Southside High, Eastside High, Northside High, and Westside High. All high schools except Westside are within the city's border; Westside High is located in a satellite community just west of the resort ridge which dominates the Westside skyline.

They are the vanguard of the public educational system, as opposed to the corporate-sponsored school system of DERI.

THE PUBLIC WORKERS DEFENSE FORCE (PWDF)

The PWDF is Graviton's municipal servants organization that was formed following the military's obvious and inequitable ability to deal with the arrival of the second Egota class spaceship and the occasional incidents of destruction that seem to befall the city. This organization handles the civil defense and emergency response activities of Graviton, and is made up of the various civil authorities and emergency response personnel (police, firemen, ambulance technicians, etc.) as well as municipal workers (road maintenance, recycling and sanitation, city clerks and inspectors, etc.). Also composing its ranks are the community-minded volunteers, who are on call in a crisis.

The PWDF is a paramilitary defense force which maintains its own vehicles and even mecha, though it is not as well-armed as most militaries. Instead of heavy weaponry, most PWDF vehicles are equipped with devices which have applications in municipal emergencies: gigantic, super absorbant mops, jaws of life, winch and cable, stretchers, mobile canteens, communications relay and satellite link-up, water or fuel tanks, collapsible shelters, boom arm and dipper bucket, bulldozer blade, pavement roller, forklift, etc. If armed, the vehicle or mecha will only have light ordinance like machine guns, rockets and/or grenade launchers. More likely, PWDF vehicles will have firehoses and tear gas loads for such emergencies as riots, random violence, or gang or organized crime-related activities.

The organization is divided into three divisions, the Administrative Bureaucracy, the Distribution and Technical Support and the Field Personnel. The Administrative Bureaucracy deals with the plans, policies and operations of the PWDF and the efficient management of city resources. The Distribution and Technical support division handles the actual distribution of resources. It also operates and maintains all municipal facilities and services. Its leader in day to day management is Mr. Toda Okao, the Deputy Mayor. In overall plans and policies and in city-wide emergencies, the PWDF is directed by Graviton's Mayor Glen Elden.

The third division, Field Personnel, is organized into teams with a wide variety of skills and training to handle most crises. Most reserve PWDF (volunteers) will be of this category. Known as Community Assistance Teams (CATs), they are expected to be ready to perform a variety of tasks ranging from clearing debris and road maintenance to forming the last line of defense in a wartime situation. Virtually any task can be assigned to these people, and it is this duty and obligation that these personnel have sworn to uphold.

Many teams have unique vehicles and uniforms to identify themselves, and often have team logos and mottos to bond them. For instance, there are many teams which, prior to or following a crisis situation or combining their vehicle, enact a ritual series of motions to signify team unity and purpose. A classic: (while motioning left fist to right elbow, arms held up in front, right forearm pointed straight up...) "We are the power!!" (the team ends with pulling their right arms back, then pulling their left arm back while they punch forward with their right arm).

Field personnel carry out the day to day tasks of maintaining Graviton City and keeping it in pristine condition. It is their job to maintain the public order and provide Graviton City's residents with a safe, secure community in which to live.

IMPORTANT NPC

EIKO (A-KO) MAGAMI

Agility:	3	Intelligence:	1	Stamina:	30
Body:	1	Looks:	3	Unarmed Dmg:	+3
Height:	1.63 m/5'4"	Weight:	52 kg/115 lbs	Age:	16
Hair:	Red	Eyes:	Hazel brown	Sex:	Female
Figure:	31-24-32				

SKILLS:

Act like a teenage lovesick girl	3	Notice stuff	2
Dodge stuff aimed at you	2	Perform athletic stunts	2
Engage in martial arts	3	Predict another's action	2
Keep fit	2	Run really long distances	1
Know Graviton City	1	Throw stuff you get your hands on	3
Know latest fashions	1		

TALENTS:

Super Strength, Super Speed, Invulnerability, Low Self-Control.

A-ko looks like your typical, perky, sixteen-year-old, but there is more to her than meets the eye. The daughter of a mysteriously secretive couple, A-ko has demonstrated some remarkable super-human physical abilities. Her powers include super strength and speed, and while she can feel pain, nicks and bruises, she has an almost total invulnerability to any major physical damage. The true origins of the Magami family remain unknown, as does the source of A-ko's fantastic powers.

A-ko is an active, fun-loving, cheerful teenage girl, with interests in clothes, boys, being accepted and praised by her peers and elders, and staying out of trouble. She is both best friends and self-appointed guardian to C-ko. Despite being continuously embarrassed by C-ko's outbursts and horrified at having to sample C-ko's cooking — C-ko's primary means of expressing affection — A-ko truly cares about C-ko's welfare, even though she can be sorely tried by it.

However, she does have flaws; she can never get to school on time and, after her patience has been strained to the limit or having had her perfect day ruined by some stuck-up snob (see B-ko), she has been known to explode in a furious teenage tantrum. Given her powers in both cases, this tends to involve considerable property damage. When she is late, she runs to school, dragging along her best friend and leaving behind havoc and destruction in her wake. She doesn't purposefully set out to do this, but that just appears to be a natural by-product of her powers.

A-ko's friendship with C-ko Kotobuki began in kindergarten. A-ko came to C-ko's defense when another child, B-ko Daitokujii, kept tormenting C-ko. After that, A-ko and C-ko became fast friends and virtually inseparable. B-ko, jealous of their friendship, finally challenged A-ko to a fight, but both A-ko and C-ko moved away the next day. A-ko's parents likely learned of the challenge and moved to keep their secret, at least until A-ko learned to control her power and attained the maturity to use it properly. C-ko got her parents to go along with the Magamis, by throwing a tearful, loud, and very, very long outburst.

When all three met again at Graviton High, she and C-ko initially didn't recognize B-ko, and vice versa. However, B-ko felt an irresistible pull to C-ko, and later resumed her rivalry with A-ko for C-ko's friendship. A-ko can't understand what it is that makes B-ko so obsessed with defeating her and winning C-ko's affections. She sees B-ko the same as when they were all in kindergarten — B-ko is still the same rich, spoiled, snob and brat she always was.

APPEARANCE

A-ko is average height for a girl her age, has wavy, middle-length, fiery red hair, and hazel-brown eyes. At school, she wears either the traditional school uniform or a white middy blouse with a sailor collar, blue trim and red scarf, a blue top-stitched pleated skirt, knee-high white socks with tassels, and single-strap black shoes. When not attending school, she prefers to dress in loose, comfortable sportswear and short skirts. Because of her unique abilities, she constantly wears blue-grey forearm bracers, which help to keep her super strength in check most of the time...



IMPORTANT NPC

BIKO (B-KO) DAITOKUJI

Agility:	2	Intelligence:	5	Stamina:	25
Body:	0	Looks:	2	Unarmed Dmg:	+2
Height:	1.68 m/5'6"	Weight:	56 kg/123 lbs	Age:	16
Hair:	Lavender	Eyes:	Blue	Sex:	Female
Figure:	34-23-35				

SKILLS:

Act pretentious	2	Intimidate others	1
Act stylish	2	Know Graviton City	2
Build mecha and powersuits	5	Know latest fashions	3
Command subordinates	1	Make favorable impressions	2
Do homework well	2	Operate Mecha and Powersuits	4
Do math	1	Recall literary works	1
Dodge stuff aimed at you	2	Shoot guns	1
Dress fashionably	2	Shoot mecha & powersuit weapons	2
Engage in martial arts	3	Snub others	3
Influence others	2	Use cosmetics	3

TALENTS:

Flunkies (4), PowerSuit (B-ko Bio-Enhancement Suit), Super Invention (Mecha & PowerSuits), Obsession (Win C-ko's Affection), Obsession (Humiliate A-ko).

B-ko is the daughter of the wealthy owner of the Daitokuji Financial Group, Hikaru Daitokuji. She is considered the most intelligent, coldly beautiful and influential girl of homeroom 2-E, if not the whole school. She and her cronies are the "in" crowd at Graviton High School by virtue of her father's immense wealth, and the fact that the other girls find her just plain intimidating. She has never really gotten over A-ko besting her in kindergarten for bullying C-ko. She remembers the incident as A-ko having rescued C-ko from a wolf that escaped from the local zoo.

B-ko has a tremendous need to prove herself the best girl in the school, and this quite possibly stems from her own sense of persecution and desire to justify herself as someone deserving of unconditional friendship. Thus she really doesn't understand why C-ko wouldn't want to be friends with her, and blames A-ko for coming between them. This belief fuels her obsession to defeat A-ko at any cost and in the most humiliating way possible. B-ko is easily vengeful at having her plans upset or ruined. This has given her a reputation of someone not to be crossed, causing people around her to act as if trying their best not to attract her wrath. As one high-ranking contact of her father has noted, "...you mean you want to stop that crazy daughter of yours!"

To say that B-ko is intelligent is an understatement. She has the knack for planning, designing, and building mecha and powersuits overnight! However, many of her designs develop a flaw in the basic design, which results in their defeat at A-ko's hands. When she returns to the drawing board to design something bigger, better, and with more firepower, she'll account for the previous design's flaw, but will invariably miss something. In any case, practice makes perfect, and to quote B-ko, "...and then she'll die, DIE, DIEEEE!"

Psychologically, it may be possible that B-ko herself subconsciously believes she doesn't truly deserve any genuine friendship, so she sabotages her own efforts to win C-ko over. Riding on her father's money-train, she may feel deep down that no one would want to be her friend for any other reason than for her wealth or her father's influence. To date, she's been right. Alternatively, it may just be that she is so brilliant and inventive that she simply overlooks simple considerations in her designs and goals, failing as a result.

In any case, she sees C-ko as the epitome of unconditional, loyal friendship, and she wants that for herself. Thus, she'll continue to challenge A-ko for as long as she doesn't have C-ko. She sees A-ko as having some mysterious hold over C-ko, and will try to smash A-ko flat, humiliate her, or do anything to outshine A-ko once and for all.

APPEARANCE

B-ko has long, straight, lavender hair with a curled lock on both sides of her face. She has cool, appraising blue eyes. B-ko always wears the full school uniform, which includes the school jacket. Outside of school, she dresses in a style more sophisticated and elegant than would any teenage girl. Her manner and demeanor are also more mature, reserved, and dignified in public (in private, she reveals just how obsessively demented she can get!), presenting a front of adult maturity out of keeping with her age.



SHIKO (C-KO) KOTOBUKI

Agility:	0	Intelligence:	-1	Stamina:	10
Body:	-3	Looks:	2	Unarmed Dmg:	-1
Height:	1.42 m/4'8"	Weight:	43 kg/95 lbs	Age:	16
Hair:	Blond	Eyes:	Hazel brown	Sex:	Female
Figure:	28-24-30				

SKILLS:

Act wide-eyed and amazed	2	Know Graviton City	1
Cook gourmet meals	3	Notice stuff	2
Do Kindergarden things	2	Pout, sulk, and cry	4
Dodge stuff aimed at you	1	Slap loudly	2
Inspire optimism in others	2		

TALENTS:

Super Influence (Bawling & Adoration), Bad Cooking, Obsession (Loyalty to A-ko).

Short, insufferably cute and child-like in mind as she is in form, C-ko is A-ko's best friend. That doesn't stop her from getting her lifelong friend into one trouble after another. However, she is devotedly loyal to A-ko and does her best to show it by standing by A-ko and making her gourmet lunches — if only her cooking tasted as good as it looked! If A-ko was like any other normal teenager, she would have doubtless needed hospitalization at one time or another for C-ko's bad cooking.

C-ko is enthusiastic and energetic in expressing both states of happiness and tearful sorrow, and seemingly goes from one state to the other easily at the slightest provocation. She'll also burst into a shower of tears at the slightest hint of scolding or disappointment. She is naively open and friendly toward everyone, and childish in wanting to get her own way. She enjoys being the center of A-ko's attention, feeling hurt and abandoned when she isn't.

Secretly, she is the lost princess the second spaceship had been searching for, though she didn't know this at first. When she is kidnapped by the aliens and told she is the Fourth Princess of the Fifth Queen of the Lepton Kingdom of Alpha Cygni for whom they've been searching for sixteen years, she doesn't believe this for a moment (would you?), screaming herself hoarse for her friend A-ko. When she learns the truth from her mother the Queen, she accepts it initially, feeling left out with A-ko's and B-ko's constant bickering and high-explosive fights. But she returns to Earth, preferring to remain as she is — A-ko's friend. She is also pursued by B-ko Daitokujii, who obsessively craves C-ko's affections and friendship. C-ko is wanted by these parties, and it leaves a harangued A-ko to save her from these menaces.

APPEARANCE

C-ko has short, bushy blonde hair decorated with a daisy on either side of her head, and wide green eyes. At school, she will mirror A-ko in dress, but outside school dresses closer to a pre-adolescent child. Her height, features, and childish interests make her seem a third of her actual age, and her actions amply demonstrate this.



IMPORTANT NPC

MISS AYUMI SENSEI

Agility:	1	Intelligence:	2	Stamina:	25
Body:	0	Looks:	2	Unarmed Dmg:	+2
Height:	1.73 m/5'8"	Weight:	59 kg/130 lbs	Age:	26
Hair:	Turquoise	Eyes:	Violet	Sex:	Female
Figure:	36-26-36				

SKILLS:

Do Math	3	Know Philosophy	3
Drive Moped under stressful conditions	1	Make self attractive	2
Dress fashionably	2	Recall literary work	3
Keep fit	2	Research subjects	2
Know Graviton City	3	Teach unruly students	3

TALENTS:

Affiliation (Public Workers Reserve Defense Force), Super Influence (Intimidation), Vehicle (Transformable Moped/Hovercycle), Bad Notice, Bad Teaching, Obsession (Class Decorum), Secretive.

The classroom instructor of homeroom 2-E, she is also A-ko, B-ko, and C-ko's teacher. She is frequently scandalized and upset at her student's antics in her class, but seems amazingly blind to her students' activities outside the classroom, unless it happens to disrupt the routine of her class. Unusual events, such as overt warfare and destruction of property is all taken in stride. In any case, she attempts to maintain the decorum of her class, and is concerned with the welfare of her students under her charge.

Miss Ayumi teaches out of a single textbook and her course takes an eclectic approach to learning. She seems to teach, simultaneously, a variety of different subjects to her students, ranging from English literature, mathematics, philosophy and other liberal arts subjects. To the outsider, it all seems rather disorganized and disjointed, and she seems to ask rather esoteric, nearly non-sensical questions of her students. Yet somehow her students appear to be doing relatively well, though perhaps no two students would agree as to what specifically she was teaching.

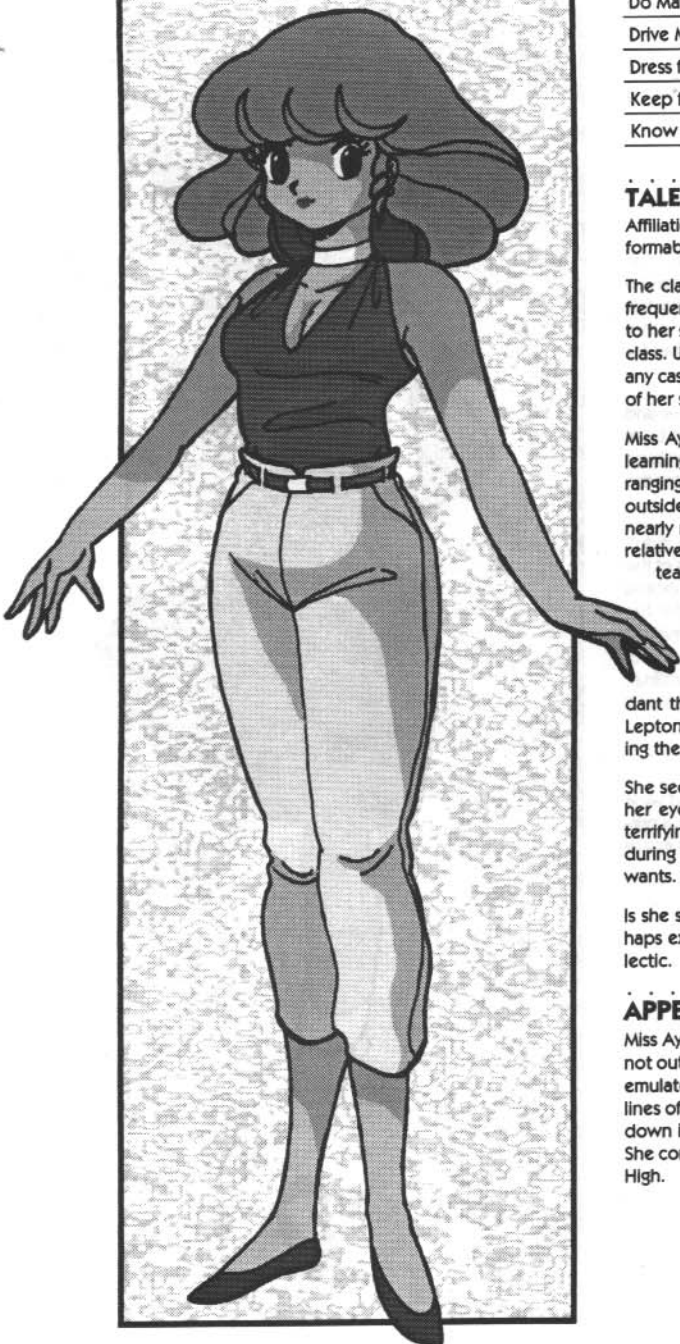
There is more to her than meets the eye, though. She is a reserve member of the Public Workers Defense Force and she keeps a second larger moped which is actually a transformable hoverbike. When on alert, she wears a rather revealing (and flattering...) red bikini-style uniform. More disturbing is her secret, a necklace with a pendant that bears a six-pointed star emblem exactly like one used by the space forces of the Lepton Kingdom of Alpha Cygni. Each day when alone she chants a unintelligible mantra, holding the pendant in her hands. Who and what she may be is anyone's guess.

She seems able to manifest some sort of power, though the only obvious manifestation is that her eyes glow. Coincidentally, while in this state she seems able to focus her thoughts with terrifying intensity, no longer hiding behind a scatterbrained facade. She is quite intimidating during these times, and anyone witness to this display seems unable to resist doing what she wants. She only uses it to preserve her secret, though, and does so quite unconsciously.

Is she simply a teacher at a girls school with some unusual abilities or something more — perhaps extra-terrestrial? Perhaps this question explains why her approach to education is so eclectic.

APPEARANCE

Miss Ayumi is a young, attractive woman quite popular with her students. This popularity arises not out of her style of teaching, but of her as a young, independent woman they can idolize and emulate. She doesn't dress excessively prim and conservative, but demure at times, along the lines of contemporary fashion. She does-up her turquoise colored hair for school, only letting it down in private. She wears a necklace with a six-pointed star with a pink heart in the center. She commutes to work on her pink moped and is a common sight motoring to and from Graviton High.



D — AGENT DC 1386215113

Agility:	1	Intelligence:	0	Stamina:	45
Body:	4	Looks:	-3	Unarmed Dmg:	+6
Height:	1.63 m/6'0"	Weight:	95 kg/210 lbs	Age:	28
Hair:	Purple	Eyes:	Purple	Sex:	Female
Figure:	58-38-56				

SKILLS:

Crack shot with pistols	3	Get into trouble	2
Dodge stuff aimed at you	2	Keep fit	2
Engage in hand to hand combat	2	Know Graviton City	2
Fly Cygnan craft	3	Notice stuff	1
Follow others inconspicuously	3	Use dueling sword and shield	3
Get info on someone	3	Shoot big guns	2

TALENTS:

Affiliation (Lepton Kingdom of Alpha Cygni), Gender Crossing, Bad Fashion, Blunders, Obsession (Loyalty to Captain Napolipolita).

D is an agent for the Lepton Kingdom of Alpha Cygni assigned to earth to search for the missing princess C-ko. Dedicated to her task, she has fallen victim to successive "A-ko run-ins," but her tenacity and sense of duty enabled her to endure these painful encounters and finally find her lost Princess.

The first impression D gives is that she is a man. Like all members of her race, she is female. D is merely large-boned and inordinately muscular, physically suited to the demanding tasks of spying and repeated run-ins (literally) with A-ko on her way to school. She can easily pass for a man.

Having found the princess, but marooned on Earth with Captain Napolipolita, D now acts as her superior's right-hand woman, helping to run the Spaceship Hotel and Spaceshipland Amusement Park. This resort lies smack in the middle (actually, atop...) the flattened UEAC military administration Island center next to Graviton's downtown core.

D is completely dedicated to her work, whether it be as a spy or a gopher for her captain. D is also a friendly, open person who, in social situations, is often naively committing some sort of faux-pas or revealing too much information to the chagrin of her captain. As often, D sometimes overlooks the obvious and lacks a healthy measure of common sense. Despite this and the number of "accidents" this hapless operative endures, D is admirably loyal to her captain and pursues her assignments with a great deal of zeal and perseverance, whatever the cost.

APPEARANCE

D has purple, slightly tousled hair, parted to the right and purple eyes, which she usually hides behind a pair of narrow, designer sunglasses or lavender eyeshadow. She has thick, wide lips and an equally masculine face. D dresses in a men's olive suit and an olive felt hat, along with a red cravat tucked in her waistcoat. Her carriage and demeanor in this guise is very much like a hard-boiled detective out of a murder-mystery novel. However, she will dress according to occasion, and true to her expertise as a spy, will try to blend-in in a manner appropriate to the setting, if not to personal tastes or sensibilities.



IMPORTANT NPC

CAPTAIN NAPOLIPOLITA



Agility:	1	Intelligence:	2	Stamina:	35
Body:	2	Looks:	0	Unarmed Dmg:	+4
Height:	1.78 m/5'10"	Weight:	64 kg/140 lbs	Age:	28
Hair:	Drab Olive Green	Eyes:	Grey	Sex:	Female
Figure:	38-30-40				

SKILLS:

Command Subordinates	3	Fly Cygnan craft	2
Do economic analysis	2	Influence others	1
Dodge stuff aimed at you	1	Predict economic trends	1
Dress fashionably	1	Predict another's actions	2
Drink booze	4	Run Spaceshipland Resort	3
Fix electronic stuff	2	Spray bullets wildly	3
Figure out opponent's plans	2		

TALENTS:

Affiliation (Lepton Kingdom of Alpha Cygni), Command (Spaceship), Alcoholic, Fatalism, Obsession (Returning Home).

Captain Napolipolita, or better known simply as "Captain," has the awesome responsibility of scouring the sector of the galaxy containing Earth for the missing Fourth Princess of the Fifth Queen of the Lepton Kingdom of Alpha Cygni. She and her crew have been searching for sixteen years, unable to return until they accomplish their mission. As a result of this long search and the downward spiral of her career, Napolipolita has become despondent and often fatalistic in her search, and has turned to alcohol for comfort.

Captain Napolipolita is in command of a third generation Egota Class Starship. She has a hard-boiled, grim, no-bones-about-it attitude toward her command. On the other hand, she has a servile, pleased-to-meet-you, fawning approach to customers and clients at her resort. Since her ship is stranded on Earth, she frequently adopts the second attitude. In all cases, she won't be far from a drink. It helps her when initiating actions or making decisions. Since she has to make a lot of decisions, she is pretty much soused most of the times.

She longs to return to space and home to Alpha Cygni, but can't without C-ko and with a grounded spaceship. So she has become the proprietor of the newest resort attraction in Graviton city — the Spaceshipland amusement park and hotel resort. Because of the exorbitant revenue generation possibilities for the tourist industry of Graviton and her ship being "parked" atop the abandoned UEAC military command center, she has been given honorary citizenship.

APPEARANCE

Napolipolita has drab, olive green hair swept to the right and hanging over the right eye. It is tied into a thick ponytail in the back, but she often has it pulled forward over her right shoulder. She also frequently wears dark shades in the same style as D. She has a narrow face, in keeping with her slender, mannish shape. She wears a blue-black, raised, flaring collar cape over a purple jumpsuit as a shipboard uniform, but has resorted to more earth-like apparel, especially as proprietor of Spaceshipland, since becoming marooned on earth.

ASA

Aglity:	0	Intelligence:	2	Stamina:	25
Body:	0	Looks:	2	Unarmed Dmg:	+2
Height:	1.62 m/5'4"	Weight:	50 kg/110 lbs	Age:	16
Hair:	Brown	Eyes:	Brown	Sex:	Female
Figure:	30-22-32				

SKILLS:

Cheerleading	3	Operate mecha and powersuits	1
Do homework well	2	Report news	2
Dress fashionably	2	Research a subject	2
Get info on someone	3	Shoot guns	1
Keep fit	1	Shoot mecha and powersuit weapons	1
Know Graviton City	2	Take dictation/shorthand	2
Manage another's schedule	1	Write reports/articles	2
Notice stuff	1	Use office technology	1

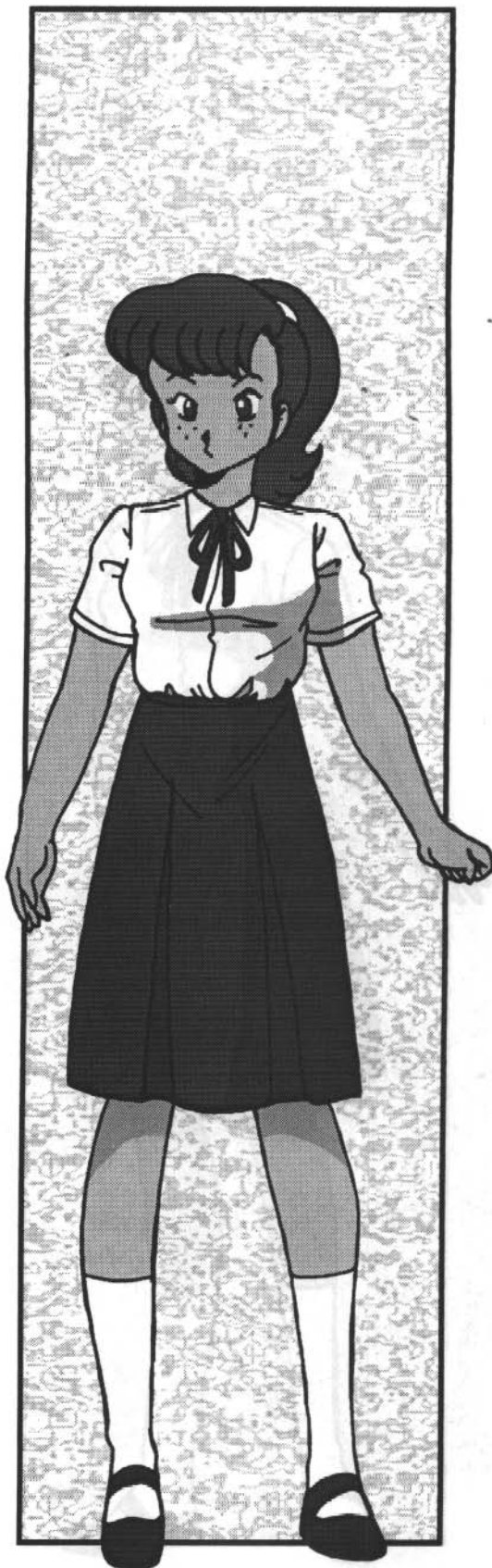
TALENTS:

Stooge

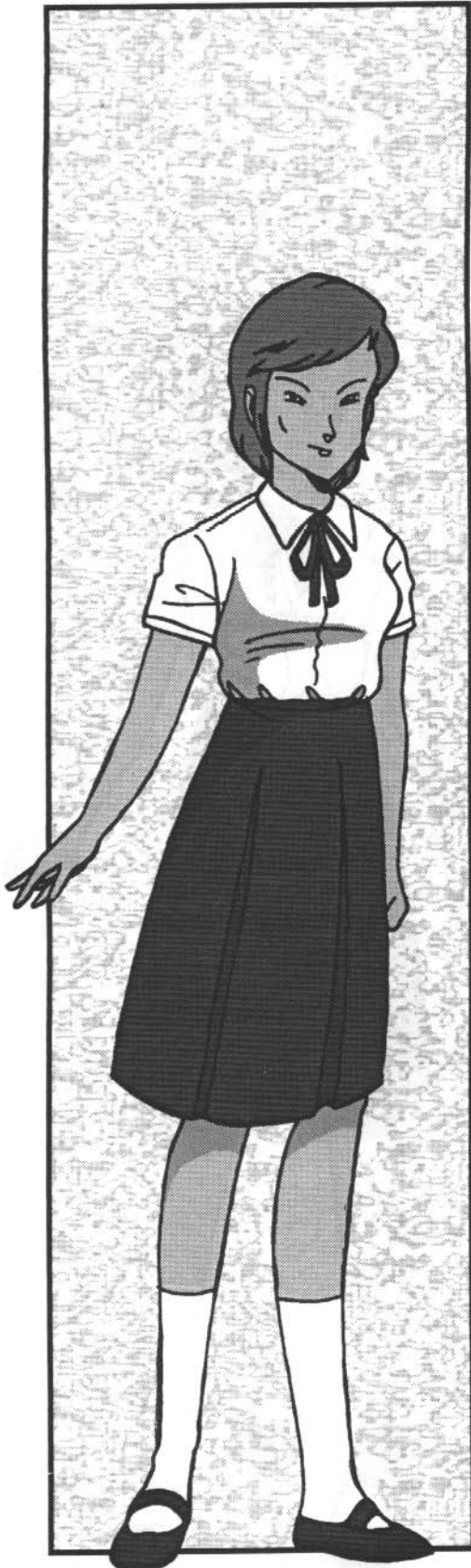
Asa is a sort of secretarial assistant to B-ko, organizing and researching any information she might need. She has a quiet demeanor and often stays behind the scenes. Asa is a loyal, paid follower, but where B-ko is concerned, hesitates to offer any advice, knowing B-ko doesn't take advice well once she's set her mind on something.

APPEARANCE

Asa has shoulder-length brown hair which she keeps in place with a headband or in a ponytail, teased in front. She is an attractive girl but is often overshadowed with B-ko present, not that she minds this. She has round brown eyes and cheeks that are lightly freckled and dimpled.



IMPORTANT NPC



INE

Agility:	1
Body:	-1
Height:	1.62 m/5'4"
Hair:	Light Brown
Figure:	28-22-30

Intelligence:	2
Looks:	-2
Weight:	48 kg/105 lbs
Eyes:	Brown

Stamina:	20
Unarmed Dmg:	+1
Age:	16
Sex:	Female

SKILLS:

Creatively shoot photos	2
Creatively shoot videos	2
Develop negatives	2
Fix photo and video cameras	2
Film documentaries	1
Follow others inconspicuously	3
Know Graviton City	2

Operate mecha and powersuits	1
Produce clear video recordings	4
Shoot guns	1
Shoot mecha and powersuit weapons	1
Spy on others	3
Take photographs	2

TALENTS:

Stooge.

Ine is B-ko's eyes and ears on the street, using video cameras and listening devices to accomplish this end. When B-ko needs extra muscle, Ine will don a powersuit B-ko builds for the task at hand. During the course of her service to B-ko, she has endured numerous scrapes and bruises, being in the wrong place at the wrong time or while conducting high risk surveillance. Of all B-ko's "friends," she is the most slavishly loyal.

APPEARANCE

Ine is a thin, bony girl with short, light brown hair and a narrow face. She has beady little brown eyes and buck teeth, and is quite homely.

MARI

Agility:	-1	Intelligence:	-2	Stamina:	50
Body:	5	Looks:	-4	Unarmed Dmg:	+2
Height:	1.91 m/6'3"	Weight:	127 kg/280 lbs	Age:	16
Hair:	Dark Brown	Eyes:	Brown	Sex:	Female
Figure:	62-42-60				

SKILLS:

Engage in hand to hand combat	4	Perform athletic stunts	3
Intimidate others	5	Pick and arrange flowers	2
Keep fit	3	Shoot mecha and powersuit weapons	1
Know Graviton City	1	Shoot really big guns	2
Operate mecha and powersuits	1	Speak girlishly	2

TALENTS:

Gender Bending, Flashing Fists of Fury, Super Body, Stoooge.

Mari is B-ko's musciewoman, gigantic for a woman (and for a man too!). Very masculine in appearance (to the point where she has to shave), she nonetheless wears her hair in twin, braided pigtails tied with pink bows. She growls and blusters like a man, but when speaking she has a high-pitched, girlish voice. Mari is protective of B-ko and follows her lead in any situation. She has a tender and girlish side to her as well, and she loves flowers. Excepting A-ko, Mari has no equal in barefisted combat.

APPEARANCE

Mari is huge and very intimidating, being thick-boned, thick-skinned and extremely muscular. She has short, dark brown hair, thick, wide lips and eyebrows, and a face that would be mistaken for a brooding man if not for the pink-bowed pigtails.



IMPORTANT NPC



UME

Agility:	-1	Intelligence:	3	Stamina:	30
Body:	1	Looks:	0	Unarmed Dmg:	+3
Height:	1.55 m/51"	Weight:	60 kg/132 lbs	Age:	16
Hair:	Brown	Eyes:	Grey	Sex:	Female
Figure:	36-32-38				

SKILLS:

Do homework well	2	Notice stuff	3
Drive under stressful conditions	1	Operate mecha and powersuits	1
Express criticism	3	Play computer games	3
Fix electronic stuff	2	Program computers	2
Fly ornithopter	3	Shoot guns	1
Know Graviton City	2	Shoot mecha and powersuits weapons	1

TALENTS:

Stooge.

When B-ko needs something test-piloted or driven, Ume is her girl. The shortest of B-ko's flunkies, she is also the most intelligent of them. She has a keen eye and notices things that the others, including B-ko, may miss, but is loath to point this out to B-ko — she doesn't want to rock the boat or risk her gravy-train. She may know where her bread is buttered, but that doesn't mean she is blindly loyal. When there is little chance B-ko will overhear, Ume is often sour-faced about the pay or unenthusiastic in her support for B-ko. B-ko's other flunkies share her attitude to a lesser degree, but will never admit that to B-ko's face!

APPEARANCE

Ume is dumpy, overweight and matronly in appearance, and has a round face offset by square-rimmed glasses. She is tight-lipped and only reluctantly speaks, especially when she has bad news.

HIKARU T. (TERU) DAITOKUJI

Agility:	0	Intelligence:	2	Stamina:	40
Body:	3	Looks:	4	Unarmed Dmg:	+5
Height:	1.80 m/5'11"	Weight:	73 kg/160 lbs	Age:	40
Hair:	Lavender	Eyes:	Blue	Sex:	Male
Figure:	40-32-35				

SKILLS:

Command subordinates	2	Notice stuff	1
Do economic analysis	4	Operate mecha and powersuits	2
Dodge stuff aimed at you	1	Predict economic trends	2
Engage in martial arts	2	Run DFG Corporation	5
Get others to do your dirty work	4	Shoot guns	2
Influence others	3	Shoot mecha and powersuit weapons	1
Know Graviton City	3	Use communications gear	3
Make deals	3	Use office technology	1

SKILLS:

Fabulous Wealth, Mystique (Glamour), Super Influence (Connections), Fan (Elvis), Obsession (Power), Obsession (Secrets of Spaceship Technology).

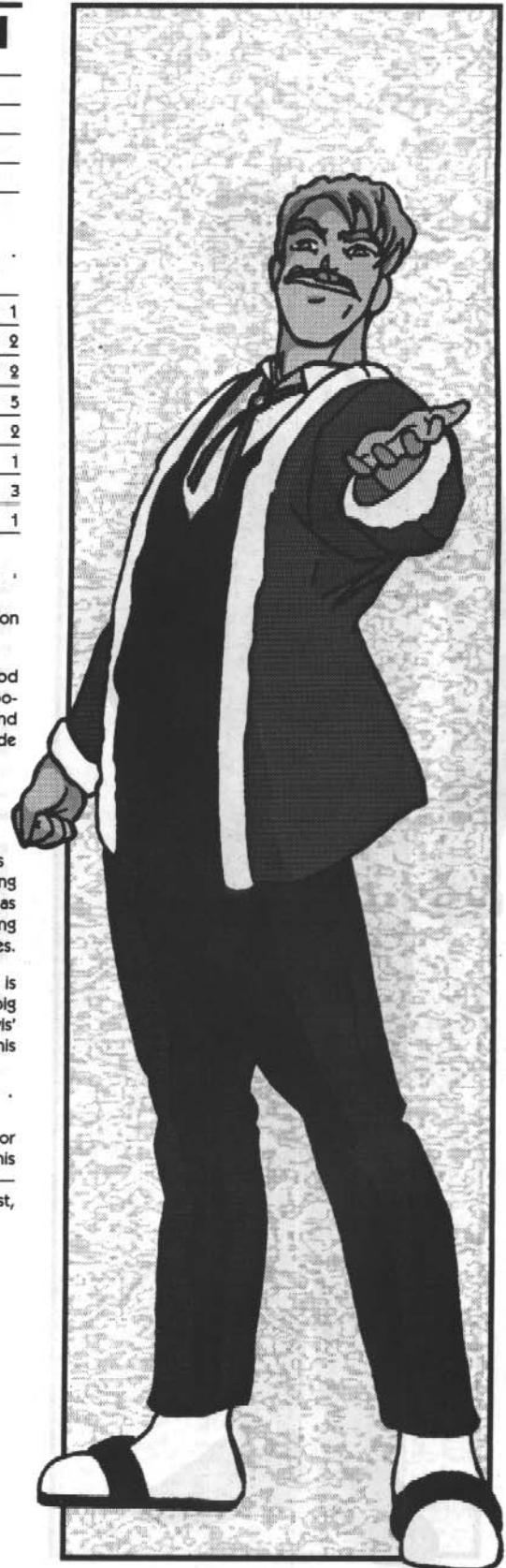
Hikaru has the charm of a slick salesman combined with the suave sophistication of a Hollywood leading man. He is the CEO of the Daitokuji Financial Group, an international investment corporation with numerous interests in a variety of industries. As such, he is a very powerful and influential businessman. His pet companies are mostly in the defence industry, and he has made an exorbitant profit from and acquired high level contacts in the UEAC.

B-ko was an adoring, submissive daughter until Hikaru stole the plans for a gigantic, A-ko bashing mecha called "Queen Margarita" from her, convincing her that such a huge construction project would never be viable. He attempted to use the "Queen Margarita" to take control of the crashed spaceship and seize its technological secrets for himself. Now B-ko is less so trusting — at least until she hatches another plot to win C-ko and humiliate A-ko, needing her father's corporate resources. Hikaru looks to his daughter for her genius in design, which has made him richer, but he knows exactly just how dementedly obsessed she is about getting certain things or results, doing his best to appease her while working to assure his own objectives.

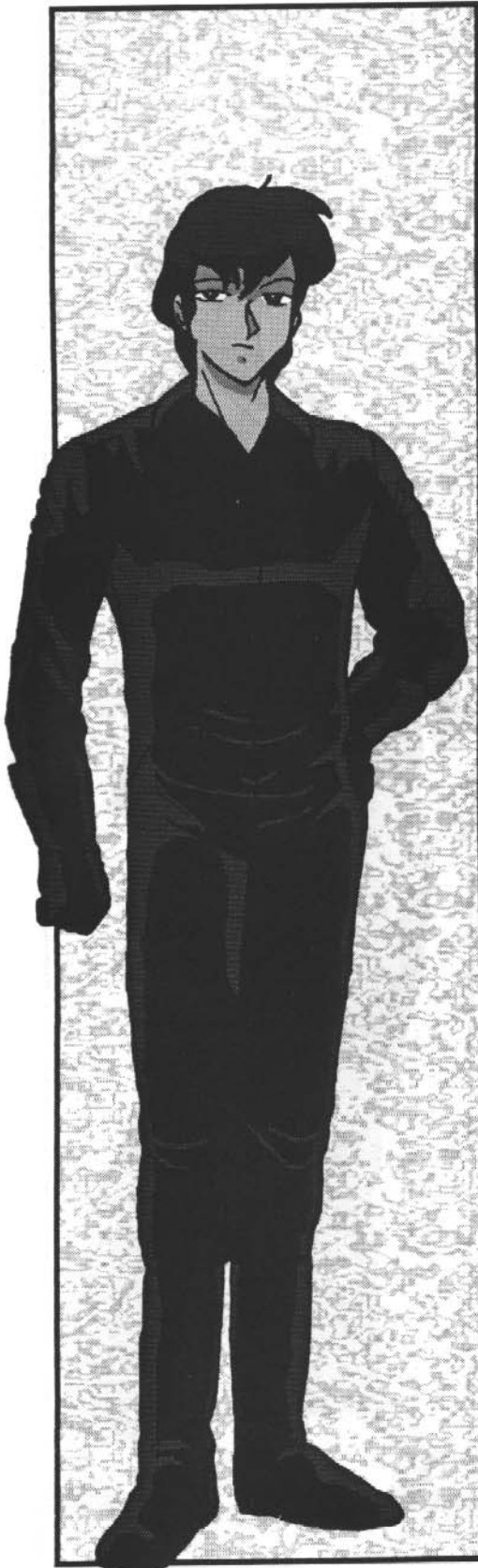
Hikaru is involved in the community and makes numerous donations for good causes. This is more due to the good publicity and goodwill it generates for him and the DFG. He is also a big fan of rock and roll, and idolizes Elvis. He even keeps Elvis memorabilia and has some of Elvis' stage costumes in his collection. When he is about to achieve his objectives, or increase his power or wealth, he often loses his dispassionate demeanor, cackling with maniacal glee.

APPEARANCE

Hikaru looks like a Hollywood leading man from the 1930s and 40s, much like Clark Gable or Cary Grant. His lavender hair is swept roguishly to the right, and a thick mustache adds to his handsomeness. He dresses in flattering, expensive suits, and at times — especially in combat — in an imitation of Elvis' white stage costume. The one with flaring bell-bottoms, exposed chest, rhinestones and fringed sleeves and pant legs [shudder!].



IMPORTANT NPC



KEI (K) YUKI

Agility:	1	Intelligence:	1	Stamina:	35
Body:	2	Looks:	4	Unarmed Dmg:	+4
Height:	1.83 m/6'0"	Weight:	70 kg/154 lbs	Age:	18
Hair:	Dark Brown	Eyes:	Blue	Sex:	Male
Figure:	40-34-36				

SKILLS:

Act stylish	3	Know classic motorcycles	3
Dress like a social rebel	3	Know classic cars	1
Fix engines	1	Make romantic/heroic entrances/exits	2
Fix motorcycles	2	Notice stuff	2
Generate romantic lights	4	Ride motorcycles	4

TALENTS:

Mystique (Rebel), Fan (Movies - *Deep Throat*, *Ami's Nights After Five*).

The epitome of the youthful, tall, dark and handsome social rebel, Kei is the fancy of every girl at Graviton High, except C-ko. He carries himself with a quietly determined, or a tragic air, adding to the mystique that surrounds him. He works as a courier and is always close to his blood-red Harley Classic, a 2015 remake of Harley-Davidson's KH motorcycle styles from the 50's (1950's, that is!). He doesn't say much, but when he does, he punctuates his words with a feeling of epic importance and drama. This is a way cool dude, fantasized about by every gal and respected by any guy wanting to be cool.

At least, on the surface, that is how he appears to be. Though he is fawned over by A-ko, B-ko, and every other red-blooded girl, Kei is smitten by the image of his love, C-ko. Unfortunately (or tragically?), C-ko despises him, thinking he is trying to come between her and A-ko. C-ko can see the effect he has over A-ko, and she is quite protective of her. She hates him so much that she has been known to bare her teeth and stick her tongue out at him.

Kei is extremely shy around girls, finding it difficult for him to have a simple conversation with them. That is the real reason for his silent, brooding facade. He was engaged to marry Miss Ayumi, an arranged marriage facilitated by Mr. Daitokujji, but this was averted by the intervention of A-ko and B-ko and the arrival of the entire fleet of the Lepton Kingdom of Alpha Cygni. His favorite drink is a cola and the only movies he really enjoys are *Ami's Nights After Five*, an animated adult movie series, and *Deep Throat*.

APPEARANCE

Kei is a slim young man with roguish brown hair and blue eyes he keeps covered with dark shades. He has two styles of dress: the black, leather jacket and black jeans, driving gloves and white, open-faced helmet, and the yuppie casual wear for social situations or special events. He wears a necklace with a 'K' symbol and his name in smaller, block letters.

DIRECTOR MONTY ZUMA

Agility:	-1	Intelligence:	0	Stamina:	35
Body:	3	Looks:	-1	Unarmed Dmg:	+5
Height:	1.73 m/5'8"	Weight:	114kg/250lbs	Age:	54
Hair:	Black	Eyes:	Brown	Sex:	Male
Figure:	54-42-58				

SKILLS:

Command subordinates	4	Make deals	2
Drive under stressful conditions	1	Notice stuff	2
Figure out opponent's plans	4	Predict another's actions	1
Get others to do your dirty work	2	Shoot guns	2
Influence others	2	Use communications gear	2
Know Graviton City	3	Use office technology	2

TALENTS:

Command (EDF), Obsession (Regain UEAC center), Obsession (Self-Preservation), Paranoia (Aliens).

Known simply as the Director (commander to his troops), Director-General Zuma commands the entire EDF military and coordinates various operations from the UEAC military command center in Graviton City. Since the crash of the Third Generation Egota class spaceship, the Director has had to move his command post to a safer location, but he dreams of being able to regain his lost and irreplaceable command center.

He is deeply suspicious of the alien presence, but since the failed attempt to capture the downed spaceship, which resulted in the massive vessel dropping upon and crushing his precious command center, he becomes ill at the slightest suggestion that the aliens may be up to something and tries to excuse himself by making a "tactical withdrawal." Following his lead, his forces have adopted an attitude of "we didn't see anything and won't... unless it's really urgent!"

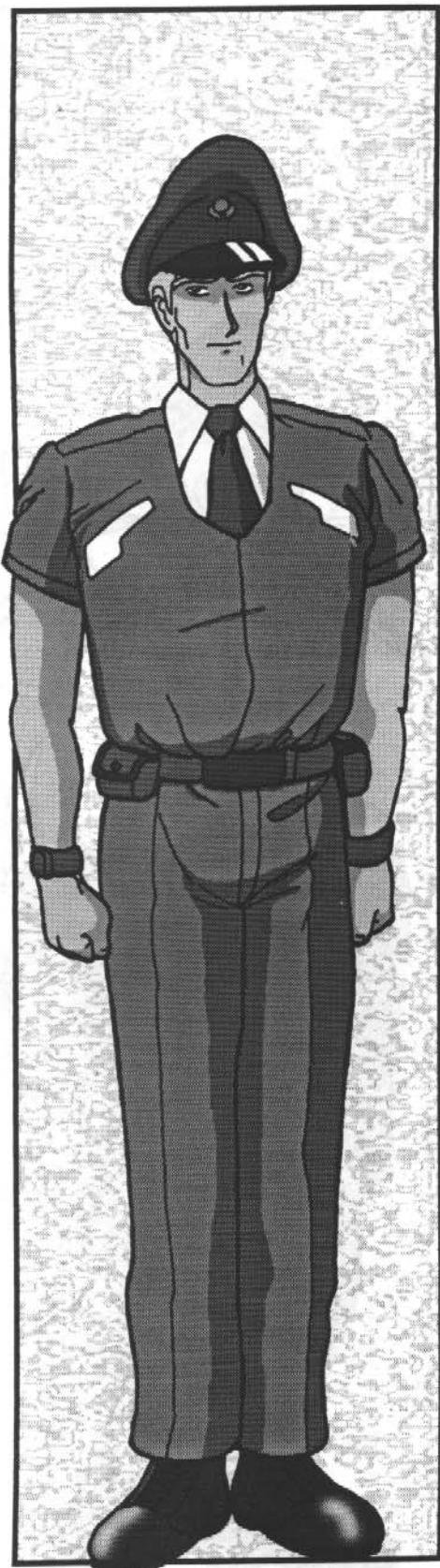
This doesn't mean that he doesn't play a role in the life of Graviton City. His position in the UEAC means he is often invited to attend or host special functions. He is in cahoots with Hikaru Daitokuji, maneuvering contracts for special incentives and gifts. Though he is a closet coward, he clings to his command and power base like a veteran intriguer for this reason. On occasion, they have collaborated in attempts of one kind or another to seize control of the alien spaceship.

APPEARANCE

The Director is a portly, aging man. He has a square face and an equally square jaw. He has dark, slightly greying hair — crew cut — is clean shaven and has narrow, beady brown eyes. In or out of uniform (the only clothes he ever wears beside pajamas and a bathrobe) he is never without his officer's cap.



IMPORTANT NPC



COLONEL LAWRENCE YASHIDA

Agility:	2	Intelligence:	1	Stamina:	30
Body:	1	Looks:	-2	Unarmed Dmg:	+3
Height:	1.75 m/59"	Weight:	73kg/160lbs	Age:	34
Hair:	Blonde	Eyes:	Brown	Sex:	Male
Figure:	42-35-42				

SKILLS:

Command subordinates	2	Know Graviton city	2
Crack shot with pistols	3	Notice stuff	2
Drive under stressful conditions	2	Predict another's actions	3
Figure out opponent's plans	3	Shoot big guns	2
Influence others	2	Use communications gear	2

TALENTS:

Obsession (Duty and Honor), Paranoia (Aliens).

Colonel Lawrence Yashida is Director Zuma's chief aide and always by his Director's side. He is no stooge, however, and lives by a credo of military honor and duty. He has become well aware of the Director's cowardly behavior and corruption, but hasn't called the Director on this. Instead, he uses it to convince the Director to assume his responsibilities and take action in defense of Earth. He stays behind the scenes, and always reminds the Director of his duties.

Colonel Yashida is no glory hound, but is obsessed with duty and his military career. In this, he is a zealously dedicated and enthusiastic soldier.

APPEARANCE

Lawrence Yashida is an attractive, youthful looking man with blond, crew-cut hair and brown eyes. He is a smart dresser and is always sharp in appearance and demeanor. He is a "spit and polish" soldier through and through.

MAYOR GLEN ELDEN

Agility:	0	Intelligence:	1	Stamina:	30
Body:	1	Looks:	0	Unarmed Dmg:	+3
Height:	1.75 m/5'9"	Weight:	64kg/150lbs	Age:	45
Hair:	Blond	Eyes:	Brown	Sex:	Male
Figure:	40-30-36				

SKILLS:

Act "political"	3	Make favorable impressions	2
Command subordinates	3	Notice stuff	3
Do economic analysis	2	Play to a crowd	4
Drive under stressful conditions	1	Predict economic trends	2
Gain popularity	3	Run the city	3
Influence others	4	Run the PWDF	2
Know Graviton City	4	Use communications gear	3

TALENTS:

Command (Mayor of Graviton).

Being the mayor of the single, largest city in the world, which is also home to the UEAC, global military command, and residence of several tens of thousands of alien women, Mayor Elden has taken a cue from the Director and goes by title. However, unlike the Director, the Mayor is no pompous, strutting martinet, but a practical, down-to-earth realist. Not only must he administrate a huge urban center, but also meet the needs of its citizens and provide for their protection.

As a result of the EDF's inability to take effective action to protect the city and the rise in incidents in property destruction, the Mayor has mobilized the public service workers into an emergency defense and crisis force. In major crises, he personally assumes command of the PWDF, but leaves day to day operations to his deputy mayor Mr. Okao. The Mayor has been praised for his visionary foresight and his efforts on behalf of the city have garnered near-total support in the city.

APPEARANCE

In his mid-forties, the Mayor is a vigorous man with a forceful presence. He has short, blond hair and a bushy moustache. He dresses casually, but always with a turtle-neck cardigan, unless he must attend a municipal function. Then he'll adopt the appropriate attire.



IMPORTANT NPC



MR. TODA OKAO

Agility:	1	Intelligence:	0	Stamina:	30
Body:	1	Looks:	0	Unarmed Dmg:	+3
Height:	1.75 m/5'9"	Weight:	82kg/180lbs	Age:	36
Hair:	Dark Brown	Eyes:	Brown	Sex:	Male
Figure:	42-38-40				

SKILLS:

Command subordinates	2	Notice stuff	2
Cover up scandals/media gaffes	3	Research a subject	3
Drive under stressful conditions	2	Run the city	2
Influence others	2	Run the PWDF	3
Know Graviton City	3	Use communications gear	1
Know Japanese cultural traditions	3	Use office technology	2

TALENTS:

Command (Public Workers Defence Force), Stooge.

Mr. Okao is the deputy mayor of Graviton City and coordinates the day-to-day operations of the PWDF. He supports the Mayor in his policies and as a friend. Except when addressing the Mayor, his manner toward others is often abrupt. He would not be a popular man if not for the PWDF, which repairs and maintains the city's infrastructure (Mr. Okao processes and prioritizes all requests).

APPEARANCE

Mr. Okao has an affinity for wearing kimonos and other traditional Japanese clothing. He has a pageboy style haircut and thick, square glasses.

THE COLONEL

Agility:	0	Intelligence:	3	Stamina:	35
Body:	2	Looks:	3	Unarmed Dmg:	+4
Height:	1.75 m/5'9"	Weight:	74.6kg/200lbs	Age:	Unknown
Hair:	Light Brown	Eyes:	Brown	Sex:	Male
Figure:	44-40-42				

SKILLS:

Act convincingly	2	Make Deals	3
Command subordinates	2	Notice stuff	1
Do economic analysis	2	Predict economic trends	2
Influence others	4	Run investment corporation	4
Get others to do dirty work	2	Use communications gear	3
Know Graviton City	2	Use office technology	2

TALENTS:

Fabulous wealth, Flunkies (Camouflaged Congenial Killer Commandoes), Mystique (unknown origins), Super Influence (Connections), Limitation (remains behind the scenes), Secretive.

The Colonel is a mysterious figure who socializes in influential and famous circles. His origins unknown, the Colonel is a wealthy bachelor who is equally affable in circles of power and in the company of movie and music stars. However, he is never without his personal bodyguards, the Camouflaged Congenial Killer Commandoes, who are masters of concealment and only appear when he gives them the signal to do so. When they do appear, they swarm out of their hiding places to protect him and fight any danger.

The Colonel is always invited to major social events and evokes such speculation that he is often a topic of conversations. His intentions and goals are known to no one except, or perhaps even to, him. While he bears some resemblance to the ad character for a well known fried chicken restaurant chain, he has no affiliation (as yet proven...) with the global franchise. Instead, he has many financial interests that rival the Daitokuji Financial Group, yet he is quite enthusiastic in pursuing a film career, taking roles of a mysteriously benevolent or malevolent figures.

APPEARANCE

Dressed in a stark white suit and shoes, with a red necktie and black cane, the Colonel is a tan-haired, thickly moustached and goateed stocky man. His demeanor and manner is characteristically Southern US.



IMPORTANT NPC

CAMOUFLAGED CONGENIAL KILLER COMMANDOES

Agility:	3	Intelligence:	2	Stamina:	45
Body:	4	Looks:	2	Unarmed Dmg:	+6
Height:	1.80 m/5'11"	Weight:	78.3kg/210lbs	Age:	Varies per individual
Hair:	Varies per individual	Eyes:	Varies per individual	Sex:	co-ed group
Figure:	also varies				

SKILLS:

Dodge stuff aimed at you	1	Shoot big guns	3
Follow others inconspicuously	3	Shoot really big guns	2
Hide in the weirdest places	5	Sneak around	5
Shoot guns	3	Use swords and knives	2

TALENTS:

Can hide anywhere, Distinctive appearance (Dressed for combat and appears with accompanying background music), Limitation (the Colonel must verbally summon them to action), Loyalty (the Colonel), Obsession (Protect the Colonel), Stooge.

The Camouflaged Congenial Killer Commandoes are an unspecified number of bodyguards that the Colonel can summon when in danger. These individuals are trained combat specialists who are dedicated to protecting the Colonel at all costs. When they appear, they will always appear in numbers sufficient to tackle any opposition and will appear out from any hiding place — even places you wouldn't have dreamed possible!

These commandoes also act as the eyes and ears of the Colonel, and he can give them instructions to act or watch anyone. When they report to him, he can hear them without their being heard by anyone else. They can do all this and remain completely unseen!

APPEARANCE

The Commandoes — when they appear — dress appropriately to any environment they are in, and to the situation at hand. They will always be carrying the weapons they need. Thus GMs have full discretion in how they appear and with what equipment they appear.

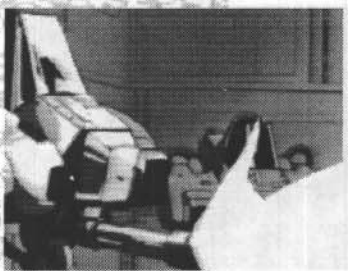
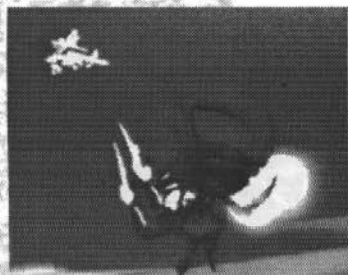


EQUIPMENT

This section is devoted to the listing and explanation of several items that might be of use during a roleplaying session. This listing is not inclusive, nor is it exclusive. The Gamemaster can create any item his players may seek by simply taking an equivalent in the real world today and transferring it to the game. A simple catalog can offers lots of goodies!

The listing below is for generic items. The Gamemaster can customize them to simulate different models and/or manufacturers if she so wishes. The Gamemaster has the final word on the capacities, cost and availability of all equipment and weaponry in her campaign, and no amount of whining will change that.

The standard unit of currency is the Credit, an international standard of exchange worth about one US dollar. The Credit is the official currency used by the citizens of Graviton, which is effectively a city-state of sorts under UEAC jurisdiction. Prices for a variety of different equipment is roughly equivalent to 1990's prices. This is a consequence of a global economic downturn following the riots and the outbreak of regional wars after the arrival of the first alien ship. Thus, the real value of each Credit is about the same as a 1990s' dollar.



EQUIPMENT

DESIGNING STUFF

We can already see the look of anticipation in your eyes. Well, guess what? There is no design system. Or rather, none in the usual form of charts and mass/power ratio calculations. These are best left to more serious games.

To design a new vehicle/gadget/mecha, simply write down the stats you want it to have. That's right. Choose speed, armament, equipment and ham it up. Then weld on some Schticks and Crosses (take them out of the character section, they'll do just fine —you'll be surprised) and *voila!* A new item. Is this method accurate? Nope. Is it fun? You bet!

Now that you made the plans for your new piece of equipment, give it to the Gamemaster. Her task is to decide how many points the item is going to cost, how much time it will take to build, and whether or not it is going to work at all!

As a rule, all items cost a minimum of five points. Each additional Schtick costs about five points more, unless it is balanced by a Cross or is a logical part of the vehicle. Larger machines will also obviously cost more than small ones.

The Gamemaster then assign a target number for design — an Intelligence roll is required here. Characters with Super Invention or Super Intelligence can add up to +3 to the roll by explaining to the group how exactly they design and build the item. Be wacky — get your best Mad Scientist impression out! The item is built regardless of the result of the Intelligence roll, but the margin of success describes how it performs... Maybe a new Cross has been added without the designer's knowledge?

PERSONAL EQUIPMENT

To save space, we decided to avoid lengthy descriptions of pieces of equipment everybody knows about. The table below lists some common weapons (note that "common" doesn't mean "easy to obtain!"), while the text itself explains a few out-of-the-ordinary items such as the tri-scanner or the power suits. The vehicles and mecha have their own section, so those of you who want the big hardware, skip this!

WEAPONS

WEAPON TYPE	DMG	Range	SHOTS	COST
Small Arms				
Revolver	X 10	Close	6	250
Pistol	X 15	Close	8	400
Rifle	X 25	Close	20	800
Assault Rifle	X 25	Close	30	1200
SMG	X 15	Close	30	700
Shotgun	X 30	Close	5	400
Energy Weapons — Pulse				
Energy Pistol	X 15	Far	20	8000
Energy Rifle	X 30	Really Far	40	15000
Heavy/Vehicular weapons				
Light Machine gun	X 30	Really Far	var.	2000
Heavy Machine gun	AYK	Really Far	var.	5000
Rocket Launcher	AYK	Really Far	1	1000

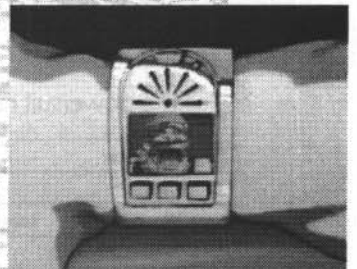
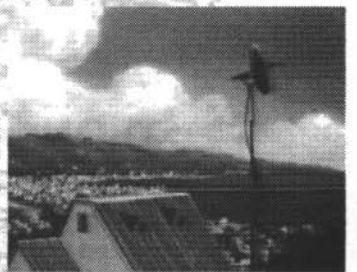
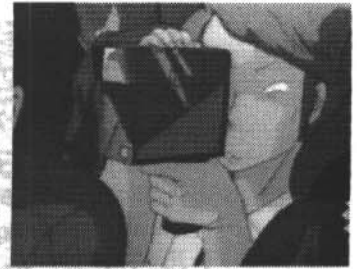
WEAPON TYPE	DMG	Range	SHOTS	COST
LAW	AYK	Far	1	1200
Missile Launcher	AYK	Waaay Too Far	1-4	20000
Big Missile Launcher	AYK	Waaay Too Far	1	40000
Mega M. Launcher	AYK	Waaay Too Far	1	80000
105mm Cannon	AYK	Waaay Too Far	-	160000
120mm Cannon	AYK	Waaay Too Far	-	200000
Ener Beam Cannon	AYK	Waaay Too Far	-	1 million
Plasma Projector	AYK	Waaay Too Far	-	500000
Pulse Ener Projector	AYK	Waaay Too Far	-	300000
Missile Weapons				
Short Bow	X 10	Close	1	60
Long Bow	X 15	Close	1	100
Composite Bow	X 15	Close	1	150
Crossbow	X 15	Close	1	200

WEAPON TYPE	DMG	Range	SHOTS	COST
Sling	X 5	Close	1	2
Thrown Rock/Brick	X 3	Close	1	-
Thrown Weapons	Varies*	Close	1	-
Melee Weapons				
Baton/Club	X 5	In-Your-Face	-	40
Police Baton	X 5	In-Your-Face	-	55
Pocket Knife	X 2	In-Your-Face	-	10
Knife	X 4	In-Your-Face	-	30
Katana	X 15	In-Your-Face	-	150
Dueling Scimitar	X 15	In-Your-Face	-	140
Staff	X 5	In-Your-Face	-	-
Stun Gun**	X 10	In-Your-Face	20	50

Body Armor	Armor Value	COST
Ship's security armor	30	10000
Infantry body armor	20	2000
Riot gear	20	250
Thick jacket	5	120
Kevlar vest	10	500
Kevlar helmet	5	180
Police shield	20	700
Duelling shield	15	500

*Same as the weapon

**Renders target unconscious if a Body roll at -2 is failed.



TRI-SCANNER

The tri scanner is an optical scanning device used by espionage and scientific personnel as a surveillance and observation tool. It uses three optical lenses and image enhancement circuitry to give a clear, crisp optical image with three dimensional imaging on command. Incorporated into the tri-scanner are thermal imaging technology, allowing the user to see images in degrees of heat radiation, light enhancement, and low-light conditions. An image filter and resolution circuit enables viewers to read text from kilometers away.

PERSONAL DATA ANALYZER

The personal data analyzer is a pocket computer with stochastic (probability analysis) capabilities: data can be inputted and, on the basis of the data, an evaluation can be made with recommended courses of action, including probabilities of success. The PDA can be used to store information and access other computers or electronics (with appropriate interface plugs). It has speech recognition circuitry and interacts with its user with a video/text display.

COMMUNICATIONS/SENSOR UNIT

The communications/sensor unit resembles a large cellular phone with a video/sensor display. This unit is a complete communications suite, able to receive and transmit radio, TV, microwave and interstellar frequencies. In addition, the unit functions as a sensor device capable of registering and differentiating types of energy, matter and life forms. The sensor's range is about two kilometers.

B-KO'S BRACELET KINETIC FIELD INDUCER

This invention enables B-ko to have the Schtick Super Strength and be able to exert it over distance. Thus, B-ko can use fields of force to generate wind blasts, create cracks in the ground and strike targets with tremendous force. B-ko controls the effects of the fields by simple motions of the hand.

EQUIPMENT

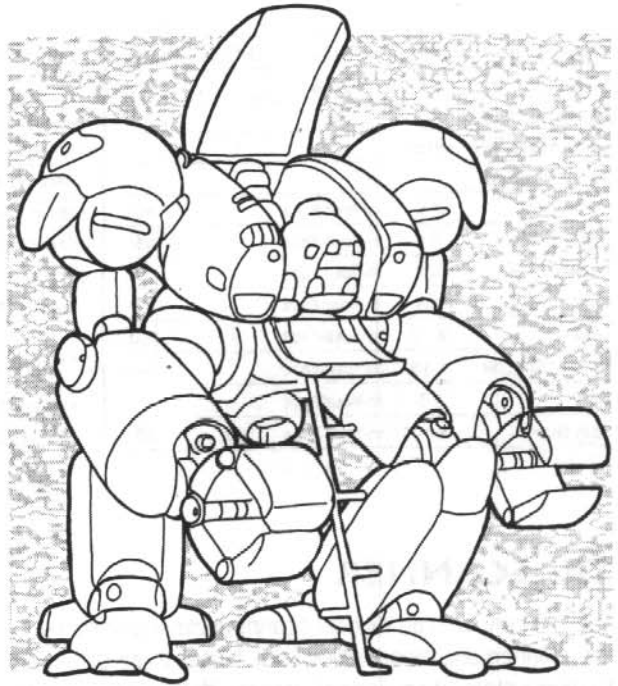
EXO-LOADER / XL-1 TRAINER

The Exo-Loader is a mecha used by freight handlers to load bulk cargos. Many companies have a need for trained operators to pilot these machines, as does the Public Workers Defense Force (for disaster relief and cleanup in times of crisis) and other organizations like the fire department, construction firms, municipal road workers, police riot and SWAT teams, etc.

The XL-1 Trainer is a variant of the Exo-loader used to train operators. They are mecha found in DERI educational institutions and are used in a number of vocational and technical training programs, for recreational purposes in physical education classes and for moving large equipment on campus.

The mecha is a standardized model about ten feet tall. Each school, college and university will usually have mecha painted in the colors of their school, or according to the intended purpose of the suit. Color schemes will also vary depending on which organization owns the suit.

The XL-1 and Exo-Loader mecha are built using the Schtick Mecha and can have one additional Schtick added if desired. Their maximum running speed is Fast.



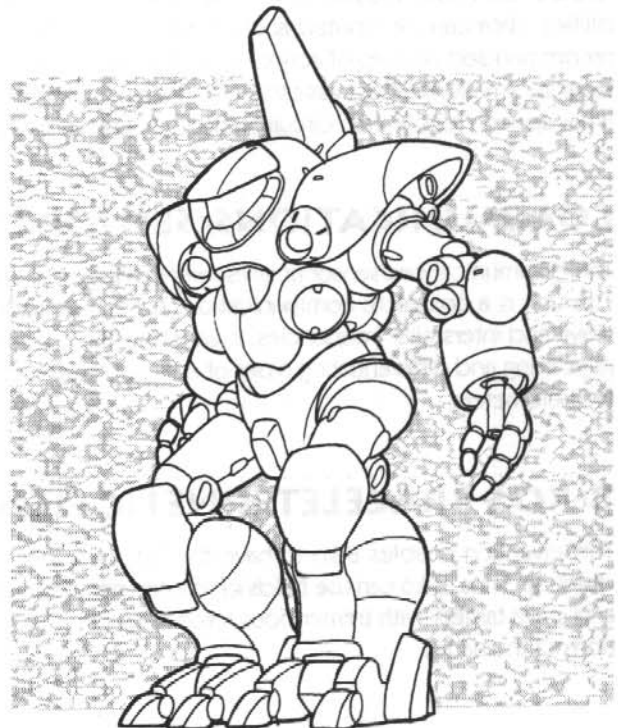
Schticks:	Super Strength
Crosses:	None to start with
Weapons:	Punch Only (Range: In-Your-Face)
Running Speed:	Fast
Cost:	5

STRONGARM POWER SUIT

One of B-ko's early powersuit designs, the Strongarm was a large, bulky environment suit that was heavily modified for a confrontation with A-ko. When used, it was piloted by Ine, one of B-ko's flunkies, and failed miserably due to one design flaw — it was too slow and ungainly.

The powersuit has the following stats:

Schticks:	Super Strength
Crosses:	Bad Agility
Weapons:	Laser Beam Projectors (Damage X 20, Range: Really Far)
Running Speed:	Fast
Cost:	5



AKAGIYAMA 23 POWER BIOSUIT

The Power BioSuit is a daring, purple, swimsuit-like bodysuit which generates a variety of body-hugging forcefields that enable the user to accomplish tremendous feats of strength and endurance, as well as give the user combat and movement abilities beyond what the user normally has.

Designed by B-ko Daitokujji, she used this BioSuit to give her the edge against A-ko in combat. In addition to giving her the Schticks Invulnerability and Super Strength, the BioSuit also gives her two very deadly miniaturized weapons: Akagiyama Armguard multifunction launchers (which can fire salvos of three short-range missiles, fire high velocity bullets like a light machine gun, or generate a sonic barrage that can stun or pulverize targets), and the Black Jacovini Shooting Star lash (a hand grip which extends a long tensile whip). The wearer can change the weapon functions of the Akagiyama Armguard multifunction launchers by interchanging palm-sized cubic ammo packs.

The BioSuit also includes a complete communications suite, a surface induction neural interface to allow easy control and sensors in the helmet. The wearer can also fly using the suit's flight field, generated and controlled from the two wings that project outward from the back on either side of wearer. This field also nullifies the effect of gravity on the maneuverability of the wearer, allowing her to hover and fly up to 958 kph with ease. And since it also allows female wearers to have a more fuller, firmer figure — due to the field negating the pull of gravity — it also helps explain the effect it has on male viewers...

The Power BioSuit is a dark purple, one piece swimsuit with a helmet, armguard gloves and knee-high boots. It has a single pink diagonal stripe on the left breast cup and on the right abdomen. It is a Powersuit built with the following Schticks and Crosses:

Schticks:	Invulnerability, Super Strength
Crosses:	Distinctive Appearance: Daring and Revealing Swimwear (Female)
Devices:	Communications Suite Sensors
Flight Field:	Hover to Really Fast, Even Faster with optional backpack boosters



Running Speed:	Fast
Weapons:	Akagiyama Armguard Multifunction Launchers (Damage: AYK, Range: Far) Black Jacovini Shooting Star (Damage X 20, Range: Close)
Cost:	20

VEHICLE DESCRIPTIONS

The following are some of the vehicles that exist in the world of **Project A-ko**. Obviously, everyone knows what a car or truck looks like, so we didn't include a description of those.

Those with a cost entry indicate the cost in points for a character to be able to own, maintain and replace the vehicle. Those that don't have such an entry, cost five points each — cheap, but hey, it's a game, so enjoy it while you can!

ALPHA CYGNAN VEHICLES

Much of the technology that goes into these vehicles are beyond Earth technology, and not easily reproduced. All Cygnan vehicles have null-gravity generators, allowing them to hover and maneuver with ease, making them highly responsive vehicles in comparison to Earth vehicles.

EQUIPMENT

VEHICLES

VEHICLE TYPE	Crew	Speed	Cost
Cars			
Open-air cart	1/3	Fast	2500
Compact	1/3	Fast	6000
Limousine	1/3-6	Fast	40000
Minivan	1/5	Fast	16000
Multipurpose vehicle	1/3-5	Fast	18000
Sedan (2 or 4 door)	1/3	Fast	8-26000
Sports car	1/1	Fast	45-200000
Station wagon	1/4	Fast	12000
Van	1/2	Fast	11000
Trucks			
3/4 ton truck	1/2	Fast	14000
2 1/2 ton truck	1/2	Fast	20000
10 ton truck	1/2	Fast	48000
Truck tractor	1/2	Fast	120000
Two-Wheelers			
Moped	1	Sluggish	800
Motorcycle	1	Fast	3000
Sports cycle	1	Fast	7000
Bicycle			
Mountain	1	Sluggish	200
Touring	1	Sluggish	150
Racing	1	Sluggish	400+
Boats			
Canoe	1/8	Sluggish	300
Jet ski	1/2	Sluggish	1400
Motor boat	1/4-8	Sluggish	7-18000

VEHICLE TYPE	Crew	Speed	Cost
Rowboat	1/3	Sluggish	200
Sailboat	1/2-6	Sluggish	2-20000
Speed boat	1/6	Sluggish	24000
Yacht	var.	Sluggish	40000+
Aircraft			
Helicopter	1/1-3	Fast	20-36000
Single Propeller plane	1/3	Really Fast	150000
Twin-engine plane	1/9	Really Fast	250000
Large propeller plane	2/var.	Really Fast	500000
Executive Jet	2/var.	Really Fast	2 million+
Passenger Jet	3/var.	Really Fast	40 million+
Military Vehicles			
MBT-101 CLAW*	4	Fast	22 million
APC-Delta Armadillo*	3/12	Fast	16 million
GM Troop/Logistics truck*	1/40	Fast	80000
GM Heavy Military Vehicle*	1/5	Fast	50000
AeroArms Hornet Gunship*	1/1	Really Fast	18 million
GM Mamba transport Helicopter*	1/30	Really Fast	4 million
AT Troop Transport Helicopter*	1/12	Really Fast	2 million
AeroArms ACI-20 Osprey*	1/1	Even Faster	42 million
STAR SI-1000 Mercury*	1/1	Even Faster	85 million
Alpha Cygnan Vehicles			
Omni-terrain fighter "Widow"*	1/2	Even Faster	n/a
Scout transporter "Waterbuggy"*	2/var.	Even Faster	n/a
Observation Dome "Bubblodrone"*	1/32	Even Faster	n/a
Egota Class Space Cruiser*	10000+	Ludicrously Fast	Forget It!

*These vehicles are normally not available to the players unless they belong to the proper organizations.

EGOTA CLASS SPACE CRUISER

The Lepton Kingdom of Alpha Cygni maintains a massive fleet of spaceships, but the mainstay of the fleet are the massive Egota Class Space Cruisers. The Egota Class cruiser has a 25 year operational lifespan and can operate continuously for this duration if stocked with supplies. Otherwise, it has a standard operating duration of about 5 years.

About four miles long (just under 6.5 kilometers), these cruisers are weapon platforms of immeasurable firepower. Their primary weaponry are 2 beam cannons supported by 4 triple beam cannons of lesser power. The 2 beam cannons are forward pointing, but can swivel up and down at a 45 degree angle, and the turrets have a port to starboard angle of fire of 240 degrees. These main batteries are supported by a host of small single-beam energy projectors for point defense and anti-fighter combat, or combined in a barrage against large ships. Some of these projectors are mounted in retractable "tentacles" and are used specifically for anti-personnel combat.

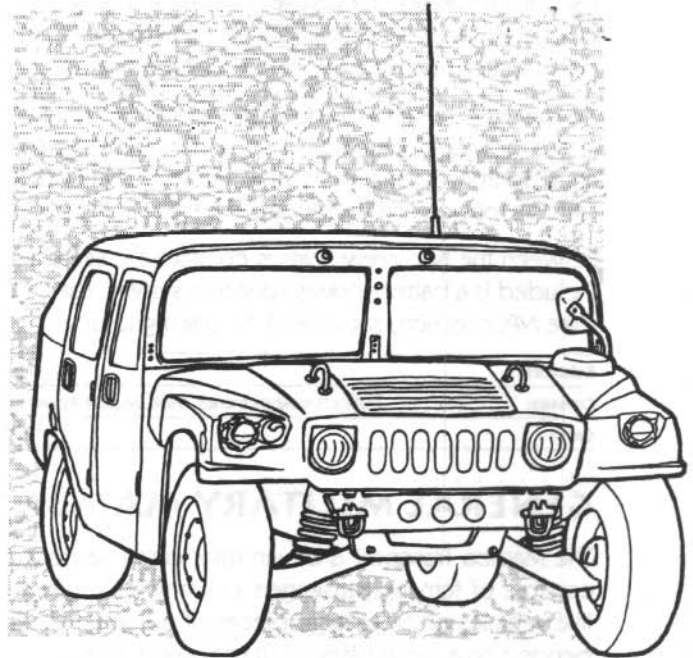
In addition to this formidable array of weapons, each cruiser has a dorsally mounted, fixed forward, huge beam projector capable of mass destruction. This weapon can be fired once every 30 seconds and can destroy everything in or near its path. Against large ships or installations, this beam causes massive damage and few targets can take a second or third blast.

Each Egota Class cruiser carries a crew complement of approximately 12,000 crew members, who operate, pilot, maintain, and service the ship, its systems and its numerous fighters, vehicles and other support craft. The life support and crew facilities are extensive and provide a comfortable quality of life. Numerous processing, manufacturing and recycling centers in the ship enable the crew to repair or construct virtually any ship subsystem and manufacture anything the ship or its crew needs, as long as the ship's supplies last or the ship has access to a source of material.

Currently, the Egota class is in its fourth generation of upgrades and improvements. The first space cruiser to crash on Earth was a second generation cruiser, while the cruiser commanded by Captain Napolipolita and sitting in the middle of Graviton Bay is a third generation cruiser. The Egota class cruisers are virtual interstellar, self-contained communities, capable of performing a variety of military, scientific and other functions with ease.

GENERAL MILITARY HEAVY MILITARY VEHICLE (HUM-VEE)

The Hum-Vee is the equivalent of the ubiquitous jeep in armies of the past. Capable of transporting 6 troops and their equipment in relative comfort, the Hum-Vee has a swivel mount which a TOW or Dragon missile launcher can be mounted. Optionally, a machine gun (light or heavy) can be used in place of a missile launcher. Cargo space includes storage of two of these three weapon options and accompanying ammunition.

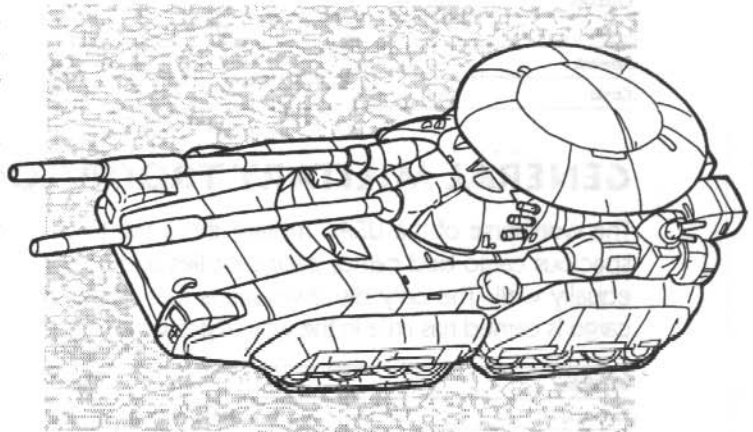


Schticks:	Vehicle
Crosses:	None
Crew:	1/5
Speed:	Fast
Cost:	5

MBT-101 CLAW

The MBT-101 Combined Light Artillery, Anti-Aircraft and Anti-Vehicular Weapon, or CLAW for short, is the UEAC's answer to the ultimate ground heavy weapon system. Built as a heavy tank, the CLAW also combines air tracking and anti-aircraft capabilities, and sophisticated fire control computers to assist in targeting, coordinating and guiding indirect fire.

The CLAW has two 120mm cannons extending from either side of the turret and uses two types of ammo: standard high explosive armor piercing shells and flak munitions. It also has a heavy machine gun in a swivel mount. Atop the turret is the tracking sensor disk, used to track and target aircraft. It is equipped with smoke dischargers.



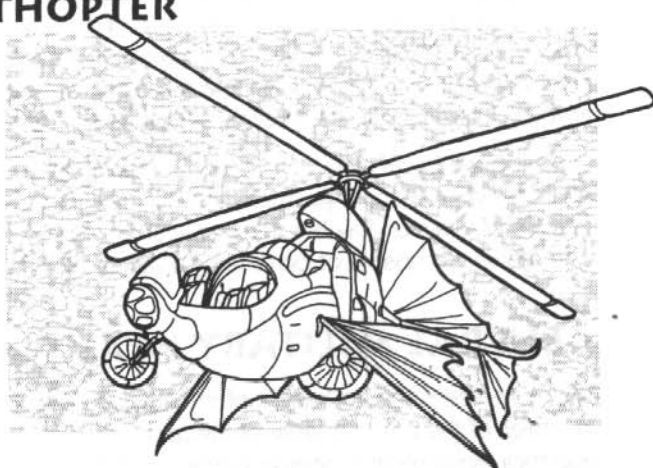
Schticks:	Vehicle
Crosses:	None
Crew:	4

Speed:	Fast
Cost:	15

EQUIPMENT

LUXURY ROTOR-LIFTING ORNITHOPTER

This pink luxury rotor-lifting ornithopter is a pleasure craft designed by B-ko for leisurely jaunts over Graviton City. It is a unique, mechanically powered, open-topped air vehicle that is operated solely by muscle power. The individual with such prodigious strength and endurance sits under the rotors in front of the drive shaft and pedals, providing the necessary mechanical motion to turn the rotor (to provide lift) and move the bat-like wings (to give momentum). The wings are collapsible and the rotor blades can be folded atop one another and fastened to the craft's tail section, for storage or when used as a ground vehicle — the landing gear wheels also connect to the pedal system to enable the vehicle to travel on a street.



An average-strength individual can maintain level flight for a few of minutes if necessary, although if not replaced by a rested individual, the craft will spiral downward. A really strong character (Body 4+) can keep it up for about half an hour. Up front is the pilot's seat, where the ornithopter's flight controls are located. In front and under the nose of the craft is a rose-colored viewport, which allows the pilot to look down to see what is under and in front of the vehicle.

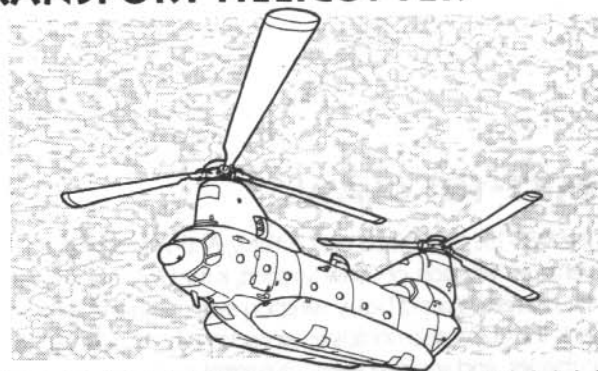
Between the two crew seats is comfortable seating for three passengers. All seats have leather upholstery. Also included is a battery-powered stereo system, flat screen TV and a cooler for food and refreshments. Usually, Mari (See *NPCs* section) provides the pedaling to power the craft, while Ume pilots it.

Schticks:	Vehicle
Crosses:	Distinctive Appearance: Pink, Muscle-Powered
Crew:	2/3

Speed:	Slow to Medium (Depends on how fast you pedal!)
Cost:	10

GENERAL MILITARY MAMBA TRANSPORT HELICOPTER

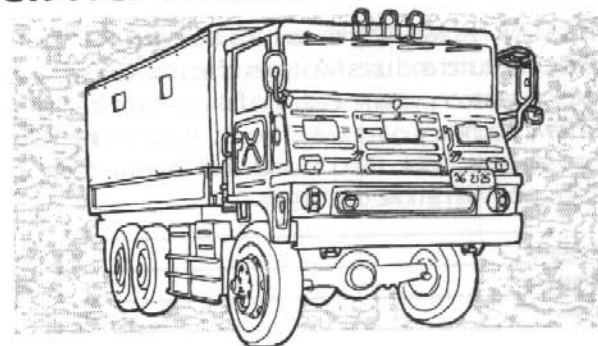
The Mamba Transport is a twin rotor cargo helicopter capable of ferrying passengers or lifting bulky cargos like vehicles or other large pieces of equipment suspended on a cargo platform. It has no armament.



Schticks:	Vehicle
Crosses:	None
Crew:	1/30
Speed:	Really Fast
Cost:	5

GENERAL MILITARY TROOP/LOGISTICS TRUCK

The workhorse of the UEAC military, this 5 ton truck's spacious cargo bed carries base supplies and troops equally well. The only disadvantage is that whatever cargo is carried has little in the way of protection.

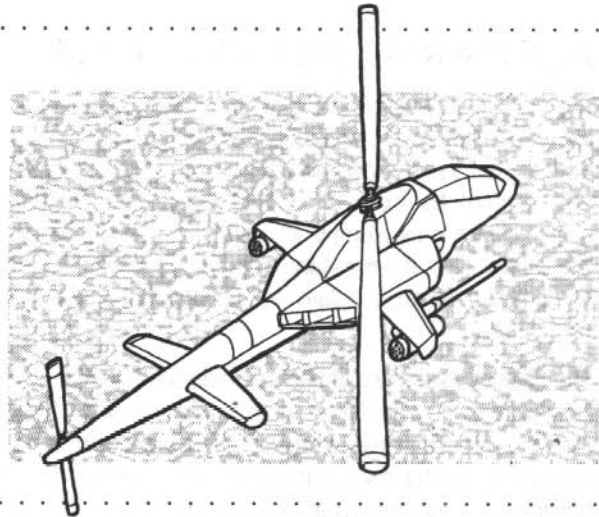


Schticks:	Vehicle
Crosses:	No protection for cargo
Crew:	1/42
Speed:	Fast
Cost:	5

AEROARMS HORNET GUNSHIP

The Hornet is a jet-assisted fast attack helicopter gunship built solely for ground assault and suppression combat. It mounts a 20mm cannon (heavy machine gun) in a nose turret, 2 19-round rocket pods and two quad-missile laser-guided racks.

Schticks:	Vehicle
Crosses:	None
Crew:	1/1
Speed:	Really Fast
Cost:	15

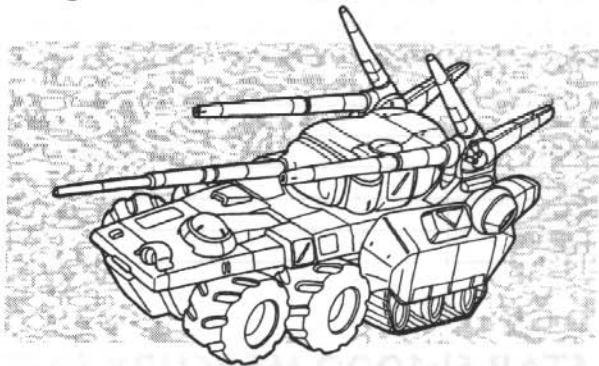


APC-DELTA ARMADILLO

The Armadillo is a heavily armed personnel carrier that can transport a squad of infantry and provide necessary fire support. It can transport up to twelve men and their equipment into combat zones quickly and safely.

The Armadillo mounts a 105mm cannon and twin heavy machine guns in a turret, along with smoke dischargers and smoke canister launchers which provide cover for disembarking troops.

Schticks:	Vehicle
Crosses:	None
Crew:	3/12

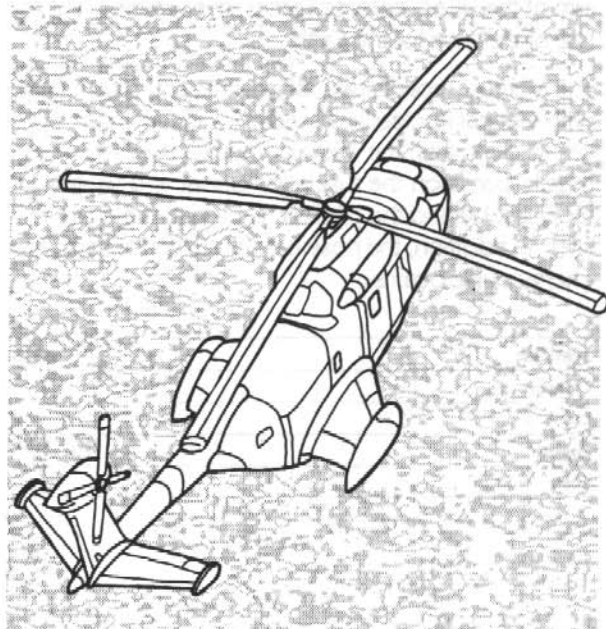


Speed:	Fast
Cost:	10

ALLIANCE TECHNOLOGIES TROOP TRANSPORT HELICOPTER

Alliance Technologies has designed this helicopter specifically for the UEAC EDF for rapid insertion and extraction of troops. Able to ferry an entire platoon of soldiers and their equipment, this helicopter can also provide suppression and ground assault fire if needed. Typically, such armament includes 9 round rocket pods, side-mounted, forward-pointing mini-guns (heavy machine guns) and bay door machine guns (light machine guns).

Schticks:	Vehicle
Crosses:	None
Crew:	1/16
Speed:	Really Fast
Cost:	5 (unarmed), 15 (armed)



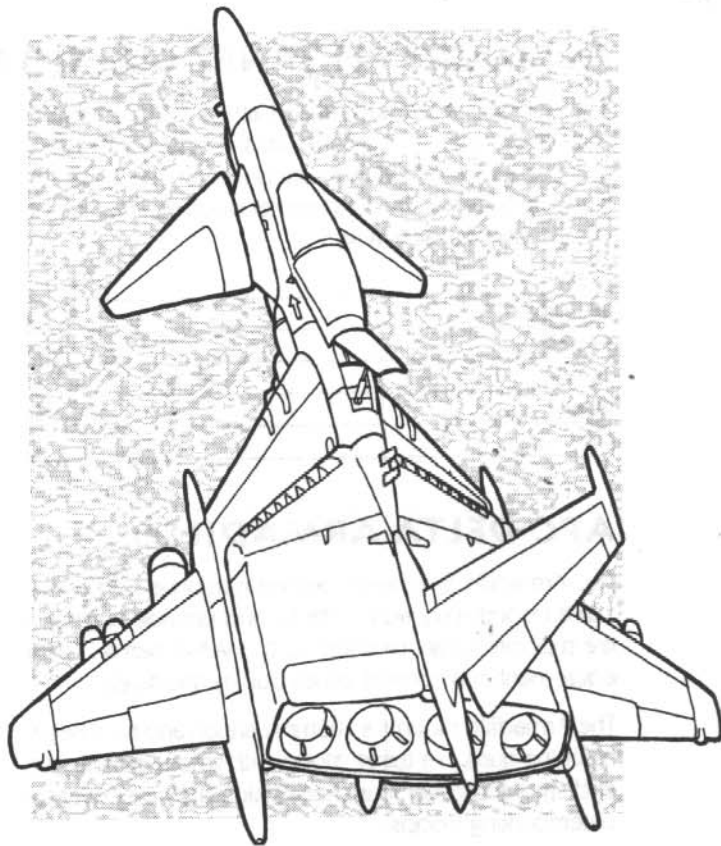
EQUIPMENT

AEROARMS ACI-20 OSPREY

The Osprey is the standard air combat interceptor of the UEAC Earth Defense Force. It is designed with a variety of secondary roles in mind, from ground assault and patrol to courier duties. The cockpit can accommodate a passenger in cramped conditions (for the passenger), if necessary, or the space can be used to carry a mission specialist for reconnaissance or patrol duties.

The Osprey's standard armament includes two medium-range, air-to-air missiles mounted on either side of the fuselage, four short-range missiles on two outboard wing hardpoints and two gun pods on inboard wing hardpoints. Optional weapons include 18 round rocket pods, 2000 pound bombs and wingtip rail launchers mounting additional air-to-air missiles.

Schticks:	Vehicle
Crosses:	None
Crew:	1/1
Speed:	Even Faster
Cost:	15

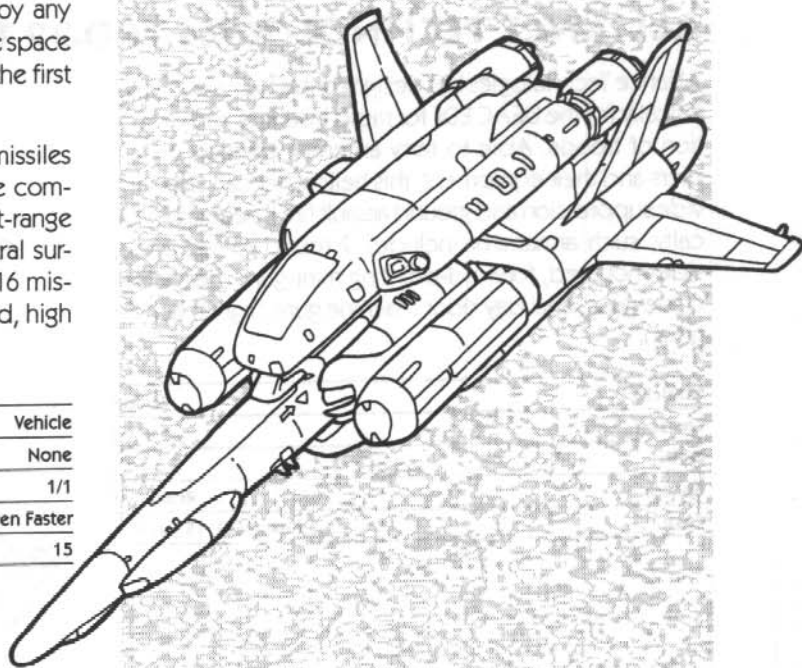


STAR SI-1000 MERCURY FAST SPACE INTERCEPTOR

The Mercury was designed in the event of the arrival of another alien spaceship. This interceptor would be dispatched to investigate and, if necessary, destroy any invader. Attached to the Central Astro Agency, the space arm of the UEAC Defense Forces, this vehicle is the first line of defense for the Earth.

The Mercury mounts two long-range, anti-ship missiles with tactical nuclear warheads. For closer range combat or dogfights, the Mercury mounts two short-range missile packs on the fuselage's dorsal and ventral surface, just behind the cockpit. Each pack holds 16 missiles. In addition, the nose has two fixed forward, high energy pulse beams.

Schticks:	Vehicle
Crosses:	None
Crew:	1/1
Speed:	Even Faster
Cost:	15

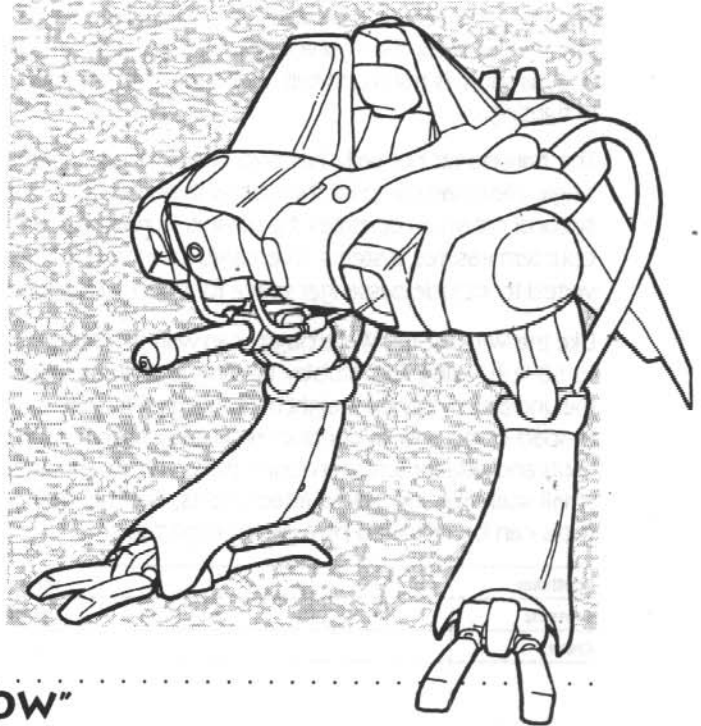


DAITOKUJI SPECIAL INTERCEPTOR—THE CHERRY BLOSSOM MARK III (A.K.A. MARILYN)

The Cherry Blossom Mark III is the brainchild of DFG's arms manufacturing subsidiaries. Designed in response to a need for a more mobile combat vehicle to combat any potential alien threat, the Marilyn is also well suited for urban control and pacification.

The vehicle is open topped and moves rapidly from point to point by jet thrusters. On the ground, the Marilyn walks about on two legs. The vehicle has a minigun under its bulbous body and a retractable triple missile launcher on either side of the cockpit. The missile launcher can fire standard missiles or missiles with smoke or teargas warheads.

Schticks:	Mecha
Crosses:	None
Crew:	1
Speed:	Jet Thrusters (Really Fast), Running (Sluggish)
Cost:	15



OMNI-TERRAIN FIGHTER "WIDOW"

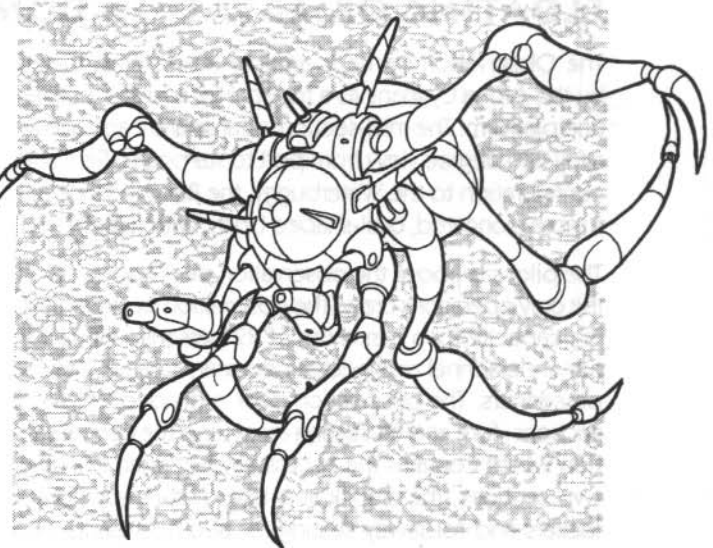
The Omni Fighter, better known to EDF pilots as the "Widow", is a combat vehicle at home in space, air, land or sea. The vehicle is shaped like a giant tarantula, with sensor eye clusters and forelimb energy projectors which can be aimed in almost any direction.

When in the air or space, the Widow can attain speeds of 1710 kph, while on the ground the widow can reach walking speeds of 50 kph. The Widow possesses null gravity generators which can shield the craft from the influence of gravity, allowing the craft to hover, maneuver with ease and to fly into space.

The sole armament of the Widow are two plasma energy cannons which can track and attack targets in almost any direction. These can be used in dogfights with devastating effectiveness as well as front line ground combat.

The widow has a crew complement of three, but a single individual can pilot the craft without a significant drop in reaction time. The other two positions merely divide up the various functions of the craft — piloting, gunnery and tracking, and systems and communications control.

Schticks:	Vehicle
Crosses:	None
Crew:	1/2



Speed:	Even Faster (air or space), Sluggish (land or underwater).
Vehicle Schtick Cost:	1
	5 (20, with Distinctive Appearance)

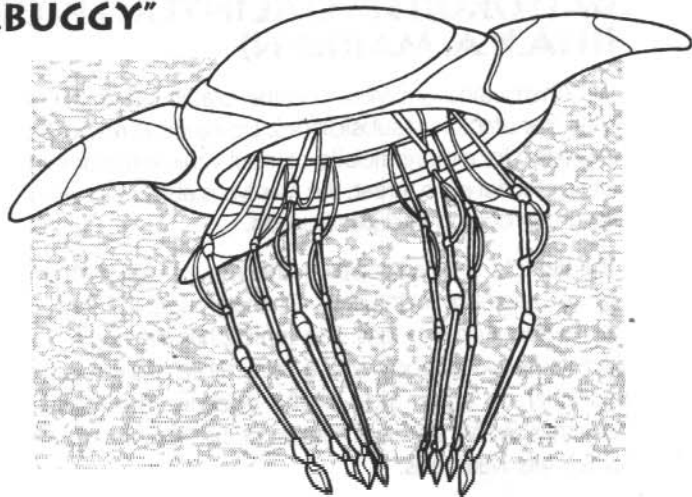
EQUIPMENT

SCOUT TRANSPORTER "WATERBUGGY"

The scout transporter looks like a fat waterbug, hence its name, and serves as an auxiliary craft and reconnaissance vehicle for the Alpha Cygnans. It is lightly armed and, as such, is not a combat craft expected to engage in fighting.

The transporter normally has two crewmembers, but a single crewman can pilot the craft with no difficulty. The second crewman operates the sensors, surveillance and countermeasures systems. The cargo bay can be converted to include passenger space for up to 10 persons.

Like the Widow, the Waterbuggy can walk at speeds up to 50 kph, using four stubby landing legs. In addition, the underbelly contains eight utility arms which are used to load cargo and to conduct repairs and service the ship. The arms retract into the bay, which stores a variety of tools and attachments, enabling the craft to perform tasks from ship repair and construction, to survey and limited small scale mining. Some attachments, like the laser bore/drill, can be used as weapons. Other attachments and tools can be decided on a per mission basis.



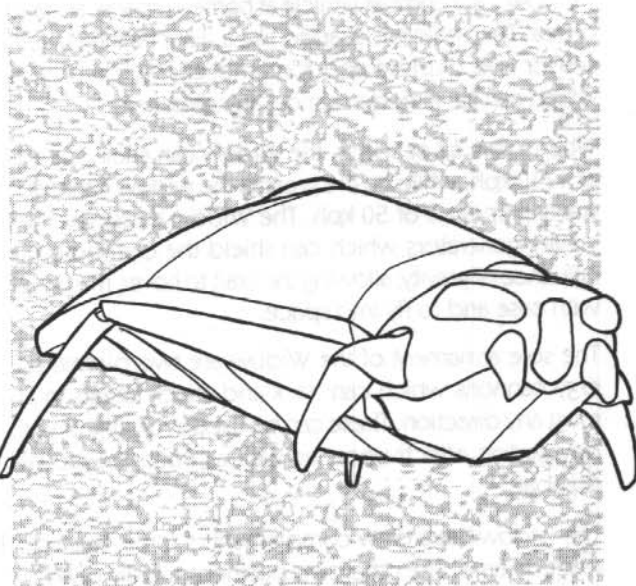
Schticks:	Vehicle
Crosses:	None
Crew:	2/var.

Speed:	Even Faster (air or space), Sluggish (land or underwater).
Vehicle Schtick Cost:	5 (10, with Distinctive Appearance)

FLOATING OBSERVATION DOME "BUBBLEDRONE"

The Observation Dome is another auxiliary craft used by the Alpha Cygnans as a transporter and an observation platform. The mid-section is transparent and allows a full 360 degree view from port to starboard. Similar in configuration to the Waterbuggy, the Bubbledrone has a more elongated, oval-shaped body, with spindly legs.

The pilot sits above the observation deck and serves as the only operations crew. The observation deck has seating capacity for a maximum of 32 persons, with additional personnel assigned as necessary to attend to the passengers. The observation deck is divided into three sections: fore and aft seating areas, and the central section which contains the accessway between the other two sections, the airlock and boarding ramp, storage lockers and foldaway seating for two attendants, and the access ladder to the pilot's seat and additional storage lockers.



Schticks:	Vehicle
Crosses:	None
Crew:	1/32

Speed:	Even Faster (air or space), Sluggish (land or underwater).
Vehicle Schtick Cost:	5 (5, with distinctive appearance, minimum 5 points)

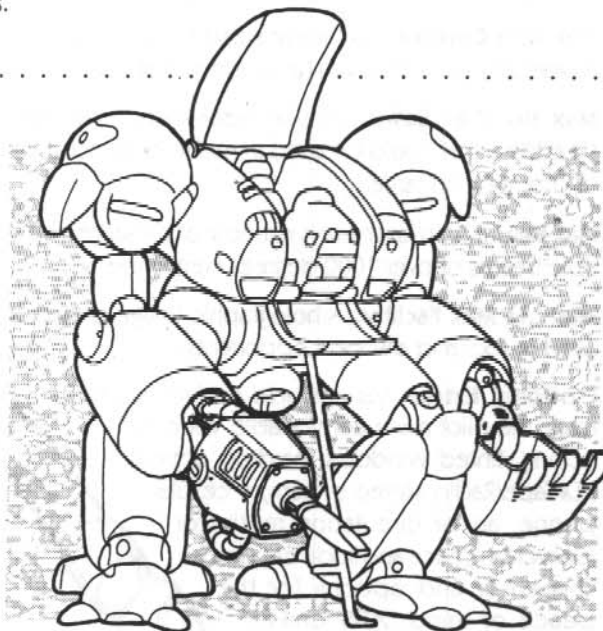
MECHA

The following mecha are machines that are commonly seen operating in Graviton City. Also included are B-ko's creations in her attempts to utterly destroy, vanquish and humiliate A-ko. While they are created as if purchased with the Schtick Mecha, they are really designs created by B-ko's Schtick Super-Invention and thus stored away somewhere for recycling due to unexpected design flaws.

GALLANTRY

The Gallantry is a mecha used in a variety of civilian roles, as the XL-1, and as a trainer in a number of military forces in the world. The Gallantry is also used in Cadet and ROTC programs in DERI High Schools and colleges. The Gallantry mecha is purchased as the Schtick Mecha, at 5 points. The Gallantry has a maximum ground speed of 80 kph.

Schticks:	Mecha
Crosses:	None
Crew:	1
Speed:	Sluggish
Cost:	5

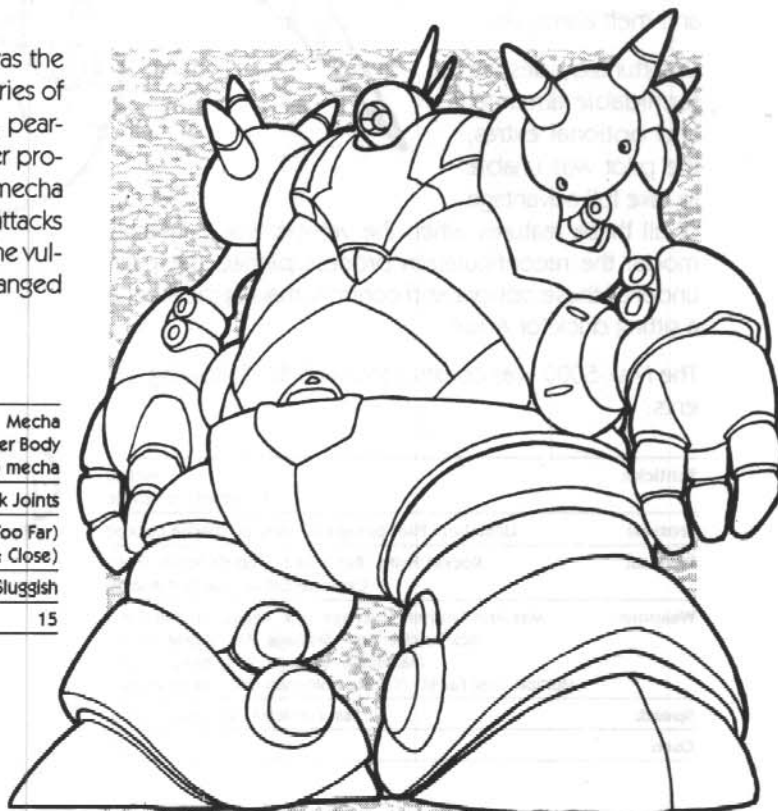


ARASHIYAMA FIVE

Realizing that the problem with the Max-5000 was the human factor, B-ko built the Arashiyama Five, a series of five mecha with computer intelligence. Gigantic, pear-shaped mecha, each possessed a single eye laser projector and the ability to punch and grapple. The mecha were designed to act as a team, coordinating attacks and strategy. Their sole weakness, however, was the vulnerability of their joints, and their having only one ranged weapon.

The Arashiyama Five has the following talents:

Schtick:	Mecha Super Body Flunkies: 4 other identical (except for color scheme) mecha
Crosses:	Limitations: Weak Joints
Weapons:	Eye Laser Projector (Damage: AYK, Range: Waaay Too Far) Punch (Damage: AYK, Range: Close)
Speed:	Sluggish
Cost:	15



EQUIPMENT

MAX-5000 (THE BLUE GOD OF DEATH)

After the failure of the Strongarm Powersuit, B-ko moved onto bigger and better as the solution to the A-ko Problem. The Max-5000 is a four-wheeled, transformable mecha with a host of weapons and special features:

Max Arm Crushers: Vehicular sized tunneling drills of indestructible micminium (a B-ko invention) alloy;

Max Bomber Saws: Circular razor-sharp extending shredders that could be used in melee or launched at or dropped on targets;

Max Beam: Twin laser arrays capable of projecting multiple beams of over 1000 degrees centigrade;

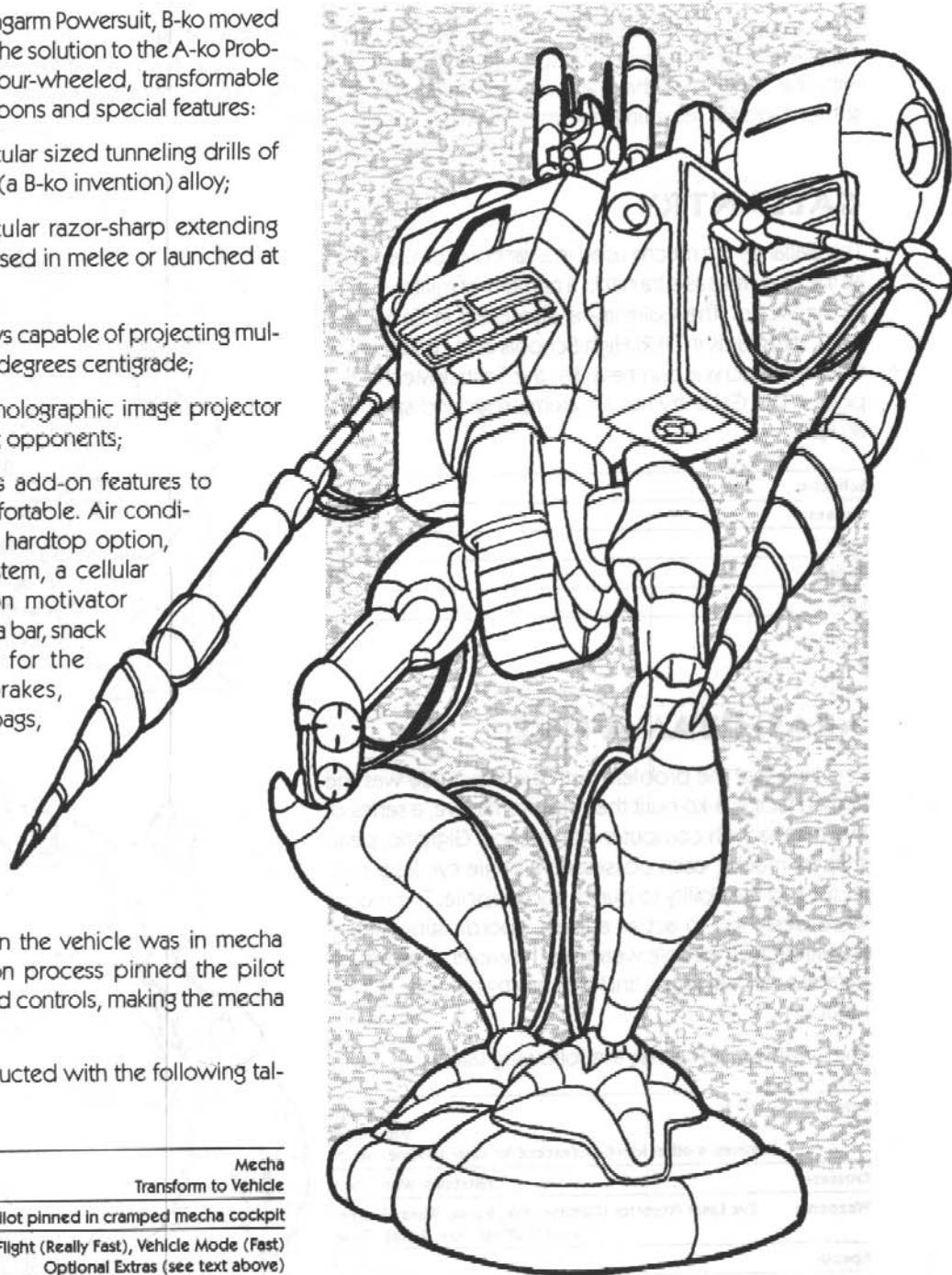
Multiple Max Facility: A holographic image projector used to fool and disorient opponents;

Optional Extras: Various add-on features to make the pilot more comfortable. Air conditioning, tinted windows, hardtop option, CD/Tape/Radio stereo system, a cellular phone, an air circulation motivator (swivel fan), juice and soda bar, snack dispenser and options for the peace of mind: ABS brakes, driver and passenger air bags, anti-theft alarm, etc.

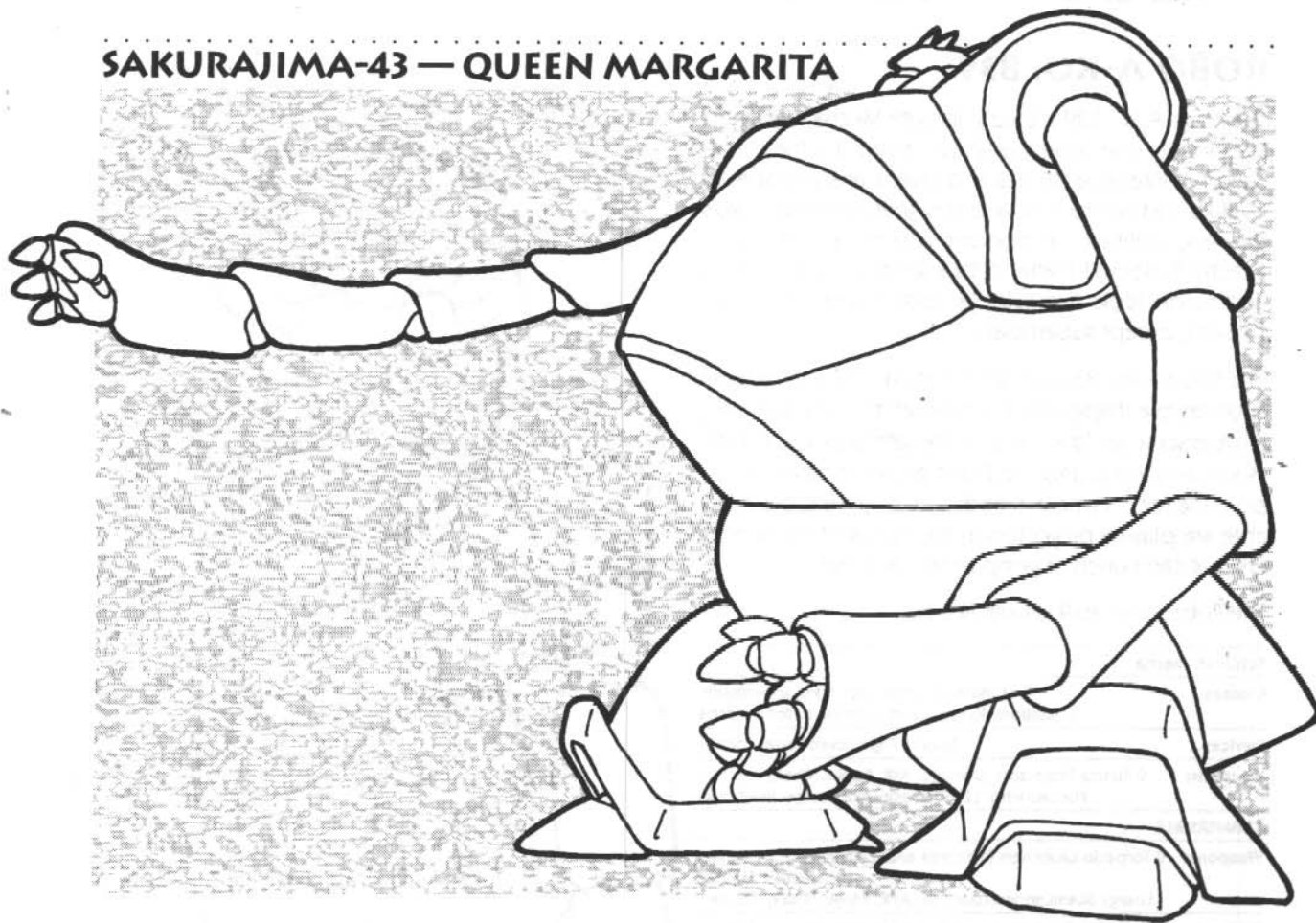
Unfortunately, despite the formidable armament and optional extras, the pilot was unable to take full advantage of all these features when the vehicle was in mecha mode: the reconfiguration process pinned the pilot under all these options and controls, making the mecha a sitting duck for A-ko!

The Max-5000 was constructed with the following talents:

Schticks:	Mecha Transform to Vehicle
Crosses:	Limitation: Pilot pinned in cramped mecha cockpit
Devices:	Rocket Flight (Really Fast), Vehicle Mode (Fast) Optional Extras (see text above)
Weapons:	Max Arm Crushers (Damage: AYK, Range: In-Your-Face) Max Bomber Saw (Damage: AYK, Range: Close) Max Beam (Damage: AYK, Range: Close) Multiple Max Facility (Create hologram doubles or images)
Speed:	Fast (Vehicle), Sluggish (Mecha)
Cost:	20



SAKURAJIMA-43 — QUEEN MARGARITA



Continuing her design and evolution process, B-ko came up with the ultimate large mecha design — The Sakurajima-43. Unfortunately for her father, Hikaru Daitokuji, building the mecha would cause financial chaos for the DFG and drain his wealth! When Hikaru saw the design, he saw an opportunity for gain and stole the plans, intending to use the mecha to capture the crashed alien ship and acquire its technical secrets.

Renamed the Queen Margarita, this mecha is a combination of three vehicles: a sleek reconnaissance jet plane with energy cannons, a flying weapons platform and ground attack vehicle, and a tracked armored personnel carrier. Each of these are built with the Vehicle Schtick, which incorporates the Mecha Talent and Limitation: all three must combine to form this mecha.

When the mecha was used, it was in an attempt to stop the space cruiser's departure, made possible by B-ko's engineering genius. It succeeded at downing the ship, but at the cost of burying the UEAC Military Headquarters and causing billions in property damage, when the Queen Margarita's Missile bays accidentally fired all its missiles on random trajectories into Graviton City.

Schticks:	Mecha
Crosses:	Limitation: All three vehicles must combine to form mecha Limitation: Gigantic, clumsy, and slow
Weapons:	Laser Beam Pods (Damage: AYK, Range: Waayy Too Far) Cannonball Launcher (Damage: AYK, Range: Far) Missile Bay (Damage: AYK, Range: Waayy Too Far) Mighty Fist (Damage: AYK, Range: Waayy Too Far) Punch (Damage: AYK, Range: Close)
Mecha Speed:	Fast
RECON JET (A.K.A. CATHERINE)	
Weapons:	2 Pulse Energy Projectors
Devices:	Jet Thrusters (Even Faster speed)
WEAPONS PLATFORM (A.K.A. ELIZABETH)	
Weapons:	As Mecha Weapons except Mighty Fist and Punch.
Devices:	Jet Thruster (Even Faster)
APC (A.K.A. DIANA)	
Weapons:	2 Missile Launchers (3 Missiles each) Pulse Energy Projector 2 Heavy Machineguns
Device:	Rocket Flight (Fast), Ground (Fast)
TOTAL COST:	Recon Jet: 15 Weapons Platform: 20 APC: 20

(Mecha: 10, added to Recon Jet)

EQUIPMENT

ROBO A-KO: 839

The Robo A-ko: 839 is B-ko's ultimate Mecha, designed to combat none other than A-ko herself! It is the culmination of intensive studies and careful analysis of A-ko by B-ko and her flunkies, and designed to mimic A-ko's powers, abilities, proportions and facial features — exactly. It doesn't matter if it's a seven story tall mecha and hardly looks like A-ko (at least it doesn't to A-ko herself), except superficially.

The Robo A-ko: 839 is a combination of four vehicles: a submersible shaped like a gun barrel (the hips and legs), a hypersonic jet (the torso), a transatmospheric orbiter (shoulders, arms, and head) and a wide-body air transport (the feet). In mecha mode, the only weapons available are plasma projectors in the eyes and fist launchers that can punch or grasp targets at range.

The Robo A-ko: 839 is built like this:

Schticks: Mecha

Crosses: Limitation: resembles A-ko, superficially
Limitation: All four must combine to form mecha

Device: Rocket Flight (Even Faster speed)

Weapons: 2 Plasma Projectors (Damage: AYK, Range: Waaay Too Far)
Fist Launcher (2) (Damage: AYK, Range: Really Far)

SUBMERSIBLE

Weapons: 2 Torpedo Launchers (10 torps each) (Damage: AYK, Range: Waaay Too Far)
Energy BeamCannon (Damage: AYK, Range: Waaay Too Far)

Device: Rocket flight (Fast speed), underwater (Sluggish Speed)

HYPERSONIC JET

Weapons: Twin Pulse Energy Projector (Damage: AYK, Range: Waaay Too Far)

Devices: Jet Flight (Even Faster speed)

TRANSATMOSPHERIC ORBITER

Weapons: none

Devices: Jet Flight (Even Faster speed)

WIDE-BODY TRANSPORT

Weapons: none

Devices: Jet Flight (Really Fast speed)

TOTAL COST:

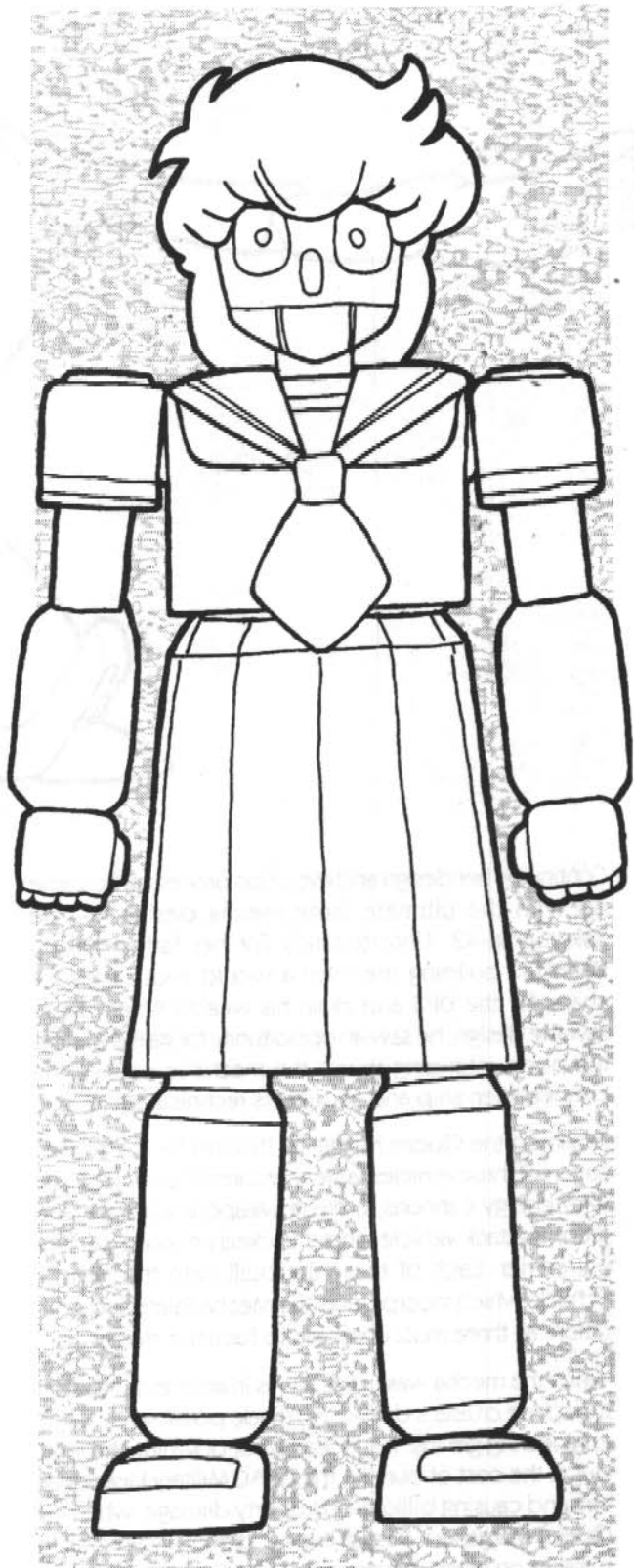
Submersible: 15

Hypersonic Jet: 10

Orbiter: 10

Transport: 10

(Mecha: 5, added to all except Submersible)

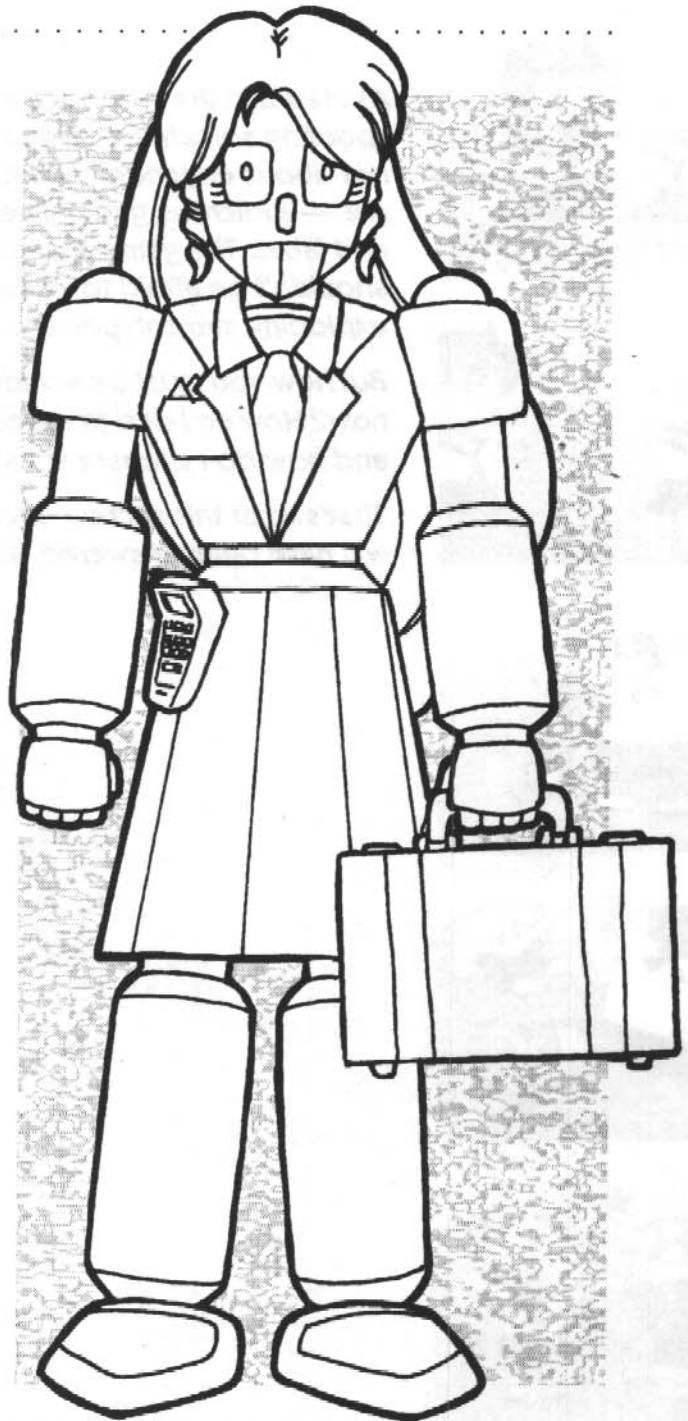


NOVA

The Nova Mecha is a variant design of the Robo A-ko: 839, except it is not designed to resemble A-ko. Instead, it takes the form of a giant silvery woman in a conservative but flattering dress suit. The features of the mecha resemble B-ko's, but are obviously an older, more mature woman's.

The mecha consists of four vehicles stationed in individual hangar bays on the estate. Each vehicle is named as a numbered component of the Nova Mecha: Nova-1 is a hypersonic jet; Nova-2 is a large transport vehicle; Nova-3 is a spaceship; and Nova-4 is a submersible. In addition, there is a special compartment for the addition of the Nova-Prime — none other than B-ko herself! While wearing her Power Bio-Enhancement Suit, and linked to the Nova through this compartment, the Nova has the Invulnerability Schtick. This makes the mecha truly an invincible juggernaut!

The Nova's main armament is its palm plasma projector. In addition, the Nova has a devastating weapon, appropriately named the NovaGun. Using both arms as a focusing medium, the Nova can generate a field of energy that can destroy anything in its path. If the target is larger than the beams width, the portion in the beam's path is vaporized, with the resulting energy release. The beam can only be fired once every ten minutes, and causes an energy drain which temporarily prevents the use of the plasma projector for thirty seconds. Attempting to fire the NovaGun before the minimum interval has passed can cause the mecha to malfunction and even overload. Roll two dice. If a "one" is rolled on either die, the Nova shorts out. If both dice are "ones", then the Nova's reactors begin overloading and will explode, creating a hundred meter crater!



Schticks:	Mecha Invulnerability Super Strength
Crosses:	Limitation: All four vehicles are required to form Mecha Limitation: Invulnerability requires Power BioSuit
Weapons:	Palm Plasma Projectors (Damage: AYK, Range: Weeay Too Far) NovaGun (Destroys everything in path, Range: Far)
Device:	Flight Field ((Really Fast speed)
Walking Speed:	Fast
NOVA-1	
Weapons:	Two Energy Pulse Projectors.
Devices:	Jet Thrusters (Even Faster speed)
NOVA-2	
Weapons:	Two Energy Pulse Projectors.
Devices:	Jet Thrusters (Even Faster speed)

NOVA-3	
Weapons:	Four Energy Pulse Projectors.
Devices:	Rocket Flight (Even Faster speed)
NOVA-4	
Weapons:	Two Energy Pulse Projectors.
Devices:	Rocket Flight (Fast speed), Underwater (Sluggish speed)
TOTAL COST:	20 per vehicle

PRACTICE

If you've reached this point, you already read most of what you need to design characters, handle skill use and understand how combat is done. Read the accompanying adventure and background a couple of times to see how it's constructed and flows (as a bonus, you'll get a feel for the **Project A-ko** universe). Now get some friends together and play the adventure. Playing is the best way to learn the system and to get into the spirit of the game.

A SAMPLE ADVENTURE

In order for the players to get a feel for the game, this adventure has been included. Each episode will vary in the length of time needed to get through it, so if there is a particularly humorous incident or running gag that has the players' fancy, spend as much time as you think you need to play it out. Just remember the golden rule of comedy: don't linger too long or you'll end up beating the joke to death!

The GM should read through the adventure and then examine the characters' backgrounds and incorporate elements from them into the adventure. A better way of involving them in the adventure might be found there. If you are using the pregenerated characters, though, the only work you will have to do is to ensure your players have a handle on their character's history, personality and relationship to each other. One restriction is strongly advised: C-ko should not be a player character and be left in the hands of the GM to play as an NPC.

The adventure not only serves to introduce the players to the game world, but also as a means of familiarizing the GM to the primary game concept of spoof and satire. This adventure will allow referees to get started quickly and will serve as a "thematic training ground," so GMs can see just how **A-ko** adventures should be constructed. Hopefully, it will give the GM ideas or inspiration as to what else in the world at large is prime **A-ko** source material!

Each episode is divided into several sections for easy reference. The sections are: *The Summary* recaps the action and details events that influence the story which the players might not know about. *The Story* examines in detail the activities that occur in the episode. Following the story will be special rules governing action(s) that need addressing, cultural notes, facts, and/or a look into specific locales of interest.

In sidebar, you will find a series of sub-headings for each episode which outline the locations (*Sets*) the episode takes place in, the main NPCs (*Cast*) they may encounter, suggested items to add color to the gaming environment (*Props*), the objectives the GM should keep in mind (*Episode Goals*) and alternative directions the GM can throw in to customize the campaign and/or as problems or plot twists if the main action begins to bog down (*Possible Subplots*).

BIRTHDAY BLUES: THE PLOT

The following briefly outlines the main plot so unless you are the GM or will not participate in any way in this adventure, **DO NOT READ ANY FURTHER!!!** What would be the point of playing this adventure if you knew what was going to happen? Omnipotence is no fun unless you have absolute power to go along with it, and anyway, only small minds could enjoy being an arrogant know-it-all (GMs excluded, of course!). Plus, knowing the punch line of a joke is no fun at all. You were warned...

The new arrivals — the tens of thousands of women from the Lepton Kingdom of Alpha Cygni stranded on Earth when their inebriated, hysterical captain shot out the controls for the vertical stabilizers of the gigantic starship (which, in of itself, started a chain reaction of explosions all over the ship, but we digress...) in an attempt to eradicate the Earth vermin (two high school girls — a lavender-haired vixen in a skimpy power biosuit and a red-headed girl in a blue and white school uniform) that were rescuing their friend who just happens to be the missing Princess whom the alien women (who are indistinguishable from earthwomen) have been searching for sixteen long, monotonous years (whew...) — are unhappy. Still with us?

process and prevented from seeing the sights of the city, an ultra-modern technological achievement. It should be stressed that the entire hijacking was carried out in a ludicrous manner and that if they spilled their guts, they might just get evaluated by a psychiatric team and section eight-ed (discharged for psychological aberrations). Alternatively, as a subplot in a non-military campaign, some of these NPC soldiers are out to find the culprits and restore their good name (Sergeant Nori Fukida and his "Tac Boys," from the *Character Generation* section, would be a good choice).

In this scenario, the assumption will be a non-military style campaign, involving the teenage characters enrolled at one Graviton High (Boys' or Girls'), or at one of the 'side high schools. The action takes place in the backdrop of a birthday gala for the Princess C-ko and the presentation of the royal gift that was to have been given to the princess when she was found, entrusted to Captain Napolipolita and the crew of the crashed second spaceship.

EPISODE 1

SCENE 1 — BACK TO SCHOOL

SUMMARY

Another day in the life of a schoolgirl begins with C-ko finding the missing component that fell off the hijacked truck with the prototype weapon. It is a pretty bauble that holds her fascination.

The Graviton Girls' High School welcomes the visitors from (name of high school) for a special day visit to the Graviton Girls' High School. Friction erupts between the students and bad feelings arise.

Agent D arrives with an invitation to a gala celebration, but remains vague about what's being celebrated. Her presence creates a sensation among the students who clamor for her autograph and a small group that is intolerant and belligerent. A fight breaks out, drawing both A-ko and B-ko into the brawl when C-ko is endangered.

STORY

"Two nights ago, a military convoy was hijacked by a well-organized raid and the shipment of supplies and munitions stolen. The convoy's cargo was mostly medical supplies and fresh provisionings for the Southside EDF base, as well as new personnel. As yet no one has claimed responsibility for the raid nor has Central Command given any explanation for the motive behind the attack.

In a press conference at EDF Headquarters, called when news of the raid was first reported in the evening edition of the Graviton Daily News, Director-General Zuma assured reporters that there was little of military value in the convoy that invited interest and that the supplies were likely stolen for sale in some war-torn nation in the autonomous zone. As a precaution, security at all bases have been put on alert, and the Director assures us that the culprits will be found and prosecuted.

...This is Cynthia Winters, GNB News."

"...and that concludes our news broadcast, thanks Cynthia!

And now for the weather. It's a bright, gorgeous day today, so all you kids returning from Spring Break shake off your sleepy heads and quit moping and groaning. Hurry and catch the best rays we've seen all week, but don't forget your sunscreen!!!"

It's a special day at Graviton High. Students from another school are paying a goodwill visit and having exhibition matches with the girls' teams. In addition to sporting events, there is a debate, a competition quiz-off and community day projects.

Accompanying the visiting students is the superintendent of schools for the region and his staff, who wish to see how effective this experimental program is. A public relations event for the superintendent and DERI, members of the media are present as well.

PROJECT A-KO ADVENTURES.

The pre-generated characters will be involved in some aspect of the event, from sports (Mari, A-ko), cheerleading (Asa), team debate (B-ko, Ine), team Quiz-off (B-ko and her cronies), school tours (Urne, Ine) and community day projects (everyone). New characters will participate depending on the character's background and interests, or simply as students visiting for the day.

When A-ko and C-ko make their way to school — the street being torn up in A-ko's wake — one of them will notice something sparkling in the grass (Notice skill test of 6). Naturally, C-ko, being the inquisitive type, will immediately pick it up (or plead A-ko to let her see it) and, seeing how pretty it is, keep it.

Meanwhile, the hijackers will be looking for the missing component, because they will need to fire the weapon (see below for the Committee for the Liberation of Men from Alien Exploitation – CLIMAX). The characters may see some strange women lurking about the school grounds throughout the day, some dressed in men's clothing. Hidden in the woods nearby under camouflage netting are the missing convoy trucks.

As the day progresses, tensions between the two student bodies become strained, as school pride is on the line. The GM is encouraged to create several incidents in which school pride causes some students to pull stunts that enhance their school's reputation while humbling or belittling the other. If an enterprising character does this, the GM should take the time to roleplay the stunt out. It will also help draw the players into the story. Also role play the various competitions, assuming most of the characters' opponents have attributes no higher than 2 and skill levels of 1. Only in individual cases should there be competitors who match or outmatch the characters.

After lunch, when tensions and pranks have caused relations between the students to come to a breaking point, D will arrive with the invitations for A-ko, B-ko, and C-ko to a gala celebration at the Spaceshipland Resort. Her presence will initially cause a minor sensation from autograph-seeking students. Among the gathered throng, however, will be a small group of agitators who finds D's presence unwelcome and will call for her removal. With the tensions already present, a conflict between students, both for and against D (and by implication the other aliens), will erupt.

Caught in the middle will be the characters, drawn to the area because of the commotion, or the mysterious presence of CLIMAX agents, or reports of the military trucks being spotted nearby. The hidden trucks should be found by investigating characters (tracks leading into the woods near where the CLIMAX agents were searching).

C-ko will be in the middle of things, along with D, necessitating a rescue from A-ko and B-ko. Play the scene up, by having students pick up bottles, rocks and sticks, and escalate to armed practice mecha. Other characters might come to the aid of C-ko (while her friends fend off the students from both schools and Miss Ayumi tries to calm things down) and will notice that she is clutching an unusual, star-shaped trinket. They will also note, upon close observation, that D is a woman and not a man!

It is a media disaster for both schools: who all have fine reputations as centers of academia and personal development for Graviton's youth. The superintendent of schools will faint, while livid Headmasters blame one another for their students' behavior, availing themselves to the ample weaponry brought by their charges. A befuddled staff and Miss Ayumi are left to pick up the pieces.

The characters may notice that the agitators refrain from joining in the melee (Notice test at 6), watching in smug satisfaction. They will leave the scene, and if followed (Opposed test, Spying vs Notice), will be seen meeting by a limo, talking to a someone within. If the character(s) will not be able to see who the agitators are talking to, but may notice (Notice test at 3) that the person has a white cat with a diamond-studded collar and is paying the troublemakers off. DERI students are in violation of the code of conduct rules if they take jobs during the semester.



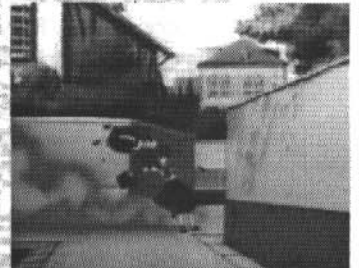
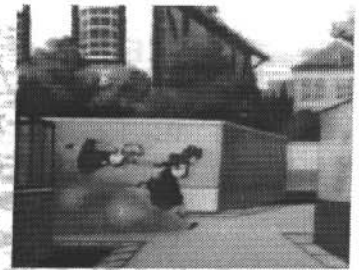
COMMITTEE FOR THE LIBERATION OF MEN FROM ALIEN EXPLOITATION (CLIMAX — Informally, though, the "I" stands for "Idiot", as in "...Liberation of our Idiot Men...")

This organization came into existence a few months after the arrival of the Egota, the second starship which crashed on Earth. Formed by the wives and daughters of right-wing husbands because they were irritated by all the attention (infatuation, fantasies, flirting, etc.) these beautiful (well, mostly beautiful) women from outer space were getting from men, this secret Earth sisterhood has dedicated itself to ruining the alien mystique by hostile actions done in the aliens' name and advocating their expulsion from the planet.

Members include women from just about all walks of life and from all ages to as early as teens. All members swear an oath to keep silent about the sisterhood except to potential recruits — after all, it wouldn't do to look jealous of the aliens and give men something to snigger about!

This organization is small but influential, and has the resources to establish secret meeting places and a fully-equipped headquarters with communications, vehicles, data-gathering capability and combat hardware — and the requisite designer uniforms, eveningwear and swimwear. These are all modeled after the uniforms of the Alpha Cygnans, so that they will be blamed for the attacks staged upon the UEAC and other terrestrial organizations.

The extensive pool of resources is possible because CLIMAX is a branch of SWEAR, the Sisterhood's Web of Extortion, Alimony and Revenge, an umbrella organization dedicated to behind-the-scenes control of society, formed in the mid-nineteenth century by a clique of society women fed up with Victorian manners and the condescending nature of men. But more about them later...



SETS:

Graviton Girls' High School and grounds, the Gymnasium, the outdoor field, the woods south of the high school.

PROPS:

Tape player for the radio program, pompoms, underthings, megaphone and the villain themes from a spy movie.

CAST:

A-ko, C-ko, B-ko, Asa, Ume, Mari, Ine, Miss Ayumi, D, the superintendent of schools and his staff, the Headmasters of both schools, various students and teachers, reporters (including Cynthia Winters), CLIMAX Agents.

EPISODE GOALS:

- Discovery of the crystal;
- Encounter with cast characters.

POSSIBLE SUBPLOTS:

- Sergeant Fukuda and his "TAC Boys" investigate Graviton High unofficially and seek to capture and interrogate D.
- New rivalries develop between the characters and NPCs from the other school. One of the character's rival is an agitator.
- Students attempt to one-up the other's school by pulling stunts.
- Rig the quiz-off buzzers so that their team buzzes first;
- Jury-rig the showers to spray something other than water, like chili sauce, jam, confetti, glue and feathers, etc;
- Swipe the panties from the other team's lockers and run 'em up a flagpole;
- Put itching powder in the other team's jockstraps or sportsbras;
- Swipe the school trophies;
- Remove the screws from the visiting students' bus seats;
- Steal the other school's mascot, or kidnap the head cheerleader, or alter their uniform(s) creatively.

PROJECT A-KO ADVENTURES

SCENE 2 — SPIES, SPIES, SPIES.

SUMMARY

The characters follow the agitators and realize something sinister is going on. After supper, their surveillance of one of the agitators pays off. They join as new recruits of CLIMAX when discovered and learn its manifesto. The characters see the lower half of the mysterious limo passenger and the white cat.

STORY

By now the characters should be intrigued, suspecting the tensions and troubles of the day was some organized conspiracy. They may also be motivated to restore the good name of their school, or because a character's rival was one of those getting paid off — afterschool jobs for students in DERI institutions are violations of conduct!

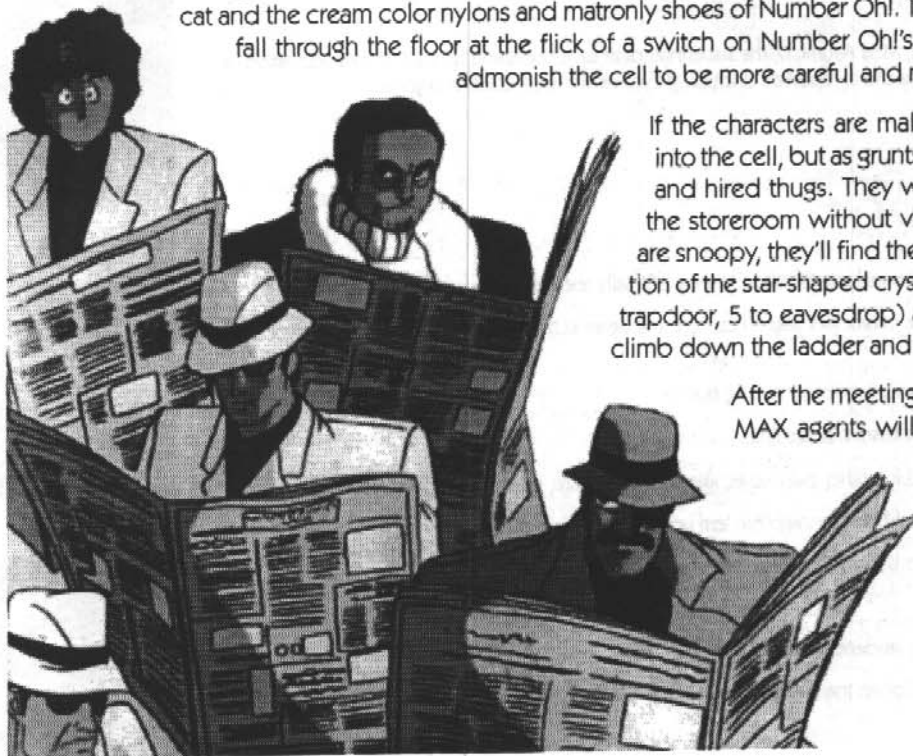
Following the rival (as this character will be referred to from this point on) will lead the characters to the rival's home. After a break to have supper (the characters are students and have families, particularly irate parents if they are late for dinner...). The characters will be led to a ladies fashion boutique. Their arrival will be noted by a mysterious man in an olive trenchcoat (Notice Test at 9 to spot him in a dark doorway across from the boutique).

Here, the characters get caught by the rival, so they'd better do some fast thinking to explain why they were following the rival (Persuasion test at 6). The GM should make intimations about "joining" and "getting paid to keep quiet," since the rival won't want demerit points for having a job during the school year.

In the storeroom of the boutique, the characters will be led down a trapdoor and into a cellar, with chairs facing a wall-mounted presentation board. They will be the last to enter and the meeting of this CLIMAX cell will begin.

The characters should be introduced as new recruits to the cell members and the characters should be made aware of CLIMAX's manifesto — the expulsion of the aliens from Earth. The characters will also be in time to hear a new directive from the leadership — the recovery of a star-shaped crystal vital to their cause.

A special visit from their supreme leader, Number Oh!, will give a speech in a deep sinister voice, praising the cell for their efforts and motivating them to greater efforts to recover the crystal. All that will be seen of Number Oh! is a seated figure behind an opaque, glass divider that conceals from the torso up. They will see the white cat and the cream color nylons and matronly shoes of Number Oh!. The leader of the cell will then fall through the floor at the flick of a switch on Number Oh!'s chair. Number Oh! will then admonish the cell to be more careful and not to fail as their leader has...



If the characters are male, they will still be recruited into the cell, but as grunts for the organization: laborers and hired thugs. They will be let into one section of the storeroom without view, and told to wait. If they are snoopy, they'll find the trapdoor and overhear mention of the star-shaped crystal (Notice test at 2 to find the trapdoor, 5 to eavesdrop) and see into the cellar if they climb down the ladder and peer around the partition.

After the meeting in the cellar, some of the CLIMAX agents will brief the characters on their duties — labor, guard duty, and acquisition of materials for the cell. These agents are not above using seduction on the characters to get their loyalty...

The characters will be monitored by a CLIMAX Agent to determine their loyalty and reliability. If video footage of C-ko with the crystal is shown at the meeting in episode 2, then the monitor will recognize C-ko and report back using a miniaturized communicator disguised as a lady's compact.

The UEAC Intelligence Branch has been maintaining a low-level surveillance of the boutique and thinks only that the place is a meeting place for yet another fringe group. A low level operative, the mysterious stranger in the trenchcoat will suddenly find himself witness to some sort of conspiracy as he follows several groups of suspicious individuals following A-ko and C-ko.

Each group following A-ko and C-ko must pass an opposed skill test of their highest Spying skill vs the highest Notice skill between A-ko and C-ko. Also, allow each group to make a Notice skill test at 6 to notice other groups following A-ko and C-ko (the margin of success determines how many groups they notice).

NPC groups will discover, by watching through the window or by carefully questioning the jewelry clerk, that A-ko has given the jeweler the crystal to be mounted. Player characters must either do the same (an Intelligence test at 3 to see the exchange through the window, or an Investigation test at 4 to question the clerk) or continue to follow A-ko or C-ko (unless they are played by the players, in which case the important thing is whether they notice they are being followed and by whom) and learn the truth.

Later that night, the groups will converge on that jeweler and attempt to retrieve the crystal. There will be five groups either attempting to break in and recover the crystal or watching the place to find out what's going on — CLIMAX, B-ko and her cronies, a UEAC surveillance and infiltration team, the player character group and a new group, the Front for the Liberation of Alpha Cygnans (FLAC) fed up with the sexist, patriarchal Earth society. The FLAC were on their way to a raid of a UEAC depot and got lost. Spotting the CLIMAX group, they thought they had arrived at the assembly point for the raid, though confused as to why the others are in standard evening uniforms.

If A-ko learns that B-ko's cronies have been shadowing them, A-ko will return to make sure that the jeweler is safe from them. If not, she'll stop B-ko...

When CLIMAX and FLAC meet, sparks are sure to fly; CLIMAX realizes just who these other women are. The CLIMAX group will be dressed in red eveningwear cut high up the left side, evening gloves, red garters, pumps or sling-back shoes and assault rifles. FLAC will be disguised in an eclectic mix of women's clothes, and resemble anything from housewives and executives to schoolgirls, athletes and streetwalkers. After an initial confusion, CLIMAX will realize who these others are and why they're in the wrong disguises. CLIMAX will fight the Cygnans because of who they are, and FLAC will fight CLIMAX thinking that they are just a bunch of sycophantic Cygnan traitors sent by Captain Napolipolita to stop FLAC for their human masters.

When FLAC members spot the crystal, they will know it for what it is — a Royal symbol of the Fourth Princess of the Fifth Queen of the Lepton Kingdom of Alpha Cygni, and a device capable of influencing those who gaze into it. They will then want it for their cause.

If and when A-ko and B-ko run into each other, combat is sure to erupt between the two, with B-ko throwing off all clothing covering her Power biosuit to gain freedom of movement, while Mari, Asa, Ine, and Ume — all dressed and armed in commando black — break in to the jeweler's shop and acquire the crystal. It has already been mounted, as the jeweler was so fascinated by the play of colors that he dropped everything else just to get the job done as quickly and as professionally as he could. In addition, he used an expensive eighteen carat gold chain in the mounting.

Both battles should quickly spill over each other, with the UEAC surveillance team right in the middle. They will try to stay concealed in their surveillance vehicle, a disguised ice cream truck which may get "volunteered" as a thrown weapon or a crashpad by A-ko or B-ko.

B-ko's cronies will have their own problems when police arrive in response to the burglar alarm at the jewelers and CLIMAX agents move in to carry out their mission to recover the crystal. The police will be the group at the most disadvantage. B-ko's cronies should prevail (Mari and her flashing fists, the others with heavy assault weapons) and escape with the crystal.

PROJECT A-KO ADVENTURES

Needless to say, it will be the better part of discretion if player characters, after the combat, disappear into the night and do not hang around to explain anything. If they do, they may very well be arrested and, when bailed out by their parents, have some serious explaining to do...

FRONT FOR THE LIBERATION OF ALPHA CYGNANS (FLAC)

This faction of the Alpha Cygnan women stranded on earth is a militant, pro-Cygnan group that has dedicated itself to overturning the patriarchal UEAC and replacing it with an egalitarian government more suited to their liking. If this means by force — and the military has been their life for over sixteen years — they have the expertise to carry out a guerrilla war.

Naturally, they'll have to show these Earthers how it's done, ensuring stability by placing Alpha Cygnans in key positions. For the highest position, that of Queen, they intend to have the only member of the royal family who insists on remaining on Earth — C-ko! They intend for her to be the rallying point for the rest of the stranded Alpha Cygnans and to get tacit approval from the Queen of Alpha Cygni.

To achieve their ultimate aim, they intend to seize the crashed spaceship and with technical parts from the first spaceship, which they stole from Daitokuji research labs around the world, repair the spaceship and get it airworthy. No terrestrial weapon could stop a third-generation Egota class cruiser, so domination through might is a distinct possibility if they have a mobile cruiser.

FLAC is organized along military lines, with each group led by a commander with a staff of sub-commanders. The rest are soldiers, ranked on a four-level ranking system. They are poorly equipped, not having free access to the Spaceshipland armory, which is why they are currently raiding depots and hijacking vehicles and supplies. Often on covert missions, they disguise themselves as ordinary women, to confuse the enemy and keep their identity secret.

SETS:

A downtown city block with storefronts (including a jeweler), two separate alleys, interior of the jeweler's, a police station jail and booking area (optional)

PROPS:

Figurines to represent the involved parties, a star-shaped object, sound effects of a battlefield.

CAST:

A-ko, B-ko, C-ko, Asa, Mari, Ume, Ine, the jeweler's clerk, a UEAC intelligence operative, CLIMAX group, FLAC group, UEAC surveillance team, police.

EPISODE GOALS:

- A-ko "secretly" gets the crystal to the jeweler's;
- All the involved parties "meet";
- B-ko's side is clearly the side that gets the crystal.

POSSIBLE SUBPLOTS:

- If the characters are masquerading as CLIMAX stooges, they're assigned to get the crystal;
- The crystal exchanges hands in the melee and the players wind up with it, captured by B-ko's very determined cronies.

SCENE 2 — TO THE MANSION/TESTING GROUNDS

SUMMARY

The crystal is in the hands of B-ko and her cronies, and they retreat to the safety of the Daitokuji Estate. The other groups arrive one at a time, sending a small team to infiltrate the estate and acquire the crystal. The Daitokuji estate becomes the next battleground test site for B-ko's latest mecha design. The crystal falls into the hands of CLIMAX.

STORY

Having acquired the crystal, B-ko and her cronies withdraw to the Daitokuji estate. Hikaru, her father, has added extensive security to his estate because of recent raids and thefts committed against Daitokuji Financial Group holdings and he's worried for his person. He knows very well his daughter can take care of herself and would resent his assigning her a security detail in any case.

Everyone involved in Scene 1 will track down the crystal. A-ko and members of CLIMAX will recognize B-ko on sight, so they will know where to go next. FLAC members will use a molecular scanner to track the unique crystalline structure of the crystal star to the estate. A-ko will be the first to arrive, then a party from CLIMAX. A FLAC team will be the last to arrive.

The player characters will likely compose the CLIMAX team. They will have to avoid infrared sensors, armed guards, dogs, motion sensors, pressure plates, and intrusion sensors. Alternatively, they could attempt some deception and trick their way onto the grounds. A-ko herself will be sneaking about the estate, looking for the necklace.*

When the FLAC team arrives, they will likely attempt a commando assault; this sweep through the estate in the hopes of finding the crystal, but the main force and objective will not be the crystal (see the next episode).

Security on the estate will be distracted with the FLAC assault, providing the players an opportunity to enter the estate without having to deal with the live security measures (the human guards). The rest of the measures are still there at the GM's discretion (A-ko's passage may have been less than neat and she may have disabled some of the security). It is up to the players to decide how to circumvent the security measures.

The players will spot one of B-ko's cronies; if they follow her, she will lead them to a two story building next to a large pond and a larger lake. Within are B-ko and the rest of her gang celebrating, having gotten the necklace. B-ko will be extraordinarily pleased at having humiliated A-ko, looking into a necklace case which contains the necklace and star crystal. When the alarm is raised, B-ko's four henchwomen will jump into chutes leading underground and B-ko will rip off her dress once more and fight in her power biosuit. She'll put the case on a drafting table and pull a lever on the left, before flying out a window to engage the intruders.

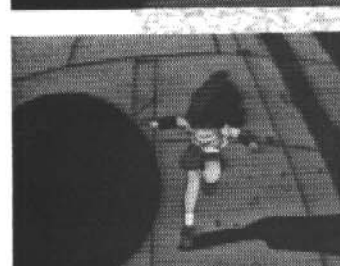
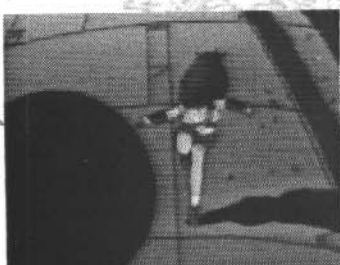
The player can acquire the necklace at this point and, if they look at the drawings on the drafting board, they will see the schematics for B-ko's latest creation, the Nova-Prime, a four vehicle unit that combines into a powerful mecha. This foreshadows the tremors that strike at this moment along with a televised count-down, as the pond slides to one side to reveal Nova-1. Along a sharp cliff up to which a road runs, trees fall away and the cliffside lowers like a drawbridge to reveal Nova-2. From the estate courtyard, the ground slides away to reveal Nova-3. Nova-4 emerges from the lake. They will fly up and attack the FLAC assault team and then merge to fight A-ko.

If the characters remain to watch, they will encounter the live security measures, led by Hikaru Daitokuji in his Elvis stage costume. It will be in their best interests to leave immediately, but of course, the GM should come up with innovative ways to create utter chaos and ridiculous situations as obstacles to their escape.

When they leave and the subplot which has the characters act as stooges for CLIMAX is used, the characters should run into a fully armed reception team, who will take charge of the necklace. It is important that CLIMAX gets the necklace. If the subplot ensues, which has the characters taken prisoner along with the crystal, they will find themselves in the basement of the building by the pond, after B-ko takes the necklace and puts it in a blue necklace case.

When the battle is joined against FLAC, A-ko will arrive and rescue them. They will find the case in the drafting room on the first floor and A-ko will take it if she sees it. They will find themselves up against B-ko and, while A-ko either dodges her fire or fights it, she'll drop the case. The players can then escape as above, or if more daring, leap into the fray to recover the case. Then conclude with the encounter with CLIMAX.

PROJECT A-KO ADVENTURES



SETS:

The Daitokuji estate, B-ko's Lakeside headquarters base, the drafting and ready room, a dungeon cell with a barred ceiling.

PROPS:

A necklace and case, Figurines for the characters and NPCs, a large mecha model, familiar TV themes from spy shows or Super-Marionation™ action shows.

CAST:

A-ko, B-ko, Asa, Mari, Ume, Ine, FLAC assault team, Hikaru Daitokuji, Daitokuji estate security, CLIMAX team.

EPISODE GOALS:

- Laughing at one another as characters face ridiculous odds and ludicrous situations;
- Despite the above, the characters recover the necklace;
- CLIMAX coming out on top by recovering the crystal from the players.

POSSIBLE SUBPLOTS:

- A sneaky character takes the necklace from the case and replaces it with another, or something of equal weight.
- The characters find the holding area for B-ko's various mecha and powersuit inventions. All are in operable condition, but still retain their flaws, which aren't immediately noticeable until the mecha are used in combat.

SCENE 3 — THE KID GETS NABBED!

SUMMARY

A-ko and B-ko arrive at C-ko's home to find that she has been kidnapped. They find an unconscious Kei, who awakens to tell them that women in bikinis took C-ko. A-ko and B-ko join forces to search for C-ko. Kei vows to save the love of his life and "rides" off.

STORY

After the fight is over, a battered and winded A-ko asks the characters where the necklace is; she saw them take the case. A Cygnan landing craft flies over the scene, heading to a residential section of Southside. If they mention women, A-ko jumps to the wrong conclusion and, grabbing the characters — saying something about not being finished with them yet — runs after the landing craft, dragging the characters along for the rides of their lives! B-ko will follow quickly after.

When A-ko gets near where the scout craft landed near a plume of black smoke, she'll call out C-ko's name. The craft has landed in front of C-ko's house and its crew has kidnapped her. Kei is unconscious on the front lawn near his fallen Harley, a crater nearby, and his clothes scorched and burnt in places. Both A-ko and B-ko will then rush to his side, sit him up and possessively try to pull him out of the other's grasp. This will revive him and he will talk of women in orange bikinis taking C-ko and firing energy beams at him. He'll then cry out C-ko's name and mourn for his lost love as the two holding him up disgustedly drop him like a rock.

They'll then remember that the characters are there and they will demand to know what they know. The characters should feel properly motivated to tell what they know, what with seeing what A-ko can do and having B-ko point her Akagiya Missile Launcher in their faces!

After the characters' story is told, their interrogators will press them to help find C-ko. They won't take no for an answer, feeling that the characters are somewhat responsible.

Kei will pick himself up and announce his intentions to save his lady love. He will pick up and jump on his bike and say something extremely corny like, "Don't worry C-ko my love. Never fear, I'll rescue you!" He will ride off and the characters will hear a loud explosion and a motorcycle wheel roll by.

SETS:

C-ko's two-story home with a front and backyard.

PROPS:

A rubber tire.

CAST:

A-ko, B-ko, Kei.

EPISODE GOALS:

- The characters learn that an actual faction of Alpha Cygnans are carrying out some agenda of their own.
- The characters are pressed into helping rescue C-ko.

POSSIBLE SUBPLOTS:

- Kei makes his speech and jumps on his classic bike. It just comes apart under him.

SCENE 4 — MUSICAL CHAIRS

SUMMARY

CLIMAX organizes a protest at the Spaceshipland Amusement Resort to highlight their cause and lay blame for recent events on the Cygnan women. A-ko and B-ko (and the characters) find C-ko, CLIMAX and FLAC at the Amusement Park. All four start fighting for possession of C-ko.

STORY

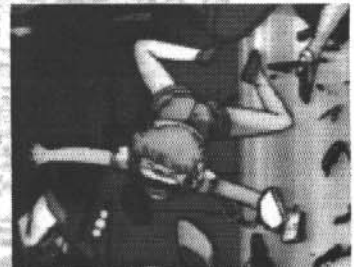
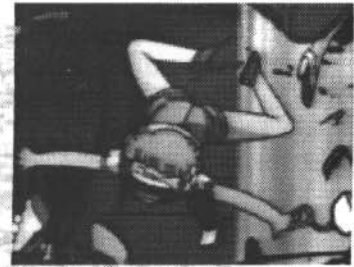
The characters will search for C-ko with A-ko and B-ko. If no one in the party keeps an eye out on where the landing craft went, the group will spend several hours scouring the area. Eventually, Ine will call B-ko and tell her she has spotted one of the alien landing craft land, not at the spaceship landing bay, but at the amusement park. B-ko will suggest they search the area around the Spaceshipland Resort. The character(s) or B-ko will see it land nearby the resort, so the next logical step would be to search there.

An aerial reconnaissance provided by B-ko will reveal several structures capable of hiding the small landing craft. These are the Fun House, the House of Horrors, the Pirates Cove, the Cosmic Stage and Theater Showhouse, the Galaxy Pavillion and the Hall of Mirrors. The characters will have to pick and search each one.

FLAC members will converge on any or all buildings the characters enter. Their job is to prevent nosy people from looking too closely at these facilities, as all but one hold the stolen technical parts needed for the repair of key systems on the Egota.

The Fun House should have perceptual distortions and near psychedelic effects which trick the characters senses. Also within, are images of the Princess, idealized, animated holograph versions of C-ko. In one set, with C-ko seated on a throne, are some stolen components. An Intelligence test at 7 will reveal them to be advanced technology, beyond any Earth technology!

The House of Horrors contain the run-of-the mill terrestrial horrors like vampires, werewolves, movie space aliens and creatures, all given life by animated holography. In the coffin of the vampire are more components.



PROJECT A-KO ADVENTURES.

The pirates cove contains a variety of different pirates throughout history, and a few that roam the galaxy. The stage and theater is host to live shows, so a ticket must be purchased to get in. They wouldn't appreciate someone snooping backstage, either!

In the Hall of Mirrors, if the characters have investigated at least one other location by going through areas off-limits to unauthorized personnel, they will be attacked here. At first, the characters will find themselves staring at deformed versions of themselves. Then they will see such altered images that they will think the mirrors show them as women in orange bikinis carrying curved sabers! Only, they're real and have orders to stop the characters.

FLAC doesn't want to use their sidearm energy weapons, because the reflective material of unusual alloy redirects directed energy pulses easily... The transparent or reflective walls are also virtually unbreakable, requiring a Body test at 10 to break.

In the top level of the five story Galaxy pavilion rests a mock-up of the Cygnan landing craft, only its the real thing! An examination of the floor around the craft, requiring an Investigation skill test at 3 will reveal scorch marks, indicating that the craft recently took off and landed.

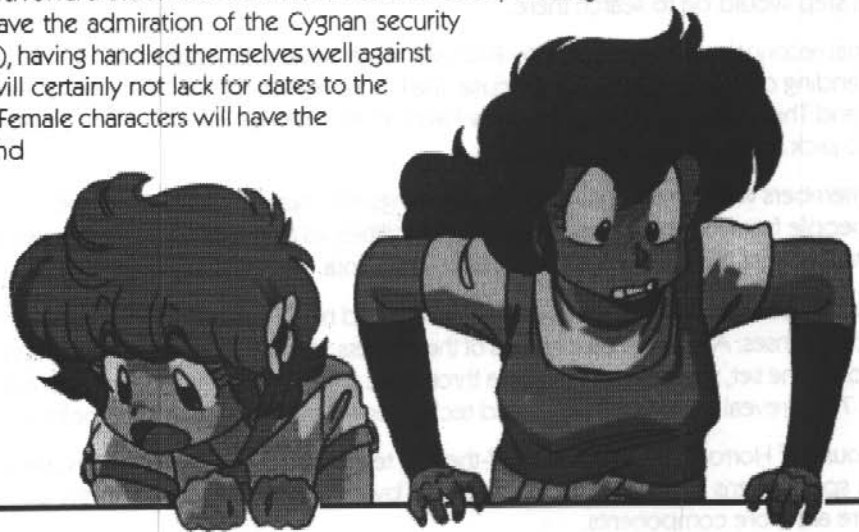
C-ko has been taken to a closed-off section of the on the fourth floor, which has been turned into a throne room. Inside is a pouting C-ko and an honor guard of ten elite Cygnan troopers to protect her and to see that she's not disturbed.

Obviously, there will be a disturbance caused by A-ko and B-ko launching a rescue attempt. The players will be held responsible for C-ko's welfare while they engage the troopers and forestall any pursuit. An alarm will bring additional troops, armed with assault rifles.

When the players escape the with the aid of A-ko and B-ko, the amusement park will provide an amusing backdrop to spice up pursuit by FLAC. Let your imagination run wild, using various amusement rides and booths that pursuers and those pursued come across. In addition, C-ko will want to stay by A-ko's side, and will cry, scream, and whine for A-ko. This may cause some additional problems for the players, since it will seem that the characters are kidnapping C-ko!

The characters should eventually, through player ingenuity in using their immediate environment for weapons and obstacles against their pursuers, or just blind luck, escape the amusement park and their pursuers. If not, assemble the might of FLAC against the players, and when things seem hopeless, have them get blasted by B-ko's Akagiyama missiles and tossed about by A-ko.

Napolipolita, D and a contingency of Cygnan security will arrive to mop up. Napolipolita will thank them all for stopping the conspirators and reward the characters with invitations to an upcoming gala. Male characters will have the admiration of the Cygnan security women (all of them beautiful), having handled themselves well against trained troopers, and they will certainly not lack for dates to the gala — if they decide to go. Female characters will have the respect of the Cygnans and possibly gain important contacts among them.



PROJECT A-KO ADVENTURES



one over and while they are out of view, the character might hear an unusual sound (a thud, a shhh of a spray, a scuffle, etc), and see the first take the post of the second.

FLAC members will quietly take control of the vessel as order is restored. Napolipolita and D are 'apprised' of the new chain of command and will brush off any suggestion that there is something wrong. They will attribute the strange occurrences as the usual next shift change of duty. Mass arrest of protesters will clear the way for the Gala to proceed as usual.



SETS:

The Spaceshipland Resort, Egota corridors.

PROPS:

Objects to mimic the strange sounds the characters hear while lost in the interior of the ship (a heavy book for the thud, sound from a movie brawl, a spray bottle filled with water)

CAST:

A-ko, B-ko, C-ko, B-ko's cronies Asa, Mari, Ume, Ine, FLAC members in standard shipboard uniform, ship security, visiting dignitaries and their retinue, CLIMAX agents, protesters.



EPISODE GOALS:

- To have CLIMAX agents unknowingly stage a diversion for a FLAC takeover of the Spaceshipland Resort;
- To give the players a sneaky suspicion that the troubles are not all over yet.

POSSIBLE SUBPLOTS:

- While lost, characters activate something they shouldn't;
- One of the character's (dates/foster sisters) is captured.



SCENE 2 — THE GALA

SUMMARY

After the turmoil calms down, the Gala is allowed to continue as scheduled. Everyone joins in the festivities as FLAC moves in. Distinguished world leaders are given a rude awakening by FLAC and a sheepish and apologetic Napolipolita.

STORY

The crisis is over and the agitators of the riot and the perpetrators of recent events are all under arrest. CLIMAX is broken and the festivities can continue without delay. Right?

A-ko, B-ko, C-ko and the characters learn that the gala is honor of C-ko's birthday, and the royalty is C-ko, the Fourth Princess. Napolipolita and D intend to unveil a royal gift, held in the treasury hold deep within the Egota for the last sixteen years, and present it to Princess C-ko in the company of peers. Since the closest equivalent were the royalty, the leaders and the representatives of the Earth's central government and nations, Napolipolita sent out as many invitations as she could.

To entice the leaders to the gala, she also mentioned sharing some of the technological secrets of the spaceship. Unfortunately for the assembled leaders, she meant the food preparation and dispenser units, the waste reclamation and recycling technology, and pollution control technology. An additional stipulation is that the technology will be licensed by her corporation, the Spaceshipland Corporation, for the benefit of all Earthlings.

In addition to the above information, which they can learn from D, if they ask what the gift is, D will let it slip that the gift is something only those with the royal blood of the kingdom can use. It is a device which will enhance the wearer's presence and is capable of manipulating energy to create projections.



The characters can also 'shmooze' with the assembled throng, but characters will require Charm, Etiquette and Style to successfully 'shmooze' with the upper class crowd (tests at 3). The actions of the players should determine which skills are in play — interesting, intelligent conversation that will interest gala attendees use Charm; manners, suitable topics to discuss, and forms of address require Etiquette; and being current on fashion and making favorable impressions on people need the Style Skill.

The GM should encourage the characters to play this out, as characters without these skills can generate some hilarious moments. Also ensure that the characters get to meet interesting NPCs, like the mysterious Colonel, a white-bearded man wearing black rim glasses, a white suit, a bow tie and carrying a black cane, as well as various important persons in Graviton, like the Mayor, the Director-General, and Mr. Daitokuji.

Napolipolita and D will seem very nervous; if questioned they will say that they are worried whether or not the Princess will approve of her gift. Alert characters (Notice test at 6) will notice that they occasionally glance at their own guards. Of the two, D will more likely, lets something slip that everything is not alright, but will try not to let it slip that the two are not in command anymore.

Characters with Alpha Cygnan dates or 'sisters' will notice that they can't find them, and, depending on what the character decide to do about that, the GM will have to arbitrate as the need arises. It may be the characters go off looking for them, in which case the 'replacement' security will prevent any obvious attempts to leave the party. Characters will have to be sneaky and find some way past the guards and into the heart of the ship.

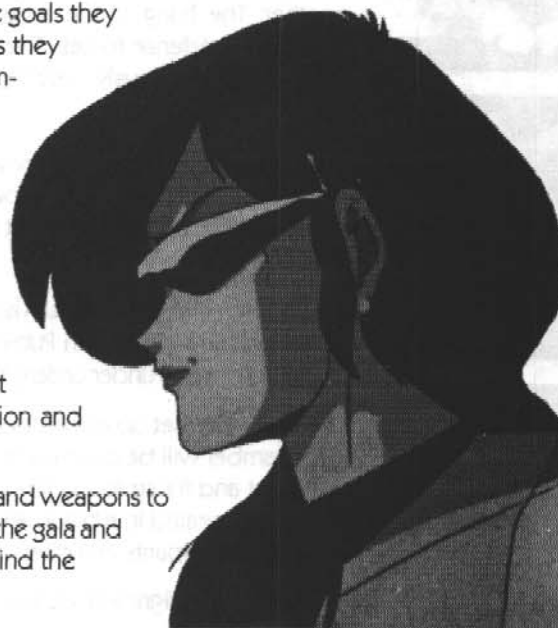
The characters who avoid and bypass all security should find evidence of struggle in the rooms of the crew they befriend and the captured loyal Cygnans in the security hold, where only hours before it held the members of FLAC who were caught last episode. The character will have to bypass one more security measure, however, the death ray blasters, which will be triggered if they enter the security section (Dodge test at 5, but don't make it lethal or crippling — just suggest something comical).

If they call out to anyone in the section, they will receive adequate warning of the automated trap from the imprisoned Cygnans. The character will be told to make a run to the center panel on the other side of the room (which means they'll activate the deathtrap! Dodge test at 3, since they'll be aware and will have been told just where the death ray projectors are) and press the blue key two times and then the green key once to deactivate the security devices. They can then easily free the Cygnans from the cells.

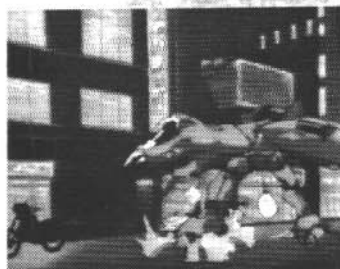
The Cygnans will stop the characters from opening certain other doors in the security hold. Inside are other Cygnans, members of FLAC who have been betrayed and taken prisoner by their allies SWEAR. They were duped into believing SWEAR believed in the same goals they believed in and helped SWEAR get into the spaceship. But as they rounded up ship's security in ones and twos, they found themselves similarly treated. All shipboard security are SWEAR members!

They will plead with the characters to release them, swearing they've learned their lesson and vowing they are on the characters' side — just give them a chance to get back at SWEAR. If the characters ask the other Cygnans what they should do, the Cygnans will shrug or spit on the floor and tell them that, while their numbers are small, there is still a chance to succeed without traitorous help. This last comment will make the former FLAC members wilt under the accusation and plead for a second chance.

Whatever the characters do, the freed Cygnans will need time and weapons to liberate the ship, so the characters will be asked to go back to the gala and arrange a diversion. When they get back, however, they will find the festivities have been rudely interrupted...



PROJECT A-KO ADVENTURES.



SETS:

The Spaceshipland Hotel indoor convention hall, quarters of an Alpha Cygnan friend, the Security Section of the Egota.

PROPS:

Figurines to represent the characters.

CAST:

A-ko, B-ko, C-ko, B-ko's cronies, Napolipolite, D, the Mayor, Hikaru Daitokuji, Director-General Monty Zuma, his aide Colonel Yashida, the mysterious Colonel, the visiting dignitaries, FLAC members posing as gala security, imprisoned ship's security.

EPISODE GOALS:

- To establish that the adventure is not quite over yet;
- To free the imprisoned ship's security forces;
- To learn the truth about who's running the show aboard the ship;
- To create humorous encounters between the characters and visiting dignitaries.

POSSIBLE SUBPLOTS:

- A female character is mistaken for a member of ship's security by FLAC.

SCENE 3 — THE GUNS OF DAITOKUJI AND THE MOTHERS OF ALL BATTLE!

SUMMARY

With the broadcast of the ultimatum to the world, the UEAC and Graviton's own Public Workers Defense Forces take up position around the Spaceshipland Resort. FLAC forces, pretending to be CLIMAX members, take control and their secret allies are revealed. SWEAR has other ideas (the elimination and replacement of the world leaders with look-a-like but female clones, and is helped by FLAC). The tables are turned on CLIMAX.

The secret services of various nations attempt to rescue their leaders and wind up fighting one another. The firing of the prototype and the vaporization of the UEAC headquarters and assembled defense forces. The Public Workers forget attacking the Spaceshipland Resort and try looking innocuously busy cleaning up the streets of Graviton.

STORY

The conspirators secure the convention hall and announce to the world their complete takeover of the ship. They also claim to be the Committee for the Liberation of Men from Alien Exploitation (CLIMAX) and demand that the UN immediately pass a resolution expelling the aliens from Earth.

Immediately after the ultimatum is issued, elements of the UEAC EDF converge on the Spaceshipland Resort and Graviton's own Public Workers Defense Forces take up station at each of the 'sides' ports. They are all under orders, however, to hold position and not to engage.

FLAC will then set up a chamber on a curtained stage with a podium within. The upper half of the chamber will be covered by opaque, bullet-proof glass. A mysterious figure in a women's overcoat and fur stole, carrying a white-furred cat wearing a diamond-studded collar, whose face is concealed in a black veil, proceeds to the podium. Inside the chamber she addresses the gala participants in a deep, sinister, male voice:

"Welcome my dignified representatives of nations around the world. You do not know me, but

I suspect your various incompetent intelligence agencies do. I am Number Oh!, of SWEAR, the Sisterhood Web of Extortion, Alimony and Revenge!

Ah, I see from your collective gasp that you do recognize us. This gratifies me. You must all be wondering what is going on and who invited me. No, do not blame the hapless Captain or her aide; I heard about this party and I just had to crash it. You will all be honored guests of SWEAR.

(RATATATAT. A guest attempting escape is gunned down. Everyone else wisely dives to the floor.)

As I was about to say, before being so rudely interrupted, was that you should continue to enjoy the amenities the gala has to offer, but please don't try anything foolish as trying to leave. You can see the consequences yourself.

Many of you may be wondering what I have in store for you. It is only natural. Very well, I will give you the benefit of my genius and vision. You will all work for SWEAR...

(Collective murmurs and a few outraged 'HA!'s are heard)

Yes, that is correct. All of you. Every world leader and influential person shall give their devotion to SWEAR. You doubt me? Perhaps I should elaborate...

You see, it will be you and yet not you who will work for SWEAR. Admittedly, conversion is a time-intensive effort and not wholly reliable. Nor would threats against your friends and loved ones work, reliably. No, we had to seek a fool-proof method to ensure the safe, effortless transfer of power through specially selected representatives chosen and recruited by SWEAR. You. Or perhaps I should say your genes.

(The curtain rises slowly and behind are exact copies of several visiting leaders.)

Yes, genetically engineered perfect replicas of you will leave this vessel and begin the great task of subverting your world leadership, delivering key figures into the hands of SWEAR for cloning. They will be you in every way, from experiences and knowledge transferred neuro-chemically from your brain to theirs', except that they will be loyal to us! For we know their secret...

(At this point the clones rip off their clothing to reveal that each is wearing an orange Cygnan combat bikini with the logo of SWEAR printed on the left chest. The clones are all unmistakably female!

Several male members of this captive audience will suddenly gasp, have strokes, yell 'No!' in denial, clutch their chests or their... well, have startled reactions to this latest revelation. Female dignitaries will either be outraged at copies of themselves practically naked on stage, or stare jealously or enviously at the youthful, enhanced versions of themselves).

Of course, this all means that you must remain permanent guests of SWEAR. I do sympathize and apologize for the inconvenience, but progress waits for no man...

HA HA HA HA HAAA!"

On the grounds of the Spaceshipland Resort, agents from the world's various intelligence agencies converge on the hotel, using a variety of high-tech standard-issue gadgets to get around. Unfortunately they all encounter their arch rivals and nemeses and a fire-fight breaks out among them. No rescue from that quarter should be expected.

The characters may come up with a surprise of their own which may or may not be successful (99% failure), but for the act of defiance committed by the intelligence agents, SWEAR reveals the missing prototype weapon on the stage screen. The Director-General and Mr. Daitokuji will have differing reactions; the Director will faint and Mr. Daitokuji's eyes will bulge in horror and outrage.

If the characters made the switch in episode four, the GM can handle this in the following way:

- The cannon refuses to fire or explodes and falls through the ceiling of the hall;
- If the character is carrying the necklace on their person, the characters are seized and searched, and the missing component put in place. If not, SWEAR already knows the characters were involved, has broken into their homes and taken the missing component.

PROJECT A-KO ADVENTURES.

In the first option, the failure of the cannon will provide the necessary distraction to enable the characters and NPCs to attempt to wrest control of the ship from SWEAR. Characters will be fighting bikini-ed hardbodies and guests will be fighting the female counterparts of themselves. Number Oh! should regain control by seizing C-ko and threatening her life.

If the second option, Number Oh! will have the gun aimed and fired at the assembled UEAC EDF, which will vaporize them in under ten seconds. No rescue from that quarter either...

In any event, the EDF and the Public Workers will not willingly jump into the fray or engage the enemy, knowing full well the awesome destructive power of the ship. They're there to show that they are doing something. If the GM takes the second option (the standard option), the Public Workers will see the futility of engaging the enemy and back off, cleaning up the mess made by the cannon's swath of destruction and trying their best to look busy.

THE SISTERHOOD WEB OF EXTORTION, ALIMONY AND REVENGE (SWEAR)

SWEAR is dedicated to behind-the-scenes control of society through the recruitment and training of beautiful and (or just) intelligent women frustrated at being mere subordinates when their knowledge, skills and talents could be put to much better, more constructive and profitable use, and provide them with real positions of power and authority.

SWEAR was formed by a clique of upper-class women during Victorian times, who chafed at the concept of delicate constitutions and innocent, moral virtue thrust upon them by society, and the condescension of men who disparaged the efforts of women to elevate their status and involvement in what were traditionally men's occupations.

Through their policies of extortion, blackmail, marriage and divorce, assassination, and libel, SWEAR has been able to create the global network it has now. It has extensive resources, branch offices and a secretive hierarchy controlled by their leader Number Oh! (Pronounce 'oh' with a brief, sharp intake of breath). Number Oh! is assisted by a board of loyal, regional directors, each possessing their own numbers from 1 to 9.

The ranking system also uses numbers to identify its personnel. The first number will identify the agent's regional zone of operation — the area which includes Graviton is 6; Europe is 1.

Each regional director has nine Special agents identified by regional number and their personnel number. These special agents are loyal to their regional directors, but also to Number Oh!, who personally approves each candidate. As such, each Special agent also acts as monitor for Number Oh! Each agent also has a colorful codename under which they operate and the personal taste of the agent defines what that codename is.

Number Oh! also maintains a personal detachment of special agents, identified by the number 0 as their regional number. They are drawn from the pool of special agents under each regional director. They have almost virtual carte blanche to carry out any operation that advances SWEAR objectives and protects the organization and Number Oh!. Informally, these special agents are known as "Double Ohls" and use their personal numbers to distinguish one from the other.

All other members are identified by a regional number followed by a five number membership number and letter designation to define their function in the organization.

SETS:

The Spaceshipland Hotel Convention Hall.

PROPS:

Film clips of armed forces getting their butts kicked.

CAST:

As in episode 3, scene 2, except it is SWEAR members pretending to be FLAC members posing as ship's security, Number Oh!.

EPISODE GOALS:

- Reveal who is truly behind the plot — really!

POSSIBLE SUBPLOTS:

- If the switch in episode 2, scene 2 took place, there is a chance for a free-for-all brawl in the convention hall, and even the delegates mix it up, pursuing old grudges or stopping the female copies of themselves.



SCENE 4 — STARLIGHT, STARBRIGHT & FINALE

SUMMARY

Kei arrives. The mysterious intervention by the Colonel and his forces liberates A-ko and B-ko. B-ko destroys the prototype while A-ko and Mari leads ship security against SWEAR. CLIMAX, SWEAR, the spaceship crew led by Captain Napolipolita, A-ko, and B-ko are poised to fight one another and once and for all determine who'll come out on top. The gift is revealed and C-ko intervenes.

STORY

When all seems hopeless there is a glint in the dusk sky as a lone hanglider drifts to certain death. Magnification on the stage screen reveals it to be Kei in a stylish black tux! He calls out to C-ko, held hostage on the stage, "C-ko! I'll save you!" and glides at the transparent canopy along one side of the convention hall. He smashes into the canopy, which fails to break. Unsurprisingly, he slides off and falls into the bay. The crowd gives him points for style, none for results.

The Colonel comes to the rescue. He opens the top of his cane and speaks a single word into it — 'Now!' Immediately, the catering servants pull out weapons and engage the SWEAR guards. If C-ko or anyone else is taken hostage, this sudden distraction will provide the means to expel SWEAR and put an end to their plans. All the characters and NPCs should get into this fight against SWEAR, including some of the guests at the gala who reveal themselves to be CLIMAX when they throw off their clothes to reveal their uniforms, the designer swimsuits they wore when they hijacked the convoy! Also getting into the spirit of things will be Hikaru Daitokuji, who'll reveal a swimsuit of his own — a copy of his daughter's own power biosuit (flattering on her, definitely ridiculous on him).

Given that B-ko, wearing her power biosuit, is the only knowledgeable one capable of flying and carrying the firepower necessary to knock out the prototype (the prototype is based on a design she had in mind for a weapon mount for one of her mecha), she is elected to go and destroy the prototype. Her father will oppose his daughter's actions, since the prototype is his and he will need it to take over the ship.

In the middle of battle, the wrecked prototype will come crashing through the ceiling of the convention hall, B-ko's father under it. Unfortunately, someone forgot to mention that the prototype was mounted on a tower directly over the hall!

In the end, the forces of SWEAR will be scattered and defeated. Number Oh! will escape, since the booth is rigged with rocket thrusters and flight controls. She'll swear revenge and fly off into the ceiling through the hole created by B-ko, her father, or the fallen prototype.

This leaves an interesting dilemma since CLIMAX maintains its original stance against the Cygnans and FLAC against the representatives of the male patriarchy attending the gala. Captain Napolipolita and the ship's crew want everybody off. A-ko and B-ko have resumed their rivalry, both claiming to have rescued C-ko. They all begin to fight, and everyone else takes cover.

C-ko is alone on the stage, and dismayed at everyone fighting and ignoring her and her pleas to stop. She will stamp her feet and inadvertently activate a concealed switch which will raise the



PROJECT A-KO ADVENTURES.

center stage lift containing her gift. While the lift is raising, C-ko will dash to the broken prototype and grab the star, activating the prototype in her tantrum. The fighting will quickly come to a halt when people realize the prototype is still functioning and about to fire.

The lift will arrive on stage, revealing C-ko's gift, a ten foot tall metal box in which a sparkling, bejeweled tiara hangs suspended in the air. Anyone attempting to enter it will be forced back by an unseen force, except anyone used to wielding authority. Anyone but a member of the Royal House of the Lepton Kingdom of

Alpha Cygni who puts on the tiara will be blown out of the box violently, catapulted into the air and across the hall. Given Hikaru Daitokuji's mania for power, he is the likeliest candidate for this scene. Just remember to play up his obsession and the resulting consequences.

If the characters have been paying attention, then they will suspect that salvation lies in the hands of a little blonde girl. The players will have to get C-ko to stage where she can put on the tiara. If the players can get A-ko's and B-ko's attention, they can help clear the way for the characters to reach the stage.

If the players haven't been paying attention, they will probably be as panicked as the crowd, who begin rushing to the exits to escape the activated prototype. If the players don't realize what they should do, have A-ko or B-ko, suddenly realize that the tiara is important and direct the players to help C-ko get to the stage, while she (A-ko or B-ko) clears a path for them.

The damaged prototype will fire, radiating a blinding white flash that stuns everyone. As everyone recovers, they find themselves in a white void, with no indications of up, down, or anything resembling the hall or any surface. However, where the stage was is C-ko, in futuristic, Princess-like raiment, magnificent and dazzling swirls of color surrounding her, mirroring the colors swirling in the star crystal she is wearing around her neck. She is wearing the tiara and speaking in a sad, mournful voice. Her image and voice is being projected by the box, which is an omniversal holoprojector array, everywhere on the planet:

"Oh, why can't you just stop fighting for once. I wanted it to be such a special day, but everyone forgot about me! Why can't you just stop!

What's wrong with just being friends? Why do you feel you have to be better than the other? It's my birthday! It's supposed to be special, and you're ruining it!

Just one day, that's all I want. Please..."

Everyone stands in mute silence...

How everyone reacts to C-ko's plea is important, because this was supposed to be a birthday surprise for her. Instead, it has turned into yet another heartache.



ARMOR

That's what prevents you from being instantly pounded into the ground by your opponent. When an Attack of a given color connects, you use your Armor rating **of the same color** to reduce the Damage done by that amount. Armor isn't necessarily "visible." It just represents your effective resistance to damage. Obviously, A-ko doesn't use anything even remotely resembling protective gear.

For instance, a 600 Red Attack versus a 350 Red Armor will yield 250 points of Damage, which will then be subtracted directly from the Health stat. If that happens to be equal to or higher than the target's Tolerance, then the target is Whacked.

SPECIAL ATTACKS

Special Attacks require the use of cards of a similar color, cost a special number of Actions, deliver a certain amount of Damage and usually have some sort of Special Effect. No matter WHAT the rules written here are, these Special Effects overrule them (in case of conflicts).

The cards required for a particular maneuver may look something like this:

CARD A/CARD B + CARD C,

which means that the Attack requires **either** a Card A or B, **and** a Card C, all of the specified color. It also has its very own Action Cost and Damage, and sometimes some additional special effects.

For instance, B-ko's Maniacal Giggle (go see p. 125) requires the use of a Yellow Squeeze card combined with a Taunt card. It costs her only 1 Action, delivers 300 points of Damage and makes its Taunt aspect unavoidable. Even by Dodging the Attack, A-ko WILL suffer the effects of the Taunt (which are explained later — don't trouble yourself with that just yet).

GAME DECK

The first thing you have to do is cut out the cards from the cardboard inserts. They must be carefully cut following the white hairline on the inside of the cards. We strongly recommend the use of a very sharp hobby knife and a metal ruler. Take your time while cutting the cards out. Although it is of no great importance, it would be best to avoid damaging them in any way which would make them easily recognizable from behind. Since these are quality cards, they are rather thick. You will have to press very hard on the knife in order to cut them well and in one attempt. We recommend extreme caution.

You will find there are 36 cards, divided in four types, all with a different color.

ACTION COST

Type	Color	Action Cost*
Offensive Cards	Green	2 Actions
	Yellow	3 Actions
	Red	4 Actions
Tricks	Orange	Varies

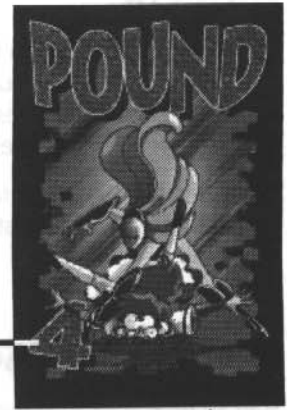
* Action Cost will be detailed a bit later. It represents how "expensive" an Attack done with that kind of card is.

PROJECT A-KO CARD GAME

CARD TYPES

Offensive Cards (Green, Yellow or Red) are used to perform Attacks and cause Damage to the opponent. Tricks are those cards which have special effects in the game, or which allow Special Attacks (most of the time, at least) when combined with ordinary Offensive Cards. All cards have a maximum number of uses, which is listed in the bottom left corner of the card.

THERE

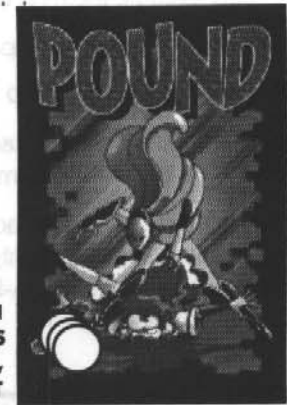


PLAYING CARDS

Playing a card consists of selecting a card from your hand and putting it down face up in front of you. As soon as the card is put down on the table, even before performing an Attack with it, the player must stack on the card's lower left corner as many pennies as the value written THERE (see above). The Attack can then be performed at the cost of 1 penny (and some Actions). As soon as the card runs out of pennies, it is discarded.

Please note that playing a card (putting it face up on the table) does not mean you have to perform an Attack with it. Sometimes, it is the only way to free your hand to get new cards from the deck. There can never be more than **five** cards in your hand and **three** on the table. Playing a card costs **no** Actions and may be performed at your initiative.

WHEN YOU RUN OUT OF PENNIES ON YOUR CARD, YOU DISCARD IT



LET'S GET STARTED!

The goal of the game is to land as many Attacks as possible on your opponent, and to make them as powerful as possible each time.

Here's how combat works:

For every Turn:

A. INITIATIVE	Determine initiative (flip a coin in case of a tie)
B. SELECT ATTACK	Attacker select an Attack
C. PLAY CARD	Attacker plays the required cards (don't forget to remove one penny per card)
D. SPEND ACTIONS	Attacker spends the appropriate number of Actions
E. DAMAGE	Attacker determines the Damage
F. DEFEND?	Defender decides if she defends/blocks/dodges; compute and apply Damage if she doesn't.
G. END TURN	Keep going until no one has any Actions left. Then go back to "A"

BEGINNING COMBAT

But first things first. After shuffling the deck, the selected dealer hands each player 5 (that's FIVE) cards. No more, no less. That's what everybody gets until the end of the first Turn.

At any given time during the fight, you can never have more than five cards in your hand and three put face up in front of you (for a total of 8). If you wish to discard a card, it costs you 1 Action. You can do so at any time during your initiative.

MAXIMUM CARDS "IN PLAY"



MAXIMUM CARDS IN YOUR HANDS



YOU CAN NEVER HAVE MORE CARDS TO PLAY WITH THAN THIS SETUP.

GETTING MORE CARDS

At the end of a Turn, you MAY pick one (and only one) card from the deck if you have less than five cards in your hand or if you have less than three cards in play. Before picking a card, you may put some cards from your hand "in play". When you pick a card, you may put it in your hand or in play, at your convenience. There is no other way to get new cards (except through special cards which you may find in upcoming issues of **Protoculture Addicts** magazine).

TURN

Naturally, you may wonder how long a Turn lasts. We don't really know ourselves. A Turn may vary wildly depending on the GM's whim. In short, don't bother with time when using the Card Game. What really matters is the number of Action Points you have. When you're all out of Actions, then you've reached the end of the Turn. Sometimes, that may seem like forever, especially when someone is beating the living spit out of you.

A Turn ends when no one can do anything else, either from lack of Actions or from lack of cards. If someone is left with — for instance — 1 Action, that action is NOT carried into the new Turn. It is lost. A character's Action stat only returns TO its original value.

INITIATIVE

The person with the highest Actions total gets to start the fight in a given Turn. As soon as her Actions fall below or equal to those of her opponent, the initiative shifts and it is the Defender who becomes the Attacker. When there is a tie, the last person who spent Actions becomes the Defender, and her opponent the Attacker. If, for some reason, both characters begin the Turn with an identical number of Actions, toss a coin to decide who goes first.

ATTACK

There are three types of Attacks: Ordinary Attacks, Trick Attacks and Special Attacks.

To do an Ordinary Attack, you simply play one of the Attack cards (Green, Yellow or Red) in your hand. It will cost you 2 Actions for a Green card, 3 for a Yellow and 4 for a Red. For instance, let's assume B-ko wants to perform a

PROJECT A-KO CARD GAME

Yellow Throw Attack. This will cost her 3 Actions. Since she begins her Turn with 8 Actions, she must move her counter from 8 to 5 to reflect the expenditure. (And if you noticed that this example is the same as the one under the Actions section, congratulations! — you have a sharp eye.)

Additionally, each color of card can be divided into three distinct types: Throws, Squeezes and Pounds. These types make no difference in Action Costs and Damages, but they should be used to describe the Attack (which can allow you to do additional Damage — see below). They can also be used to perform some Special Attacks (listed on your Character Sheet).

For instance, A-ko, offended by a comment made by B-ko concerning her ever-expanding waistline, decides to casually initiate a combat with a Green Pound card. Eyes closed, an expression of intense frustration on her face, eyebrows quivering and shoulders shaking, A-ko puts a hand on B-ko's head and drives her down face first into a desk right before the rest of the class. B-ko lies there for a few seconds, her face slammed flat against the hard surface, steam coming out of her ears in anger.

TYPICAL ATTACKS

Type	Qualifier*	Technique
Throw	• Flying	• Slam
	• Circle	• Crash
	• Repeat	• Toss
	• Reverse	• Fling
	• Rapid	• Pitch
	• Spinning	• Hurl

Type	Qualifier*	Technique
Squeeze	• Crushing	• Bearhug
	• Mighty	• Choke
	• Inverted	• Hold
	• Casual	• Grab
	• Fierce	• Entangle
	• Leaping	• Suplex

Type	Qualifier*	Technique
Pound	• Grand	• Punch
	• Ultimate	• Ram
	• Lethal	• Landing
	• Furious	• Leap
	• Vengeful	• Kick
	• Critical	• Demolish

* If you want to be **really** creative, you may wish to roll one six-sided die; 1-3: use only one Qualifier for your Attack; 4-5: use any two Qualifiers of your choice; 6: Use any three Qualifiers of your choice. If you want to experience the **ultimate** in creativity, just use your head and come up with something entirely new.

If you wish to combine a Trick card with an Attack card (providing you're allowed to do so for that particular Trick Card), you can do a Trick Attack. It usually costs the standard number of Actions Points, but has some special effect in addition to the Damage. For more information on each Trick, see the *Tricks* section in this chapter.

Finally, there are the Special Attacks. To perform a Special Attack, you must have the right combination of cards, as listed under the Special Attacks on the character sheet. If you happen to play this combination of 2 or 3 cards, then the Special Attack activates and **replaces** the normal effects of the cards. Each Special Attack has its own Action Cost and Damage. When performing such an Attack, ignore the standard rules and effects, and follow the instructions linked to it. In case of doubt (and unless specified in the Attack), it counts as ONE SINGLE ATTACK and can be dodged or blocked as such.

DAMAGE

The Attacker computes her Damage based on the color of her Attack card (Green, Yellow or Red). If she is using a Special Attack, then the Damage will be given in the Special Move description.

Optionally, with any given Attack, the player may describe the move and do more damage this way. While this is not particularly realistic, neither is an endless supply of missiles or running on missiles to reach a flying ship. For describing a full 10 seconds of combat action, the Attacker does 20% more Damage. Also, if she actually stands up and ACTS the Attack (WITHOUT touching the other player — we don't want you to actually FIGHT one another in real life), the Attacker does an additional 20% Damage. Finally, if the Defender laughs or winces at the Attack, then there's an additional 20% Damage. Remember to be a good sport. Winning doesn't count so much as having fun. If

someone played a good Attack on you, feel free to give her the bonus!

For instance, B-ko finally manages to launch her Akagi-yama Missile Special Attack. Her player spends 10 seconds (for a 20% bonus) describing how she relentlessly showers A-ko with a seemingly unstoppable array of vicious exploding micromissiles, all the while gloating and giggling and taunting her opponent mercilessly. She receives her +20% bonus. Because the Akagi-yama Missiles Attack does three 150 Red Attacks, the +20% applies to EACH Attack, which now becomes (150 + 20% =) 180 Red Attacks.

DEFENDING

It is possible to defend against an Attack by playing either a Dodge or a Block Trick card (see *Tricks* below). Not defending means that the Defender takes Damage, UNLESS she initiates a Contest of Strength or performs a Disgraceful Dodge.

CONTEST OF STRENGTH

It is possible to avoid taking damage from an ORDINARY Attack by initiating a Contest of Strength. It is NOT possible to initiate a Contest of Strength against a Trick Attack or a Special Attack. To start a Contest, the Defender must play a card **identical** (in both color and type) to that used by the Attacker. Both fighters are now locked in a contest which will eventually result in one of them taking Damage.

For instance, B-ko plays a Green Pound against A-ko. Since she has no defensive card to play, A-ko initiates a Contest of Strength by putting down another Green Pound. Thus starts the Contest of Strength.

Regardless of who has the most Actions left, a Contest of Strength is based on what is called the 'advantage.' It is what determines who is currently the would-be winner of the Contest. That changes throughout the Contest, until someone actually wins. At the beginning of the contest, the Attacker has the 'advantage.' In the example just above, B-ko would have the 'advantage.'

After the Contest of Strength is initiated, each participant must play a card in turn. Past this point, only the color of the Attack card played matters (Orange Trick cards cannot be used, except for Slam). The 'advantaged' player plays a new card for 1 Action Point (no matter the color) and a penny (as usual), and the 'disadvantaged' player must match or beat that color with one of her own (and pay both the actions and the penny).

If the 'disadvantaged' player plays a better color (Yellow against a Green, for instance), then she becomes the 'advantaged' player and her opponent must match that color immediately or take the Damage as normal. If she only matches the color, she remains at a 'disadvantage.' The contest goes on until one of the players is unable to match or surpass the 'advantaged' player's Attack or until someone runs out of Actions. When that happens, the 'disadvantaged' player takes Damage. It is NOT possible to use a Dodge or Block Trick card to avoid Damage resulting from a Contest of Strength. Disgraceful Dodge remains the last option (if it hasn't been used already this Turn).

For instance, B-ko starts the Turn with a Green Throw, and A-ko counters by putting down a Green Throw herself (both pay the 2 Action Points required by their respective Attacks). B-ko is currently 'advantaged' and ups the ante by Attacking with a Yellow card (who cares about the type — doesn't matter because this is a Contest of Strength). B-ko marks down her Actions by 1 point. A-ko decides to counter with a better card (Red) and now becomes 'advantaged.' If she had played a Yellow card, she would have remained 'disadvantaged.' A-ko also spends her 1 Action. B-ko does not have a Red card to match A-ko's and grins sheepishly as she feels her knuckles being crushed by the all-too-powerful A-ko. B-ko is about to take A-ko's 750 Red Attack.

As usual, you can only use the cards that are "in play" (on the table) during the Contest of Strength. You may fill any empty slot (out of the three) as soon as it is free. Any card "in play" that runs out of pennies is sent to the discard pile (for free) and may be replaced immediately by another one.

PROJECT A-KO CARD GAME

DISGRACEFUL DODGE

Once per Turn ONLY, a player may opt to avoid any ONE Attack by disgracefully dodging it. It is not very elegant and usually rather humiliating (the Attacker gets to describe the Defender's move), but it protects the Defender from **all** Damage. Performing a Disgraceful Dodge costs 2 Action Points.

For instance, as she is about to have her knuckles crushed, B-ko decides to go for her last option, a Disgraceful Dodge. A-ko's player grins and begins her description: "B-ko starts crying (tears coming out of her eyes in impeccable anime fountain style) and begs for mercy, falling down on her knees. She bows her head in unbearable shame, looking utterly defeated. Journalists who happen to be nearby go 'Aaaaah' and 'Ooooh' and immediately take photographs of this historical event. A-ko, blinking in surprise, looks around dumbfounded and incidentally releases B-ko's hand. Her hand freed, B-ko grins wickedly, her trick having worked, and then realizes that she has just been humiliated on national TV. Furious, she stands up and readies herself, screaming 'A-KOOOOOOOOO!!!' before launching her next Attack." Both A-ko and B-ko's players have a good laugh before continuing the fight.

TYPICAL DISGRACEFUL DODGES

- Landing in a trash container
- Leaping back gracefully, then landing in a pool of mud
- Stepping aside to fall into the sewers
- Being rolled over by a passing tank
- Somehow exposing your underwear (highly prized artifacts) in public
- Scampering (successfully) on all fours only to bounce right into Kei-sama



TOLERANCE

When a character takes her Tolerance or more in Damage (from a single attack), she is Whacked. That means she loses all remaining Actions this Turn and may do nothing else except take Damage until her opponent is finished. Armor still counts as normal. When the Turn is over, the Whacked fighter returns to normal and may resume fighting as per her normal initiative. The character may still pick a card at the end of the Turn, if her hand or her cards in play allow for it.

For instance, B-ko just finished describing and acting a particularly hilarious soupex-like wrestling Red Attack, Pounding A-ko so powerfully into the ground that only her waist and legs come out, her skirt turned upside down and plainly exposing her powder blue panties. Because A-ko had already done her Disgraceful Dodge this Turn, she must take the damage. B-ko's Attack had a base 600 points, +20% for the description, +20% for the acting and +20% because A-ko's player winced at the Attack, which results in a total Damage of 960 points. A-ko's Red Armor is 300, which means she "only" takes 660 points of Damage. This is far above her Tolerance of 400. A-ko loses all the Actions she had left this Turn and hopes B-ko can't finish her just yet. In the meantime, she's stuck upside down in the ground, her eyes transformed into 'X's and a stupid grin on her face.

DISCARDING

It is possible to spend Actions to discard unwanted cards. There is a cost of 1 Action per card discarded. It can only be done during one's initiative. A character may discard from her hand or from her cards in play.

For instance, at the end of that Turn, B-ko finds herself left with one Action while A-ko has none. B-ko decides to discard a Green card which she's not planning to use, hoping to get a better one in return during the handout at the beginning of next Turn. This costs her one Action (which brings her to zero) and ends the Turn for both players.

FORFEITING

It is possible to give up initiative to the opponent, which costs 1 Action. A character can forfeit initiative as often as she wants, with the understanding that it always costs 1 Action Point every time. In some cases, it might be preferable to simply discard a card and let the opponent Attack.

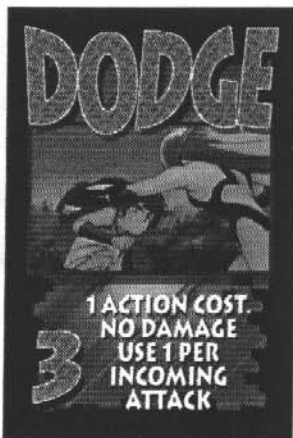
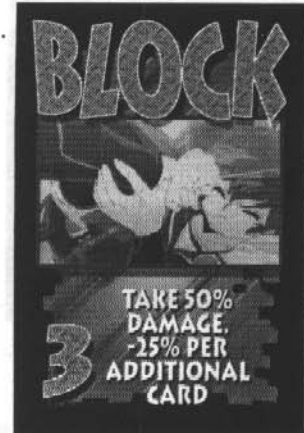
Example: B-ko has 8 Actions at the beginning of a Turn, while A-ko has only 7. While it would normally be B-ko's initiative, she decides to let A-ko go first and forfeits her initiative. It costs her one Action, so she's now down to 7, just like A-ko. It becomes A-ko's initiative. (And if you've noticed that we began this example with "Example:" instead of "For instance," you have a very sharp mind indeed.)

TRICKS

BLOCK

This Trick allows the Fighter to take only 50% of the Damage delivered by her foe's Attack BEFORE Armor. You may use more than one penny; this reduces the Damage taken by another (cumulative) 25% per penny. This costs no Actions. You can use one Block per Attack (but more than one penny per Block, if you wish).

For instance, B-ko wishes to avoid A-ko's Attack. She plays her Block card and puts the three required pennies on it. She decides she doesn't want to take ANY damage, so she pays her three pennies. The first one gives her a 50% damage reduction. The second and third pennies provide her with an additional 25%, twice, which brings her damage resistance to (50% + 25% + 25% =) 100%. Because she has spent all her pennies, B-ko must discard it. Fortunately, she takes no damage from A-ko's Attack.



DODGE

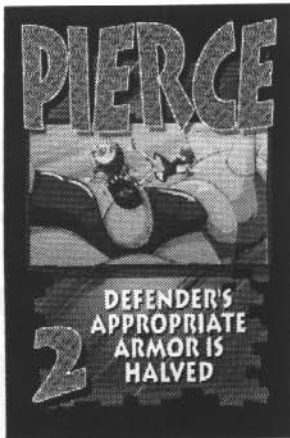
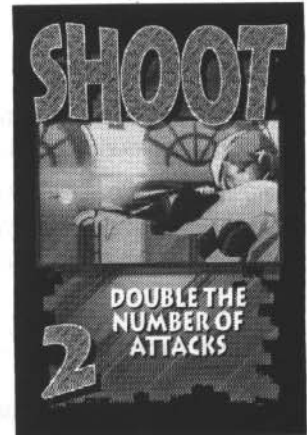
Using Dodge allows the Defender to avoid one Attack. If there are multiple Attacks, then multiple Dodge cards (or pennies) must be used. Using a Dodge Trick always costs 1 Action Point.

PROJECT A-KO CARD GAME

SHOOT

This card must be combined with a Throw card of a given color, which is then treated as TWO Attacks of that type. It is possible to use a Shoot card (always combined with a Throw) to counter ONE Shoot Attack (not both). In that case, if the Shoot Attack delivers more Damage, compute the Damage difference between the Attack and the Defense Shoot. This is the Damage you take, before applying Armor. If your Defense Shoot is stronger than the Attack Shoot, then you take no damage whatsoever.

For instance, A-ko uses a Red Throw and a Shoot card against B-ko. That will allow her to do 750 points of Damage TWICE if she hits. She immediately pays the usual 4 Action points and claims that she has lifted up a tank in each hand and has thrown them at B-ko. The latter watches them as they fly a high ballistic curve and arc down toward her. She reacts by firing a Yellow Throw and a Shoot card with hopes to defend against ONE of the Attacks. She does her 400 points (standard for her Yellow Attacks) and subtracts that amount from one of the 750 points Attacks. A-ko's Attacks are now one 350 Red Attack and one 750 Red Attack. B-ko's Red Armor (worth 450 points) protects her entirely from the first one, but not the second one, which delivers $(750 - 450 =) 300$ points. Incidentally, that is exactly the amount of Damage that is required to Whack her.



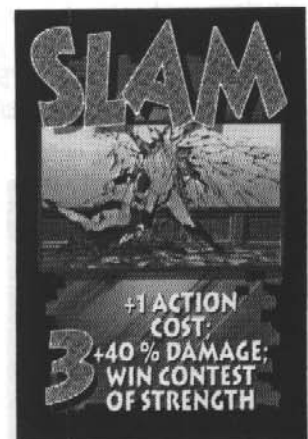
PIERCE

When using this Trick, the Defender's Armor of the color corresponding to the Attack is halved.

SLAM

This powerful Trick allows the Attacker to do 40% more damage, but at a cost of +1 Action. The card can also be used to win a Contest of Strength. In that case, it guarantees automatic success (at the cost of 1 Action Point) and will do an Attack of the color of the Defender's last Attack. When Slam is used to win a Contest of Strength, it cannot be Dodged or Blocked with a Trick.

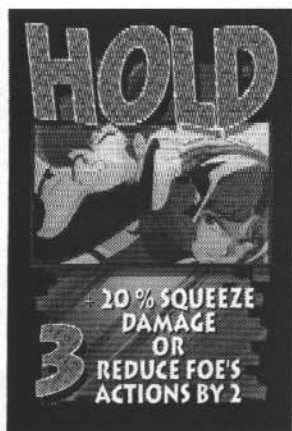
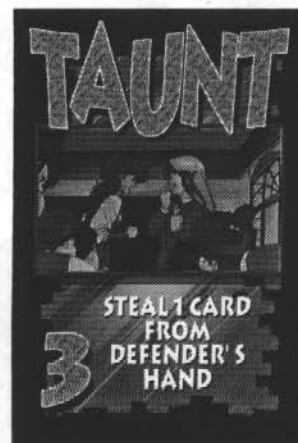
Example: A-ko and B-ko have initiated a Contest of Strength. A-ko's last card was Red, putting B-ko at a disadvantage. B-ko then plays a Slam card and pays 1 Action Point and 1 penny from her Slam card. She automatically wins the contest and inflicts a Red Attack on A-ko, who is not allowed to defend against it. A-ko takes the normal damage from the Attack (Armor applies).



TAUNT

Taunting is the art of insulting, challenging and offending someone deeply, all wrapped into a few choice words and expressions. Most of the time, it leaves the opponent stunned and shocked.

This card can be played along with an Attack and must be defended separately from it. It can also be played alone, but there is a definite advantage to playing it in a combination of cards, since the Defender does not always have enough defensive cards (Dodge or Block) to avoid both.



HOLD

This card can be played alone or in combination with a Squeeze card. As for Taunt, it must be defended against separately, no matter what. The Attacker must state beforehand what he uses the card for (extra Squeeze Damage, or Actions drain). The Defender is then given the choice to defend or to take it.

VARIOUS OPPONENTS

We provide you here with a quick list of various opponents you can pit against A-ko and B-ko during combat. The values between parentheses (after the name) are respectively the number of Actions and the Health. In all cases, Tolerance is equal to a fifth of the Health stat.

NAME:	ARMOR			DAMAGE		
	G	Y	R	G	Y	R
Ordinary Person (2/20)	5	10	20	5	N/A	N/A
Hardbubble Saber (7/200)	10	20	30	40	80	120
Jet Fighter (6/200) (4 Missiles)	30	60	90	60	120	180
Jet Fighter Missile* (4/200)	25	50	100	150	300	600
Power Suit (5/300)	20	40	80	30	60	90
Tank (4/400)	40	80	120	75	150	225
Generic Mecha (5/400)	75	150	300	150	300	450
Heavy Gear (6/500)	30	60	120	50	100	200
Mari (5/800)	60	125	250	125	250	375
Agent D (6/1000)	100	200	300	150	300	450
Spaceship (10/5000) (2000 Missiles)	250	500	1000	500	1000	2000
Spaceship Missile* (4/300)	50	100	200	300	600	1200

* These have an Action stat because they may perform either a Green, Yellow or Red Attack depending on the cards available to the player. Launching a missile costs only 2 Actions.

A-KO



DAMAGE

250
500
750

GREEN
YELLOW
RED

ARMOR

100
200
300

HEALTH

2000

1000

900	800	700	600	500	400	300	200	100	0
90	80	70	60	50	40	30	20	10	0

ACTIONS

		7	6	5	4	3	2	1	0
--	--	---	---	---	---	---	---	---	---

TOLERANCE

400

SPECIAL ATTACKS

SPIN THROW

(Green) Throw + Squeeze
Action cost 3
Damage 500

HAIR PULL

(Green) Throw + Taunt
Action cost 1
Damage 350
Special: Taunt

MISSILE JUMP

(Green) Pound + Block
Action cost 1
Damage None
Special: Dodge Anything

GRAVITY KICK

(Yellow) Pound + Pound
Action cost 2
Damage 600
Special: Piercing

RAM THROUGH

(Yellow) Throw + Pierce
Action cost 4
Damage 700
Special: Pierce (80% Tolerance)

TANK TRASHING

(Red) Pound + Slam
Action cost 5
Damage 800
Special: Blocks do not Work

B-KO



DAMAGE

ARMOR

200
400
600

GREEN
YELLOW
RED

150
300
450

HEALTH

1000

900	800	700	600	500	400	300	200	100	0
90	80	70	60	50	40	30	20	10	0

ACTIONS

8	7	6	5	4	3	2	1	0
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TOLERANCE

300

SPECIAL ATTACKS

FACIAL YANK

(Green) Squeeze + Taunt
Action cost 2
Damage 250

BANZAI KICK

(Green) Pound + Dodge
Action cost 3
Damage 300
Special: Dodge up to Yellow

AKAGIYAMA MISSILE

(Green) Throw + Shoot
Action cost 1
Damage 150 (three times)
Special: Piercing, do dam. X3

MANIACAL GIGGLE

(Yellow) Squeeze + Taunt
Action cost 1
Damage 300
Special: Taunt unavoidable

BEAM SABER

(Yellow) Throw + Pierce
Action cost 4
Damage 550
Special: Defender's armor at 25%

JACOVINI LASH

(Red) Throw + Shoot
Action cost 5
Damage 700 Twice
Special: Do damage twice

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THE ROLEPLAYING GAME

"You're going to die, A-ko! This is it! This time I'm going to come out on top and beat you! Akagiyama Missiles!"

A-ko glanced at the incoming missile swarm with trepidation, then turned and ran as quickly as she could. She stayed just ahead of the explosions, which ripped through the nearby buildings. When the last explosion narrowly missed toasting A-ko into a crispy schoolgirl, she turned back and faced B-ko. The latter was hastily reloading another pack of missile ammo.

"Oh no you don't!" cried A-ko. She picked up a mail box and whipped it at B-ko. "Catch this!"

The mailman, who had stayed well back from the conflict up to now, called out in alarm, "Hey, You put that down! That's government property!" He watched helplessly as it became a missile weapon heading straight for B-ko. She barely had enough time to blast the mailbox out of the air, scattering bits of mail all over the street like confetti. He groaned at the loss.

"Look at what you did! And people wonder why the mail takes forever! Behave yourselves!"

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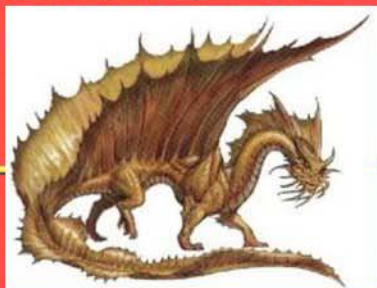
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