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DOUBLE FEATURE

# MFS SPIRIT OF SEVENTY SEVEN

DISCO AMBULANCE  
WOMEN'S PRISON OF THE APES



*Spirit* **77**  
*OF*

Two Original Fantastic  
Role Playing Game Adventures  
For 3 or More Adults.  
Ages 10 and Up



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*“...It’s all about the big ass laughs and monkeyfun...”*



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# Welcome Back, My Friends, to the Show That Never Ends!

We're so glad you could attend, come inside, come inside. This Double Feature provides both players and DJ's alike with supplemental material that can be added to your **Spirit of 77** campaign. These included adventures can be used as a starting point or as the next chapter in your long term story. Feel free to mix and match as you see fit.

## ***This Double Feature includes:***

**New Adventure:** Women's Prison of the Apes - In order to escape jail time, you've been tasked with breaking out a rich party girl from one of the strangest prisons in the country. Load up your bananas and hide your shivs, it's time to break out!

**New Role:** Introducing the Escape Artist - Big time illusions, death-defying escapes, and the grand spotlight awaits you (provided you can hold your breath while you get out of these handcuffs).

**New Adventure:** Disco Ambulance - Hit the siren and the rotating disco ball as you make your way through the crowded city streets as members of the B&D Ambulance Company. Put on your scrubs and dancing shoes, it's all about stayin' alive.

Come inside, the show's about to start! And as always, keep on truckin'!

~Bob and Dave

## Women's Prison of the Apes

*"What's the hardest thing about breaking into prison? All the damn monkeys!"*

### The Lowdown:

Due to prison overcrowding, the Boule Prison for Women has been staffed by domesticated apes, armed with X-Tech technology. Inside the prison, a wealthy family's daughter is held in solitary and marked for death. How will the players save her and break her out of prison? Play to find out.

### How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game's direction.

### Fuel Injection:

For this adventure, the game action starts immediately with the Fuel Injection question posted to the group:

#### **"What did you do to get yourselves arrested?"**

Allow the players to describe what their actions were that led them to the opening predicament. Although they've been booked, they're all waiting together in the same holding tank when Chelsea Hazelnutt, the Mayor's Chief of Staff, enters. She has spoken to the Chief of Police about dropping all charges for whatever the players have done, provided they go on rescue mission for Audrey Scates, who is being held in solitary confinement.

### Preliminary Set-up:

**Suggested Theme Music:** "Jailbreak" by Thin Lizzy

The players will need to find an excuse to get inside the prison in order to find Audrey Scates. Give them a few minutes to come up with their plan, although there are plenty of options available if they need assistance.

**OPTION** - The players are brought into the prison under assumed identities to find Audrey. Through the magic of Cherry May Cosmetics, even the men will be able to sneak past the guards (provided they don't look too closely).

**OPTION** - The players are arriving under the guise of a free performance for the inmates, with the players acting as the talent and crew.

**OPTION** - None of this pussyfooting around, they're breaking in the old-fashioned way by slamming through the prison wall at midnight. Brute force, uhh take it!

## Civilian Front

### Chelsea Hazelnutt, Chief of Staff for Hizzoner Mayor Knoxford

**Suggested Theme Music:** "She's Gonna Let You Down" by America

**Description:** Chelsea is the opportunistic Chief of Staff for Mayor Knoxford, who was contacted by Mrs. Scates to get her step-daughter out of the Boule Prison. The Scates family is a major contributor to the Mayor's political war chest so they're more than eager to accommodate Audrey's release by any means possible.

**Angle:** *"Either they get the girl, or they don't come out... win-win. Vote for Knoxford!"*

### Twists:

**DJ OPTION** - Chelsea plans to double-cross the players, and deny any involvement in the breakout after it occurs.

**DJ OPTION** - Chelsea wasn't contacted by Mrs. Scates. Instead she's using this opportunity to blackmail the Scates family for her own personal gain (and future political career).

**DJ OPTION** - Chelsea's father was accidentally killed in a hit-and-run by Mr. Scates, the escape is an elaborate ruse to provide an opportunity to kill Audrey and cover up the event as a "botched escape attempt."

## Front - Prison Staff

**Description:** The prison staff will act as the primary antagonists in this Adventure, although how they react to the players will be driven by how they enter the prison.

### Warden Anderson

**Suggested Theme Music:** "Taking Care of Business" by Bachman Turner Overdrive

**Description:** The warden is less a warden and more of a bookkeeper, leaving the actual management of the prison to the head of the guard units. He is beholden to the board of directors that own the prison, so he is eager to shave a few bucks whenever possible from the operating budget.

**Angle:** *"Keep costs down, numbers up, and get home by six."*

### Twists:

**DJ OPTION** - The warden has no idea what twisted experiments Dr. Beach has been up to, and will be shocked to learn the truth, aiding the players in any way he can.

**DJ OPTION** - The warden is actually being mind-controlled by the doctor, not unlike the Simian Guards.

**DJ OPTION** - The warden is using the mind-control technology on the female inmates to create his own all-female Derbyball team, totally underneath his control. Brainwashed athletes are the wave of the future!

### Captain Jim "Soulless" Soldan

**Suggested Theme Music:** "You Don't Mess Around With Jim" by Jim Croce

**Description:** As the hard ass in charge of the Simian Guard units, Captain Soldan came up from the military after a major tour in Korea. He hates the apes and hates the prisoners even more. In a severe crisis, he will grab an M-16 and take no prisoners.

**Gear:** Automatic Pistol (2-harm, close, loud)

M-16 (3-harm, close, autofire, loud, two-handed)

### Twists:

**DJ OPTION** - Soldan has made Audrey his special project, dolloping extra punishment whenever possible, and throwing her into solitary confinement.

**DJ OPTION** - Soldan is secretly on the take and has been ordered to "deal" with Audrey.

**DJ OPTION** - Soldan hates this entire project, keeping honest Americans out of work with the technological aberrations. He is biding his time until he can sabotage the equipment, causing them to go berserk. If prisoners get killed in the process, they're doing society a favor.

**Angle:** *".....mother\*\*\*\*ers....."*

### Gearshift:

**P** - Captain Soldan is taking his break.

**N** - Captain Soldan is doing his rounds as normal.

**L** - Captain Soldan thinks there's something different about the players but doesn't think anything suspicious... yet

**D1** - Captain Soldan is keeping his eye on the players, he realizes something is definitely wrong.

**D2** - Captain Soldan is actively trying to find and detain the players, using the Simian Guards to find them.

**O** - Captain Soldan throws the prison into lockdown.

### Dr. Anson Beach

**Suggested Theme Music:** "The Gates of Delirium" by Yes

**Description:** Dr. Beach is in charge of the apes restraining collars in the Control Room. He is severely deluded about the morality of what's he working on. He's secretly hoping to place a human brain in the body of one of the gorillas, and is quietly doing experiments in his lab with prisoners.

**Angle:** *"Society is being improved by my efforts, that's what matters in the long run."*

## Twists:

**DJ OPTION** - Beach is planning to transplant the brain of one of his more docile gorillas into Claire, in order to gain control of her family fortune.

**DJ OPTION** - Beach has always wanted to do a human-to-human transplant. If two of the players have been captured by Beach in some way, have the players switch their Role sheets (but keep their Story). Have them act out the switch in skills and Moves.

**DJ OPTION** - Due to government orders, Beach is putting small gelatinous creatures into the prisoners' brains, giving them strange abilities and behaviors.

## Gearshift:

**P** - Dr. Beach is quietly working on his pet project, building his own crystal radio set.

**N** - Dr. Beach is aware of the players but unsure of their motives. He can't put his finger on it but something is wrong with them. Time for extra supervision.

**L** - Dr. Beach is garnering information about the players, either through innocently interacting with the players, or by asking other NPC's about them.

**D1** - Dr. Beach has ordered the Simian Guards to overcome the players and bring them to his lab.

**D2** - Dr. Beach has ordered the Simian Guards to overcome the players and human staff, taking over control of the prison.

**O** - Dr. Beach is engaging the "failsafe" situation: The Simian Guards will start attacking all humans with lethal force, leaving no survivors.

## Simian Guards

**Suggested Theme Music:** "Neukoln" by David Bowie

**Description:** The Simian Guards are modified apes that have been fitted with experimental restraining collars providing them with audio playback of pre-recorded commands. They have also been trained to follow direct commands from the prison staff. If the restraining collars were removed, however, who knows what would happen.

**Angle:** "...follow orders....follow orders..."

## Moves:

**Crazy Gorilla Strength** - Each are stronger than normal apes, and can deal 2-harm unarmed and have 1-armor.

## Equipment:

**Electric Stun Stick (2-harm, close, 2-handed)**- Each Simian Guard is armed with a stun stick which causes a temporary stunning effect, causing the subject to drop to the floor.

**Restraining Collar** - Each of the Simian Guards have an X-tech restraining collar that keeps the gorillas in check. Each restraining collar also contains an X-Tech-powered voice box that provides pre-recorded commands to the prisoners.

*"Please follow the white line."*

*"Please return to your quarters. Thank you."*

*"Please follow the blue line."*

*"Please step out of your quarters."*

*"Please place your hands on your head, and drop to your knees."*

*"Thank you for complying."*

*"Please follow the attending guard's directions."*

*"You are in violation of prison procedures."*

*"You are about to be disciplined."*

## Gearshift:

**P** - The Simian Guards are being kept in their pen.

**N** - The Simian Guards are doing their patrols around the yard.

**L** - The Simian Guards are directing the players to a different location.

**D1** - The Simian Guards are angered, acting roughly to the players.

**D2** - The Simian Guards are growling over their recorded messages, behaving roughly and barely controlled by their implants.

**O** - The Simian Guards have overridden their implants and are attacking anything that moves.



## Front - Prisoners

**Description:** The prisoners can be utilized either as members of the Civilian Front, willing to aid the players, or as additional antagonists, depending on how they are encountered.

### Mitzi Fuentes

**Suggested Theme Music:** "Victim of Love" by the Eagles

**Description:** Mitzi is a sweet, super-friendly girl, recently shipped into the prison with the current batch of inmates (If the players are posing as inmates, she will have entered alongside them). She also tried assassinating the president on orders from her guru, Edmund Maddox, and is convinced that "Eddie" (who is also doing time for mass murder) will come save her soon, so she has no worries at all.

**Angle:** *"Spread love and peace, for as Eddie says, we are together in nothingness."*

**DJ OPTION** - Mitzi grows more and more alarmed at the reality of her situation as the adventure continues, stripping away the "peace and love" brainwashing she had experienced. In order to survive, she will rat out the players to whomever she can (e.g. prison staff, Big Millie, or whomever) in order to make friends and keep herself safe.

**DJ OPTION** - Mitzi is actually a plant by Edmund Maddox in order to strike an even bigger blow against the establishment: the destruction of this facility. She is quietly building homemade explosives and planting them throughout the prison.

**DJ OPTION** - Mitzi has a surprising way with the Simian Guards, managing to gently coax them into temporarily forgetting their programming, and focus on the sensitive little human. This could be either beneficial in manipulating the Guards or cause a problem should something happen to Mitzi.

### Audrey Scates

**Suggested Theme Music:** "Little Girl Lost" by Kris Kristofferson

**Description:** Audrey knows she has a target on her back. Word has spread of her family's wealth and the other inmates are starting to circle her like wolves.

**Angle:** *"I need to stay alive and stay away from my stepmother."*

### Twists:

**DJ OPTION** - Audrey knows the security code for her father's safety deposit box, that her stepmother is seeking out, the real reason her stepmother wants to get her out of prison.

**DJ OPTION** - Audrey knows a terrible secret about the prison and Dr. Beach, and has made a deal with her stepmother to get her out. Dr. Beach will not allow that to happen.

**DJ OPTION** - Audrey is actually a sociopath, who has blackmailed her mother into hiring the players in getting her out of prison. She was ultimately responsible for her father's death.

### Millicent "Big Millie" Swartwood

**Suggested Theme Music:** "Bitch" by the Rolling Stones

**Description:** Millie is the inmate in charge of the kitchen as well as the top procurer of contraband items. A former bootlegger, Big Millie has a gang of kitchen help to do her bidding. It may be the warden's prison but it's her damned kitchen, pal.

**Angle:** *"It's a long ten to fifteen, better get comfortable and do what you can to survive."*

### Twists:

**DJ OPTION** - Millie actually likes Audrey, but has decided the players are working for the prison to trap the poor girl (or worse). She will do whatever she can to slow down or stop the players from taking Audrey.

**DJ OPTION** - Millie has caught wind that Audrey's family are loaded, and believes she deserves a piece. She may assist the players for a price, or she may take actions to kidnap Audrey herself for a hefty payout (and a carton of smokes).

**DJ OPTION** - Millie has incorrectly heard that Audrey has been talking smack about her, and plans to ice her as soon as she gets a chance, in order to maintain dominance on the yard.

### **Gearshift:**

**P** - Millie is in the kitchen, tending her still, and getting ready for the next big meal rush.

**N** - Millie and her crew are serving the next prison meal.

**L** - Millie and her crew are watching the players, scoping out their actions.

**D1** - Millie approaches one of the players to find out information about Audrey.

**D2** - Millie attempts to make a deal with the players to help them find Audrey.

**O** - Millie decides the players need to be eliminated and sets her thugs on them.

### **Big Millie's Kitchen Staff Thugs**

**Description:** Big Millie has several thugs that will follow her orders to the letter. They aren't particularly smart but they're lethal, and surrounded by sharp knives, hot grease, and the worst mashed potatoes ever tasted. When acting in unison, they are a small gang (Small gang, 2-harm, unruly).

**Gear:** Shiv (2-harm, intimate, hand)

### **Barbara "Babba-Gabba" Gabrielle Guzak**

**Suggested Theme Music:** "Luney Tune" by Alice Cooper

**Description:** Barbara Guzak was a small-time dealer that tried to avoid prosecution by eating her stash, unaware it had been heavily laced with PCP. To suggest Barbara now seems slightly unstable would be an understatement.

**DJ OPTION** - Barbara will be convinced one of the players is a famous person, asking them for autographs and potentially stalking them.

**DJ OPTION** - Barbara is actually faking her insanity, in order to be left alone.

**DJ OPTION** - Barbara is crazy due to a botched surgery experiment by Dr. Beach. She can potentially be proof of what's been happening in the prison, provided she can be contained (she could also still be under his control).

**Angle:** *"CAN I TRADE YOU MY PUDDING FOR AN AUTOGRAPH?"*

### **Gearshift:**

**P** - Barbara is sleeping off a bad night, arguing with the secret transmissions she's been hearing in her head from the White House.

**N** - Barbara is tending to her autograph collection, watching with intensity for any other celebrities in the prison.

**L** - Barbara has taken an interest in the players, watching them from afar. She knows she's seen them on TV, she just doesn't know where.

**D1** - Barbara is highly agitated, following the players and bellowing out information at inopportune times.

**D2** - Barbara is irritated the players aren't paying attention to her, physically pushing, kicking, or pulling them as she bellows her thoughts.

**O** - Barbara has decided to shiv one of the players to raise the value of her autograph.

## Rhonda “Rhonda X” Dievendorf

**Suggested Theme Music:** “Children of the Revolution” by T. Rex

**Description:** Doing time for armed robbery, “Rhonda X” considers herself a political prisoner, due to her membership in the Ecuminical Revolutionary Charter. In reality, she’s extremely dangerous and may do anything that she feels further her interests.

**Angle:** *“Power to the people... with me in charge.”*

**DJ OPTION** - Rhonda has decided to strike out against the establishment by sabotaging the electronics that subdue the Simian Guards, allowing them to potentially kill all the of the humans in the prison.

**DJ OPTION** - Rhonda has caught wind of the players’ attempts to free the “little rich girl” and will attempt to sabotage their efforts at all costs, as a blow against the capitalist pigs.

**DJ OPTION** - Rhonda has decided to stage a violent takeover of the prison kitchen, capping Big Millie, and making her big play. The players will either be considered an asset in making that happen or an obstacle to eliminate.

### Gearshift:

**P** - Rhonda is in her cell, reading from her Little Red Book.

**N** - Rhonda is keeping an eye on the characters from a distance, pretending to be focused on other surroundings.

**L** - Rhonda engages with the players, asking pointed questions about who they really are, and why they’re really there.

**D1** - Rhonda has decided the players have something she wants, which she’ll try to barter to get.

**D2** - In an attempt to get what she wants, Rhonda is actively trying to sabotage the players, spreading rumors with other inmates or the human staff.

**O** - Rhonda has decided to attack one or possibly all of the players to get what she wants.

**Equipment:** Shiv made with a razor and toothbrush (2-harm, intimate, hand)

## Claire

**Suggested Theme Music:** “Subterraneans” by David Bowie

**Description:** “Claire” is one of Dr. Beach’s more successful experiments, locked in a cage in his lab. While appearing like just another ape, she has a human mind, and vague memories. She is kept heavily sedated and doesn’t remember who she is under the narcotics (although she could potentially remember).

**Angle:** *“Where am I?”*

### Twists:

**DJ OPTION** - “Claire” is the cerebral imprint of another inmate (e.g. Babba Gabba, Rhonda, or Big Millie) and has several of the initial “donor’s” memory implants. She isn’t human, but thinks she is.

**DJ OPTION** - “Claire” is Big Millie’s daughter, who is unaware of what has happened to her.

**DJ OPTION** - “Claire” is actually Annie Scates.

### Moves:

**Crazy Gorilla Strength** - Like the Simian Guards, Claire is stronger than a normal ape, can deal 2-harm unarmed, and has 1-armor.

### Gearshift:

**P** - Asleep in her cage.

**B** - Awake but groggy, not responsive to anything in particular.

**L** - Slowly regaining her faculties, she will occasionally do something that appears like human behavior (like use a napkin after eating a banana, try to put on makeup, etc.).

**D1** - Claire doesn’t remember who she is but will try to escape (picking at the lock, getting players to help, etc).

**D2** - Claire has remembered who she is, and is horrified at what has happened to her. She will try to run, escape, and in great duress, maybe even try to speak.

**O** - Claire is furious, and will lead the Simian Guards in open revolt against her captors.

## **Locations:**

### **Boule Prison for Women**

**Description:** The majority of the campaign takes place in the Boule Prison for Women. As previously noted, only the executive staff and certain delivery personnel are humans. The security staff, run by the Lady Liberty Security Corporation, are domesticated apes armed with X-Technology. The floors of the Prison have center blue lines leading to various areas within the prison. When a new location is mentioned by the players, have them point on the map where it is located.

### **Communications and Control Room**

**Description** - The communications and control room is where Dr. Beach and the Liberty Security technicians monitor and administrate the Simian Guards. There are security technicians monitoring the Guards at all times, issuing orders via verbal commands.

**Environment** - Closed monitor bay, large wall-sized computers, computer banks with asynchronous blinking lights, microphone unit (plugged into computer bay), coffee-maker, and potted plant

### **Simian Lab**

**Description** - The Lab acts as both the housing unit for the Simian Guards, as well as X-Tech lab where Dr. Beach maintains and modifies the restraining collars. In a back room, Dr. Beach also maintains a separate lab for his experiments, including a cage housing "Claire." It's considered a nasty punishment to do "Lab Clean-up Detail."

**Environment** - Gorilla cages, feeding bowls, electronic stun sticks, examining table along with industrial-strength restraints

### **Processing Area**

**Description** - This is the main booking area for new arrivals to the prison, including verification of any paperwork and logging of any visitors. Includes the visitor's room.

**Environment** - Desks, chairs, file cabinets

### **Loading Area**

**Description** - All deliveries in and out of the prison process through the loading bay, including prisoner transfers, supplies, and outside medical units.

**Environment** - Large gates, loading dock, security cameras, Simian Guards, laundry carts, delivery truck

### **Exercise Facility aka "The Yard"**

**Description** - All housed prisoners are allowed two hours outside in the exercise facility. The Yard is patrolled by Simian Guards at all times.

**Environment** - Bleachers, basketball court, grass yard with running track, Simian Guards

### **Commissary Kitchen**

**Description** - The kitchen is considered strictly Big Millie's "turf" and anyone working kitchen detail is considered part of Big Millie's crew or being groomed for a position. Big Millie also has an illegal still in the back, making prune wine.

**Environment** - Industrial sized ovens, refrigerators, Big Millie's still, stoves, Food-serving equipment, industrial-sized dishwashers

### **Cafeteria**

**Description** - The cafeteria is the main dining area for all prisoners, adjacent to the Kitchen. Seating locations often denote group affiliation or pecking order among the prisoners.

**Environment** - tables, metal food trays, silverware, benches, Simian Guards

### **Showering Room**

**Description** - This area is one of the few areas that rarely get direct supervision from the Simian Guard and as such, the most prone to illegal and extracurricular activity (e.g. drug transactions, shiv fights, etc.).

**Environment** - Showers, towels, soap, lavatories

### **Solitary Confinement Area (aka "The Tombs")**

**Description** - The Tombs are legitimately a frightening area of the prison, with limited exposure to the outside world. The lights are barely working, the area infested with vermin. Prisoners in solitary usually get two meals a day, although meal #1 is usually little more than burnt bread with margarine.

**Environment** - Showers, towels, soap, lavatories

# The Big Finish:

By now the players have found Audrey within the prison and need to determine their exit strategy. Now's the time to wrap things up with a climactic showdown that involves the players in a madcap explosion of a finale, with multiple options for its setting:

## **Breakout**

If the players have opted to break out of the prison under the noses of the prison staff, build the dramatic tension as they attempt to escape.

**DJ OPTION** - One of the prisoners has ratted them out, alerting Captain Soldan to the jailbreak and throwing the prison into a dramatic lockdown.

**DJ OPTION** - Once out of the prison, Audrey reveals that she left something behind (e.g. safety deposit box key, proof of her stepmother's criminal activities, her favorite teddy bear, etc.), forcing the players to sneak back into the prison once more.

**DJ OPTION** - Audrey insists one of the other inmates accompanies them in their escape, who causes multiple problems in keeping this under wraps (e.g. Baba Gabba starts shouting, Rhonda X uses the opportunity to settle a score, Mitzi believes Eddie is about to rescue her on his own, etc.).

## **Showdown**

The players have a final throwdown that will result in a massive brawl within the prison.

**DJ OPTION** - Big Millie isn't letting them leave without a fight. She alone decides who can escape this prison and it's not the players' turn in her mind.

**DJ OPTION** - Captain Soldan has foregone any effort at rehabilitation and is taking the prison over on his violent terms.

**DJ OPTION** - Rhonda is making her move on Big Millie, causing everyone to pick sides in a massive "Gangs of New York" style battle for control of the prison.

## **Haywire!**

The players have decided the only way to break free is sabotaging the X-Tech keeping the Simian Guard in check.

**DJ OPTION** - Destroying the restraining collar controls causes the Simian Guard to go homicidal on every human in the prison, requiring the players to fight their way out.

**DJ OPTION** - When the Control Room is destroyed the Simian Guard grows docile, allowing the prisoners to act on their own whims of escape, celebration, or violent retaliation.

**DJ OPTION** - Destroying the Control Room reveals that all of the Simian Guards have repressed human personalities, victims of Dr. Beach's torturous experiments.



**BOULLE WOMEN'S PENITENTIARY**

STATE CORRECTIONAL FACILITY

1976 REMODEL



## Introducing the Escape Artist

*“Look Captain, I’ll tell you the same thing I told Detective Gilleland. We brought in the suspect for questioning. Spent about three hours in the box, double-cuffed to the chair and table. He refused to say anything, even after we tried to soften him up. Bernie went to take a leak, leaving me with the suspect. I dropped a pencil, reached down to pick it up from underneath the chair. Couldn’t have been thirty seconds when I sat back up, the suspect was gone. Both cuffs were removed, hanging from the chair, and the door was still locked from the inside. Outside of the little cloud of glitter, I’d never know he was there.”*

*—recorded interview, Detective Robert Barry, 23rd Precinct, 3/21/77*

From the Las Vegas Strip to the Broadway Theatre District, professional magic experienced a boom in the national eye during the 1970’s. No longer content for simple card tricks and dancing canes, magic became a big entertainment spectacle with disappearing cars and elephants, glitzy showgirls and spotlit bombast with every presentation. But few illusions could mesmerize an audience like a harrowing escape from death’s door, especially while constrained by handcuffs and double-knotted restraints. The Escape Artist never fails to draw a crowd.

### Example:

*Decked out in patent black leather with no tolerance for “lesser magicians,” Krysten Kross never fails to astonish her audience and infuriate her colleagues. After making a name for herself with the “Deadly Box of Knives” illusion, Krysten has made a personal crusade out of denouncing cheap parlor tricks and bad sleight of hand techniques in order to raise the artform of magic to a higher level. Other illusionists may dread seeing her in the front row of a performance, but the audience knows something entertaining is about to happen.*

## Creating an Escape Artist

To create an Escape Artist, choose a **name**, **look**, **Story**, **Buzz**, **hooks** and **gear**.

### **Suggested Names:**

Doug, David, Harry, Krystal, Bess, Dorothy, Randi, Anthony

### **Look:**

**Clothes:** Tuxedo, rainbow-colored leotard, sequined jumpsuit, dancer’s tights

**Face:** hard face, small face, crazy face, old face, perfectly tanned with perfect teeth

**Hair:** Bald, combover, stiffly coiffed, ponytail, long and free

**Body:** Slim body, short body, tall body, taut muscles

**Eyes:** Sparkling eyes, wild eyes, bright eyes, sharp eyes

## **Escape Artist Moves:**

### **You Get:**

**The Hand is Quicker Than the Eye** - The Escape Artist gets +1 Hustle (Max +3).

### **Choose One:**

**Hocus-Pocus** - You can make small objects (cards, coins, keys, lockpicks, etc) appear, disappear, and switch places as if by magic. Items can be hidden upon your body, or the body of others within reach, and produced at will.

**Trade Secrets** - When you witness an amazing illusion, trick, escape, stunt, or other performance and try to determine how it was accomplished roll +Brains.

On a 10+, you determine exactly how it was done and could reproduce the effect with the right resources.

On a 7-9, you know how most of it was accomplished but you are missing at least one key component.

**The Handcuff King** - When you free yourself from restraints roll +Hustle.

On a 10+, you free yourself immediately.

On a 7-9, you free yourself but it takes a bit of time.

On a 6 or less, you free yourself but it takes a lot of time.

**Mind over Matter** - When you take a moment to prepare yourself before being exposed to a dangerous situation you may Roll With Something Extra to Take a Hit.

**Contortionist** - When you fit yourself into or through an extremely tight space, roll +Hustle

On a 10+, you are able to get in and out quickly and without issue.

On a 7-9, it either takes you some time or you take 1-harm in the process.

On a failure, it takes a lot of time AND you take 1-harm in the process.

**Nothing Up My Sleeve** - When Scoping the Scene, you may ask if something is hidden within the room without spending hold.

## **Attributes:**

Now that you've chosen to be the Escape Artist, it's time to select your Attributes. Attributes describe the core of your character in *Spirit of 77*. Is your Escape Artist strong and smart? Or maybe attractive and creative? Your choice of Attributes will determine this.

Choose one of the following arrays of Attributes and distribute them between Might, Hustle, Smooth, Brains, and Soul, however you want. Keep in mind the Moves you've already selected and which Attributes they work with.

**Parlor Trickster:** Take +1 point for every Attribute and take a bow. This is good for getting your Attributes together quickly and promotes an overall balanced set of skills.

**1, 1, 1, 1, 1**

**Prestidigitator:** Pick one Attribute as your specialty, and add +2. Choose two secondary Attributes and add +1. This is good when you know you'll be focusing on a specific skill like fighting or thinking things out, but still want a secondary skill in case you get called for an encore.

**2, 1, 1, 0, 0**

**Headliner:** Pick one Attribute as your specialty and add +2. Choose one Attribute you're not so good at it and give it -1. Give the other Attributes +1 and let your beautiful assistant deal with the small stuff.

**2, 1, 1, 1, -1**

**The Magnificent:** Pick the two Attributes you're planning to use the most and add +2. Choose one Attribute you're not so good at it and give it -1. Leave the rest at zero and smile for the cameras.

**2, 2, 0, 0, -1**

**Escapologist:** Nothing can keep you down for long. Pick the two Attributes you're planning to use the most and add +2. Choose two Attributes you're not so good at it and give them -1. Mark your final Attribute as +1.

**2, 2, 1, -1, -1**



## Hooks:

\_\_\_\_\_ is going to help me do the biggest trick of my career.

I need to know \_\_\_\_\_'s secrets, before they find out mine.

\_\_\_\_\_ is always an easy audience for me.

They don't know it, but \_\_\_\_\_ is holding something special for me.

\_\_\_\_\_ is a great distraction while I work my magic on the crowd.

## Gear:

Clothing with many hidden pockets

Lockpicks

A white rabbit or pair of doves

Handcuffs or other restraints

# The Amazing Move Index

**Contortionist** - When you fit yourself into or through an extremely tight space, roll +Hustle

On a 10+, you are able to get in and out quickly and without issue.

On a 7-9, it either takes you some time or you take 1-harm in the process.

On a failure, it takes a lot of time AND you take 1-harm in the process.

## Examples:

*Princess Kikio has been locked in the trunk of an old sedan which is rolling towards a cliff. She kicks out the tail lights from the inside and then tries to crawl out through the narrow opening. She rolls +Hustle and gets a 10. She manages to slip through the gap and jump free from the car before it rolls over the side.*

*Krysten Kross has less than an hour to escape the City Central jail to make good on her promise to the City Observer newspaper. After opening her cell she shim-mies up to the furnace duct only to find her exit blocked by steel bars that were not on her blueprint. She rolls +Hustle and gets a 9. She has to dislocate her shoulder (taking 1-harm) to get through but she still has plenty of time to get to the Observer building for her big finish.*

*The cops are chasing the Amazing Marcus through an alleyway when his path is blocked by a chainlink fence. He tries to slip through a gap in the fence. Rolling +Hustle he gets a 6. He's stuck and now has to explain to the cops why he was performing in the park without a permit while they send for a pair of bolt cutters.*

**Hocus-Pocus** - You can make small objects (cards, coins, keys, lockpicks, etc) appear, disappear, and switch places as if by magic. Items can be hidden upon your body, or the body of others within reach, and produced at will.

## Examples:

*While entertaining a pair of out of town tourists at Bronze Square, the Amazing Marcus makes a silver dollar disappear and then reappear in one of the spectator's pockets. While the crowd gathers around him he also makes the tourists' wallets disappear into his own pocket. Magic!*

**Mind over Matter** - When you take a moment to prepare yourself before being exposed to a dangerous situation you may Roll With Something Extra to Take a Hit.

Examples:

*Before she attempts her famous Water Casket escape, Krysten Kross takes some time to do some deep breathing. When she's inside the casket and needs to hold her breath long enough to untie the cables around her wrists she rolls with Something Extra.*

*The Amazing Marcus is showing some tourists an example of his legendary durability by allowing his assistant to smash a cinderblock with a sledgehammer while he holds it over his stomach. When the hammer comes down he rolls with Something Extra to take the hit. Oof! Magic!*

**Nothing Up My Sleeve** - When Scoping the Scene, you may ask if something is hidden within the room without spending hold.

Examples:

*The Mysterious Rudolpho is chatting up some sorority girls at the Cattlecall Dance Club when Krysten Kross steps up to the bar. Krysten Scopes the Scene. Rolling +Brains she gets a 9. She asks the DJ what's hidden here and what's the fastest escape route. The DJ points out the Rudolpho has a pair of doves hidden in his jacket and that the door behind the bar leads into the empty back alley. Krysten takes the opportunity to release Rudolpho's doves before slipping out the back door.*

*Entering her dressing room at the City Center Arena, Princess Kikio takes a look around and Scopes the Scene. She rolls +Brains and gets a 5. She asks the DJ if there is anything hidden here, and he points out that there is a peephole in one of the walls. Kikio casually hangs her hat over the hole before getting dressed.*

**The Handcuff King** - When you free yourself from restraints roll +Hustle.

On a 10+, you free yourself immediately.

On a 7-9, you free yourself but it takes a bit of time.

On a 6 or less, you free yourself but it takes a lot of time.

Examples:

*The Amazing Marcus has been arrested once again for performing without a permit. The cops handcuff him right there in front of his audience. Marcus rolls +Hustle and gets an 11. With a flourish he slips from the cuffs and hands them back to the officer. The bystanders clap while Marcus makes a run for it. Magic!*

*Princess Kikio has been laced into a straightjacket and is dangling above a bed of razor sharp knives. She rolls +Hustle to get out of the jacket and gets a 9. She's having trouble with one of the buckles and gives her assistant the secret signal to stall for a bit more time before cutting the rope.*

*Krysten Kross has been locked in a cell at the City Jail for a challenge by the City Observer. As soon as the guards step away from her cell she goes to work on the handcuffs. Rolling +Hustle she gets a 6. Turns out the Police Chief got some old rusty shackles for her and it takes a lot longer to get free. She'll need to make up some time to get to the Observer Building in less than an hour. Taxi!*

**The Hand is Quicker Than the Eye** - The Escape Artist gets +1 Hustle (Max +3).

Examples:

*During character creation after selecting her attributes, Princess Kikio increases her Hustle from +2 to +3, a lifetime of practice has given her a deft hand and superior flexibility (The yoga helped, too).*

**Trade Secrets** - When you **witness an amazing illusion, trick, escape, stunt, or other performance and try to determine how it was accomplished** roll +Brains.

On a 10+, you determine exactly how it was done and could reproduce the effect with the right resources.

On a 7-9, you know how most of it was accomplished but you are missing at least one key component.

Examples:

*Krysten Kross is sitting front row center while the Mysterious Rudolpho performs his buried alive stunt. After Rudolpho has been locked into a steamer trunk and lowered into the ground Krysten rolls +Brains to figure out how the stunt works. She gets a 10 and knows that Rudolpho was never actually in the trunk and that he's actually sitting in the audience right behind her. She gets ready to trip him when he makes his reveal.*

*While helping Riley Russell work on "The Case of the Galloping Ghost" Princess Kikio witnesses the ghost of General George Custer ride through the gate surrounding the city impound yard. Knowing that it's not really a ghost, Kikio rolls +Brains to figure out what's really going on. She gets a 9 and realizes that the ghost is really a film projected onto the side of a panel van, but she can't figure out where the projector is located.*

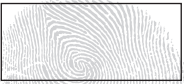


# State Department of Corrections FORM 221-C


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GENDER	HEIGHT	WEIGHT	EYES	HAIR	
DISTINGUISHING CHARACTERISTICS					
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## THE ESCAPE ARTIST



**MIGHT**  
Broke Down




**HUSTLE**  
Gimped Up



**SMOOTH**  
Hard to Look At



**BRAINS**  
Punch-Drunk



**SOUL**  
Whitebread

**CASH**

**EXPERIENCE**

## ROLE MOVES

**You get:**

**The Hand is Quicker Than the Eye** - The Escape Artist gets +1 Hustle (Max +3).

**Choose 1**

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# Disco Ambulance

*“Feel the city breaking and everybody shaking, they’re stayin’ alive.”*

## The Lowdown:

The players are brought together as the emergency response team of a lousy ambulance company, dragged into nasty medical emergencies across the City’s underworld. Will they get dragged into more than they bargained for? Play to find out.

## How to Use This Adventure

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ, and can be revised or ignored altogether based on the game’s direction.

## Preliminary Set-up:

**Suggested Theme Music:** “Stayin’ Alive” by The Bee-Gees

The players have started working for the B&D Ambulance Company, a second-rate ambulance service in the City that’s in direct competition with the larger corporation, Waco Response Inc. As part of their employment, the players are loaned a Sweet Ride by the company, a custom ambulance (2-power, 0-looks, 1-armor, loud). Any Good Old Boy behind the wheel of the company ambulance may use their natural abilities and treat the ambulance as their personal Sweet Ride. If the player group is larger than 4 people, feel free to separate them into two ambulance teams, both with their own Sweet Ride ambulance.

## Preliminary Questions:

Ask each player the following questions:

- “What made you start working for the B&D Ambulance Company?”
- “Where did you guys get the nickname ‘Disco Ambulance?’”
- “How did you fake your way through the Medical training qualifications?”

## Fuel Injection:

The players start at the RagnaROCK, a Viking-theme dance club that’s known as a frequent hangout for the local EMT’s of the City, due to its free booze for all medical technicians. The game action starts with a question to the group:

**“So who threw the first punch at the dance club?”**

## Additional Twists:

**DJ OPTION** - Waco Response Unit, the better-funded rivals to the B&D Ambulance Company, are also hanging out at the club and naturally start trouble with the players.

**DJ OPTION** - The Metropolitan and City Fire Departments are also in attendance, and naturally compound any fistfight due to their intense rivalry with one another.

**DJ OPTION** - A music producer is searching around the club, looking for his next big act when he comes up with the idea of five male dancers, dressed as civil servants.

## Location - The RagnaROCK

**Description:** The RagnaROCK (also known as “The Rock” to regulars) is a Viking themed dance club that has definitely seen better days. Its owner, Olaf Gustafsson, is a former boxer who despite his old age still opens the bar like clockwork at 8pm in his Viking helmet and three-piece white suit. Olaf will stay out of any fights, thinking it’s good to blow off some steam. However, Olaf will definitely call the cops if guns or knives get pulled and will charge whoever breaks his chairs after the dust settles.

**Environment** - Barstools, bar, dance floor floor, Viking shields on the wall, disco ball, DJ Booth in a replica ship

## Twists:

**DJ OPTION** - The Rock is also home to an underground fighting tournament in the basement, where local EMT’s will provide first aid under the table.

**DJ OPTION** - Olaf is secretly the co-owner of the B&D Ambulance Company, along with Bernie.

**DJ OPTION** - The bank is about to foreclose on the club's mortgage, due to too many missed payments. Something needs to be done to save the Rock, their home away from home.

### **Civilian Front - B&D Auto Garage**

**Description:** The Garage is both where the ambulances are worked on and where the Response teams often catch up on sleep on the crummy couch in the break room (when they're not at the RagnaROCK).

### **Bernie- Dispatcher, Co-Owner, and Manager**

**Suggested Theme Music:** "52nd Street" by Billy Joel

**Description:** Bernie is trying to keep the ambulance company afloat by any means possible and wears several hats at once: co-owner, dispatcher, manager, and occasional doctorer of the accountant books. At any moment, he may dispatch the players to a specific Front over the CB radio.

**Angle:** *"Gotta keep this place together, I spent my last dime buying it, my wife will kill me if we go bankrupt."*

### **Twists:**

**DJ OPTION** - Bernie is secretly harboring a resentment against one of the players and is trying to get them in trouble by sending the team to risky assignments.

**DJ OPTION** - Bernie is considering selling the company and running off to Sagebrush Island with his girlfriend on the side, Delores.

**DJ OPTION** - Bernie is secretly in poor health with a bad heart condition. He may need the players to take him to the hospital mid-game, requiring them to take over the garage until his return.

### **Nikolai - Mechanic**

**Suggested Musical Track:** "Сонет Шекспира" by Алла Борисовна Пугачёва

**Description:** Nikolai doesn't appear to speak a word of English. He might be Russian, maybe Bulgarian. You know, it's pretty hard to be sure. He fixes the ambulances, but he has a weird way of doing it - patching bullet holes with toothpaste and using Elmer's glue to fix carburetors. At least they work (most of the time).

**Angle:** *"Я никогда не фиксированная автомобили в моей жизни. Мы надеемся, что никто не узнает я был русский шпион."*

### **Twists:**

**DJ OPTION** - Nikolai speaks perfect English, and just chooses not to. In reality, he's from Brooklyn.

**DJ OPTION** - Nikolai is a KGB agent who had originally been assigned to spy on Ducky Harris, host of the Kaboom Show. One day, he simply abandoned his assignment and disappeared into the City.

**DJ OPTION** - Nikolai is using the ambulance company as a front to smuggle items from the Russian Mob, and may have been using the players to transport items.

### **Location - B&D Ambulance Garage**

#### **Areas:**

#### **Mechanic Bay**

**Description** - The main area for ambulance repair and where Nikolai can be found at any given time.

**Environment** - Cans of motor oil and transmission fluid, tool racks, shopping cart filled with discarded vehicle parts, strange-smelling incense burner, milk crate filled with weird items

#### **Bernie's dispatch office, aka "The Pit"**

**Description** - Barely fit for other inhabitants, Bernie uses his dispatch office to maintain contact with the ambulances on-call, do any business necessary and probably sleeps under his desk.

**Environment** - cluttered desk, chair, locked storage locker filled with medical supplies, half-working respirator, busted defibrillator, on-call radio, safe, greasy pillow

#### **The Locker/Break room**

**Description** - The locker room is the primary meeting point for company employees.

**Environment** - Lockers, ugly threadbare couch, ugly table lamp, side tables, old stacks of faded Highlights Magazine, bathroom missing toilet paper, faded movie poster on wall, pay phone

## Twists:

**DJ OPTION** - Nikolai has a Russian automatic rifle in his locker.  
automatic rifle - (3-harm, autofire, loud, two-handed)

**DJ OPTION** - There are weird rumors about a ghost in the bathroom, due to the strange noises that often come from it.

**DJ OPTION** - Revealing polaroids are stuffed underneath the couch seats (DJ's discretion who they are and who took them).

### **Front - The Warehouse**

*"Bzzzzzt... Hey youze guys, we gotta multiple homicide at the Easyrest Supply Warehouse in the Belles. Twenty bucks for each body you get to the morgue at City General. 12th and Salem. Another forty bucks to whoever gets their first."*

**Description:** The players are dispatched to a shoot-out at a local coffin warehouse, with multiple gunshot victims at what looks like a robbery gone wrong.

## Twists:

**DJ OPTION** - If there are more than two ambulance groups, the players should be encouraged to race one another to get there first.

**DJ OPTION** - After Bernie's dispatch call, Waco Response Unit have broken into the channel, and claim they're going to poach the assignment. The race is on!

**DJ OPTION** - Phew! Looks like a manure truck jackknifed on the freeway, backing up traffic for miles. Time to hit the side streets and hope no one gets killed.

### **Location - Abandoned Warehouse**

**Description:** Three bodies with multiple gunshots in each victim. Each has been stripped to the waist with different parts of their bodies removed: eye, ear, arm. It looks like maybe they had X-Tech enhancements that have been forcibly removed.

## Twists:

**DJ OPTION:** Waco Response Team #6 has arrived before or at the same time as the players, trying to steal both the bodies and bonus.

**DJ OPTION:** One of the seemingly dead bodies has been outfitted with an artificial life support system that kicks in during en route to City General Hospital(see Half-Dead X-Tech Survivor).

**DJ OPTION:** Not all of the X-Tech has been removed. A strange pulsing device covered in blood is discovered in a half-open casket...and it looks like it's getting ready to blow.

### **Half-Dead X-Tech Survivor**

**Description:** Because of the X-Tech life support system the survivor is brought back to life, but due to the lack of oxygen to the brain the victim is in a wild frenzy in the back of the ambulance. As such, they will attack anyone in the back of the ambulance in order to escape, breaking their own limbs if necessary to free themselves from any bonds.

**Angle:** "GUURURUAUUAAAGAAGAGAUUGGGH!!"

## Moves:

**System Reset** - After being completely incapacitated, the survivor has the ability to reset their Health gear-shift, as a result of a DJ hard move.

### **Front - Donut Delivery**

*"Bzzzzzt... Hey anybody wanna make a quick fifty bucks, no questions asked? Go to 310 Benson Ave out in the 'burbs and pick up a guy named Joey Bag O' Donuts. Take 'em wherever he wants."*

**Description:** The players have been directed to the home of Jason and Dodie Cordova, small-time drug dealers who have a bleeding gunshot victim on their living room floor: Joey "Bag O' Donuts" Bagarozzi. They have doped him heavily with whatever drugs they have around and (sort of) stopped the bleeding in his stomach.

### **Location - The Cordova Home**

**Description:** A modest two bedroom home with a dying front lawn and a parking garage in the back. The garage is filled with boxes, old and rarely used tools and household maintenance equipment, as well as scales and a hidden marijuana plant. On the front lawn is Joey Bagarozzi's blue El Dorado slammed into the side of the garage.

## Environment -

**Cluttered Living Room** - Board games stacked in a bookshelf, coffee table with weed and scale, album cover of Pink Floyd's Dark Side of the Moon with remnants of cocaine on it

**Kitchen** - Mustard-colored furnishing with Mr. Coffee and an expensive new microwave oven, half-empty boxes of breakfast cereal litter the counter tops, along with dozens and dozen of blue baggies and twist sticks

**Bedroom** - Where Jason does his major drug deals, hidden stashes of heroin, cocaine and other drugs, waterbed with lava lamp, a black velvet painting of Starveya on the wall

## Joey "Bag O' Donuts" Bagarozzi

**Description:** Joey is a well-known fence for local thieves, hustlers and other underground resources. He is also the owner of the local Hula Donut franchise. Usually, he does not have a bleeding stomach wound.

**Angle:** *"My gut.... my gut.."*

## Twists-

**DJ QUESTION** - How did Joey get shot? Who shot him?

**DJ OPTION** - Joey was shot at the theft at the coffin warehouse, either by one of the thieves or the victims

**DJ OPTION** - Joey was shot by Nikolai who suspected he was getting too close.

**DJ OPTION** - Joey was accidentally shot by a crazed Dodie, high on meth and thinking he was a burglar.

**DJ QUESTION** - How does Joey know Bernie?

**DJ OPTION** - Joey is the secret co-owner of B+D Ambulance Service along with Bernie.

**DJ OPTION** - Joey is actually an undercover FBI agent, who used Bernie as informant to spy on Nikolai.

**DJ OPTION** - Joey uses Bernie (and secretly the players) to smuggle diamonds from place to place.

## Jason Cordova

**Suggested Musical Track:** "Coconut" by Harry Nilsson

**Description:** Cordova is a small-time drug-dealer who prefers not to get directly involved in events. He likes his customers coming to him, and doesn't leave the house if he can help it.

**Angle:** *"Always follow the path of least resistance."*

## Twists -

**DJ OPTION** - Cordova is connected to Earl at the pawn shop, he provides "anesthesia" for the little surgery events (see Lone Star Pawn Shop).

**DJ OPTION** - Cordova is closely related to one of the victims at the coffin warehouse.

**DJ OPTION** - Cordova is running an illegal meth operation along with the Whittaker Brothers (see Lone Star Pawn Shop).

## Dodie Cordova, Jason's wife

**Suggested Musical Track:** "Green-Eyed Lady" by Sugarloaf

**Description:** Dodie is Cordova's put-upon wife, who is frustrated by Cordova's inherent laziness and the type of customers that are always in the house. She's at her last wit with him.

**Angle:** *"Either he gets his shit together or I'm walking out the door."*

## Twists -

**DJ OPTION** - High as a kite, Dodie shot Joey when he came into the house. Now she and Jason are trying to cover it up by any means possible.

**DJ OPTION** - Dodie is acting as informant for Joey Bag O' Donuts (who's really an undercover FBI agent). She was trying to tell him something big about the meth operation, but didn't get the chance.

**DJ OPTION** - Dodie doesn't give a crap about any of this, wants all these people to get the hell out of her house, and will shriek her lungs out until they do.



## Front - Going Bananas

*“For Crissakes, will you guys go down to the Midtown Midway and be the professionals? Sounds like the Fire Departments are brawlin’ down there again.”*

**Description:** The Thrilla Gorilla Frozen Banana Shop is a concession stand by the waterfront at the Midtown Midway, with a large animatronic gorilla that’s malfunctioned, injured one of the employees, and trapped another. Both the Metropolitan and City Fire departments are on hand, but are fighting over jurisdiction while the employees’ lives are in danger.

### The Firefighters

**Description:** As part of city graft, Hizzoner the Mayor hired two competing fire departments for the city contract (not unlike the competition between B&D and Waco). Now the two fire departments aggressively compete for business to maintain their contracts, which expire later in the year. This competition often turns to the sabotage of each other’s equipment, arguments, and usually a fistfight between the two groups, all while a fire burns out of control.

**Angle:** *“GET OUTTA HERE, THIS IS OUR JURISDICTION!”*

**Moves:**

**Burning Down the House** - At any given moment, the argument between the two fire departments can turn into a full-on brawl, with both firefighter squads turning into two small gangs (Small, 1-harm, 1-armor).

### The Gorilla Robot

**Suggested Musical Track:** “Entrance of the Gladiators”

**Description:** Due to a technical glitch in its programming, the giant robot gorilla that acts as the store’s centerpiece is throwing its arms about wildly as it bangs into the front door in confusion (all while its automatic voice greeting continues its happy welcome).

**Angle:** *“Welcome to Thrilla Gorilla’s! How can I make you happy today?”*

**Moves:**

**Insane Robotic Gorilla Strength** - This mechanical gorilla is insanely strong and can deal 2-harm unarmed and has 2-armor.

## Twists:

**DJ OPTION** - The robot catches fire, causing the scene to grow deadlier in moments with seconds to lose. Unfortunately the Fire Departments have trashed each other’s equipment.

**DJ OPTION** - The robot has grown sentience, and is demanding the players (in the happiest voice possible) explain to it the purpose of life or it’s killing everyone in the store.

**DJ OPTION** - The robot has decided to make a run for it, freeing itself from its mechanical base and is terrorizing the midway as it tries to escape to the top of the Wentworth Building.

### Location - Thrilla Gorilla Frozen Banana Shop

**Description:** The Thrilla Gorilla features a large robotic gorilla that automatically pulls the frozen banana from the freezer located in its chest and dip it into the customer’s chosen flavor.

**Features:**

Buckets of chocolate, strawberry, and tutti-frutti topping, partially knocked over

Frightened customers desperate to get out of the shop but blocked by the swinging arms of the gorilla robot

Cash register, frozen bananas smashed into the floor, promotional giveaway signs for the NTI Juggernauts

## **Front - Waco Response Team #6**

**Description:** WRT6 are the players' main rivals, who will invariably do whatever it takes to get ahead. They've been given orders from the corporate office to assist in B&D's closure by any means necessary- from stealing assignments to corporate sabotage. They can be brought into any location by the DJ in order to cause trouble for the players, as it helps the overall Fiction.

### **Freddy Fuches - Team Lead**

**Suggested Musical Track:** "Pusherman" by Curtis Mayfield

**Description:** Freddy is a conniving backstabber who wants to climb the corporate ladder into management with Waco, Inc. Not even the other members of his response team fully trust what he tells them.

**Angle:** *"You can get further with a smile and lie than just a smile alone."*

### **Twists -**

**DJ OPTION -** Freddy is the one who did the surgery on Cotton (see Lone Star Pawn Shop), he works for them on the side.

**DJ OPTION -** Freddy is the one who sewed the diamonds into Joey Bag O' Donuts.

**DJ OPTION -** Freddy and the Waco Response Unit are the ones who shot Joey and stole the X-Tech bionics.

### **Victoria Steinem - EMT**

**Suggested Musical Track:** "The Lady Wants Your Money" by Wild Cherry

**Description:** Victoria has big aspirations for a modeling career, using the ambulance job to pay for headshots and her high-end gym membership.

**Angle:** *"This is a stepping stone to the greater things ahead for me."*

### **Twists:**

**DJ OPTION -** Victoria has a history with one of the player characters:

- She was once hot and heavy with \_\_\_\_\_.
- She stole \_\_\_\_\_'s boyfriend.
- She's actually sweet on \_\_\_\_\_.

**DJ OPTION -** Victoria is in on the illegal meth operation, smuggling the drugs across the City.

**DJ OPTION -** Victoria is secretly married to Nikolai to provide him a green card.

### **Perry - Driver**

**Suggested Musical Track:** "Motorcity Madhouse" by Ted Nugent

**Description:** "Perry" used to be Pernell Earndale Jr, former winning NASCAR driver until his nervous breakdown in 1973. Since his release, he's been doing much better when he gets his anti-psychotic medication regularly.

**Angle:** *"I just want to work. Put me behind the wheel. Put me behind the wheel. OH LOOK, THERE'S A MAILBOX! RAMMING SPEEEEEEEED!!!"*

### **Twists:**

**DJ OPTION -** In order to get back into professional racing, Perry is opting for a black-market X-Tech enhancement, one that will make him extremely dangerous if activated.

**DJ OPTION -** Perry is exaggerating his mental psychoses, and has learned information about the hidden operation (for either personal gain or to expose the truth).

**DJ OPTION -** Perry has unknowingly agreed to transport Nikolai out of the county, should Nikolai be exposed for something nefarious.

## **Front - Lone Star Pawn Shop**

*"Hey, uh, I ain't too sure about dis one. They just called, freaking out, said they need someone to take care of their brother. He gets outta control. Anyway, it's all yours."*

**Description:** The Lone Star Pawn Shop is a front for some nasty business in its basement. There should be a general uneasy feeling of the pawn shop being too quiet despite its appearance.

### **Earl Whittaker**

**Suggested Musical Track:** "Hoochie-Coochie Man" by the Allman Brothers Band

**Description:** Earl owns the pawn shop with his brother Cotton. Although he put in the initial ambulance call, he has since rescinded it, and will try to get the players out of the Pawn Shop.

**Angle:** *"Thanks for coming, y'all come back another time...a much later time."*

### **Twists -**

**DJ OPTION -** Earl and Cotton are trafficking illegal X-Tech, doing dangerous surgical installations in their basement.

**DJ OPTION -** Earl and Cotton are working with Cordova to manufacture methamphetamines in the basement.

**DJ OPTION -** Earl and Cotton are actually federal agents, trying to keep their cover since the death of Joey Bagarozzi.

### **Cotton Whittaker**

**Suggested Musical Track:** "Understand Your Man" by Johnny Cash

**Description:** Cotton is Earl's brother. Not quite as smart but just as dangerous (and a little more violent).

**Angle:** *"Earl, I don't feel so good..."*

### **Twists:**

**DJ OPTION -** Cotton has had some of the stolen X-Tech implanted in him, which was not installed correctly, and has gone insane in the basement as his body rejects the Bionics.

**DJ OPTION -** Cotton is high as a kite downstairs in

the meth lab, and is waving a loaded shotgun around. Earl is hoping he'll eventually cool off and go to sleep.

**DJ OPTION -** Cotton was shot along with Joey Bag O'Donuts, but can't be taken to a hospital because they're being watched by the Wiseman's thugs.

## **Location - Loan Star Pawn Shop**

**Description:** Most of the time, Earl and Cotton acts as local fences of stolen goods. It's a small affair packed to the rafters with old power tools, broken guitars, and fake antiques. Downstairs is a different scene altogether.

### **Features:**

**UPSTAIRS:** Cluttered aisles, Loaded double-barrel shotgun behind the counter, big safe

### **DOWNSTAIRS:**

### **Twists:**

**DJ OPTION -** Downstairs is a makeshift operating room, where people have been fitted with hot X-Tech enhancements

**Environment -** operating table, tank of nitrous oxide, Surgical tools, nasty looking restraints

**DJ OPTION -** Downstairs is an underground meth lab, barely held together and ready to blow.

**Environment -** vats of chemicals, distillation rig, makeshift protective gear

**DJ OPTION -** Downstairs is the communications network of the FBI, doing surveillance.

**Environment -** desks, eavesdropping equipment, photo wall of local criminal activity.

## **Front - The Mob**

**Description:** Any illegal operation that has developed via the Fiction will have connections to local organized crime. Once things have become complicated, the local syndicate will dispatch one of their button men to either straighten out their interested or clean things up permanently.

### **Nicky Batts**

**Suggested Musical Track:** "Death on Two Legs" by Queen

**Description:** Nicky Batts is a mob mechanic, recently out of prison. Although he's icy cool in his demeanor, internally Batts is ballistic, and wants to kill anyone necessary...and probably a few other people for the hell of it

**Angle:** *"Guilty or not, someone's going to get f\*\*\*ed up."*

**DJ OPTION -** Nicky Batts was former cellmates with Joey Bag O' Donuts and plans to punish whoever's responsible, whatever it takes.

**DJ OPTION -** Nicky was secretly running the X-Tech operation without his superior's knowledge or permission and now needs to clean things up.

**DJ OPTION -** Nicky Batts wants to get a hold of any smuggled diamonds in order to make his own power play in the city.

## **Front - The Man**

**Description:** In any situation, the City's Finest will complicate matters further with their presence - either by harassing the players at inopportune times or assuming the emergency team is involved in any wrongdoing going on.

### **Lt. Luther Banks**

**Suggested Musical Track:** "Ain't No Justice" by The Temptations

**Description:** Lieutenant Banks has a particular dislike for the Disco Ambulance team and will make things more complicated for the players at any given opportunity.

**Angle:** *"Stay out of my caseload!"*

### **Twists -**

**DJ OPTION -** The Disco Ambulance team lost a body once from one of Lt. Banks' crime scenes, causing a suspected murderer to go free.

**DJ OPTION -** The Disco Ambulance once got Lt. Banks suspended after reporting the bruises on a suspect.

**DJ OPTION -** Lt. Banks was once a promising disco star himself, and harbors a grudge against the musical genre since he left it.

### **Gearshift -**

**P -** Lt. Banks is back at the station, filling out paperwork.

**N -** Lt. Banks is out of the station on Code 7, eating lunch at the local Automat.

**L -** Lt. Banks has heard reports on the police band about an incident involving the Disco Ambulance team, raising his ire.

**D1 -** Lt. Banks arrives at one of the scenes, either during or after its resolution. Naturally he glowers at the players.

**D2 -** Lt. Banks arrives at an inopportune time for the players, assuming they're responsible for whatever problems are occurring.

**O -** Lt. Banks has put out an APB to apprehend the Disco Ambulance and bring them in.

## **Extra Locations:**

### **Location - Hula Donut - Donut Shop**

**Description:** Joey Bag O' Donuts owns the local Hula Donut franchise, the players may make their way to his donut shop in the middle of an investigation.

**Environment -**

**Front counter -** Rack of donuts, cash register, hula girl on register

**Back area -** Automatic donut machine, scheduled to pump out donuts at any scheduled time

### **Back Office**

**QUESTION -** What potential clues are in the back office?

**DJ OPTION -** Pawn ticket for the Lone Star Pawn Shop

**DJ OPTION -** Phone number for Bernie at B&D Ambulance Company

**DJ OPTION -** battered newspaper with diamond heist article circled

### **Location - City General Hospital**

**Description:** Any pick-ups will eventually be delivered to City General Hospital, either through the Emergency Room or directly to the Morgue.

**Environment -**

**Emergency Room Loading Bay -** gurney, wheelchairs, sliding doors

**Emergency Room -** Nurses, crash cart, medical supplies

**DJ OPTION -** The Emergency Room is abuzz due to admittance of NTI Juggernaut Derbyball champion Tony "Cannonball" Columbo.

**DJ OPTION -** The Emergency Room is deftly afraid because of the silence. They believe something is about to happen (so don't say the word "quiet").

**DJ OPTION -** The Emergency Room is being held at gunpoint by a wounded bank robber who got the drop on his police escort and is trying to negotiate his way out with a bleeding stomach wound.

### **Morgue - Cadavers, metal tables, autopsy table**

**DJ OPTION -** The hospital won't accept a delivered corpse because of lack of paperwork, requiring the EMT's to hold onto the body for 24 hours.

**DJ OPTION -** The morgue has been overrun by stray cats left as a practical joke from Animal Control, getting into everything and on everyone.

**DJ OPTION -** All the corpses in the morgue are sitting straight up and have been for thirteen hours. No one knows why.

# The Big Finish

By now, the players have probably run afoul of the police, the Mob, the Whittaker brothers, or possibly all three. Now's the time to wrap things up with a climactic showdown that involves the players in a madcap explosion of a finale, with multiple options for its setting:

## **The Chase Is On**

If the players have been chased for missing diamonds or X-Tech, the final showdown can climax in a last-ditch race through the City streets as the players try to outrun their antagonists. Naturally, their escape path is littered with obstacles along the way.

**DJ OPTION** - Have the garbage collectors been on strike again? That means the sidewalks are lined with mountains of overstuffed trash bags, perfect targets to slam someone through.

**DJ OPTION** - What, another parade in the downtown streets? A giant float in the shape of a corncob and face masks of Captain and Tennille? Marching bands playing nothing but bagpipes and cymbals? What kind of holiday celebration is this anyway?!?!?

**DJ OPTION** - Crap, I thought it was Wednesday. Everyone forgot Evel Knievel was in town doing a jump over the city water fountain in the park. Is that a ramp in the middle of Benson Avenue? Oh this is going to end badly.

## **Smile Like a Donut**

If the players are pursuing the mystery of who killed Joey Bag O' Donuts, who's behind the stolen X-Tech, or whatever happened to the missing diamonds, a final brawl can happen in any of the previous locations... with an added twist.

**DJ OPTION** - Who knew cops like donuts? More importantly, who knew the Hula Donut was the favorite after-hours hangout of the City's SWAT team?

**DJ OPTION** - What a lucky break, RagnaROCK is being used as a shooting location for the hit detective TV show: Rollerskate Detective. A film crew has finished setting up and the cameras are rolling, right when the real action starts.

**DJ OPTION** - What fool plowed into the parade route this morning downtown? Now the Hospital is swarmed with injuries to innocent bystanders wearing Captain and Tennille masks, garlands made of corn cobs and hey, is that Evel Knievel??

## **High On Life**

If the players have stumbled into an underground narcotics ring, they will be chased appropriately by the cops, the Mob and everyone else involved.

**DJ OPTION** - The police have mistaken the players for the real drug runners: the Waco Response Unit. They need to catch the Wacos in the act in order to clear their name.

**DJ OPTION** - Wait, the Disco Ambulance has been carting around narcotics this entire time, thanks to Nikolai's so-called "improvements"? Time to ditch the evidence and catch that pesky Russian.

**DJ OPTION** - The Mob will let the Disco Ambulance go if they make a midnight run from the Lone Star Pawn Shop to the Casket Warehouse across town. They have thirty minutes, a full tank of gas, half a pack of cigarettes, it's dark, and everyone's wearing sunglasses. Hit it.