

2

DOUBLE FEATURE

# MFS SPIRIT OF SEVENTY SEVEN

JUKEBOX VILLAINS  
BEAST: BOUND AND DOWN



*Spirit* OF 77

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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# Hello Hooray! Let The Show Begin!

Let the lights grow dim, we've been ready. 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:** BEAST: Bound and Down - Breaker, breaker, good buddy. Time to barrel down the highway with Smokey on your tail and Sasquatch on your back. Gotta long way to go and wild time to get there. That's a big ten-four!

**New Role:** It's All About Being a Board Rat - Those good old days of riding the surf and boarding through sidewalks have made you an expert in taking big splashes and handling major wipeouts!

**New Adventure:** Jukebox Villains - It's a long way to the top if you wanna rock and roll, with obsessive collectors, weird record store employees, and the greatest secret recording in history. We don't need another hero, bring on the bad guys!

You're going to love every second, every moment, every scream! Keep on truckin'!

~Bob and Dave

# BEAST: Bound and Down

*“What we have heeyah is a lack of respect for the law.”*

## The Lowdown

The players run afoul of both the local brewery and the highway patrol after stealing a truck with a surprise cargo. Will they get caught, and what will happen if they do? 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:** “Eastbound and Down” by Jerry Reed

The adventure starts immediately with the players driving down Highway 18 in beautiful Marmut County. Marmut County is about twenty miles outside of the City, home to West Ellsworth and the Gettysburg Brewery. Little DJ preparation is required beyond offering the players the initial Fuel Injection question.

### Fuel Injection:

The game action starts with a question to the group:

**“So who’s bright idea was it to steal the beer truck?”**

### Follow-up Questions:

- “Why did you steal the beer truck?”
- “What was your plan?”
- “Why did you go along with this plan?”
- “What brought you to Marmut County in the first place?”

## Civilian Front - The Aloha Express

**Suggested Musical Track:** “Convoy” by C.W. McCall

**Description:** The Aloha Express is the tractor trailer (2-power, 0-looks, 2-armor, huge, sluggish) that has been stolen from the Gettysburg Brewery, however the players have managed to do so. Its cab can comfortably seat four people, although more can be crammed in.

### Twists:

**DJ OPTION** - A heavily doped Bigfoot is being transported in the back of the trailer. The owner, Little Daddy, has arranged for Bigfoot to be delivered to Cowboy Buck Searcy’s car lot for Memorial Day Weekend.

**DJ OPTION** - Illegal cases of Gettysburg Beer are being transported in the back of the trailer, snuck across the county line to avoid the alcohol tax.

**DJ OPTION** - The back of the trailer contains plastic wrapped bundles of newly printed twenty dollar bills. These may or may not be counterfeit.

## Dr. Desdemona Leems

**Suggested Musical Track:** “Suzanne” by Judy Collins

**Description:** Dr. Leems is an extremely attractive paleontologist and animal right activist that’s considered an expert on Bigfoot.

**Angle:** *“Nature is so beautiful. The birds, the trees, the animals, no wait that’s a stop sign.”*

### Twists:

**DJ OPTION** - Dr. Leems has been hired by Little Daddy to maintain watch over Bigfoot. She has been sleeping in the cab of the Aloha Express during the time of the theft.

**DJ OPTION** - Dr. Leems has been given word about Little Daddy’s plan and has vowed to stop the transportation of such a lovely creature. She will pose as a beautiful hitchhiker to get onto the truck and free the beast.

**DJ OPTION** - Dr. Leems has heard about the locals trying to capture and possibly kill Bigfoot and has vowed to stop them, and may attempt to enlist the players for assistance.

## **Front - Bigfoot**

**Suggested Musical Track:** SFX - Large Animal Growl

**Description:** Bigfoot is eight feet tall, covered in brown and black fur, with extended lower incisors, and naturally large bare feet (of course).

**Angle:** *GRRRRRRRRROOWWWWWWL!!!*

**Moves:**

**Tear up the Scenery** - When destroying objects around him, Bigfoot gains +area and +1 harm if contested.

**Bigfoot Smash!** - Bigfoot is one strong mofo, and causes 3-harm in his attacks when provoked.

**Call of the Wild** - Bigfoot can call any local animals to it with its feral mating song. This could include:

- A pack of black bears
- three dozen wild rabbits and a hedgehog
- a pack of angry wolves

**Twists:**

**DJ OPTION** - Bigfoot has been heavily doped up and chained down in the back of the Aloha Express. When the dope wears off, Bigfoot is going to continue to attempt to break free (The tire chains used to hold him down are numerous but not strong).

**DJ OPTION** - Bigfoot is roaming free in the Marmut County countryside, and is attracted to the smell of the trailer and may try to get in it. A drunken Bigfoot is quite a tough thing to control.

**DJ OPTION** - Bigfoot is in heat, and will react to one of the players or objects for no apparent reason (e.g. Brut 33 cologne, the smell of cherry slurpees, etc.).

## **Front - Gettysburg Brewery**

**Description:** After the theft, both the owner and employees of the Gettysburg Brewery will be eager to retrieve the Aloha Express and its cargo. The Brewery is considered the de facto source of income in nearby Marmut County so its owners and employees will wield a lot of clout when dealing with the other locals.

## **Leon “Little Daddy” McIlwain, Jr.**

**Suggested Musical Track:** “The Games That Daddies Play” by Conway Twitty

**Description:** Little Daddy McIlwain is considered a big shot of the small city of West Ellsworth in Marmut County, and the owner of the Gettysburg Brewery (since his father “Big Daddy” passed away). He doesn't feel he gets the respect he is due.

**Angle:** *“I'm going to be as big as my daddy was. No ‘Little Daddy’ for me.”*

**Moves:**

**Political Contributor** - At a moment's notice, Little Daddy can call Sheriff Drutherford to assist him in the apprehension of the players, regardless of his location.

**Gear:**

Brand new white Cadillac (2-power, 2-looks, 1-armor), complete with bull horns mounted on the front grill

Pearl handled 357 Magnum (2-harm, closem, loud, reload)

**Twists:**

**DJ OPTION** - Little Daddy has decided he wants to shoot Bigfoot (while he's heavily chained of course), in order to prove his superiority over his father, Big Daddy. He's already scheduled Urliss Bewell to stuff and mount the body.

**DJ OPTION** - Little Daddy has held a secret crush on Dr. Desdemona Leems since their days at Marmut Junior High School. He wants to impress her with his wealth, influence, and possibly by giving her Bigfoot as a gift.

**DJ OPTION** - Little Daddy is in debt to Cowboy Chuck Searcy and this shipment is important to paying back that debt. No delivery and Little Daddy is in a world of trouble.

## Gearshift:

**P** - Little Daddys in his office, taking private dictation with his secretary, Champagne.

**N** - Little Daddy has received a disturbing call about his beer truck going missing and is making inquiries.

**L** - Little Daddy has sent out his men to find the stolen truck.

**D1** - Little Daddy will coerce the players to deliver the Aloha Express to Buck Searcy's car lot in the City, no questions asked, before the big Memorial Day weekend.

**D2** - Little Daddy will call Sheriff Drutherford and coerce him to find the players, while his own men search in the vans.

**O** - Little Daddy will take revenge on any friendly civilians the players may have encountered.

## Gettysburg Shipping and Receiving Team

**Suggested Musical Track:** "Take this Job and Shove it" by Johnny Paycheck

**Description:** The Gettysburg S&R team are the put upon loading dock workers of the Gettysburg Beer factory. The Aloha Express was stolen on their watch, and it's their responsibility to get the truck back (or else).

**Angle:** "Gotta get the truck back by five."

## Moves:

**Threat of a Pink Slip** - The Gettysburg S&R team will act as a small gang (1-harm, 0-armor, small) if confronted in a fight.

## Gear:

Gettysburg Beer van (1-power: 0-looks, 1-armor)

Each shipping employee has a crowbar (2-harm, hand, messy)

## Twists:

**DJ OPTION** - If the back of the van contains Big-foot, they are deathly afraid they're going to take the fall for Little Daddy's crazy scheme. Even worse, they're afraid Dr. Leems will notify the state police and will kidnap her if possible.

**DJ OPTION** - If the back of the van contains illegal beer, they're trying to potentially steal the beer for themselves and make a tidy profit selling it on the black market.

**DJ OPTION** - If the back of the van contains the twenty dollar bills, the S&R team are the ones responsible, as they've been using the delivery trucks to illegally transport this money across the nation. Naturally, they want it back before their business partners catch wind of the theft.

## Gearshift:

**P** - The Shipping and Receiving team have yet to notice the truck's gone missing, and instead are content to listen to the NTI Juggernauts playing against the Keen Machine in Derbyball on the radio.

**N** - The Shipping and Receiving team are tearing the Brewery upside down, looking for the missing truck.

**L** - The Shipping and Receiving team nervously listen to the local CB, hoping to catch a break.

**D1** - The Shipping and Receiving team are scouring the back roads of Highway 18, trying to find the stolen beer truck.

**D2** - The Shipping and Receiving team are stopping at every truck stop and rest area along Highway 18, asking the locals if they've seen the local truck.

**O** - The Shipping and Receiving team are still looking but are infuriated. They plan to bury the players along Highway 18 once they recover the truck.

## Location - Gettysburg Brewery

**Description** - The Gettysburg Brewery is the headquarters for Little Daddy McIlwain and the Shipping and Receiving team. If they manage to capture the players, they will take them back here to ask some "questions".

**Environment** - Giant brewing tanks, bottling line, stacks of empty bottles, head office, water mains, large sacks of malt, loading dock, forklift, cases of labels and bottle caps



## Front - Highway 18

**Description:** Out on the road, there are multiple threats that could interfere with the players in their trek across Marmut County.

### The Weather

**Suggested Musical Track:** Rolling Thunder SFX

**Description:** As a possible threat, the weather threatens to bring in a storm from the East that could make driving very difficult. When bringing the Weather into the game as a Threat, be sure to forewarn the players via fellow truckers through the CB.

**Angle:** *"I am the weather. I am ever-changing."*

### Gearshift:

- P** - Sunnnnnny day, chasing the cloooooouds away...
- N** - Clouds have begun to roll in, the sky is turning gray and murky.
- L** - Rain has started, definitely windshield-wiper weather.
- D1** - Thunder has started, vision has grown impaired while driving.
- D2** - Thunder with occasional lightning, it's very difficult to see in front of you due to the sheets of rain coming down.
- O** - The local news channel is reporting this as Thunderstorm Travis.

## The Road Gators Motorcycle Club

**Suggested Musical Track:** "Highway Star" by Deep Purple

**Description:** The Road Gators are a particularly nasty motorcycle gang that may encounter the players in any particular location. They consider Highway 18 their particular "turf" and will be an irritant if they see the players, wanting free beer, and any other irritating demands they come up with.

**Angle:** *"We are the Road Gators, man. Hard drinking mofos, looking for the next thrill."*

### Twists:

**DJ OPTION** - The Gators have decided the players owe a "road tax" to the motorcycle club, in the form of part of their haul, money, or some sort of toll upon the players. They will not take no for an answer.

**DJ OPTION** - Little Daddy may try to enlist the Gators in finding his lost beer truck, although with little control over the unruly bikers.

**DJ OPTION** - The Gators might try to abduct Bigfoot in order to patch him in and make him half-club mascot, half-enforcer/secret weapon in their next brawl with the Iron Devils.

### Gear:

Each Road Gator is driving a Harley-Davidson motorcycle (2-power, 2-looks, 0-armor)

Each Road Gator is armed with hand weapon (e.g. chain, knife, 2x4) with the basic stats of (2-harm, hand, messy)

### Gearshift:

- P** - The Gators are hanging out at the local roadhouse, getting drunk and wasting the day.
- N** - The Gators are having a bit of sport with the players, cracking jokes at their expense and maybe light pranking.
- L** - The Gators now feel disrespected by the players and will take active pursuit of the players if they see them nearby.
- D1** - The Gators are now pissed and looking for the players on the highway, hoping to kick someone's ass as payback.
- D2** - The Gators are now extremely pissed and looking for the players on the highway with weapons, planning to put someone into the hospital or worse.
- O** - The Gators have made it a personal vendetta against the players, considering them a club adversary and will not stop until they put the players into the ground.

## Lieutenant Steven Ward

**Suggested Musical Track:** “Ballad of the Green Berets” by Barry Sadler

**Description:** Lt. Steve was a former commander of a squad of infantry that he believes was killed by Bigfoot in the jungles of Khe Sahn (which may or may not be totally accurate). Whether he is hunting the creature in the wild or targeting the truck transporting the beast, Lt. Ward is a potential danger.

**Angle:** *“Eliminate the target, protect friendlies if possible. Nothing must interfere with... what was I talking about?”*

### Moves:

**Sniper Training** - When successfully using a firearm, Lt. Steve can inflict 3-harm due to his elite military training.

### Gear:

- M-14 Assault rifle (3-harm, close, autofire, loud, two-handed)
- 9mm automatic pistol (2-harm, close, loud)
- Flak jacket (1-armor)
- Night-vision goggles
- Rifle scope (extends range to far)

### Gearshift:

**P** - Ward is in his run down mobile home in Beggar’s Canyon, preparing for battle while disassembling and reassembling his weapon. Over. And over.

**N** - Ward is waiting en route, deciding if he wants to go through with the mission.

**L** - Ward is looking to set up his killzone, no engagement as of yet.

**D1** - Ward is now actively targeting the creature, but without the loss of life. His mission is the creature, which is a threat to good people everywhere.

**D2** - Ward believes the players are protecting the creature and may act more violently against their opposition.

**O** - This has become a suicide mission. No friendlies whatsoever. Terminate everything with extreme prejudice.

## Urliss Bewell

**Suggested Musical Track:** “A Working Man Can’t Get Nowhere Today” by Merle Haggard

**Description:** By appearance, Urliss has the stereotypical look of an uneducated gas station attendant. However, he was actually honored with a Rhodes scholarship in his high school days (which unfortunately was never used). Urliss has taken care of the family store since his father’s stroke, but would love a better chance if possible.

**Angle:** *“Another long day, wish something better could come along.”*

### Twists:

**DJ OPTION** - If the players are still driving the beer truck, he may try to buy the beer from the players under the table, no questions asked.

**DJ OPTION** - If the players are transporting Bigfoot, he may release the animal near the Hunt Shop in order to drum up local business.

**DJ OPTION** - Urliss has run afoul of Sheriff Dru-therford in the past and will actively cause trouble for the good Sheriff and/or the players if given the opportunity.

### Location: Texarkana Gas Station and Hunt Shop

**Description:** The big gas station on the way is the Texarkana Gas Station, Truck Stop, and Hunt Shop. There used to be quite a bit of hunting in the hills along the Highway, but that’s since dried up.

**Environment:** Dusty taxidermy on the walls, cigarettes, beef jerky, Slurpee machine, Bigfoot merchandise (including T-shirts, thermal mugs and keychains, etc.), motor oil, beer cooler. Hunting rifles (2-harm, two-handed, far), shooting targets.

## Front - Searcy Motors

**Description:** Whatever its cargo, the Aloha Express was intended for Searcy Motors, the #1 used car dealership in the City. Due to its big Memorial Day sale, the car lot is filled with balloons, customers, and affordable used vehicles for sale or lease.

### “Cowboy” Buck Searcy

**Suggested Musical Track:** “Rhinestone Cowboy” by Glenn Campbell

**Description:** “Cowboy” Buck Searcy is the owner of Searcy Motors, playing up his image as a down home boy that made good in the Big City. In reality, Searcy is from Red Bank, New Jersey and has never ridden a horse in his life.

**Angle:** “*This Memorial Day Weekend sale is going to be the biggest ever! Remember: With Cowboy Buck, It’s all Good Luck!*”

### Twists:

**DJ OPTION** - He wants Bigfoot on his lot as the promotion part of his Memorial Day sale, “We’re putting our foot down!” If Bigfoot gets to his car lot, he will invariably do something stupid that will set Bigfoot on a rampage.

**DJ OPTION** - Cowboy Buck is a front for the Malachi Family, who are working with the Gettysburg Brewery to transport their illegal shipment across county lines. Buck is in way over his head.

**DJ OPTION** - Cowboy Buck wants the beer as part of his promotion for the Memorial Day Weekend. Bigfoot could still be part of the promotion, who may react if exposed to the BBQ, beer, and especially the fireworks.

### Location: Searcy Motors

**Description:** Cowboy Buck has gone to great expense to make his used car lot the premiere location to purchase a car this Memorial Day weekend, including free Colonel Roscoe’s chicken, patriotic decorations, and a multicolored ball pit for the kids. He even spent considerable expense for a giant inflated “Bigfoot” along with a huge firework display later in the evening.

**Environment:** Long line of cars for sale, streamers, sales office, chicken rotisserie stand, children’s ball pit, American flags, massive wall of fireworks.

## Front - The Man

### Sheriff Wardell Allen Drutherford of Marmut County

**Suggested Musical Track:** “Four Wheel Drive” by C.W. McCall

**Description:** Sheriff Drutherford takes his solemn oath to the good people of Marmut County very seriously, and has been dealing with moonshiners and runners of contraband for over twenty years. The more frustrated Sheriff Drutherford gets with the players, the more reckless his pursuit will become, with civil liberties casually tossed out the moving window.

**Angle:** “*Boy, you \*will\* respect the law in this heyyuh county!*”

### Moves:

**You’ve Been Deputized** - In a pinch, Sheriff Drutherford can deputize any of the other characters in assisting his pursuit of the players.

### Gear:

- Police car - (2-power, 0-looks, 2-armor)
- .38 Revolver - (2-harm, close, reload, loud)
- Shotgun - (3-harm, close, loud, messy)

### Twists:

**DJ OPTION** - Sheriff Drutherford is highly allergic to animal dander. If the players have been in Bigfoot’s presence recently, he will start uncontrollably sneezing. He may or may not make the connection between the two events.

**DJ OPTION** - Sheriff Drutherford is actually looking to build a case against Little Daddy and the Gettysburg Brewery, and is hunting the Aloha Express as possible evidence in closing the case.

**DJ OPTION** - Sheriff Drutherford has decided one of the players is going to be marrying his slow-witted son, Mervus, whether they want to or not. He and Edna didn’t love each other at first either, and after twenty-eight years of marriage... they still don’t.

## **Gearshift:**

**P** - Sheriff Drutherford is enjoying a beautiful Sunday by slacking off, enjoying a piece of huckleberry pie at the local roadside diner.

**N** - Sheriff Drutherford has been alerted to the players activities but doesn't take it very seriously. More city folks acting like dang fools, in his opinion.

**L** - Sheriff Drutherford is now concerned, keeping an eye an out for the players as he patrols the streets. May pull them over for questioning if he sees them.

**D1** - Sheriff Drutherford is now actively seeking out the players, will hit the lights of his patrol car if he sees them, and actively pursue.

**D2** - Drutherford has his dander up, will begin to bend the rules to pursue the players in the name of justice.

**O** - Drutherford will ignore other criminal activity, possibly engaging in some of his own if it will bring down the players. Justice is no longer his focus, it's vendetta.

## **Extra Locations:**

### **Location - The 225 Roadhouse**

**Suggested Musical Track:** "Motel Time Again" by Johnny Paycheck

**Description:** The 225 Roadhouse is a roadside bar that gets its main clientele from the local truckers and travelers down Highway 18. As a location, it can provide interactions with the Road Gators as well as Sheriff Drutherford and Lt. Ward.

**Environment:** Front bar, barstools, cash register, pool table, cigarette machine, mounted buffalo head, neon "Gettysburg Beer" sign, repugnant restrooms, dart board

### **Twists:**

**DJ OPTION** - Marla the bartender has been secretly feeding Bigfoot for years. It's not uncommon for drunk customers at closing time to swear they saw a huge upright animal in the back alley.

**DJ OPTION** - Murphy the owner has recently announced his candidacy for Malmut County sheriff, providing Sheriff Drutherford his first electoral competition in years.

**DJ OPTION** - Tonight has a surprise musical guest (e.g. Dolly Parton, Bad Company, Ray Charles). Naturally their set starts when things get really out of hand.

# The Big Finish:

By now, the players have tore up the Marmut countryside trying escape the Road Gators, Sheriff Drutherford, Little Daddy, or possible all three. Now's the time to wrap things up with a climactic showdown that involves the players in a madcap car crash of a finale, with multiple options for its setting:

## **Bigfoot Season**

If the adventure has turned into a hunt for Bigfoot in one form or another, there will be an armed confrontation with Lt. Ward, Urliss, or possibly the Sheriff.

**DJ OPTION** - A massive shoot-out at the Texarkana Gas Station will invariably cause a massive gas explosion that might catch Bigfoot on fire. Burning hair, yuck.

**DJ OPTION** - Bigfoot may have taken a shine to one of the players and attempt to protect them from the hostile predators, even seemingly sacrificing itself for the players to escape. Will Bigfoot survive? That's a mystery for another day.

**DJ OPTION** - Bigfoot has gone on a bloodthirsty rampage and has to be brought down for the safety of Marmut County. It's up to the players to find a way before anyone else gets hurt.

## **Car Wars**

If the adventure has spilled onto the car lot, it should be utter chaos as the antagonists chase the players through the rows of used cars, smashing vehicles and wreaking havoc everywhere.

**DJ OPTION** - Cowboy Chuck has taken a shine to Bigfoot and has decided to adopt him as the car lot's mascot, renaming him as "His Dog Spot."

**DJ OPTION** - Cowboy Chuck is using this holiday weekend to unveil the new line of Ford Pintos for the dealership...right next to the firework display. Everyone grab a helmet.

**DJ OPTION** - As part of the sales extravaganza, Cowboy Chuck has planned a massive motorcycle stunt by daredevil "Big Duke" Dutchman, jumping over twenty brand new Lincoln Continentals.

## **The Beer That Made Marmut Famous**

If the adventure has climaxed at the Gettysburg Brewery, players will invariably have a massive showdown in the middle of the bottling line near the massive tanks.

**DJ OPTION** - Due to too much air being released into the tanks during the chaos, the fermenting tanks have begun to overflow with beer foam, filling the entire brewery with suds.

**DJ OPTION** - Nothing is worse than a drunken Bigfoot, slamming itself around into the bottle crates, emptying kegs of Gettysburg beer, and generally going out of control. Can the drunken Sasquatch be contained before someone gets hurt?

**DJ OPTION** - The players discover Little Daddy is secretly selling the Brewery, meaning the Shipping and Receiving crew will lose their jobs, and Sheriff Drutherford's re-election campaign is in major jeopardy. Nobody will take that revelation kindly, telling Little Daddy he can take his job and...

# It's All About Being a Board Rat

*"Growing up on the Big Island, of course you learned to surf. That's what you did, brudda. Then I got behind the handlebars of a 1970 Indian Velo 500 and that was about it. But I still keep my board waxed in my apartment. Just in case, y'know? You never forget." - Interview with Israel "Izzy" Ikaika, motorcycle racer and winner of the Sagebrush 500, 1975-1976*

You may have grown up and moved away from the beaches of Waikiki or Venice boardwalk, but you still have the old skills of board-riding as part of your bag of tricks.

## You Get:

**Damn Kids** - When you avoid injury by damaging your surroundings you may take one Heat to roll with Something Extra to Take a Hit or Get out of the Way.

## And Pick one:

**Custom Board** - You have a custom board (either skateboard or surfboard) that acts like a vehicle (1 power, 1 looks, 0 armor). When you are riding on your custom board you can add its power when you Deliver a Beatdown or its looks when Getting What You Want.

**Sticky Fingers** - When you need a specific small item and empty your pockets to look for it roll +Soul.

On a 10+, you have it. Explain where you picked it up.

On a 7-9, you have something similar. Explain where you picked it up.

**Cheese it** - When you hightail it out of the current scene roll +Soul.

On a 10+, lose one Heat.

On a 7-9, if you have less than 3 Heat, lose one Heat.

**Over the Side** - When you Scope Out a Scene, you may always ask "what's the fastest escape route out of here?" without spending hold.

**Hang Ten** - When you are standing on your board, you cannot be knocked off, knocked over, or lose your balance.

**In The Pocket (Requires Damn Kids)** - Increase one attribute from +1 to +2

**Off The Hook (Requires Damn Kids)** - Increase one attribute from +2 to +3

## Beach Blanket Move Index

**Cheese It** - When you hightail it out of the current scene roll +Soul.

On a 10+, lose one Heat.

On a 7-9, if you have less than 3 Heat, lose one Heat.

### Example:

*After trashing a shop's awning and knocking down a couple of plainclothes police officers, Lucy Long has gained three Heat in the current scene. She decides to grab her board and take off before things get sticky. She rolls +Soul and gets a 10. She now only has 2 Heat because the cops don't want to admit it was a girl that knocked them down.*

*Izzy gained one Heat after tearing up the fresh sod in front of the police station while leading the Corsairs into an ambush by El Fantasma and John Sampson. While El Fantasma and John explain to the cops what's going on, Izzy kickstarts his dirtbike and rides off. Rolling +Soul he gets a 9. Since he only has 1 Heat, he loses it and now has zero.*

*Bricktown Brown and the Brick-Boys have racked up three Heat while trying to win a crosstown race against the Salthill Casuals. After crossing the finish line just seconds before the soccer hooligans, Brown hears sirens in the distance. He tells his gang to "Cheese it" and runs for the nearest dark alley. Brown rolls +Soul and gets a 6. Not only does he keep all his Heat, but a couple of Casuals are waiting for him in the alley.*

**Custom Board** - You have a custom board (either skateboard or surfboard) that acts like a vehicle (1 power, 1 looks, 0 armor). When you are riding on your custom board you can add its power when you Deliver a Beatdown or its looks when Getting What You Want.

Example:

*Lucy Long has a custom skate deck designed by her brothers Luke and Lance, and never goes anywhere without it. When she gets jumped by a bunch of Corsairs she uses it to slam into One-Eyed Pete, adding its power to her roll. Later when she cruises through the Tiki-Tiki Taco drive-thru on her board, she adds its looks to her roll to get the drive-thru server's phone number.*

**Damn Kids** - When you avoid injury by damaging your surroundings you may take one Heat to roll with Something Extra to Take a Hit or Get out of the Way.

Example:

*Lucy Long is on top of a southbound garbage truck which she realizes is quickly approaching a low bridge. She grabs her board and leaps off the truck aiming for a conveniently placed set of garbage cans. She rolls +Hustle with Something Extra to Take the Hit. She manages to avoid breaking her neck but now garbage is strewn across the bodega's vegetable stand and the shopkeeper is calling the cops. She now has 1 Heat (and smells like garbage).*

**Hang Ten** - When you are standing on your board, you can not be knocked off, knocked over, or lose your balance.

Example:

*While on vacation in Miami, Izzy Ikaika and Beau Dupree ran afoul of some ARCANA agents trying to salvage a wrecked submarine off the coast. When Izzy enters a surfing contest, the agents use a remote-controlled shark to attack. Izzy rolls +Might to Take a Hit and gets a 5. Despite failing his roll and taking 3-harm from the shark's carbide teeth, Izzy manages to stay on his board and finish second in the contest.*

**Over the Side** - When you Scope Out a Scene, you may always ask "what's the fastest escape route out of here?" without spending hold.

Example:

*When Bricktown Brown realizes that he's outnumbered by some angry Salthill Casuals he looks around the alley he's in for an escape route. He rolls +Brains and gets a 7. He asks who's in charge here and what's the fastest escape route.*

**Sticky Fingers** - When you need a specific small item and empty your pockets to look for it roll +Soul.

On a 10+, you have it. Explain where you picked it up.

On a 7-9, you have something similar. Explain where you picked it up.

Example:

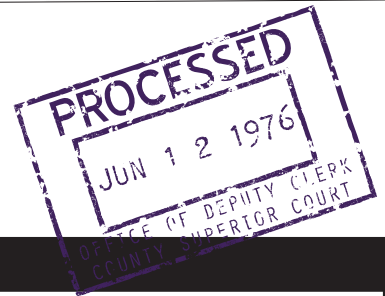
*While on "The Case of the Bricktown Burglars," Riley Russell mentions that he could really use a hand mirror to redirect the light beam on the alarm system for Harlan's Surplus Store. Bricktown Brown dumps out the contents of his knapsack and rolls +Soul, getting a 10. Among the many objects in the bag is a ladies compact with a perfect mirror. Brown explains that he "found it" while taking a shortcut through Bonafede's department store.*

*Lucy Long and Black Cherry Stone have been trapped in an abandoned cement factory. Cherry laments that if she just had some more ammo for her Peacemaker she could shoot the lock off the door. Lucky reaches into her pockets and rolls +Soul getting a 9. She pulls out a couple of shotgun shells she picked up in the back of the pickup they stole earlier. Cherry thinks she can make something that will work out of these.*



# State Department of Corrections

## FORM 224-A



# BOARD R&R

## STORY MOVES

### You Get:

**Damn Kids** - When you avoid injury by damaging your surroundings you may take one Heat to roll with Something Extra to Take a Hit or Get out of the Way.

### Moves: (Pick 1)

**Custom Board** - You have a custom board (either skateboard or surfboard) that acts like a vehicle (1 power, 1 looks, 0 armor). When you are riding on your custom board you can add its power when you Deliver a Beatdown or its looks when Getting What You Want.

**Sticky Fingers** - When you need a specific small item and empty your pockets to look for it roll +Soul.

- On a 10+, you have it. Explain where you picked it up.
- On a 7-9, you have something similar. Explain where you picked it up.

**Cheese it** - When you hightail it out of the current scene roll +Soul.

- On a 10+, lose one Heat.
- On a 7-9, if you have less than 3 Heat, lose one Heat.

**Over the Side** - When you Scope Out a Scene, you may always ask "what's the fastest escape route out of here?" without spending hold.

**Hang Ten** - When you are standing on your board, you cannot be knocked off, knocked over, or lose your balance.

**In The Pocket (Requires Damn Kids)** - Increase one attribute from +1 to +2

**Off The Hook (Requires Damn Kids)** - Increase one attribute from +2 to +3

## GEAR AND THANGS

## BUZZ

## HOOKS

## HARM

### Minor Wounds

- 0 harm** - Healthy
- 1 harm** - Bruised and battered but ultimately ok.
- 2 harm** - Bloodied.
- 3 harm** - Bruised and Bloodied.
- 4 harm** - Broken, bloodied and bruised, possibly broken bones or a concussion. All rolls are at -1 while you have 4 or more harm.

### Serious Wounds

- 5 harm** - Unconscious. If you don't receive help you'll take 1 additional harm at the end of the scene.
- 6 harm** - Dying. If you do not receive medical attention you will die at the end of the scene.
- 7 harm** - Dead - If a medic can get to you immediately they might be able to save you with CPR.
- 8 harm** - Destroyed





# Jukebox Villains

*"The movers and shakers have always been obsessive nuts."  
- Theodore Sturgeon*

## The Lowdown

The players encounter an obsessive music collector, planning to steal what he claims to be the lost recordings of Starveya and the Kings in Yellow. Where are they and what do the players actually find? 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:** "Ballroom Blitz" by Sweet

Jukebox Villains begins at the Velvet Coalmine record superstore. The two-story building comprises an entire city block on East Drake Avenue, the greatest selection of music in the tri-state area and possibly the country. In addition to its expansive catalogue, Velvet Coalmine is also famous for being the location where glam rocker Starveya first wandered in from parts unknown, and enlisted the original Kings in Yellow line-up from the record store staff in 1970.

## Preliminary Questions:

Ask each player the following questions:

- What initially brought you into the record store?
- What's your favorite section of the record store?
- Who have you made friends with on the Coalmine Records staff?

Players can explore the record store prior to the DJ announcing the Fuel Injection.

## Fuel Injection:

The game action starts with a question to the group:

**"Where were you in the record store when it caught on fire?"**

Somehow the record store has caught fire while the players were inside. The players will need to escape the burning building and get themselves to safety.

**DJ OPTION** - If a player is unsuccessful in escaping the fire, Marvin Hickey will assist them in their escape as he is in mid-theft of the record (dragging the players into being accomplices).

**DJ OPTION-** If the players are opting to save other people trapped in the building, one of the survivors will turn out to be Marvin Hickey who ducked into the office to steal the record.

**DJ OPTION-** If the players escape the burning building, an injured Marvin Hickey will approach them to run back into the fire to retrieve the contents of the safe (the golden record) for whatever serves their Buzz best. He has the safe's combination and will give it to the players.

## **Civilian Front - Velvet Coalmine Records**

**Description:** The record store has become the unofficial “city hall” for Rockers and entertainment industry types, with its employees considered local experts on all types of music and the happening shows. The record store is owned by Ahmed Zajinian, who is also owner of the local music club, Rajah’s Ballroom. The staff can either assist the players or act as threats based on the Fiction that develops. The staff includes:

- **Angie Grant** - Assistant manager and television star wannabe.
- **“Roach” Bundigo** - 60’s burn-out with a near encyclopedic memory for musical facts.
- **Maurice “Mo Ramone” Friedman** - Slumming rich kid and punk rock fanatic.
- **Nancy Kwan** - Every local band’s “biggest fan.”

### **Angie Grant - Assistant Manager**

**Suggested Musical Track:** “Angie” by the Rolling Stones

**Description:** Angie has fought tooth-and-nail to work her way up to the level of assistant manager of Velvet Coalmine Records, with the ultimate goal of getting onto television someday. She knows every nook and cranny of the entire record store and its contents... except what’s in the safe.

**Angle:** *“Make the right connections, say the right things, and tomorrow: the world.”*

#### **Twists:**

**DJ OPTION** - As part of her climb to the top, Angie wants to take over Rajah’s Ballroom as its manager. The golden record would serve as perfect leverage in making her big move.

**DJ OPTION** - Angie is actually working undercover to expose the truth about Starveya’s assassination. The golden record would be part of the big story she would bring to the Daily Observer.

**DJ OPTION** - Angie is secretly Starveya and Ahmed’s illegitimate daughter, previously given up for adoption. She would want the golden record as a tribute to her lost mother.

## **Roach Bundigo**

**Suggested Musical Track:** “Saint Stephen” by the Grateful Dead

**Description:** Roach has been in his own shroom-tinged world since the 60’s, yet maintains the deepest musical knowledge base of the staff. He may not be the best employee per se in terms of upsell skills or customer service, but Roach has a steady following of customers that adhere to his musical recommendations.

**Angle:** *“Good tunes, good buzz, good afternoon.”*

#### **Twists:**

**DJ OPTION** - Roach was good friends with Starveya and actually has several “lost recordings” of her early rehearsals, somewhere inside his VW bus. The golden record would complete the set.

**DJ OPTION** - Roach is in major debt after his disastrous “tofu ice cream franchise” scheme. The golden record would provide some relief, even just by melting it down and hocking the results.

**DJ OPTION** - While on a vision quest with Jack Kerouac, Roach was given the prophecy he must deliver the golden record back to the ancient ones from beyond the stars. He truly believes this, but isn’t quite sure what it means.

### **Maurice “Mo Ramone” Friedman**

**Suggested Musical Track:** “Blitzkrieg Bop” by the Ramones

**Description:** Despite Maurice’s physical appearance as one of the Ramones (long black hair, leather jacket, ripped up jeans), Mo is actually the heir apparent of the Friedman family, owners of a major chain of dry-cleaners. In an act of rebellion, Maurice has foregone the family fortune for the new sound coming out of NYC: punk rock.

**Angle:** *“Forget the so-called white collar crap, I’m living a true life.”*

#### **Twists:**

**DJ OPTION** - Since his parents cut him off, Mo would want the gold record to pay for a demo recording for his new band, the Prancers.

**DJ OPTION** - Mo would use the golden record to get on his favorite late night radio show, Blimey on the Block.

**DJ OPTION** - Mo is taking "Anarchy in the UK" a little too seriously and thinks he's becoming an anarchist. He would want the golden record in order to destroy it, up the system!

## Nancy Kwan

**Suggested Musical Track:** "Little Miss Lovin" by Chicago

**Description:** Nancy the record store cashier is every band's biggest fan, even if she has never heard of the band before. She is absolutely awestruck by anyone even remotely involved in the music business and will do anything to be close to them. Yes, anything.

**Angle:** "They're more than just musicians. They're my friends, whether they know it or not."

## Twists:

**DJ OPTION** - Nancy is one step away from becoming an obsessive stalker (like Marvin), and possibly dangerous. She would want the golden record. She *wants* it.

**DJ OPTION** - Nancy would think the Golden Record is a fake and should be destroyed. Cuz it's not real. Couldn't be. SHE'D KNOW.

**DJ OPTION** - Nancy is secretly quite a talented musician and singer in her own right, but no songwriting capabilities whatsoever. She would want the golden record in order to re-record its material.

## Location - Velvet Coalmine Records

The Record Store can be described in three conditions - **Before, During** and **After** the fire.

### Velvet Coalmine - Before the Fire

**Description:** Before the fire, the record store is a bustle of activity with two floors of musical selections, several private listening booths, and even a subsection for musical equipment. There is also a back office and storage area.

**QUESTION** - How did the fire get started?

**DJ OPTION** - Marvin Hickey, trying to get into the

store's back vaults for Starveya's lost recordings.

**DJ OPTION** - Agent Salazar, trying to smoke out his target on behalf of the U.S. government.

**DJ OPTION** - One of the employees by accident:

- Roach, sneaking a toke in the back closet.
- Mo, while preparing a molotov cocktail for the next protest rally.
- Nancy, with her candlelit shrine to Starveya in the back storage area.
- Angie, as a backdoor method to get into Rajah's and continue her climb upward.

### Velvet Coalmine - During the Fire

**Suggested Musical Track:** "Disco Inferno" by the Trammps

**Description:** As the fire consumes the record store, the heat is destroying rows of vinyl records and cassettes, consuming everything in its path (and cause 2-harm per round for anyone unlucky enough to be trapped). Walls of promotional material quickly go up in smoke, creating dangerous hallways of flame for anyone still trapped in the burning building.

**DJ OPTION** - Outside, the City Fire department and Metropolitan Fire department are arguing over who has jurisdiction over the fire. As a result, the two groups of firefighters have come to blows as the fire continues.

**DJ OPTION** - During the fire, several of the employees are trapped inside the back of the building and unable to get out.

**DJ OPTION** - The fire has revealed an underground tunnel that leads to a subterranean city beneath the sewers, populated by chimpanzees.

### Velvet Coalmine - After the Fire

**Description:** The fire damaged half of the main floor, which is keeping the store closed until the police and fire department conclude their investigation. Despite the damage, The main staff is doing what they can to clean up the mess wherever possible, removing smoke-damaged merchandise and sweeping up rubble.

**DJ OPTION** - Marvin Hickey hires the group to steal the lost recordings of Starveya in the closed record store.

**DJ OPTION** - Record store owner Ahmed Zajinian has moved the golden record to Rajah's and offers to hire the players to protect Rajah's Ballroom for the next couple of weeks.

**DJ OPTION** - Agent Salazar attempts to arrest the players in connection with Marvin Hickey who has stolen the golden record, regardless of any actual connection (and whether or not he actually did).

### **Location - Coalmine Back Office**

**Description:** The Coalmine back office is used to do any official business for the record store, and is relatively non-descript (at least for a record store). The office will remain the same until the fire really starts raging. Black smoke will start to fill the office before the fire reaches it, making it difficult to both see and breathe.

#### **Features:**

The desk has several financial ledgers and files in its drawers. On the front of the desk is a dismantled portable 8-track player being reassembled.

There are file cabinets along the wall. Taped alongside one of the file cabinets is a poster of Tangier, posing as Revolutionary-era Minutemen for last year's bicentennial.

A large combination safe is in the back behind the desk.

In the front area, there is a beat-up black leather couch and dusty glass coffee table. There is a Monroe Doctrine album cover neatly arranged in the center with a rolled twenty dollar bill.

Against another wall is a black and white television connected to a large Betamax video recorder, as well as a quadrophonic stereo.

### **The Golden Record**

**Description:** The golden record is not the last recording of Starveya. It's actually one of the phonographic records that was included in the Voyager spacecraft for deep space. The players should realize immediately this is bad to possess, and its recording is not what was announced to the public. The record itself has strange markings on it and is highly fragile.

**QUESTION** - What is on the recording?

**DJ OPTION** - President Nixon making overtures of agreeing to alien colonization in the year 2525, after preparing the world's population through the use of antidepressants in fast food franchises.

**DJ OPTION** - A high-pitched whine that will immediately cause paralysis, loss of consciousness or uncontrollable bodily functions (maybe all three).

**DJ OPTION** - As requested by the received alien signals... Chuck Berry.

**Suggested Music Track:** "Rock and Roll Music" by Chuck Berry

## Front - Marvin Hickey

### Marvin Hickey

**Suggested Musical Track:** “Psycho Killer” by Talking Heads

**Description:** Marvin is an obsessive fan/collector, trying to get what he claims is the last recording of Starveya, the night she was shot at Rajah’s Ballroom. Injuries, threats, nothing matters to Marvin more than getting the last record.

**Angle:** “Gotta get the record, gotta get the record.”

#### Moves:

**A Man Obsessed** - Marvin can ignore attempts to seduce or socially manipulate him, if it means it will pull him away from obtaining the record.

#### Twists:

**DJ OPTION** - Marvin is convinced the gold record is speaking to him and will take him directly to Starveya. On her home planet.

**DJ OPTION** - Marvin knows the record isn’t really of Starveya, and is hoping to take the record to the People’s Pyramid as proof of the government conspiracy regarding aliens.

**DJ OPTION** - If Marvin finds out the record isn’t Starveya, he may think himself a victim of a practical joke, causing a possibly violent payback at the Ballroom on those he thinks responsible (including the players, whether they are or not).

**Gear:** Revolver (2-harm, close, loud)

#### Gearshift:

**P** – Marvin is setting up shop at the Safari Bowling Lanes.

**N** – Marvin is lingering around the Velvet Coalmine, looking at records and looking for a way into Rajah’s.

**L** - Marvin has approached one of the players, setting up to ask them to get involved.

**D1** – Marvin contracts the players to break into the safe.

**D2** – Marvin kidnaps one of the players to convince the others to do what he wants.

**O** – Marvin decides to go for broke and shoot it out at Rajah’s to get what he wants.

## Location - Safari Lanes

**Description:** Safari Bowling Lanes is an out-of-business bowling alley that Marvin Hickey is temporarily using as his base of operations. If he has kidnapped someone else, he may be keeping them here. If he has convinced the players to rob the office safe at Rajah’s, this may serve as the final meeting location.

**Features:** Safari Lanes follows the “Bowling Alley” template found in the **Spirit of 77** core rules, although the bowling alley has been closed for some time:

Empty ball lockers, ball waxing machine, dust-covered lanes

Faded mural of cartoon animals (lions, elephants and hippos) bowling in the jungle

Old marquees where league plaques used to hang, cobwebbed covered bowling ball racks

Empty pro gear shop, closed bar

#### Twists:

**DJ OPTION** - In a get rich quick scheme, Marvin has converted the bowling lanes into a makeshift print press with knockoff record album covers and even a wax press.

**DJ OPTION** - The bowling alley is the planned site of a rumble between the Banshees and the Salthill Casuals. Marvin is unaware of this, and this will complicate matters when the fight goes down.

**DJ OPTION** - The bowling alley is also the secret home of several homeless people, hiding from what they claim to be “government abductors” feeding aliens with their bone marrow. Playing the record in their presence will only confirm that.

## Front - Rajah's Ballroom

**Description:** Rajah's is the hottest nightclub in the City, with a vaguely middle Eastern décor that is cheesy but adds to the overall flavor – the female servers wear sexy genie costumes (like I Dream of Genie) and the doormen wear turbans with large pants and pointy shoes.

**DJ OPTION** - Due to the fire, the record store staff are temporarily to work at Rajah's Ballroom (with disastrous results).

**DJ OPTION** - Rajah's is about to honor the anniversary of Starveya's death with a special show that highlights her music and favorite bands.

**DJ OPTION** - Thanks to the big settlement from the fire at Velvet Coalmine, Ahmed has decided to burn Rajah's down as well.

### Threat - "Hard Time" Hartley

**Suggested Musical Track:** "Godzilla" by Blue Oyster Cult

**Description:** At seven feet tall, "Hard Time" is the main head of security for Rajah's, in charge of the multiple doormen. He does not wear the Aladdin outfit (the only one who doesn't), opting instead for white jeans and shoes, v-neck black t-shirt and ponytail. He won't like the Velvet Coalmine staff if they're temporarily working at Rajah's and will like the players even less.

**Angle:** "No funny business tonight... or any night."

### Twists:

**DJ OPTION** - Despite the age difference, Hard Time secretly harbors a crush on Ahmed's daughter, Serena. He will either help the players if she's in trouble, or hate them if they cause her trouble.

**DJ OPTION** - They won't remember but one of the players used to pick on Hartley when he was in high school, before puberty kicked in. He's still holding a grudge.

**DJ OPTION** - Ahmed may send out Hard Time to retaliate against the players for the theft, regardless of if they're involved or not. This may involve a beatdown or possibly a kidnapping.

**Gear** – brass knuckles (1-harm, hand)

### Special Moves:

**Last Man Standing** - Like a player, Hard Time has 9 Harm levels, meaning it requires 5 harm to incapacitate him.

### Gearshift:

**P** – Hartley is in the refrigerator counting inventory for beer.

**N** – Hartley is reviewing tonight's guest list in the ticket booth.

**L** – Hartley is keeping an eye on everything in the club, making sure all is as it should be.

**D1** – The players have caught Hartley's eye and he's keeping close tabs on them.

**D2** – Hartley has marked the players as trouble and will decided to make life difficult for them.

**O** – Hartley doesn't care about his job anymore, he wants payback against the players for anything and everything.

### Threat - Bouncer Staff

**Suggested Musical Track:** "The Boys Are Back in Town" by Thin Lizzy

**Description:** Rajah's Bouncer staff doesn't like outsiders, and only takes orders from Hard Time. In the event of a rumble, they will punch first and ask questions later. Maybe.

**Angle:** "Protect the boss and bust some heads."

**Template:** The Bouncer staff act as a Medium gang (Medium gang, 1-harm, unruly)

### Special Moves:

**Last Man Standing** - If the Bouncer staff is being threatened with life or death, they will call the police and immediately bring down the Heat on anyone attacking them.

**Gear** – All of the bouncers are armed with brass knuckles(1-harm, hand).

## Gearshift:

**P** – The bouncers are in the back, providing back-up to the wait staff for a VIP party of 24.

**N** – The bouncers are hanging out in the green room, mingling with tonight's bands, groupies, and other hangers-on.

**L** – The bouncers are doing their rounds, keeping an eye on anything suspicious.

**D1** – The bouncers have decided to encourage certain undesirables to leave the club either by spiking their drinks, spilling something on their clothes, or simply threatening them.

**D2** – The bouncers have decided to start a bar fight to get rid of anyone they don't like.

**O** – The bouncers are taking the players into the back to beat them into the hospital, one at a time.

## Ahmed Zajinian - Owner of the Velvet Coalmine

**Suggested Musical Track:** "Grand Illusion" by Styx

**Description:** Ahmed is the owner of both the record store and Rajah's Ballroom, the largest music club in the City. Despite being a consummate showman and huckster, he's not a bad man per se. However he has done questionable things to succeed in the music industry (not all of which he'd like to his daughter to know about).

**Angle:** "*Music is my business, and my business is about making money.*"

### Twists:

**DJ OPTION** - Ahmed was involved in a horrible murder in order to acquire the golden record. It's the only evidence that links him to the crime.

**DJ OPTION** - Ahmed keeps the golden record as insurance against the White House and Nixon's enemy list. Without it, both his and Serena's lives are in jeopardy.

**DJ OPTION** - Since Starveya's death, Ahmed is convinced he is cursed by this record. Despite efforts to get rid of it, it simply keeps coming back to him. This could cause problems with Marvin.

## Serena Zajinian

**Suggested Musical Track:** "Heaven Must Be Missing An Angel" by Tavares

**Description:** Serena is learning the family business from her father and is expected to take it over once Ahmed retires. Part of her wants to rebel against her father and his business, while another part is eager to take the reins and lead both the club and the record store into new territory.

**Angle:** "*I know my future, but I can still have some fun.*"

### Twists:

**DJ OPTION** - Serena is willing to help Marvin and or the players with the record theft, simply to piss off her father.

**DJ OPTION** - Serena takes a shine to one of the players, causing problems with Hard Time and her father.

**DJ OPTION** - Serena has already stolen the golden record and traded it for cocaine. Both her father and Marvin will be furious.

## Tracy the Bartender

**Description:** Tracy is a dreamer with "big ideas" to get rich, most of his ideas are a bit ahead of their time so they sound more like fantasies than possible reality (which makes Tracy sound nuts). With the right backing and/or connection, however, he's convinced one of his ideas will be golden.

**Angle:** "*All I need is one break, and the idea will sell itself.*"

### Twists:

**DJ OPTION** - Tracy has an amazing idea: filming musical acts performing or acting out scenes of their single, and then airing them on television on either a special television show or perhaps its own television channel if the idea really sticks. Working title: "TVM: Televised Music."

**DJ OPTION** - Tracy has an amazing idea: an electronic device that stores music as individual tracks (as opposed to records or cassettes). When people want new music, they press a button and the song automatically loads to the device. Working title: "YouTunes."

**DJ OPTION** - Tracy has an amazing idea: Using satellites in space to broadcast music to people's car from anywhere in the world, regardless of range or location. Because it would no longer be limited by the normal radio frequency band, there could be hundreds of radio stations available to listen to. Working title: "Orion Radio" (named after the constellation).

### *Location – Rajah's*

#### *Environment - Outside:*

**Description:** Rajah's is the number one club in the City to see live music, with a long line outside to get in. There are multiple clubs along the same street, but Rajah's is the crown jewel of them all.

**Features:** There is a large marquee, highlighting tonight's bands. Outside along the secondary wall is a hand-painted mural of Starveya in a cosmic sort of pose with candles and flowers set along the wall.

#### **Twists:**

**DJ OPTION** - Across the street, there is a handful of picketers from the People's Pyramid with signs reading "THE ALIENS ARE HERE" and "WATCH THE SKIES."

**DJ OPTION** - The refrigerator repair van parked outside is really an FBI surveillance unit, convinced the club is connected with the local drug trade.

**DJ OPTION** - The Iron Devils biker gang have come out to show support to a local musician that's on good terms with the club. Their motorcycles line the street.

#### *Environment - Inside:*

**Description:** Rajah's is a dazzling temptation to all five senses - beautiful and amazing looking patrons sip multicolor cocktails while listening to the newest sounds. The walls are lined with crushed velvet and every room smells a mix of perfume, incense, and the barest hint of hashish.

**Features:** There is a main bar with a doorway on the left to the stage with a sound booth toward the back of the stage near the secondary bar.

#### **Twists:**

**DJ OPTION** - Tonight's band is The Delightful Ones, an all-female band that plays up the ethereal vibe a la Stevie Nicks but with no musical talent whatsoever.

**DJ OPTION** - Tonight's band is Karma, a funk version of KISS with kabuki make-up and samurai outfits.

**DJ OPTION** - Tonight's band is secretly a big-name act performing under an alias (e.g. Led Zeppelin, Bob Dylan, Earth Wind and Fire, etc.).

#### *Ahmed's Office:*

**Description:** Ahmed's office is very plush and nouveau by 1970's standards, not to mention its emphasis on security, and the strange dollhouse that takes up a corner of the office.

#### **Features:**

There is a desk with a lava lamp and a swinging "rain" statue above it. A large safe is in the back behind the desk.

In the front area, there is a burgundy leather couch with a white shag carpet and a green bean bag chair, along with an extremely large dollhouse for Romeo and Juliet, Ahmed's pet chimpanzees.

On the wall are several framed photos of Ahmed shaking hands with celebrities including Joe Namath, El Fantasma, Bob Hope, Derbyball star "Superstar" Tony Colombo, and Jim Brown.

On the other wall is a series of video monitors that watch the entirety of the club, connected to a large Betamax video recorder, as well as a quadrophonic 8-track stereo.

On his desk is a special portrait: Starveya smiling with his daughter Serena. Draped across it is a pendant with a lock on it.



## **Front - "A&R" for Bogart Records**

**Description:** Once the golden record has been discovered, three men posing as A&R agents for Bogart Records will start hunting the players in search of the record. They are anything but normal.

### **Twists:**

**DJ OPTION** - Bogart Records is a front for Air America, a CIA project originally involved in illegal smuggling and transportation out of Asia during the Vietnam War. Instead of being disbanded in 1976, they were instead tasked with transporting covert American interests beyond the stars.

**DJ OPTION** - Bogart Records is really a front for the terrorist group known as ARCANA (specifically the Wand, their scientific division). They have been seeking the golden record as part of a larger design to infiltrate the space programs of every major country in the world.

**DJ OPTION** - Bogart Records is a front for the extraterrestrials known as the Palusian Horde, sworn enemy of the Algonkin Empire. The existence of the golden record reveals their invasion plans for Earth, and they're desperate to get it back.

## **Threat - The A&R Agents**

**Suggested Musical Track:** "Sense of Doubt" by David Bowie

**Description:** The A&R Agents are cybernetic automatons that look like normal, albeit boring looking, businessmen. They never speak above a calm, rational tone, even when threatening to rip someone's head off.

**Angle:** *"Please provide us the record, or we will be forced to take steps."*

### **Special Moves:**

**His Master's Voice** - All of the A&R agents are armed with large sound cones inside their mouths that emit a loud pulsing sound that the players will need to overcome. Player failure could result in stunning, harm, or possibly mind control, based on the DJ's choice.

**Extended Play** - Each agent will continue to pursue and/or combat the players until all their Harm levels are lost, with no wound penalties. Then they will explode.

**The Hits Keep On Coming** - If an agent successfully deals harm to a player, they may follow up with another attack on another player in the group, until the players successfully avert them.

### **Gearshift:**

**P** - The agents are being recharged in the trunks of their car.

**N** - The agents are questioning the record store personnel and club staff, unaware the players are responsible.

**L** - The agents have gathered intel from both the record store personnel and club staff, and are now looking for the players.

**D1** - The agents have engaged the players and want to reason with them to give up the record. As reasonable beings.

**D2** - The agents have determined the players aren't being reasonable and have decided to simply take the record. Reasonably so.

**O** - The agents realize the most reasonable action is to eliminate the players as a distraction. Unfortunate. But reasonable.

## **Front - The Man**

### **Threat - FBI Agent Charlie Salazar**

**Suggested Musical Track:** “Fortunate Son” by Creedence Clearwater Revival

**Description:** Agent Salazar is a hard working agent that has raised himself up from the Los Angeles streets to the FBI. He has been tasked with the Starveya case for some time, and due to an anonymous tip, has been clued into the the search for the golden record.

**Angle:** “*The ends justifies the means if I can close this case before my review.*”

### **Moves:**

**Taking Jurisdiction** - Feds have the capability of dismissing local police or having them act as their immediate strike force.

### **Gear:**

- 9mm Automatic (2-harm, close, loud)
- Sniper rifle (3-harm, far, reload)
- X-Tech Switch - With a success, this will turn off nearby X-Tech devices for the remainder of the scene.

### **Twists:**

**DJ OPTION** - Agent Salazar is willing to trump up charges on the players to make them help him build a case.

**DJ OPTION** - Agent Salazar is secretly convinced there has been contact between aliens and the government, but hasn't shared this with anyone. The last agent who did was demoted to a dead end file job.

**DJ OPTION** - In mid-investigation, Agent Salazar has been given orders to silence and cover up any loose threads about Starveya and her death. By any means necessary.

## **Gearshift:**

**P** - Agent Salazar is filling out paperwork at the local branch office.

**N** - Agent Salazar is retracing his steps, seeing if he missed something.

**L** - One of Agent Salazar's snitches has heard rumors about a potential lead.

**D1** - Agent Salazar is seeking out leads at Rajah's Ballroom and Velvet Coalmine.

**D2** - Agent Salazar is now leaning on people harder, potentially roughing people up, and/or eliminating them in a pinch.

**O** - Salazar has decided to black bag the situation, clean up, and tell whatever story he prefers.

# The Big Finish

By now, either the theft or its aftermath have engaged the players in a messy situation while being pursued by Agent Salazar, Marvin Hickey, the A&R agents, or possibly all three. Now's the time to wrap things up with a climactic showdown that involves the players in a showstopping finale, with multiple options for its setting:

## **Hot Child In the City**

If the players are being implicated in the robbery and/or fire, they will need to clear their names and remove the Heat coming down on them from Agent Salazar.

**DJ OPTION** - Agent Salazar will be satisfied if Marvin is brought to justice and the U.S. government property is returned to the proper authorities.

**DJ OPTION** - Agent Salazar will use the players as plants to get into Rajah's Ballroom, wearing a wire. Get Ahmed on tape for a confession, then everything will be cleared.

**DJ OPTION** - The local mob are now convinced the players are dangerous people and will take steps to enlist them or possibly eliminate them as potential threats.

## **Crazy On You**

If the players have taken part in the robbery, but have decided to double-cross Marvin, the obsessive record collector will take action to get the record for himself.

**DJ OPTION** - In order to get what he wants, Marvin has kidnapped someone (one of the players, a Coalmine staff member, or maybe even Ahmed's daughter Serena) as leverage against the players to get them to steal the record for him.

**DJ OPTION** - In a desperate act, Marvin has decided to punish Ahmed by hurting him, his daughter, and burning down the Rajah's Ballroom with everyone locked inside. He needs to be stopped.

**DJ OPTION** - Marvin is convinced one of the record store staff is connected and have decided to eliminate each and every one of them just to be sure. If the players have been close to one of the staff, the loss should be a call for armed vengeance.

## **Invasion of the Record Snatchers**

If the players have opted to take the record and run/hide, the A&R agents will begin hunting them in order to retrieve the record or until it is destroyed.

**DJ OPTION** - The A&R Agents will co-opt NPC's that have been encountered as "reinforcements," turning the adventure into a Body Snatcher conclusion. Be sure to have a well-liked NPC point and scream at them at one point ala Donald Sutherland.

**DJ OPTION** - Whoever possesses the golden record will start acting strangely, slowly acting more and like the mysterious A&R Agents. They will try to convince the other players to return the record to them or possibly just leave to join them.

**DJ OPTION** - The golden record is starting to glow and grow warm to the touch. If the players try to get rid of it, the golden record seems to follow them around appearing among their possessions. It must be either destroyed or pawned off on someone, like Marvin...if they could only find him again.