

General Information

The theme of this year's game is James Bond. The game atmosphere is intended to be as in the movies, i.e fun, glamorous and cinematic. Kudos (and possibly other rewards) will be available for following Bond cliché, rather than taking the spy aspects too seriously.

Rooms and travel

There are three locations in the game:

- Monte Carlo: casino city of the West
- Skisky, premier Eastern Bloc winter sports resort
- The island paradise of Tropicco

These are far apart; you should take travel between them seriously. Instead of wandering freely, you should roleplay the fact that a long plane flight is needed to reach Tropicco, and that the iron curtain stands between Monte Carlo and Skisky.

A central area represents the state of being in transit between these locations. Please **do not** talk to anyone you meet there. You may continue to speak with someone who you left with and travel together with to the same place (you're talking on the plane). You don't need to waste your game time spending ages in the lobby, but do try to roleplay the fact that moving locations isn't something you can do casually.

Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

No entry or exit restrictions are currently in place for Tropicco, which has not so far aligned itself to either the Eastern or Western bloc.

An Alluring Gold Bandana

In this game, some characters are particularly charismatic – they're just really compelling, convincing, charming or sexy. This is represented by those characters wearing a gold bandana. So if you see someone wearing a gold bandana, you should roleplay the fact that they're very alluring. They're not actually wearing

a bandana, it's just a physical representation of their awesomeness. It's against the rules to take someone's bandana from them by force or to steal it (since it doesn't really exist...).

Communications

Movement between countries is not necessarily easy, as you will need to have the correct entry and/or exit visas, but if you wish to communicate with someone in another country you can always send an email. To send an email, write your message on one of the speech-bubble shaped post-it notes provided at the internet cafe in each country and stick it on the message board in the corridor where your recipient will be able to read it.

Consider carefully what you put in your message. As everyone knows, internet communications are not private, so you never know who will be listening in: All players have access to the notice board at all times to view and post messages, but MAY NOT communicate in any way with people they meet there (since the notice board represents the internet and they are not physically present...).

Messages can only be written at these designated internet cafe points using the post-its and pens provided. Any other types of messages will be removed by GMs.

Emails MAY NOT be removed from the noticeboard without GM permission.

Combat and Challenges

In any live game, it is inevitable that at times players will want to interact in ways that cannot be handled through conversation and roleplay.

As always, it is illegal in this game to use physical means to wrest objects from another person's grasp, fight, block another players' way, and so on.

In keeping with the James Bond spirit, in this game, we use a poker mini-game to determine the winner in these circumstances. Packs of cards have been placed throughout the play-space, find one of these and use it to resolve the question.

In a basic battle, both players draw a card. The higher card wins. Aces are high.

If it is a tie, the *passive* action wins: the item remains with its current owner, the shot misses, or the blocked player continues on their way.

If either of you has a special ability that you can agree applies to the situation, this will allow you to draw more cards. The number of extra cards will be written on your character sheet (or other in-game prop, if for example you have managed to find a really awesome weapon). When drawing more than one card,

form the best poker hand you can from the cards you draw. The best hand wins. Don't forget that in poker, ties are first broken by unmatched "kicker" cards.

The order of poker hands has been supplied in your character pack.

Here's an example of two-player combat:

- Player A: I would like to try to pickpocket your raygun from its holster.
- Player B: I don't want you to do that.
- A: But my character is a street urchin, and is really good at pickpocketing.
- B: But **my** character is a trained soldier, and knows to keep watch on his weapon at all times.
- A: OK, but my character is wearing noise-cancelling shoes, made by the world's most high-tech shoe company
- B: OK, so that sounds like +2 to you and +1 to me
- A: Sure. But I'm the one trying the action, so if it's a tie, you win.
- B: Yep, that's right.
- A: I'll get the cards... I drew a 3, a Jack, and a Queen.
- B: OK... I got two sevens. My pair beats your Queen High. I keep my Raygun.

If more than one player teams up together, they share just one hand, but gain a card per team member, and special abilities from all team members apply.

If a battle occurs with more than two sides, the best hand from all sides wins.

Sometimes, you may be asked to compete against the game, rather than each other. In this case, the poker hand you need to beat will be shown to you. It will be hard to win these alone, so team up. You should give yourself extra cards, based on your applicable special abilities. Don't cheat. Ask a GM if you feel unsure. There will usually be a time-delay on retries for these, e.g. every ten minutes, so if you fail, you can come back after the time indicated and try again.

For example, something in the game might read:

A gang of evil henchpeople block your way, armed with flamethrowers. You need a hand better than JJ 77 4 to beat them. You and a friend are fighting them. Your friend is a kick-ass ninja, which is worth +1 card. You are wearing a flame-proof suit. That is worth +1 card too, so between you you have 4 cards. You draw 8883. Three of a kind beats two pair, so you defeat the evil henchpeople.

Ernst Stavro Blofeld

Played by: Chris

Starting location: Skisky, your glitzy winter sports resort high in the Alps of the Eastern Bloc.

Summary

You are Mischa Stroganov, owner of a glitzy ski resort in the winter sports paradise of Skisky, high in the Alps of the Eastern Bloc. Tonight, your resort is hosting an important scientific symposium, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of the ideal comrade, a hero of progress and human development.

Except you are really Ernst Stavro Blofeld, supervillain, and your ski resort is secretly your mountain lair. From here, you seek to grow your world-straddling criminal empire, SPECTRE.

Pre-Titles Sequence

You are Ernst Stavro Blofeld, leader of SPECTRE, a worldwide criminal organisation. Unfortunately, while you have great plans for SPECTRE, it is young as yet, and so far consists only of yourself and your loyal henchman, (with anomalously huge hands), known as **PAWS - Alex**.

You've been on the lookout for further subordinates to join your soon-to-be-world-straddling criminal empire, and recently travelled to the island paradise of Tropic, to try to recruit El Chupacabra, a promising chap, who you heard on the grapevine had a rather nice volcano lair. Unfortunately, when you introduced yourself, he rebuffed you, foolishly claiming he could do better on his own. BIG MISTAKE.

Being a master of disguise, you joined up to help a couple of spies who it was obvious were there to bring down El Chupacabra. There was one there from each superpower, **James Bond** – **James G** (with a cunning cover as a bird watcher) from the West and **Ninelle** – **Michelle** (under cover as a beach table football player) from the East. Since you're a master of disguise, and it wouldn't do for the spy networks to be able to recognise you, you took the identity of a local fisherman and bartender **Quarrel** – **Katherine** who they'd hired as their trusty guide. Together, the three of you broke into El Chupacabra's volcano lair. It was a very strange place, with a distinct coconut smell arising from the beautiful golden lava, which bubbled through the tubes and retorts of a twisted refinery. When you broke in to the inner sanctum, Bond and Ninelle fought with Chupacabra, eventually defeating him and freeing someone he was holding captive, but meanwhile you were able to open a vault containing his research

notes and a strange golden rock. At this point, Bond and Ninelle were about to start fighting over the spoils, but you stole them and snuck away, revealing to them that you were not Quarrel after all, but ERNST STAVRO BLOFELD!! HAHA! HAHAHA!!

Cue titles.

Allurium

The notes revealed that El Chupacabra had discovered in the volcano a mysterious substance he called **ALLURIUM**, which he claimed was capable of strange powers, making all who hold it more charismatic and impressive (explaining the legendary beauty of the islanders of Tropicco), enhancing skills, and, he claimed, if appropriately deployed, capable of being refined into inventions and tools of great power. Sources of allurium, he found, could be identified by the color **gold** and the smell or taste of **coconut**. Working with the material can be risky though; there is the possibility of catching a disease he called “the Dance of the Phoenix” from any Allurium dust.

When you first handled the material, you heard in your mind a faint whispering, an ancient power with whom you felt an immediate affinity. Inspiration surged in you, and your ambition for the future of SPECTRE soared. You quickly sketched a new logo for SPECTRE, which you are sure will help motivate the world’s most ambitious leaders and greatest criminals to join your cause.

You feel sure you’ll be able to use your allurium to further your goals, though to come up with a really earth-shattering invention you might need to recruit some collaborators with the appropriate skills to help build it. You also believe the voice can teach you more; it has suggestions for plots and schemes which you can fulfil, beyond the dreams of lesser supervillains. But it’s hard to understand. You seek to find a way to contact the voice more clearly, but know that in this endeavour you will require first to build a great organisation to aid you.

If you find items during the game which you believe may contain unrefined allurium, you should verify this with a GM.

Character

You returned to your base in the Eastern Bloc winter sports resort of Skisky to plot and scheme. This is the home town of **PAWS (Alex)**, whose real name is Major Ursus. He’s a great fighter, a former Soviet commando, and is very loyal, but often bores you with local legends. You’ve made Skisky your base, and have quite a nice smuggling operation between East and West working across the nearby mountain border.

It’s lonely at the top. No one else is really brilliant enough to understand the beauty of your criminal plans. You’re really looking for co-conspirators for your



Figure 1: Spectre Logo

dastardly empire. Or failing that captive spies. Anyone worth explaining your plans to.

In the loneliness of power, you have found comfort in your menagerie; you have a large collection of powerful, predatory, venomous, or otherwise dangerous beasts. You love your collection, and would like to add to it.

Skisky is a popular winter resort for holidaying Politburo members and you have made some useful contacts among them, including senior soviet General, **Gogol – Bob**, who has been a frequent visitor to your facilities. You were delighted when he decided to base an important scientific conference here, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of a an enhanced warrior or “supersoldier” - this could be useful to you. At the very least, you’re sure there will be spies from both East and West present, and if you can turn any of them to your cause, it could be a source of useful criminal information. There are lots of vistors here for the conference, and you’re keen to meet them.

There are other things going on at the moment, though, which draw your attention: in Monaco, tonight the World Economic Forum is happening, moved from its usual location in Davos. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. You’re sure there are opportunities for extortion here.

Finally, you’ve heard that other supervillains are moving in to fill the vacuum left in Tropico by El Chupacabra, and you wonder if there are opportunities for recruits for Spectre there.

Objectives

- Recruit supervillains or turn spies to expand SPECTRE
- Use your Allurium to spectacular supervillainly effect! Haha! Hahaha!
- Find a way to properly speak to the voice in your head.
- Find someone worthy to understand your dastardly plans.
- Grow your menagerie.

Cover

You are Mischa Stroganov, owner of a glitzy ski resort in the winter sports paradise of Skisky, high in the Alps of the Eastern Bloc. Tonight, your resort is hosting an important scientific symposium, the First International Superhuman Soviet.

Special abilities

Add 1 card to combat checks for the following special abilities:

Animals +1 : You have a menagerie

Stealth +1 : You are a master of disguise

Base +1: You have a mountaintop lair

You have a lair, in which you can briefly (5 minutes) imprison people, and extract from them useful information. You need to somehow successfully compel people into your lair to do this. (e.g. with violence or deception) Ha! Hahaha! All Spectre members (excluding PAWS) gain this ability after you recruit them. You must **explain your secret plan to them**, and then you may **require them to tell you a secret of theirs**.

Master of disguise: While you have imprisoned someone, you can pretend to be them.

Mechanic: explain to them what you want them to do, for up to 5 minutes. In that time, **that player is actually playing you and must do what you tell them**. You can only do this twice in the evening. When you want to do this, find a GM, who will explain the rule to your victim, and shadow the character to make sure they behave correctly. They will, of course, know what you asked them to do, **because you have explained it to them!**

Allurium: You start the game with some Allurium. This means you have **+1 card to all combat checks** while you possess the allurium, and are wearing a gold bandana. If you use your allurium to invent something, you will lose these benefits, but could gain something better. If you give away or put down the allurium, also give away or take off the bandana and lose the +1 bonus. Explain to the new bearer that they now have +1 to everything, should wear the bandana, and that they are inspired to invent things, and should talk to a GM if they want to know more.

Immigration Status

- You have a valid visa for yourself for the East.
- You have a fake visa yourself for the West.
- You have the ability, through your smuggling network, to create up to two illegal visas for each block.

No-one needs a visa to get to the welcoming Island of Tropico.

Limitations

You prefer to extend your criminal reach through minions, and aren't comfortable away from home. You have -1 card for any combat check outside Skisky (i.e. in Monaco or Tropic), except when in disguise.

People you know

PAWS (Alex): Real name Major Ursus, he's a loyal head of security with strangely large hands.

General Anatol Alexis Gogol (Bob): Something big in the Politburo, he's hosting a conference at your resort tonight.

James Bond (James G): Western Bloc spy. Always turns up when he's least wanted.

Ninelle (Michelle): Eastern Bloc spy. Hasn't given you any trouble so far.

Quarrel (Katherine): Local Tropic guide, you assumed her identity when dealing with El Chupacabra.

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James Bond

Played by: James Goodman

Cover: Birdwatcher

Starting location: Tropicó

Summary

You are Bond. James Bond.

You are currently finishing off a mission on the island paradise of Tropicó. You are under *convincing* cover as a bird watcher.

Special instructions: Pre-titles sequence

As you may know, all Bond films begin with a pre-titles sequence, usually involving a chase or a fight. This evening's game will do the same. The pre-titles sequence will recap your latest mission in Tropicó and provide a demonstration of the combat mechanic for the other players. The participants in the pre-titles sequence are You, your old adversary, Soviet agent **Ninelle (Michelle)**, your local guide **Quarrel (Katherine)** and intrepid adventuring vulcanologist **Dr Caldera (Clare)**.

The details of how you re-enact the mission are up to you and the other participants to decide before the start of the game, but the pre-titles sequence must include the following plot points (or you will break the game!!):

1. **James Bond** and **Ninelle** have teamed up to infiltrate the underground volcano lair/laboratory of local baddie **El Chupacabra (James H)** where you suspect he is up to no good.
2. When you arrive there, you find that he has taken prisoner **Dr Caldera**, who was exploring the volcano, known locally as the Eye of the Phoenix
3. A combat ensues (using the poker based combat mechanic). **El Chupacabra** will lose. **James Bond** must free the imprisoned **Dr Caldera**. **Ninelle** gets away with some of **El Chupacabra's** lab notes, and **Quarrel**, revealing she is not Quarrel, but someone else in disguise, manages to steal away with some treasure from the laboratory.

Please fill James H in on what you want him to do as **El Chupacabra** before the start of the game!

Character

You are James Bond, code name 007, multi-talented super-spy and MI6's top field agent. You are currently on a mission on the island paradise of Tropic, cunningly disguised as an innocent birdwatcher.

You were sent to Tropic on a political mission. Tropic is as yet unaligned between East and West, but intelligence reports suggest that the Eastern Bloc is trying to persuade Tropic to join its side. This has really upset the CIA, who are desperate to avoid a Soviet enclave being created just off the coast of Florida. A joint CIA-MI6 taskforce was created to try to persuade Tropic to join the West, and your old friend **Felix Leiter (Steve)** was assigned as your designated CIA liaison officer. Unfortunately, Felix got into a spot of bother in Manila and was suspended from active duty for some kind of diplomatic incident. You are aware that he had a local contact on the island, but he hadn't disclosed their identity to MI6. Your boss, **M (Jan)** Head of MI6 and currently acting Head of the entire Western Bloc security apparatus, despatched you to investigate, and also to have a word with the local tinpot dictator **El Presidente (Jim)** about where his interests lie.

However, when you arrived on the island, it turned out that there were much more exciting things going on than mere politics. At the heart of Tropic Island is the volcano known as the Eye of the Phoenix. Though a constant threat to the lives of all islanders, its fertile soils are the source of the island's bountiful crops, and its volcanic muds and salts are a renowned product the world over, as foreigners try to capture a small part of the islanders' legendary beauty. A crazy scientist called **El Chupacabra (James H)** had taken up residence in the local volcano and turned it into some kind of underground laboratory. You ran across your old adversary **Ninelle (Michelle)**, a Soviet agent, who seems to have been sent here on a mission parallel to your own. You decided to team up to investigate the volcano lair, guided by trustworthy local bartender **Quarrel (Katherine)**. When you infiltrated **El Chupacabra's** lair, you discovered that he was holding captive a rather attractive young vulcanologist who had wandered in while exploring the Eye of the Phoenix, **Dr Caldera (Clare)**. You defeated **El Chupacabra** and freed **Dr Caldera** and are now looking forward to spending some quality time together in this romantic destination, as you're sure some appropriate gratitude will be in order. In fact, come to think of it, wasn't this where your own parents spent their honeymoon?

You have also heard that the World Beach Table Football Championship Finals are being held in Tropic this year. That might be worth staying on for, either to watch the skimpily-clad competitors or even to take part yourself. You realise, however, that you have not yet fulfilled the mission you were sent here to complete, and also that you will have to report back to M soon for a far less exciting mission in Monte Carlo, Monaco.

This year's World Economic Forum (WEF) has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small

principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East or West.

You were expected to meet M at the casino to join the MI6 team protecting the West's interests at the conference, along with your colleagues, technical whizz kid **Q (Alistair)** and that lovely young secretary of M's **Miss Eve Moneypenny (Sacha)**. You originally recruited Moneypenny when she was a simple chalet girl and you were deep undercover as a member of the Swiss bobsled team. She provided a welcome diversion on that occasion, and you know she still fancies you (how could anyone resist!) but you're keeping it at the level of flirtatious banter for the moment and trying to avoid an office romance.

Objectives

- Re-enact your mission in Tropico at the beginning of the game
- Protect the Western bloc and further its interests
- Identify the CIA contact in Tropico and with their help, persuade Tropico to join the West, or at least not to join the Eastern Bloc
- Report back to M on your work in Tropico
- Protect the World Economic Conference and ensure the outcome goes in the West's favour.
- Be awesome

Special abilities

Add 1 card to combat checks for the following special abilities:

- Intrepid +1 : You are tough, resourceful, and full of derring-do
- Nautical +1: You are an experienced sailor
- Connoisseur +1: You've experienced the best the world has to offer
- Sporty +1: You have a natural gift for all challenges of skill or strength. (This ability counts for free extra goals in beach table football too.)
- Stealth +1: You're a trained spy, and can sneak about, play a role, or lie with ease.
- Violent: +1 You're a professional killer.

- **Awesome:** You're generally great at everything, and get +1 all the time, in addition to the above.
- **Alluring:** You're extremely charismatic, sexy, and easy to get on with. This is represented by wearing a gold bandana.

Immigration Status

You have a valid visa for the West, and a fake visa for the East. You have a spare valid visa for the West for a guest.

No-one needs a visa to get to the welcoming Island of Tropico.

Weaknesses

You have no weaknesses.

People you know

Ninelle (Michelle): Your counterpart in the Eastern Bloc spy network. You respect her professional abilities

Quarrel (Katherine): Native Tropicana bartender and fisher.

Dr Caldera (Clare): Intrepid adventuring vulcanologist whom you saved from the clutches of El Chupacabra. Strangely attractive.

Quentin Boothroyd. (Alistair): Technological whizz of MI6. You have no idea what he's on about most of the time, but he comes up with some good gadgets. Code name: "Q".

Admiral Millie Messervey (Jan): Your boss. You take her orders with a pinch of salt. Prefers to be addressed by her code name: "M"

Miss Eve Money Penny (Sacha): M's private secretary, one day you may sweep her off her feet. Code name "Hatstand"

Felix Leiter (Steve): old friend and CIA field agent, last you heard he had been suspended from active duty. Code name "Eagle".

El Presidente (Jim): Ruler of Tropico. You haven't got round to meeting him yet, but you're aware he's being courted by the Eastern Bloc.

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‘El Jefe’

Played by: Salley

Starting location: Tropico

Summary

Known with a mixture of fear and respect (but mostly fear) as ‘El Jefe’ you are the resident industrialist, commercial baron and general legitimate businessperson on the island paradise of Tropico.

Character

Known with a mixture of fear and respect (but mostly fear) as ‘El Jefe’ you are the resident industrialist, commercial baron and general legitimate businessperson on the island paradise of Tropico. You’ve been El Jefe for so long that no-one knows your real name, and sometimes even you forget it.

Tropico is a small island, but it has quite a few profitable resources, and you had them all sewn up via a convenient monopoly ‘deal’ with the previous Governor, in return for keeping quiet about his nighttime visits to the Llama farm. Your factories are the only source of the coveted small-batch Tropicana rum, prized by connoisseurs worldwide. You also produce excellent Tropicana cigars, and you’re venturing into the beauty industry with a line of volcanic mud products. At the heart of Tropico Island is the volcano known as the Eye of the Phoenix. Though a constant threat to the lives of all islanders, its fertile soils are the source of the island’s bountiful crops, and its volcanic muds and salts are a renowned product the world over, as foreigners try to capture a small part of the islanders’ legendary beauty. You’re currently planning your next product launch: a tropical themed coconut rum. You developed this by accident – unaccountably, sometimes your rum comes out tasting of coconut. At the moment, you haven’t worked out how to reproduce the phenomenon reliably, but you think it could be a smash hit internationally, perhaps mixed with pineapple juice, and you’re trying to think up a good brand name.

You also have a non-public line of business in what you like to call *labour mobility services*. It seems that quite a few young Tropicans are dissatisfied with life on the island. You can’t imagine why they would want to trade sun, sea and sand for servile jobs in the gloomy and polluted cities of Europe, but you have a ready supply of low-wage workers, and there are keen buyers out there with not-necessarily-totally-legal immigration routes. Your best customer is **Cherie LaFigure (Khadija)**, rumoured to be the richest person in the world, who needs a steady flow of cheap labour to keep up the healthy margins on her many business interests, in particular her vast casino network centred on Monte Carlo.

You too would love to take your business interests to the next level by breaking into Europe, however there is one potential problem. Since Tropico gained its

independence and **El Presidente (Jim)** was *[cough]* “elected” *[cough]* there have been rumours that the new Head of State is looking to affiliate the island with one of the superpowers, either the Eastern or Western Bloc. Tropicico has never previously been aligned to either East or West, but you’ve heard rumours that a Communist cell has been established on the island, and you think that layabout bartender **Quarrel (Katherine)** may have something to do with it. It would be a business disaster if Tropicico fell to the Soviet system – they’d probably nationalize your cigar business and force you to start producing vodka instead of rum!

So, when your personal information networks informed you that an American undercover agent **Felix Leiter (Steve)** had been sent to Tropicico to counter the Eastern threat, you offered to put your totally legitimate services at the disposal of the CIA to help persuade El Presidente that joining the West with its free markets and light touch regulation, would be in the best interests of the population of the island as a whole. You had been working very effectively together to penetrate the dirty secrets of the current government, and come up with ‘persuasive’ material on which to build a case, but suddenly Leiter disappeared on an urgent mission and you haven’t seen him since.

You are hoping to hear from Leiter soon, but in the meantime, you’re pursuing your plans to ‘convince’ El Presidente of the merits of free market economies. You’re also keeping an eye out for any other business opportunities that might come your way. You know that one of El Presidente’s vanity projects is to organize the World Beach Table Football Championship Finals in Tropicico this year. Competitors will be attending from around the world, and this might be a chance to make some useful contacts.

In addition, you have heard from Cherie LaFigure that this year’s World Economic Forum has been moved from its usual location in Davos to one of her casinos in Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East or West, and this means that all the movers and shakers will be there, engaging in desperate last minute negotiations. You’d love to be involved in such a lucrative networking opportunity, if only there were some way you could get an invitation, and a visa to get out of Tropicico.

Objectives

- Keep your commercial monopoly on Tropicico exports
- Re-establish contact with the Western Bloc agents

- ‘Persuade’ Tropico to join the Western Bloc, or at least, not to join the East
- Take your business global, by either legitimate or nefarious means

Special abilities

Add 1 card to combat checks for the following special abilities:

- Base +1: You have an industrial manufacturing operation, and own several factories
- Entrepreneur +1: You’re a ‘legitimate businesswoman’, are wealthy, and know how to make a deal.

Immigration Status

No-one needs a visa to get to the welcoming Island of Tropico.

You need to find a visa to leave Tropico and visit the East or West

People you know

Felix Leiter (Steve): CIA agent and your ‘handler’. You haven’t seen him around recently.

Quarrel (Katherine): Local Tropicana bartender and fisher. You suspect her of having lefty sympathies.

El Presidente (Jim): Current ruler of Tropico.

Cherie LaFigure (Khadija): Your business idol, she runs her commercial interests extremely effectively.

General Information

The theme of this year's game is James Bond. The game atmosphere is intended to be as in the movies, i.e fun, glamorous and cinematic. Kudos (and possibly other rewards) will be available for following Bond cliché, rather than taking the spy aspects too seriously.

Rooms and travel

There are three locations in the game:

- Monte Carlo: casino city of the West
- Skisky, premier Eastern Bloc winter sports resort
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These are far apart; you should take travel between them seriously. Instead of wandering freely, you should roleplay the fact that a long plane flight is needed to reach Tropicco, and that the iron curtain stands between Monte Carlo and Skisky.

A central area represents the state of being in transit between these locations. Please **do not** talk to anyone you meet there. You may continue to speak with someone who you left with and travel together with to the same place (you're talking on the plane). You don't need to waste your game time spending ages in the lobby, but do try to roleplay the fact that moving locations isn't something you can do casually.

Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

No entry or exit restrictions are currently in place for Tropicco, which has not so far aligned itself to either the Eastern or Western bloc.

An Alluring Gold Bandana

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General Anatol Alexis Gogol

Played by: Bob

Starting location: Skisky, glitzy Eastern Bloc winter sports resort

Summary

You are General Anatol Alexis Gogol, head of the Eastern Bloc's state security apparatus and member of the Politburo. Tonight, you are presiding over an important scientific symposium, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of the ideal comrade, a hero of progress and human development. The event is taking place in the winter sports paradise of Skisky, high in the Alps of the Eastern Bloc, with facilities far superior to those of the decadent West.

Character

You are General Anatol Alexis Gogol, generally known as Gogol, member of the Politburo and Head of the Eastern Bloc secret intelligence forces.

It's not easy being Gogol, particularly when the East is flat broke. Years of centralised planning have not worn well and the population of the Eastern Bloc is starting to get restive. Unless you gain access to an influx of cash, or something else that could pacify them, you are seriously worried that you could have a counter-revolution on your hands.

In particular, you have two major political issues on your agenda.

The first is the outcome of this year's World Economic Forum, which could have vital consequences for the cash-strapped East. The conference has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now penniless, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could endanger the future of the entire economic system of either East or West.

The conference organiser is a wealthy and respected industrialist with business interests in both East and West called **Cherie LaFigure (Khadija)**. She was the one figure both sides could agree upon to preside over the conference and to invite official delegates from around the world. Conveniently, she also owns the largest and most stylish casino in Monaco, which will be the venue for the conference. Informal negotiations are continuing through the night, but a final

vote of authorised delegates, who must present the official voting card supplied by Ms LaFigure, will be taken in full session at 10.45pm. Each delegate will have one vote, but will also be able to give a brief speech, which may include other means of persuasion. . . You have one invitation for someone to attend the World Economic Forum to represent the East, but you haven't decided yet whether to go yourself or send someone else.

The other issue on your agenda is the status of the small island paradise of Tropico, which is as yet unaligned between East and West. You are trying to persuade Tropico to join your side, but you suspect there has been some covert activity aimed at frustrating your efforts by the CIA, who are desperate to avoid an Eastern Bloc enclave being created just off the coast of Florida. Your local contact on the island is a native bartender called **Quarrel (Katherine)** who is supposed to be putting together a guerilla army to seize power when the time is right, though you hear she's more interested in drinking and lounging on the beach.

You are supported in your missions by your top KGB agent **Ninelle (Michelle)**. Ninelle was on a mission to find out more about what was happening on Tropico, but when you heard about the World Economic Forum, you sent an urgent message ordering her to go to Monte Carlo and infiltrate the conference. You haven't yet had a report back from Ninelle on either mission, but you trust her implicitly and you know she's the best agent in the business, so you're sure you'll hear something good soon. It would be useful, however, if you could find someone with a Western visa to go to Monaco, find out how she got on, and report back to you (though you realise she's likely to be under cover).

Tonight, however, you are seeking a little distraction from your troubles by attending an important scientific symposium, the First International Superhuman Soviet, which is taking place in the winter sports paradise of Skisky, high in the Alps of the Eastern Bloc. The purpose of the conference is to share progress towards the development of the ideal comrade, a hero of progress and human development, the culmination of the journey that began with Stakhanov. Delegates to the symposium will have the opportunity to impress you with their discoveries or superior capabilities. If they have a truly valuable discovery or unique talent, you may reward them with the title, Hero of the Soviet Union. Though happening in the Eastern Bloc, technologists and industrialists from the decadent West may try to attend as well, hoping to catch up to your glorious scientific leadership, and are seeking entry visas for Skisky through both legal and nefarious means, and you should of course attempt to prevent this from happening.

You will also have the opportunity to enjoy the world-class skiing and relaxation facilities at the resort, far superior to those of the decadent West. Your host is the proprietor of the Skisky resort, **Misha Stroganov (Chris)**. Along with his Head of Security **Major Ursus (Alex)**, who's a local, you are confident that the conference is in good hands at this venue. You have stayed at Skisky many times before, and you are looking forward to catching up with your old

friend Mischa, hearing about the latest additions to his collection of unusual animals, and taking time to enjoy the local mountain culture, with its curious fauna and flora, and the folklore of the mysterious Menki, mischevious giants of the mountains.

Special powers

Add 1 card to combat checks for the following special abilities:

- Base +1: You are the representative of the Soviet Politburo, and can call on its industrial and political resources
- Leader +1: You're an army General, you can organise teams. **Always applies when in a group of 2 or more, including you, provided all other members are part of organisations you command or are loyal to you**

You can give instructions to KGB agents; you can also recruit and fire agents, and promote, demote or re-assign them (or anything similar)

Your KGB call sign is Hammer.

Immigration Status

- As the Head of Secret Intelligence, you may check whether anyone present in Skisky has a correct and valid visa for the Eastern Bloc: to do this, simply ask to check their documents.
- You obviously have a valid visa for the East.
- You can also issue up to 3 new Eastern Bloc visas to anyone you would like. These are included in your character pack. You can add any conditions (e.g. expiry time, behaviour) you like to visas you issue.
- You also have an illegal visa for the West supplied by the KGB, which you can use yourself or transfer to a colleague.

No-one needs a visa to get to the welcoming Island of Tropico.

Limitations

You are not really a field agent and you aren't comfortable away from home. You have -1 card for any combat check outside Skisky (i.e. in Monaco or Tropico)

Objectives

- Protect and defend the interests of the East and keep the population of the East happy
- Preside over a successful First International Superhuman Soviet conference
- Award the title of Hero of the Soviet Union to a deserving recipient
- Deal with any potential Western Bloc infiltrators of the conference
- Counter and perhaps even infiltrate Western Bloc secret intelligence services
- Ensure everyone entering the East has a valid visa.
- Persuade Tropicco to join the Eastern Bloc, or at least not to join the West
- Ensure the outcome of the World Economic Forum goes in the East's favour.

People you know:

Ninelle (Michelle): Call sign Sickie, your 'star agent' is a fine product of advanced Soviet training techniques.

Misha Stroganov (Chris): Proprietor of the winter sports resort at Skisky and old friend.

Major Ursus (Alex): Misha's head of security and a Skisky local, he knows all the best mountain routes.

Cherie LaFigure (Khadija): Richest person in the world, she is presiding over the World Economic Forum at Monte Carlo this evening.

Quarrel (Katherine): Your local contact in Tropicco, a bartender.

El Presidente (Jim): Ruler of Tropicco. You haven't met, but you're keen to convince him of the importance of Tropicco joining the Eastern Bloc.

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Cherie LaFigure

Played by: Khadija

Starting location: Monte Carlo, Monaco

Summary

You are Cherie LaFigure, the richest person in the world. You have business interests in both the Eastern and Western blocs, and you own the largest and glitziest casino in Monte Carlo, where this evening you are hosting the World Economic Forum, which has been moved from its usual location in Davos.

Character

You are Cherie LaFigure, the richest person in the world. You have business interests in both the Eastern and Western blocs, and you own the largest and glitziest casino in Monte Carlo.

This year's World Economic Forum has been moved from its usual location in Davos to Monte Carlo, and you are hosting the culminating high-level discussions in your casino tonight. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side.

The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East or West. As a respected industrialist with business interests in both East and West, you were the one figure all sides could agree upon to preside over the conference and to invite official delegates from around the world. While Monte Carlo is currently in the Western Bloc, you don't really mind which side wins. The Eastern Bloc is just as welcoming a place for super-wealthy oligarchs to enrich themselves as the West, despite the occasional leftover talk of socialism.

Informal negotiations will continue through the night, but you will preside over the final vote of the World Economic Forum which must take place at 10.45pm. You have already sent an invite to the leaders of both East and West, but you also have 3 further delegate invitations. You also have the casting vote in the case of a tie.

Mechanic: the final vote will take the form of a poker battle, with sides being granted extra cards based on appropriate contributions to the economic strength of their blocs.

You're worried, however, that troublesome forces, unaligned to any government, will attempt to destabilise the conference. You can't have anything go wrong at this prestigious event. You also know that the intelligence forces of the East and West are probably running security efforts here tonight. If you can identify who they are, you might be able to manipulate them to your own profit.

You're also planning a special promotion this evening to pull in the gamblers. On a recent holiday to the island paradise of Tropico, you picked up a souvenir, a gold nugget you found whilst bathing in the volcanic hot springs that strangely resembles a gambling chip. You're planning to offer this **golden gambling chip** as a prize in your casino tonight to the most impressive and extravagant gambler. That should keep the money flowing!

Your casino is, of course, not your only source of wealth. Whilst East and West bicker, you have noticed that they are not the only game in town. The developing world, too, is a growing source of wealth and opportunity. You have extensive off-shore mining and drilling operations, and a fleet of cargo ships. You're committed to satisfying market demand wherever it arises, and have been happy to put your nautical assets at the disposal of those in need of informal labour mobility. In particular, during your recent holiday, you managed to hook up with a local small-time businessperson on the Island of Tropico, **El Jefe (Salley)** who seems to be able to supply a steady stream of cheap labour. You're always distressed when your philanthropic duties to help the struggling poor of the world make their way into the land of opportunity run you into trouble with the authorities, and you thought it might be difficult when a few of your latest batch washed overboard in a recent storm. Thankfully, you'd made them pay upfront.

It was lucky that that pretty Tropic girl you've got working as a croupier, **Ninelle – Michelle** made it back under her own steam. She's proving quite the asset in your casino, calming the tense visitors at the casino on this night.

In fact, it might be worth another trip to the developing Island of Tropico or to Skisky in the Eastern Bloc to see if there are any other business opportunities you can take advantage of. Your vast wealth has left you able to appreciate the best that life has to offer, and you consider yourself a connoisseur of the most refined tastes. You're always on the look out for experiences to excite your jaded palate. You've heard good things of Tropic rum, and haven't had a chance to sample it yet. In addition, the President of Tropico, **El Presidente**, has even written to you asking to be admitted to the conference. You don't think the island has the cash to bail out Monaco, but perhaps you can get some benefit...

And yet, and yet... You're just not satisfied with being the richest person in the world. You want more. Somehow you know that there are opportunities for increasing your wealth beyond even its current level.

Capabilities and assets

- Entrepreneur +2: You're the richest woman in the world, and got that way because you know how to cut a deal
- Nautical +1: You own a shipping line, and a beautiful yacht, your flagship the Quicksilver.
- Base +1: You own several manufacturing companies, and a casino.
- Connoisseur +1: You know the finest things the world has to offer.

You have 3 invitations to the final session of the World Economic Forum, where the future of the Eastern and Western blocs will be decided. You need to decide who to invite.

You have a golden gambling chip which you must use as a prize in your casino.

Immigration Status

You have valid visas for both the West and East.

You have 2 fake visas to be given away at will for each Bloc.

No-one needs a visa to get to the welcoming Island of Tropico.

Objectives

- Run a gambling promotion/competition in your casino for the prize of the **golden gambling chip**. How you organise it is up to you.
- Seek opportunities for profit, and increase the share of the world's wealth that you command.
- Ensure the World Economic Forum resolves successfully – your reputation among the 0.01% depends on it.
- Ensure that the world remains a hospitable place for the super wealthy to do business.
- Deploy your informal labour mobility network to personal benefit.
- Experience the finest things in life.

People you know

- Maxine Zipp (Jan): Formula one racing driver and international playperson. Resident in Monte Carlo for tax purposes.
- Ninelle (Michelle): Migrant labour. You employ her as a Casino hostess and croupier until she can pay off her debt to you.
- Quentin Boothroyd (Alastair): Professional gambler. Clearly playing a system. You're happy to take him for all he's worth.

- Prince Dino of Monaco (Adam): Is clearly anxious that at least one side has the spare wealth to bail out his failing nation.
- El Jefe (Salley): small-time Tropicana businessperson.
- General Anatol Alexis Gogol - ?. You sent him the Eastern Bloc invite to the conference, but he's not here yet.
- Admiral Sir Millie Messervey - ?. You sent her the Western Bloc invite to the conference, but she's not here yet.
- El Presidente de Tropicana - ?. Has written asking to represent the developing world at the conference.

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Rooms and travel

There are three locations in the game:

- Monte Carlo: casino city of the West
- Skisky, premier Eastern Bloc winter sports resort
- The island paradise of Tropicco

These are far apart; you should take travel between them seriously. Instead of wandering freely, you should roleplay the fact that a long plane flight is needed to reach Tropicco, and that the iron curtain stands between Monte Carlo and Skisky.

A central area represents the state of being in transit between these locations. Please **do not** talk to anyone you meet there. You may continue to speak with someone who you left with and travel together with to the same place (you're talking on the plane). You don't need to waste your game time spending ages in the lobby, but do try to roleplay the fact that moving locations isn't something you can do casually.

Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

No entry or exit restrictions are currently in place for Tropicco, which has not so far aligned itself to either the Eastern or Western bloc.

An Alluring Gold Bandana

In this game, some characters are particularly charismatic – they're just really compelling, convincing, charming or sexy. This is represented by those characters wearing a gold bandana. So if you see someone wearing a gold bandana, you should roleplay the fact that they're very alluring. They're not actually wearing

a bandana, it's just a physical representation of their awesomeness. It's against the rules to take someone's bandana from them by force or to steal it (since it doesn't really exist...).

Communications

Movement between countries is not necessarily easy, as you will need to have the correct entry and/or exit visas, but if you wish to communicate with someone in another country you can always send an email. To send an email, write your message on one of the speech-bubble shaped post-it notes provided at the internet cafe in each country and stick it on the message board in the corridor where your recipient will be able to read it.

Consider carefully what you put in your message. As everyone knows, internet communications are not private, so you never know who will be listening in: All players have access to the notice board at all times to view and post messages, but MAY NOT communicate in any way with people they meet there (since the notice board represents the internet and they are not physically present...).

Messages can only be written at these designated internet cafe points using the post-its and pens provided. Any other types of messages will be removed by GMs.

Emails MAY NOT be removed from the noticeboard without GM permission.

Combat and Challenges

In any live game, it is inevitable that at times players will want to interact in ways that cannot be handled through conversation and roleplay.

As always, it is illegal in this game to use physical means to wrest objects from another person's grasp, fight, block another players' way, and so on.

In keeping with the James Bond spirit, in this game, we use a poker mini-game to determine the winner in these circumstances. Packs of cards have been placed throughout the play-space, find one of these and use it to resolve the question.

In a basic battle, both players draw a card. The higher card wins. Aces are high.

If it is a tie, the *passive* action wins: the item remains with its current owner, the shot misses, or the blocked player continues on their way.

If either of you has a special ability that you can agree applies to the situation, this will allow you to draw more cards. The number of extra cards will be written on your character sheet (or other in-game prop, if for example you have managed to find a really awesome weapon). When drawing more than one card,

form the best poker hand you can from the cards you draw. The best hand wins. Don't forget that in poker, ties are first broken by unmatched "kicker" cards.

The order of poker hands has been supplied in your character pack.

Here's an example of two-player combat:

- Player A: I would like to try to pickpocket your raygun from its holster.
- Player B: I don't want you to do that.
- A: But my character is a street urchin, and is really good at pickpocketing.
- B: But **my** character is a trained soldier, and knows to keep watch on his weapon at all times.
- A: OK, but my character is wearing noise-cancelling shoes, made by the world's most high-tech shoe company
- B: OK, so that sounds like +2 to you and +1 to me
- A: Sure. But I'm the one trying the action, so if it's a tie, you win.
- B: Yep, that's right.
- A: I'll get the cards... I drew a 3, a Jack, and a Queen.
- B: OK... I got two sevens. My pair beats your Queen High. I keep my Raygun.

If more than one player teams up together, they share just one hand, but gain a card per team member, and special abilities from all team members apply.

If a battle occurs with more than two sides, the best hand from all sides wins.

Sometimes, you may be asked to compete against the game, rather than each other. In this case, the poker hand you need to beat will be shown to you. It will be hard to win these alone, so team up. You should give yourself extra cards, based on your applicable special abilities. Don't cheat. Ask a GM if you feel unsure. There will usually be a time-delay on retries for these, e.g. every ten minutes, so if you fail, you can come back after the time indicated and try again.

For example, something in the game might read:

A gang of evil henchpeople block your way, armed with flamethrowers. You need a hand better than JJ 77 4 to beat them. You and a friend are fighting them. Your friend is a kick-ass ninja, which is worth +1 card. You are wearing a flame-proof suit. That is worth +1 card too, so between you you have 4 cards. You draw 8883. Three of a kind beats two pair, so you defeat the evil henchpeople.

Felix Leiter (Pernod Descendeur)

Played by: Steve

Cover: Pernod Descendeur, ski star

Starting location: Skisky, glitzy Eastern Bloc winter sports resort

Summary

You are Pernod Descendeur, professional ski star practising your slalom at the glitzy winter sports resort of Skisky, high in the Alps of the Eastern Bloc.

Except this is only a cover and you are really Felix Leiter, CIA agent. Well, ex-CIA agent actually, because you have been suspended after that bit of bother in Manila... You are aware that Skisky is currently hosting an important scientific symposium, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of advanced super-soldier technologies. You are here to see if there is any information you could gather to get you back into your superiors' good books.

Character

You are Felix Leiter, proud free marketeer and, until recently, intrepid CIA operative.

Your last major assignment was as CIA-MI6 liaison officer. You were working with the Brits on a mission to persuade the small, unaligned island of Tropico to join the Western Bloc. Tropico lies just off the coast of Florida, clearly in the Western sphere of influence, but the Soviets have nevertheless been courting the local President assiduously. The White House has explained to the Brits that this puny island cannot be allowed to fall to Eastern Bloc influence, just think what a homeland security threat that would be, yet somehow, the little Englanders just don't seem that interested. They soon got interested though when you threatened to ban HBO from broadcasting in the UK. It's pretty much the only thing keeping their lefty population quiet since all those austerity measures came in.

As part of your assignment you were able to secure a rock solid CIA contact on Tropico in the form of the local industrialist and totally legitimate businessperson, known locally on the island as **'El Jefe' (Salley)**. El Jefe controls all the main exports from Tropico, which consist mainly of cigars, rum and beautiful women, so this relationship also has some side benefits in the kickbacks it affords in return for Uncle Sam's dollar. You also heard about **El Presidente's (Jim's)** plans to kick start tourism on the island by hosting the World Beach Table Football Championship Finals this year. If you didn't have other things on your

mind, you'd be keen to go and watch the scantily clad participants battle it out for victory, and maybe even have a go yourself.

Nevertheless, you're also aware there are some seditious tendencies on Tropico, and even some who think that they can still go it alone. Ridiculous for such a small island.

While on temporary assignment in London, you also made the acquaintance of a pretty young secretary named **Eve Moneypenny (Sacha)**. You tried the patented Leiter moves on her and she fell right into your lap. It wasn't the holiday romance you expected though, because it turns out that Miss Moneypenny is quite the adrenaline junkie. You thought your survivalist upbringing in the wilds of Nebraska had made you fairly hardy, but you just couldn't keep up. Parachuting one week, trips up freezing cold hills in Scotland in the pouring rain the next, until you were quite exhausted! And then she kept pestering you for tips on how to become a field agent. In the end you had to request a transfer to Manila in order to escape.

Manila was where things went seriously awry, and resulted in your current, unfortunate situation of being suspended from the Agency. You and your native guide were on a mission to investigate an unidentified radio signals, a voice reading endless strings of numbers on 741 kHz, coming from the middle of the rainforest. You found nothing but some ancient ruins and old tribal artefacts (a few of which you pocketed, as they looked like they could be valuable), but your guide started babbling the same numbers and talking about tuning into ancient frequencies. Suspecting malaria, you dosed him with quinine and made it safely back to the nearest village. But in the night, you woke just in time to find the whole village had formed some kind of frenzied lynch mob, muttering ommm... 741... ommm... and intent on tearing you limb from limb. You fled with only your pyjamas, and managed to lose them in the jungle. You deployed your survival skills to subsist on snakes and insects for 14 days while you trekked back to the CIA safe house. At least you think that happened. You can hardly see why you should be blamed for this incident, and in fact you barely made it out alive, but you have nevertheless been suspended pending an investigation. Bloody bureaucrats.

Your career in the CIA means everything to you and you're not sure how you would survive in the real world. After all, the only professional skills you have are exploiting connections and extorting local governments. You are therefore desperate to do anything you can to rebuild a career in spying.

With this in mind, you have decided that your only option is to secure some intelligence so valuable that your superiors will have to take you back. You have therefore thought up a highly convincing cover story to get you across the Iron Curtain to the winter sports resort of Skisky, high in the Alps of the Eastern Bloc. Tonight, you will be posing as Pernod Descendeur, professional ski star, here to practise your slalom before the Olympic Games next year. Your fluent French, learnt on a summer school in Quebec in 1995, will help you blend in

perfectly.

But really, you are here to spy on a super-secret Soviet conference that you've found out is happening tonight. Something to do with creating technologically advanced soldiers, you think. It is rumoured that scientists will presenting their discoveries or superior capabilities to a senior member of the Politburo, in pursuit of some kind of award, Hero of the Soviet Union. If you can return to the West with high-level information, you're sure they'll welcome you back with open arms.

Special abilities

Add 1 card to combat checks for the following special abilities:

- Intrepid +1: You're an experienced wilderness tracker and survivor
- Sporty +1: You're a prime physical specimen (This counts for free extra goals in beach table football too.)
- Stealth +1: You're a spy. You lie with practiced ease, and like to sneak about.

Your CIA call sign, before you were suspended, was Eagle.

Immigration Status

You have a tourist visa for the Eastern Bloc. You have a valid visa for the West.

No-one needs a visa to get to the welcoming Island of Tropic.

Objectives:

- Infiltrate the secret Soviet conference
- Find out some super-secret intelligence
- Use this information to rehabilitate your faltering secret agent career
- Make sure that Tropic recognises the superiority of the free market and joins the Western Bloc

People you know:

El Presidente (Jim): President of Tropic. He came to power recently and you haven't met yet.

'El Jefe' (Salley): CIA contact and legitimate businessperson on the island paradise of Tropic

'M' (Jan): Head of MI6 and currently acting as Head of Service for the whole Western intelligence apparatus. Known to you only by her codename.

Miss Eve Moneypenny (Sacha): M's secretary, you had a fling in London but haven't seen her since. Code name "Hatstand"

James Bond (James G): Call sign 007, MI6's top agent, you have sometimes worked together on missions. He's ok, but a bit of an uptight Brit.

Quentin Boothroyd. (Alistair): MI6's technical whizz. Real name Bit of a geek. Code name: "Q"

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Admiral Dame Millie Messervey (Maxine Zipp)

Played by: Jan

Cover: Maxine Zipp, F1 driver and tax exile living in Monaco

Starting location: Monte Carlo

Summary

You are Max(in)e Zipp, F1 driver and tax exile living in Monaco.

But you are not really Max Zipp, you have only borrowed this identity as a cover. You are M, head of MI6 and defender of Her Majesty's realms and dominions, as well as being the chief spymaster of the intelligence services of the whole Western Bloc. Tonight you are under cover in Monte Carlo, where the World Economic Forum is taking place, and you need to look after the West's interests.

Character

You are Admiral Dame Millie Messervey, code name 'M', Head of MI6 and currently acting Head of the entire Western Bloc secret intelligence forces. Tonight, you are in charge of the MI6 team guarding the World Economic Forum negotiations in Monte Carlo.

It's not easy being M, particularly when the West is flat broke. Years of austerity have not worn well and the population of the Western Bloc is starting to get restive. Unless you gain access to an influx of cash, or something else that could pacify them, you are seriously worried that you could have a revolution on your hands.

More immediately, you have two big issues on your agenda. The first is the outcome of this year's World Economic Forum, which could have vital consequences for the cash-strapped West. The conference has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now penniless, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could endanger the future of the entire economic system of either East or West.

The organiser of the conference is a wealthy and respected industrialist with business interests in both East and West called **Cherie LaFigure (Khadija)**. She was the one figure both sides could agree upon to preside over the conference and to invite official delegates from around the world. Conveniently, she also

owns the largest and most stylish casino in Monaco, which will be the venue for the conference. Informal negotiations are continuing through the night, but a final vote of authorised delegates, who must present the official voting card supplied by Ms LaFigure, will be taken in full session at 10.45pm. Each delegate will have one vote, but will also be able to give a brief speech, which may include other means of persuasion. . .

Your mission tonight is twofold: make sure that the West gets a good deal at the World Economic Forum; and prevent any disruption of the negotiations by Eastern Bloc operatives. You have one invitation for someone to attend the World Economic Forum to represent the West, but you haven't decided yet whether to go yourself or send someone else.

The other issue on your agenda is the status of the small island paradise of Tropico, which is as yet unaligned between East and West. You are aware that the Eastern Bloc is trying to persuade Tropico to join its side. This has really upset the CIA, who are desperate to avoid a Soviet enclave being created just off the coast of Florida.

You're not really sure why anyone would care about this small volcanic rock, which appears to produce nothing but rum, cigars and sunburn, but the Yanks got really worked up about it and threatened Britain with all sorts of dire consequences if they didn't help out. A joint CIA-MI6 taskforce was created to try to persuade Tropico to join the West, and your designated CIA liaison officer **Felix Leiter (Steve)** was temporarily assigned to you to work on it. Unfortunately, a few months later, Felix Leiter was suspended from active duty by the CIA for some kind of diplomatic incident in Manila. You are aware that Leiter had a local contact on the island, but you're not sure how you would get in touch with them. You despatched your top agent, **James Bond (James G)** to investigate, but unfortunately, he hasn't yet reported back and you suspect he'll have gone AWOL with some native woman again.

You are supposed to be supported in your missions by your team of MI6 agents: secret agent **James Bond 007 (James G)**; technical whizz kid **Q (Alistair)**; and your super efficient Secretary **Miss Eve Moneypenny (Sacha)**. At present, though, only Q is here in Monte Carlo, having travelled with you from London. You are aware that Bond is overdue to return from his mission in the Caribbean. You are also worried why Moneypenny has not yet arrived - she has never been late before. In fact, you are starting to get a bit concerned about morale and cohesiveness in your team. Bond has got an irritating tendency to go off piste and his flirtatious behaviour is starting to irk Moneypenny. She really needs to lighten up! Q has also been very quiet recently, and keeps muttering what sounds like some kind of lottery numbers. If only there were something you could do to bring your team together.

You were convinced you to go undercover this evening for security, so that no-one else will know who you really are. It's been a long time since you went into the field, and you're not entirely happy about this, but you chose one of your

heroines as your alter ego, Max Zipp, F1 driver and local resident in Monaco for tax reasons. According to your research, Max gets on splendidly with the local aristocracy, including **Prince Dino of Monaco (Adam)** and they regularly go out yachting together.

Your Admiralty background means you're a dab hand at sailing yourself, and fancying a bit of a break, you decided to sail your old yacht, the *Steadfast*, round to the Med for the conference, rather than taking a flight. Unfortunately, when you ran into a touch of chop, (Q was muttering about the remnants of a hurricane) you realised your skills were a bit rusty, and slightly capsized. You thought you'd washed ashore in some quaint ruins, but eventually realised you and Q were trapped in an air-bubble in an ancient city. Some of the bas-reliefs were quite imaginative, and you took a rubbing, which you thought would go down well back at the club. Eventually, Q invented some thingummabobble, and got you safely to shore. His homing-rudder for the *Steadfast* had worked well, of course, and she'd piloted herself nicely back to the dock, upside-down.

Special powers

Add 1 card to combat checks for the following special abilities:

Nautical +1: As an Admiral, you have experience with anything which involves sailing or seafaring. You have access to your yacht, the **Steadfast**

Leadership +1: As head of MI6, you can organise teams. **Always applies when in a group of 2 or more, including you, provided all other members are part of organisations you command or are loyal to you**

- You can give instructions to MI6 agents; you can also recruit and fire agents, and promote, demote or re-assign them (or anything similar)

Immigration Status

- As the Head of Secret Intelligence, you may check whether anyone present in Monte Carlo has a **correct and valid visa** for the Western Bloc: to do this without breaking your cover ask the GMs to check their documents and report back to you.
- You obviously have a valid visa for the West
- You can also issue **new Western Bloc visas**. Three of these are included in your character pack. You can add any conditions (e.g. expiry time, behaviour) you like to visas you issue.
- You also have an **illegal visa for the east** supplied by MI6, in your character pack, which you may use yourself or transfer.

No-one needs a visa to get to the welcoming Island of Tropicco.

Limitations

- You are not really a field agent and you aren't comfortable away from home. You have -1 card for any combat check outside Monaco (i.e. in Skisky or Tropico)

Objectives

- Regnum Defende (Protect and defend the interests of the West)
- Keep the population of the West happy, and deal with any Eastern Bloc sympathisers.
- Counter and perhaps even infiltrate Eastern Bloc secret intelligence services
- Ensure everyone entering the West has a valid visa.
- Reunify and motivate your MI6 team to work together harmoniously
- Persuade Tropico to join the West, or at least not to join the Eastern Bloc
- Ensure the outcome of the World Economic Conference goes in the West's favour and that it is not disrupted by the East.

People you know:

Bond. James Bond (James G): Your 'star agent' is undeniably effective, though he does have a tendency to go a bit off piste sometimes. Code name "007".

'Quentin Boothroyd.' (Alistair): Technological whizz of MI6. You have no idea what he's on about most of the time, but he comes up with some good gadgets. (Code name: "Q")

Miss Eve Moneypenny (Sacha): your fantastically efficient private secretary. You don't know what you'd do without her. Fortunately, she is devoted to you. (Code name: "Hatstand")

Cherie LaFigure (Khadija): Owner of the casino, she is presiding over the World Economic Forum this evening.

Prince Dino of Monaco (Adam): is here in Monte Carlo, but doesn't seem that bothered about the economic future of his country. He seems more interested in his bizarre range of hobbies.

Felix Leiter (Steve): Was your designated CIA liaison officer. (Code name: "Eagle")

El Presidente (Jim): Ruler of Tropico. You haven't met, but you're aware he's being courted by the Eastern Bloc.

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There are three locations in the game:

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Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

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Combat and Challenges

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As always, it is illegal in this game to use physical means to wrest objects from another person's grasp, fight, block another players' way, and so on.

In keeping with the James Bond spirit, in this game, we use a poker mini-game to determine the winner in these circumstances. Packs of cards have been placed throughout the play-space, find one of these and use it to resolve the question.

In a basic battle, both players draw a card. The higher card wins. Aces are high.

If it is a tie, the *passive* action wins: the item remains with its current owner, the shot misses, or the blocked player continues on their way.

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form the best poker hand you can from the cards you draw. The best hand wins. Don't forget that in poker, ties are first broken by unmatched "kicker" cards.

The order of poker hands has been supplied in your character pack.

Here's an example of two-player combat:

- Player A: I would like to try to pickpocket your raygun from its holster.
- Player B: I don't want you to do that.
- A: But my character is a street urchin, and is really good at pickpocketing.
- B: But **my** character is a trained soldier, and knows to keep watch on his weapon at all times.
- A: OK, but my character is wearing noise-cancelling shoes, made by the world's most high-tech shoe company
- B: OK, so that sounds like +2 to you and +1 to me
- A: Sure. But I'm the one trying the action, so if it's a tie, you win.
- B: Yep, that's right.
- A: I'll get the cards... I drew a 3, a Jack, and a Queen.
- B: OK... I got two sevens. My pair beats your Queen High. I keep my Raygun.

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A gang of evil henchpeople block your way, armed with flamethrowers. You need a hand better than JJ 77 4 to beat them. You and a friend are fighting them. Your friend is a kick-ass ninja, which is worth +1 card. You are wearing a flame-proof suit. That is worth +1 card too, so between you you have 4 cards. You draw 8883. Three of a kind beats two pair, so you defeat the evil henchpeople.

Eve Moneypenny

Played by: Sacha

Cover: Eva Lanche, chalet girl

Starts in: Skisky, glitzy Eastern Bloc winter sports resort

Summary

You are Eva Lanche, doing a season as a chalet girl at the winter sports resort of Skisky, high in the Alps of the Eastern Bloc, and perfecting your downhill technique at the same time.

But you are not really Eva Lanche, you are really Miss Eve Moneypenny, member of MI6 and Private Secretary to M, head of the service. Only you are getting a bit bored with being a secretary, and never seeing any of the action, so you have snuck across the Iron Curtain to find out what's really happening in the Eastern Bloc and prove that you're just as good as any field agent. You have infiltrated an important scientific symposium happening at Skisky, the First International Superhuman Soviet. Perhaps you can find out some information that will help you advance your career, or if not, as an accomplished athlete you can at least turn a few heads on the ski slopes.

Character

You are Miss Eve Moneypenny, member of MI6 and Private Secretary to **M (Jan)**, head of the Service. You have been working for M for some years, but you are getting tired of typing letters, taking dictation and generally spending long hours in the London office sorting her life out. This wasn't how you imagined a career as a secret agent to be.

You were originally recruited into the Service by an agent called **James Bond (James G)** when you were doing a season as a ski hostess in the Alps, just after finishing finishing school. He was on a mission that went very wrong, and you sorted it out for him. He clearly fancies you and you practically saved his life by warning him about that booby-trapped bobsled, but instead of thanks all you have received is a constant barrage of sexual harrassment. You've tried complaining to M but she just laughs it off. They even gave you the demeaning code name "Hatstand".

Bond is definitely not your type. You did have a promising relationship with a friendly CIA agent, **Felix Leiter (Steve)**, when he was on temporary assignment to London. Felix had promised to give you some tips on how to become a field agent and you had spent some wonderful weekends parachuting over the home counties, yomping up mountains in Scotland and surfing in Cornwall. You

haven't heard from him since he left London however and you don't know why - you had thought it was all going so well.

You were a talented athlete in your youth and you gave up a promising skiing career to join the Service and you are now on the brink of throwing it all in, unless you can see more of the action. You know that the combination of your formidable physical and organisational skills would make you a fantastic field agent, much better than either Bond or Leiter. You've decided to take matters into your own hands by proving it.

As a Secretary, you have great skills with documentation and you've even been known to **forge** the odd expenses claim when Bond hasn't kept all his receipts. Unknown to MI6, you have forged yourself an Eastern Bloc visa. You told M you were going for a much-needed holiday, packed your bags and left, crossing the Iron Curtain to Skisky, a resort town high in the Alps of the Eastern Bloc. Tonight, scientists are coming together for an important and secretive scientific symposium, the First International Superhuman Soviet. Delegates to the symposium will have the opportunity to privately discuss their discoveries or superior capabilities with a senior member of the Politburo. It is rumoured that those who convince him they have a valuable discovery or unique talent may earn the title, Hero of the Soviet Union. They will have the opportunity to enjoy the world-class skiing and relaxation facilities at the resort and enjoy the local mountain culture, with its curious folklore of mysterious, mischievous mountain giants.

This conference offers the perfect opportunity to find out some super-secret information. If you can do this, it will prove that you should be reassigned to field work, and could reinvigorate your flagging career. If not, you may at least be able to make some useful contacts who could add some spice to your life.

You have also heard that the World Beach Table Football Championship Finals are being held in Tropico this year. If nothing turns up at this conference, a trip to this paradise island might be a good opportunity to demonstrate your sporting prowess to the world, and you are interested in finding out more about how to enter.

Unfortunately though, you are already running a bit late as you were supposed to report back to base yesterday. You were assigned to be part of the MI6 team guarding the World Economic Forum, which is happening in Monte Carlo this evening, along with **M**, **Bond** and MI6's technical whizz, **Q (Alistair)**.

This year's World Economic Forum has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East

or West. It is therefore very likely that Eastern operatives will try to disrupt the conference.

You should probably report in soon, with a good excuse for your late arrival. On the other hand, you assume that given your lowly status, your colleagues will barely notice your absence...

Objectives

- Gather some useful intelligence from the secret conference in Skisky
- Report back to M for your mission in Monaco
- Help MI6 protect the West's interests at the World Economic Forum
- Gain promotion to field agent or otherwise further your career as a spy
- Get some excitement back into your life
- Prove your athletic superiority to others
- Find a way to get your own back on that overrated sexist dinosaur James Bond.

Special powers

Sporty +2: You're a natural at all sporting contests. (This counts for free extra goals in table football too.)

Intrepid +1: You're tough, and willing to spend time in difficult environments to get the job done

Immigration Status

You're in the East on a forged visa.

Forger: Your skill with documents means that you are skilled at forging credentials. You have a fake visa for the West and two for the East (you're using one at the moment), you might find them useful.

You have a valid visa for the West.

No-one needs a visa to get to the welcoming Island of Tropico.

People you know:

Admiral Millie Messervey (Jan) currently under cover in Monte Carlo. Your boss. Code name: "M".

Quentin Boothroyd (Alistair) currently under cover in Monte Carlo. A colleague who's a technical whizz, code name: "Q"

Felix Leiter (Steve) CIA field agent. You were very close at one point, but you haven't seen him for a while and don't know what he's up to now. Code name: "Eagle"

Bond. James Bond (James G) when you left London he had just been sent off on mission to Tropic. Chauvinist pig. Code name: "007"

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Ninelle

Played by: Michelle

Cover: Croupier

Starting location: Monte Carlo, Monaco

Summary

You are Ninelle, the top Soviet field agent: assassin, spy, femme fatale. Tonight, you are on a mission vital to the security of Mother Russia. You are under cover as a glamorous croupier and casino hostess in Monte Carlo, where decadent capitalists have gathered for the World Economic Forum, which has moved from Davos this year. You are here to unmask the squalid deception of Western financial speculation for the frivolous gamble that it is.

Special instructions: Pre-titles sequence

As you may know, all Bond films begin with a pre-titles sequence, usually involving a chase or a fight. This evening's game will do the same. The pre-titles sequence will recap your last mission, which was on the island paradise of Tropic, and will also provide a demonstration of the combat mechanic for the other players. The participants in the pre-titles sequence are You, your old adversary, Western secret agent James Bond (James G), your local guide Quarrel (Katherine) and academic volcanologist Dr Caldera (Clare).

The details of how you re-enact the mission are up to you and the other participants to decide before the start of the game, but the pre-titles sequence must include the following plot points (or you will break the game!!):

- **James Bond** and **Ninelle** have teamed up to infiltrate the underground volcano lair/laboratory of local baddie **El Chupacabra (James H)** where you suspect he is up to no good.
- When you arrive there, you find that he has taken prisoner **Dr Caldera**, who was exploring the volcano, known locally as the Eye of the Phoenix
- A combat ensues (using the poker based combat mechanic). **El Chupacabra** will lose. **James Bond** must free the imprisoned **Dr Caldera**. **Ninelle** gets away with some of **El Chupacabra's** lab notes, and **Quarrel**, revealing she is not really Quarrel, but someone else in disguise, manages to steal away with some treasure from the laboratory.

Please fill James H in on what you want him to do as **El Chupacabra** before the start of the game!

Character

You are Ninelle, top Soviet secret agent.

Born to a down-and-out family in France, you were orphaned at an early age, and taken into the tender care of Mother Russia by a socialist co-operative working to raise awareness of the Marxian dialectic among the proletariat in Paris. This almost certainly saved you from a fate worse than death in the flea-pits and brothels of Pigalle, for which you are eternally grateful. Spotting your emerging physical and mental talents, they realized they had a gifted child on their hands, and you were quickly transferred to the People's Advanced Ideology Centre in St Petersburg and later to the top secret State Security Training and Enhancement Facility, the Eastern Bloc's best spy school, run by **Dr Dita Hochsnell (Lorna)** in East Berlin. Dr Hochsnell's regime was tough, but she is at the cutting edge of Soviet human advancement technologies, and helped you develop into the best field agent the Eastern Bloc has ever seen. You now work directly to the Head of Eastern Bloc Security, **General Anatol Alexis Gogol (Bob)**. You have an unwavering devotion to protecting furthering the interests of the Eastern Bloc against the decadent West.

Your last mission was on the island paradise of Tropico. It was a political mission of the highest delicacy and importance, vital to the future of the Eastern Bloc. Tropico is as yet unaligned between East and West, but intelligence reports suggest that the CIA is trying to persuade it to join the West. This obviously cannot be allowed. Gogol despatched you to make contact with the local Communist resistance, led by a local bartender and fisher called **Quarrel (Katherine)** and also to have a word with the current ruler **El Presidente (Jim)** about where his interests should lie.

You had heard that the World Beach Table Football Championship Finals are being held in Tropico this year. Realising that this would not only offer a useful cover story, but might also be a good opportunity to demonstrate the might of the USSR to the world, through your amazing sporting prowess, you took on the identity and (rather skimpy) clothing of a Beach Table Football player, supposedly on Tropico to train for the finals.

To your annoyance, on arrival in Tropico, you realized that your old adversary, Western field agent **James Bond (James G)** was also on the island, obviously on a mission parallel to your own. He told you that a crazy scientist called **El Chupacabra (James H)** who had taken up residence in the island's volcano, known locally as the Eye of the Phoenix, and turned it into some kind of underground laboratory. He suggested you should team up to investigate the volcano lair, and you agreed on condition of taking along **Quarrel (Katherine)** supposedly as a local guide, but actually with the aim of the two of you overpowering Bond at some point during the expedition and finally getting rid of him for good. However, when you infiltrated El Chupacabra's lair, Quarrel seemed more interested in looting the place than helping you out, and Bond ran off with some flirty young creature who had been captured by **El Chupacabra**

and was being held prisoner. You were left to defeat the supervillain on your own as usual. Typical.

You did manage to recover some of the research notes from the lair. Though they are mainly the insane rantings of a madman, they do mention that El Chupacabra was working on refining a newly-discovered element of great power, but also some danger, which he called 'Allurium'. He speculated that the presence of this element on Tropicó is what accounts for the natives' great beauty and the rumoured healing qualities of its volcanic mud, and mentioned that it has certain identifying properties, including being associated with a strange smell of coconuts and the colour gold.

The information you recovered would probably be of interest to Gogol, but when you returned to the local village, an urgent communiqué from HQ was already waiting for you, directing you to travel immediately to Monte Carlo to support the Eastern Bloc's efforts to be victorious at the World Economic Forum, which will be coming to a conclusion tonight.

This year's World Economic Forum has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East or West.

You were tasked to infiltrate the conference, ensure success for the Eastern Bloc in the negotiations, and discover and disrupt MI6 plans to support the West.

In order to get into the decadent West, you had to pretend to be a distressed migrant worker, victim of some dreadful people trafficker called **Cherie LaFigure (Khadija)**, who owns a big casino there and was looking for cheap labour. Her boat was, of course, overloaded, and you were washed overboard in a recent storm. You are an extremely skilled diver and swimmer, and took shelter in an air bubble in some rather weird underwater ruins. There was no time for a closer look, however, as you spotted an upside down boat drifting by, you clung on to it, and it carried you directly and smoothly into the dock in Monte Carlo, where you located LaFigure's casino and showed up to work as a croupier and casino hostess.

Objectives

- Re-enact your mission in Tropicó at the beginning of the game
- Keep your cover as a croupier for as long as is necessary
- Protect Mother Russia and further its interests

- Work with local Communist sympathisers to persuade Tropicco to join the Eastern Bloc, and counter the CIA's efforts to get it to join the Western Bloc
- Infiltrate the World Economic Conference and ensure the outcome goes in the East's favour.
- Report back to Gogol on the success of your missions and take further orders from the wise Politburo who are guiding the East to victory!
- Unmask the squalid deception of Western financial speculation for the frivolous gamble that it is.

Special abilities

- Stealthy +2: You've received advanced coaching in spycraft, and can hide in plain sight, and lie with ease and grace
- Violent +2: You're a trained killer, and have survived Dr Hochschnell's advanced assassination programme.
- Your KGB call sign is Sickie.

You're acting as the croupier in the casino for now. When people want to gamble for roleplaying purposes, have them play 5 card poker, letting them know they can add hole cards for their Entrepreneur, Stealthy, or Inventive abilities.

Immigration Status

You're in the West on a fake visa. You have a valid visa for the East. You have a spare Eastern visa for a guest or captive.

No-one needs a visa to get to the welcoming Island of Tropicco.

People you know

General Gogol (Bob): Your boss and Head of the Eastern Bloc's secret security network. His KGB call sign is Hammer.

Dr Dita Hochschnell (Lorna): Your mentor and trainer at spy school

James Bond (James G): Western agent. Always turns up where he's least wanted

Cherie LaFigure (Khadija): Super-rich oligarch with business interests in both East and West. She owns the casino in Monte Carlo where you are working as a croupier.

Quarrel (Katherine): The East's local contact in Tropicco, she is supposed to be organising the Communist resistance ready to seize power and herald the

global workers' revolution, but she seems more interested in mixing drinks and lounging on the beach.

El Presidente (Jim): Current ruler of Tropico. Maybe he can stay, if he plays by your rules.

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- B: But **my** character is a trained soldier, and knows to keep watch on his weapon at all times.
- A: OK, but my character is wearing noise-cancelling shoes, made by the world's most high-tech shoe company
- B: OK, so that sounds like +2 to you and +1 to me
- A: Sure. But I'm the one trying the action, so if it's a tie, you win.
- B: Yep, that's right.
- A: I'll get the cards... I drew a 3, a Jack, and a Queen.
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A gang of evil henchpeople block your way, armed with flamethrowers. You need a hand better than JJ 77 4 to beat them. You and a friend are fighting them. Your friend is a kick-ass ninja, which is worth +1 card. You are wearing a flame-proof suit. That is worth +1 card too, so between you you have 4 cards. You draw 8883. Three of a kind beats two pair, so you defeat the evil henchpeople.

Paws - Major Piotr Ursus

Played by: Alex

Starting location: Skisky, winter sports resort, high in the Alps of the Eastern Bloc.

Summary

You are Major Ursus, former Soviet commando, now working in private security. You come from and work at the glitzy winter sports resort of Skisky, high in the Alps of the Eastern Bloc, as a security guard for the proprietor, Mr Mischa Stroganov. You are well suited to security work due to the formidable strength of your huge, bear-like hands.

In fact, your boss's real name is not Mischa Stroganov, he is Ernst Stavro Blofeld, and you are lead henchperson and fixer for the secret criminal organisation SPECTRE. The organisation's lesser ranks live in fear of your reputation as PAWS.

Character

You are Major Ursus, former Soviet commando, now working in private security. You come from and work at the glitzy winter sports resort of Skisky, high in the Alps of the Eastern Bloc, as a security guard for the proprietor, **Mr Mischa Stroganov (Chris)**. You are well suited to security work due to the formidable strength of your huge, bear-like hands.

In fact, your boss's real name is not Mischa Stroganov, he is Ernst Stavro Blofeld, and you are lead henchperson and fixer for the secret criminal organisation SPECTRE. The organisation's lesser ranks live in fear of your reputation as PAWS. You're a gentle soul, most of the time, looking after the people of your village and spreading the wealth that comes from Mr Blofeld's businesses. Provided, that is, you find a way to exercise your rages. You keep calm, mostly, so long as you get in a bit of mindless violence from time to time, hopefully in a controlled way.

Being a henchperson has its benefits, therefore, – a steady income, a good supply of Gluhwein, and the occasional piece of thugery to take the edge off. Blofeld prefers not to travel, so you get to see the world quite a lot under his orders, growing SPECTRE's power, which is alright by you, since it brings money to the village, and keeps you in fulfilling work. Lately, though, Blofeld's been acting even odder than usual – since he came back from a recent trip to Tropico he keeps muttering about 'voices'. You do hope he's alright. He's not your first supervillain boss, and you hope he doesn't go out like the last one did. Damn **Bond (James G)**.

You were pleased when the boss decided to base his lair in your home village. He dropped you off in his helicopter once to visit your Gran, took a look around, and has hardly left since. Blofeld's been good for Skisky, bringing money and wealth into the village, which you help disperse. Tonight, you're the host of another high-profile conference, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of the ideal comrade, a hero of progress and human development. Delegates to the symposium will have the opportunity to privately discuss their discoveries or superior capabilities with a senior member of the Politburo. It is rumoured that those who convince him they have a valuable discovery or unique talent may earn the title, Hero of the Soviet Union. Perhaps, with your powerful strength, and enormous hands, this could be a big break for you.

Some of the villagers are unhappy about progress, though, because it draws attention to the village, which the old folk believe is the gateway to the home of the last surviving few Menki, cuddly but formidable snow-men of the mountains. You've never met one, but your grandmother said she was good friends with one, which might explain your huge strength and giant hands. Some villagers are worried that the Menki would be exploited if the world ever finds out about them. Gran said they've been dying out ever since their God-King Bigfoot died when the glacier came. There was more to the old stories too, something about the cold coming when the Phoenix gave up, and an evil Kraken. She's passed now, sadly, but you always wanted to know more. Perhaps you can find the Menki and ask, if they are real.

Objectives

- Support Blofeld in building SPECTRE - he may want you to travel to Tropico or Monaco.
- Find out more about the legendary Menki.
- Ensure Skisky prospers as a village.
- See what you can get out of the conference.

Cover

Major Piotr Ursus

Capabilities and assets

- Violent +3: You're incredibly strong, have huge claw-like hands, and long experience of war.
- Intrepid +1: You grew up in the high mountains, and have fought all over the world. Extreme conditions don't bother you.

Immigration Status

You have a valid visa for the East. You don't have any means of entering the West; Blofeld usually gives you a visa when you need one. You need to find a visa if you want to go to Monaco.

No-one needs a visa to get to the welcoming Island of Tropic.

Limitations

- Violent urges - You need to be in a fight once every hour, otherwise, you get really angry at the slightest things, and will probably have a fight inappropriately.

People you know

Mischa Stroganov (Chris): Real name: Ernst Stavro Blofeld. Your boss.

James Bond (James G): Western Bloc secret agent. Gets in the way. You'd like to RIP HIM APART!!! And calm.

General Information

The theme of this year's game is James Bond. The game atmosphere is intended to be as in the movies, i.e fun, glamorous and cinematic. Kudos (and possibly other rewards) will be available for following Bond cliché, rather than taking the spy aspects too seriously.

Rooms and travel

There are three locations in the game:

- Monte Carlo: casino city of the West
- Skisky, premier Eastern Bloc winter sports resort
- The island paradise of Tropicco

These are far apart; you should take travel between them seriously. Instead of wandering freely, you should roleplay the fact that a long plane flight is needed to reach Tropicco, and that the iron curtain stands between Monte Carlo and Skisky.

A central area represents the state of being in transit between these locations. Please **do not** talk to anyone you meet there. You may continue to speak with someone who you left with and travel together with to the same place (you're talking on the plane). You don't need to waste your game time spending ages in the lobby, but do try to roleplay the fact that moving locations isn't something you can do casually.

Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

No entry or exit restrictions are currently in place for Tropicco, which has not so far aligned itself to either the Eastern or Western bloc.

An Alluring Gold Bandana

In this game, some characters are particularly charismatic – they're just really compelling, convincing, charming or sexy. This is represented by those characters wearing a gold bandana. So if you see someone wearing a gold bandana, you should roleplay the fact that they're very alluring. They're not actually wearing

a bandana, it's just a physical representation of their awesomeness. It's against the rules to take someone's bandana from them by force or to steal it (since it doesn't really exist...).

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Movement between countries is not necessarily easy, as you will need to have the correct entry and/or exit visas, but if you wish to communicate with someone in another country you can always send an email. To send an email, write your message on one of the speech-bubble shaped post-it notes provided at the internet cafe in each country and stick it on the message board in the corridor where your recipient will be able to read it.

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Prince Dino of Monaco

Played by: Adam

Starting location: Monte Carlo, Monaco

Summary

You are Prince Dino Grimaldi of Monaco. Monaco is apparently in a spot of bother at the moment, having borrowed extensively from both the Eastern and Western blocs to fund some kind of stock market speculation that didn't go so well. This year's World Economic Forum has been moved from its usual location in Davos to Monte Carlo to discuss how exactly you'll be bailed out.

But petty economics doesn't really interest you. You are much happier when indulging your hobbies of fine wines, yachting and most of all paleontology. There are some really fascinating fossils in your principality and you dream one day of discovering a new species.

Character

You are Prince Dino Grimaldi of Monaco. Monaco is apparently in a spot of bother at the moment, having borrowed extensively from both the Eastern and Western blocs to fund some kind of stock market speculation that didn't go so well. You knew you hadn't been doing too well in the casinos recently, but you lose track of all the zeroes sometimes. Whoops. Oh well.

Still, plenty more fun to be had!

What with all this bailout business, there sure are some interesting types passing through your country this evening. Sure to be some jolly japes.

If the casino gets dull you can maybe find a few folks to go out to sea in a lovely yacht. You used to have a lovely yacht of your own, but you're not a good sailer, and crashed it. You're a keen diver, and love exploring the ruins of the ancient cities off the coast of your lands. Your father, before he passed, criticised your diving habit, speaking of the ancient terrors in the dark depths of the sea. "Beware the Kraken, My Son", he said, "he guards our ancient treasures, but has hated our family for thousands of years."

Anyway, it was while diving off the coast of Monaco that you discovered a few fossils, which got you *really* into paleontology; you love all the interesting names and bones. There's just something about Dinosaurs that really speaks to you. Maybe it's that old family legend about the Grimaldis being secretly descended from an ancient God, grandad used to mutter his name, it was hard to hear, but you think he said it was called Godzilla.

Perhaps a trip abroad would cheer you up, you have heard that the **World Beach Table Football Championship Finals** are being held in Tropico this year. This might be a good opportunity to demonstrate your sporting prowess. Tropico sure has some amazing rums, perhaps you could sample a few.

Or perhaps a Ski trip. Apparently Skisky in the Eastern Bloc offers some thrilling skiing, and interesting stories about giant mountain primates, probably extinct and unknown to science, called “Menki” by the locals. But you’ll need one of those dashed visas.

Objectives

- Keep yourself entertained
- You probably ought to pay attention to the bailout-thingy.

Capabilities and assets

Add 1 card to combat checks for the following special abilities:

- Sporty +1: You’re an accomplished skier and diver. (This counts for free extra goals in table football too.)
- Connoisseur +1: You know how to enjoy the finer things in life

Immigration Status

You have a valid visa for the West. You need to find a visa if you want to get to Skisky in the Eastern Bloc. Mmmm Caviar.

No-one needs a visa to get to the welcoming Island of Tropico.

Limitations

You get bored. A lot. -1 card if you feel bored. Ho hum.

Characters you know

- Cherie LaFigure - Khadija. Owns the casino. Richer than you. A bit serious sometimes. . .
- Maxine Zipp - Jan. Formula one racing driver and international playperson, a good mate, you’ve known her for a while and aren’t bored yet. Knows yachts.
- Ninelle - Michelle. La Figure’s latest employee. Woof.
- Quentin Boothroyd - Alastair. Professional gambler. Booring.

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Quarrel

Played by: Katherine

Starting location: Tropic, island paradise

Summary

You are Quarrel, fisher, bartender and expert mixologist on the island paradise of Tropic.

You are also the last in the line of high priestesses of Quetzalcoatl, the Phoenix-Goddess, said to be slumbering in the local volcano awaiting her time to rise again and defeat her evil brother Cthulhu.

This role involves acting as GM's assistant and revealing certain aspects of the plot at carefully chosen times during the game. There will be a full briefing with the GMs before we start.

Special instructions: Pre-titles sequence

As you may know, all Bond films begin with a pre-titles sequence, usually involving a chase or a fight. This evening's game will do the same. The pre-titles sequence will recap a spying mission that happens in Tropic and provide a demonstration of the combat mechanic for the other players. The participants in the pre-titles sequence are You; two spies: Soviet agent **Ninelle (Michelle)** and Western spy **James Bond (James G)**; as well as intrepid adventuring vulcanologist **Dr Caldera (Clare)**.

IMPORTANT SECRET: during the pre-titles sequence, you are not playing Quarrel, but somebody else in disguise as Quarrel: **ERNST STAVRO BLOFELD**. The other players will be under the impression that you are their local guide, helping them to infiltrate the lair of a local baddie. In fact, you will betray them at the last minute, and steal the secret treasure, revealing your true identity as you do so.

The details of how you re-enact the mission are up to you and the other participants to decide before the start of the game, but the pre-titles sequence must include the following plot points (or you will break the game!!):

1. **James Bond** and **Ninelle** have teamed up to infiltrate the underground volcano lair/laboratory of local baddie **El Chupacabra (James H)** where they suspect he is up to no good. They have hired **Quarrel** as their local guide.

2. When you arrive there, you find that **El Chupacabra** has taken prisoner **Dr Caldera**, who was exploring the volcano, known locally as the Eye of the Phoenix
3. A combat ensues (using the poker based combat mechanic). **El Chupacabra** will lose. **James Bond** must free the imprisoned **Dr Caldera**. **Ninelle** gets away with some of **El Chupacabra's** lab notes, and **Quarrel**, revealing she is not Quarrel, but Ernst Stavro Blofeld in disguise, manages to steal away with some treasure from the laboratory.

Please fill James H in on what you want him to do as **El Chupacabra** before the start of the game!

Start of the game

Once the pre-titles sequence is over, you return to playing Quarrel. You have no recollection of the events that happened in the volcano, because you were not really there. You have a hangover.

However, you are still acting as GMs' assistant in the first part of the game.

You will discover that Tropicó has been quarantined, due to an outbreak of a disease called 'The Dance of the Phoenix'. This means that nobody will be able to enter or leave the Tropicó room, until the players there have discovered a cure.

The cure is a bottle of coconut flavoured rum in your bar

There should be enough clues in the players character sheets for them to work this out. However, if they are still stuck after 30 minutes, please start dropping hints (based on the background below) until they work it out. A GM will be based in your room during this time in case you need any help.

Once the quarantine is over, your duties as the GMs' assistant are discharged, and you can play the rest of the game however you like.

Character

You are Quarrel, fisher, bartender and expert mixologist on the island paradise of Tropicó.

You run a bar on the beach which is the hub of island gossip, frequented by high and low alike, and the place to see and be seen. Perhaps because it's the only place...

Still, the quality of your excellent cocktails keeps the locals happy, and there's always the added excitement of a bottle of Tropicó rum sometimes randomly tasting of coconut when you open it. All the rum on Tropicó comes out of **El**

Jefe's (Salley's) factories, along with all the cigars, and come to think of it all the goods that the Island produces. You happen to know that **El Jefe** has no idea why the coconut flavour happens. If only she could market that, you're sure it would be a hit.

You also happen to know that these bottles of rum must be special, somehow blessed, since coconut is the symbol of Quetzalcoatl, the Phoenix-Goddess, said to be slumbering in the local volcano awaiting her time to rise again and defeat her evil brother the Kraken Cthulhu. At the heart of Tropico Island is the volcano known as the Eye of the Phoenix. Though a constant threat to the lives of all islanders, its fertile soils are the source of the island's bountiful crops, and its volcanic muds and salts are a renowned product the world over, as foreigners try to capture a small part of the islanders' legendary beauty. Before she died, your mother told you that you were the last in the line of high priestesses of Quetzalcoatl. You were not really sure what to make of that, but it's important to keep the local legends alive you suppose. At the very least, it entertains the tourists and keeps them drinking in your bar.

Sadly, **El Jefe** also has the volcanic mud business sewn up, and now locals are banned from bathing in the volcanic hot springs because she wants to sell tickets to rich tourists instead. In fact, you've heard that she's involved in a lot of unsavory dealings, and some of your friends have even said she can get them good jobs in Europe. They set off from Tropico excited and happy, but you never heard from them again.

You're not at all happy about the direction in which Tropico is going, and you've tried to have a word with its recently elected ruler **El Presidente (Jim)** about giving more power to the people. You're not convinced he's listening though, and when a strange foreign woman **Ninelle (Michelle)** dropped into your bar one night saying she was a participant in the forthcoming World Beach Table Football Championships, which are to be held in Tropico this year, you engaged her in discussion about the economic difficulties of Tropico. To your surprise, she was very interested in your opinions, and even offered to support you in establishing a proletarian awareness-raising self-criticism circle in your village. You hope she has connections to the Eastern Bloc, and could bring put some pressure onto El Presidente to look after his own people before selling Tropico's soul to the highest bidder. Although all those Marxist theory lessons are starting to get a bit hard work. . .

Objectives

As GMs' Assistant:

- Enact the pre-titles sequence
- If necessary, help your fellow Tropicans find a cure for The Dance of the Phoenix

As Quarrel:

- Protect the special nature of Tropicó, blessed by its Phoenix God.
- Ensure that Tropicó joins the Eastern Bloc, or at least that it does not join the West

Capabilities and assets

Add 1 card to combat checks for the following special abilities:

- Connoisseur +1: You mix the best drinks in Tropicó
- Nautical +1: You're a fisherwoman, and own a boat called the Coracle.

Immigration Status

You need to find a visa if you are to leave Tropicó and enter the Western or Eastern Blocs.

No-one needs a visa to get to the welcoming Island of Tropicó.

People you know:

El Jefe (Salley): Local businessperson and commercial baron. Capitalist running dog.

James Bond (James G): He hired you as a local guide to the volcano, but you never made it to the meeting point that day. Guess you had too much rum the night before!

Ninelle (Michelle): Has connections to the Eastern Bloc, you suspect she was on Tropicó undercover

El Presidente (Jim): Current ruler of Tropicó

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Q

Played by: Alistair

Starting location: Monte Carlo, Monaco

Summary

You are Quentin Boothroyd, a professional gambler who has come to try out your latest infallible system at the best casino in Monte Carlo.

Except you are not really a professional gambler, this is simply your cover story. In fact you are Q, technological whizz of MI6, and you have been sent to Monte Carlo on a mission. The World Economic Forum is taking place at the casino this evening, and you have been tasked with helping to protect the West's interests against the threat of the Eastern Bloc.

Character

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You are, without doubt, the cleverest person in the Service. It's a real shame that your talents are so little recognised. Old duffers with the right school tie lead (**M - Jan**), bullies with charisma and a good shooting eye get the rewards and fame (**James Bond- James G**), and even the secretaries (**Miss Money Penny - Sacha**) get more attention than you boffins. Yet without you the whole thing would come crashing down. You joined up for Queen and Country, and you still have a sense of duty, but even that's wearing thin after years of being ignored. You'd think, with all the excellent suggestions for a better organised service you keep sending you'd be well recognised (these days you limit yourself to a memo a week) but alas no!

You're pretty convinced that there's a conspiracy at the top, passing over grammar school boys for the good jobs. Honestly, if you'd been willing to sell your brains to the highest bidder, you'd have been rolling in it by now. Shame you're an honest man.

Still, you do love to make things, and the Service has given you plenty of opportunities for that. With your recent doldrums, you've not managed to invent anything really cool for quite a while. You're vaguely aware that it's been

a while since you took a holiday. Perhaps you'll find inspiration from a change of scene. You're pretty excited to be travelling on field work. You'd like to travel further if you can.

Your heart has gone out of the work, so when you heard you were coming to Monte Carlo, you thought you'd put a bit of effort into solving this whole "gambling" thing you heard so much about. You're pretty sure you've got an infallible system, and are keen to try it out.

That crazy woman, M, made you sail down here on that old pile of matchsticks she claims is a yacht. Thank god you had a chance to modify it a bit, because you ran into the remnants of Hurricane Margaret, and if you hadn't done your bit, it would have been curtains. That was a jolly interesting underwater city you found though. You're not sure M quite understood the archeological significance of those old runes, and the ancient carvings of dinosaurs looked to predate modern paleontology by quite some centuries. And with people alongside them, even riding them! That'll quite upset them back at the museum. If you can just find someone with some diving kit, you're pretty sure you can find your way back, because remarkably, you think there was a radio signal broadcasting from the ruins, repeating numbers, most, you notice, being various powers or multiples of 741. Funny though, it's probably just the bends, but ever since you got back, you could swear you can hear a quiet voice whispering to you sometimes in the night. Thank goodness for your tinfoil nightcap.

Objectives

- Be recognised, at least inside the Service, for your true worth.
- Deploy your perfect gambling system and win, proving your genius once again.
- Find out what is going on with the strange ruins.
- Travel the world and seek inspiration for new cool stuff to make.

If you do manage to recover your inspiration, you've been supplied with a patent form which you can use to register an invention that could be of great power.

Be aware that the best inventions are likely to be created through **collaboration and teamwork** *and most importantly the application of special secret ingredients*. If you think you may have a potential secret ingredient, you should check with the GM.

When you think your invention is special enough, bring the form to the GM with your collaborators and secret ingredients.

Cover

Quentin Boothroyd, a professional gambler who has come to try out your latest infallible system at the best casino in Monte Carlo.

Capabilities and assets

- Inventive UP TO +3: You're a genius. Without doubt the cleverest man in the world But SEE BELOW.

Immigration Status

You have a valid visa for the West. You're a talented hacker, and can make yourself or someone else a fake visa if you want to go to Skisky in the Eastern Bloc.

No-one needs a visa to get to the welcoming Island of Tropicco.

Limitations

- You're depressed. Your Inventive ability is currently only at +1. Until you achieve at least one of your objectives, you're suffering from a creative block, and it doesn't work. Once you've broken your block, use your own roleplaying judgement as to what kind of mood you're in, and give yourself +0 to +3 cards accordingly, usually +2.

People you know

Millie Messervey (Jan): Your boss, Head of MI6 and currently Director of the entire Western Bloc intelligence services. Tonight, she is undercover in Monte Carlo leading the Western Intelligence team at the World Economic Forum and has taken on the identity of Maxine Zipp, F1 driver resident in Monaco for tax purposes. Code name: "M"

James Bond (James G): Call sign 007, considered to be MI6's top field agent. He gets all the glory, even though it's usually your gadgets that save him from the stupid situations he manages to blunder into.

Miss Eve Money Penny (Sacha): M's secretary. She doesn't seem to notice you much. Code name: "Hatstand"

Felix Leiter (Steve): CIA agent, call sign "Eagle". He was attached to the London team for a while, but you haven't seen him recently.

Tropican/Soviet/NATO certificate of invention.

(Delete above as appropriate.) ¹

Name of Invention	
Lead Inventor	
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Rooms and travel

There are three locations in the game:

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Frau Professor Doktor Dita Hochschnell

Played by: Lorna

Summary

You are Frau Professor Doktor Dita Hochschnell, pioneering psycho-physiologist, trainer and educator of *specialist* security personnel and coach of the Eastern Bloc Olympic team. Tonight, you have travelled from your home in East Berlin to the winter sports resort of Skisky, high in the Alps of the Eastern Bloc, in order to attend an important scientific symposium, the First International Superhuman Soviet. The purpose of the conference is to share progress towards the development of the ideal comrade, a hero of progress and human development.

Character

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You are at the cutting edge of Soviet human advancement technologies and have been appointed Head of the top secret State Security Training and Enhancement Facility in East Berlin, the Eastern Bloc's best spy school, as well as coach of the Eastern Bloc's Olympic team. Through a combination of motivation hypnosis, intensive training regimes, pioneering surgery and top secret pharmaceuticals, you are able to push people higher, faster and stronger than they ever thought possible.

Tonight you are the keynote speaker at a conference in Skisky, a resort town high in the Alps of the Eastern Bloc. Scientists are coming together for an important and secretive symposium, the First International Superhuman Soviet. Delegates to the symposium will have the opportunity to present their latest technologies as well as privately discussing their discoveries or superior capabilities with a senior member of the Politburo, **General Gogol (Bob)**. It is rumoured that those who convince him they have a valuable discovery or unique talent may earn the title, Hero of the Soviet Union.

You think you have a pretty good shot at winning the title, given your excellent academic credentials, but you already have quite a large collection of medals and titles, and you're not sure that another one will make much difference. What you would really like is access to better resources to develop a real super-soldier

without being subject to all these government funding constraints. Just think what you could do with the right facilities! Perhaps you can find an appropriate patron who really appreciates your talents and is willing to provide the resources you need.

Still, you will be taking the opportunity to enjoy the world-class skiing and relaxation facilities at Skisky. Your host is the proprietor of the Skisky resort, **Misha Stroganov (Chris)** who always puts on a good party. You have not stayed at Skisky before, and you are looking forward to taking time to enjoy the local mountain culture, with its curious fauna and flora, and the folklore of the mysterious, mischevious mountain giants.

You also wonder whether you might run into your protégée and former student **Ninelle (Michelle)** who you trained at the State Security Training and Enhancement Facility. She was easily top of her class and since graduation has been serving with distinction as the best field agent the Eastern Bloc has ever known. You're sure her success has something to do with that experimental surgery you performed on her on a very cold night in East Berlin. Whilst you normally warm yourself up with vodka, you'd run out that night and had to break open a very strange tasting bottle of rum a friend had brought back from a recent trip to Tropico. It tasted almost of coconut. You've never been able to reproduce that technique, despite trying it on quite a few students since. The body parts will no doubt come in useful for something else. Perhaps if you had another look at Ninelle, you could work out what it was.

Speaking of Tropico, if you tire of the cold weather, you have heard that the **World Beach Table Football Championship Finals** are being held on the island this year. This might be a good opportunity to do a bit of scouting for new talent, as well as demonstrating the superiority of Eastern training techniques to the world, and you should find out more about how to enter.

Objectives

- Find the resources you need to develop the ultimate super soldier
- Demonstrate the superiority of your training techniques to the world
- Ensure the teams and individuals you coach are victorious
- Further your research into human advancement techniques

You've been supplied with a patent form which you can use to register an invention that could be of great power.

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Special ability

Add 1 card to combat checks for the following special abilities:

- Inventive +1: You're a student of the human condition, and are ready to improve it by any means necessary.
- Leader: As a skilled sports coach, add +2 cards when in a team of 3 or more including you, provided you have had time to prepare them for the attempt (at least 5 minutes - role play the coaching).

Immigration Status

You have a valid visa for the East. You need to find a Western Bloc visa if you want to visit Monaco.

No-one needs a visa to get to the welcoming Island of Tropicco.

People you know

General Anatol Alexis Gogol (Bob): Member of the Politburo and Head of Eastern Bloc security

Mischa Stroganov (Chris): Proprietor of the winter sports resort at Skisky

Ninelle (Michelle): Top Eastern Bloc secret agent, due to the application of your enhancement techniques.

Dr Conchita Caldera (Clare): Vulcanologist. She's written some interesting papers based on expeditions around the world and you've run across her at a couple of conferences. An independent researcher, as far as you know.

Tropican/Soviet/NATO certificate of invention.

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El Presidente

Played by: Jim

Starting location: Tropico, island paradise

Summary

You are El Presidente of the island paradise of Tropico, known for the beauty of its inhabitants, its fine rums and cigars, occasional hurricanes and volcanic eruptions. Your country is as yet unaligned between the Eastern and Western Blocs, who are beginning to look upon it with hungry eyes. Whatever happens, you are determined to preserve the fun loving and laid back island attitude.

Character

Shit, shit shit, you're the President! This wasn't supposed to happen! Bad things always happen to El Presidente and you're almost certain to get assassinated or something. Just look what happened to your predecessor!

Tropico's first democratic elections happened a couple of months ago, and you never expected to actually be elected, you were the joke candidate after all! But somehow people didn't seem to get the joke, and you won on a landslide. You left your life as a doctor in the local hospital and moved into the presidential palace, where over the last few weeks you've had to get your head around five year banana forecasts, currency fluctuations and the exact protocols for international diplomacy. You're glad you got to be on the radio on Juan Cuervos's station CU741 FM, right after the programme where they replace the words of calypso songs with numbers. What fun... Shame it stopped broadcasting after the eruption last week.

Worst of all, you quickly became aware that the two global superpowers - the Eastern Bloc and the Western Bloc - had both decided that Tropico's non-aligned status cannot continue. You've been receiving increasingly urgent missives from both East and West, pressing you to join their side, and they've even started making some quite threatening insinuations about the consequences of doing otherwise. You've also received reports from your Department of Internal Affairs that secret agents from both sides may even be present on the Island, stirring up the population and preparing for someone to replace you if things don't go their way.

You're seriously stressed about all this, and in order to relax, as well as to fulfil one of your manifesto commitments (who says politicians don't keep their promises?) you are bringing one of the world's premier sporting events to Tropico this year. Tropico's economy has traditionally consisted of peasant farming, rum and voodoo knick-knacks. But the island's pristine beaches and unspoiled

coastline make it ripe for development as the next tourist hotspot. As a first step in your 5 year tourist development plan, you have secured for Tropico the hosting of this year's **World Beach Table Football Championship Finals!** As a prize, you intend to use The Coconut Cup, an old gold antique which has been in your family for a while.

You hope that the finals will attract competitors and spectators from around the world to participate in the exciting spectacle of swimwear-clad contestants frantically spinning their poles. How you organise and advertise the competition is up to you, but the world's media will be tuning in to watch the final at **9.30pm** so don't disappoint them. A Tropicana extravaganza would really put your country on the map, and just think of what you could do with all those Western dollars or Eastern roubles! It would enable you perhaps to provide decent healthcare for your population, or alternatively to swell the coffers of your hidden Swiss bank account. Or perhaps you'll just spend it on a few extra bodyguards so you don't get assassinated...

You've got a few other thoughts about how Tropico could use its natural resources. The island produces world-class rum and cigars. At the heart of Tropico Island is the volcano known as the Eye of the Phoenix. Though a constant threat to the lives of all islanders, its fertile soils are the source of the island's bountiful crops, and its volcanic muds and salts are a renowned product the world over, as foreigners try to capture a small part of the islanders' legendary beauty, said to result from bathing in the hot pools near the volcano itself. You know that local businessperson **El Jefe (Salley)** has plans for the commercial development of all these resources. In fact, she seemed to have set up some kind of monopoly deal for the island's exports with your predecessor. Not everyone is happy about this, and when you were at the Island's best bar the other day (well actually its only bar...) you heard the bartender **Quarrel (Katherine)** talking to someone about some kind of meetings, and you're sure they mentioned redistribution of wealth.

Being a ruler is so difficult, particularly with this new democracy thingy they've invented. Perhaps you need to pick up some tips from people more experienced than yourself. Your Foreign Affairs Department has informed you of a big diplomatic conference that's happening soon. This year's World Economic Forum (WEF) has been moved from its usual location in Davos to Monte Carlo. The reason for the move is that the small principality of Monaco has somehow run up huge debts as a result of some extremely risky and unwise speculative investments. Monaco has borrowed extensively from both the Eastern and Western blocs to fund this activity, but is now broke, and even after extensive restructuring and austerity measures, it will only be able to pay back one side. The size of the debts is such that the outcome of the negotiations could therefore endanger the future of the entire economic system of either East or West. Given the importance of the occasion, you're sure all the bigwigs will be there, and it could be useful to attend. You've written to the conference organiser, bigshot businesswoman **Cherie LaFigure (Khadija)** asking for an invitation, but so

far you've had no reply...

Objectives

- Don't get assassinated
- Rule Tropico wisely
- Successfully stage the World Beach Table Football Championship finals at 9.30pm
- Decide how to handle Tropico's relationship with the Eastern Bloc and Western Bloc.
- Attend the World Economic Forum in Monte Carlo

Capabilities and assets

Add 1 card to combat checks for the following special abilities:

- Base +1: As El Presidente, you can deploy the assets and resources of Tropico as you see fit.
- Inventive +1: You've not forgotten your medical and scientific training, and can call on this when you need to.

Immigration Status

You need to find a visa if you are to leave Tropico get to the Eastern or Western Blocs.

No-one needs a visa to get to the welcoming Island of Tropico.

People you know

El Jefe (Salley): Tropicana commercial baron and totally legitimate businessperson

Quarrel (Katherine): Local bartender, fisher and expert mixologist

Cherie LaFigure (Khadija): Global commercial giant with business interests in both East and West. Tonight, she's hosting the World Economic Forum in her Monte Carlo casino.

Tropican/Soviet/NATO certificate of invention.

(Delete above as appropriate.) ³

Name of Invention	
Lead Inventor	
Collaborators	
Applicable abilities	
Special ingredients	
Patent Result (GM use only)	

Sketch, schematic or description:

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General Information

The theme of this year's game is James Bond. The game atmosphere is intended to be as in the movies, i.e fun, glamorous and cinematic. Kudos (and possibly other rewards) will be available for following Bond cliché, rather than taking the spy aspects too seriously.

Rooms and travel

There are three locations in the game:

- Monte Carlo: casino city of the West
- Skisky, premier Eastern Bloc winter sports resort
- The island paradise of Tropicco

These are far apart; you should take travel between them seriously. Instead of wandering freely, you should roleplay the fact that a long plane flight is needed to reach Tropicco, and that the iron curtain stands between Monte Carlo and Skisky.

A central area represents the state of being in transit between these locations. Please **do not** talk to anyone you meet there. You may continue to speak with someone who you left with and travel together with to the same place (you're talking on the plane). You don't need to waste your game time spending ages in the lobby, but do try to roleplay the fact that moving locations isn't something you can do casually.

Visas

The Iron Curtain stands between East and West and in order to enter Monte Carlo or Skisky you should have the appropriate visa or passport for the West and East respectively. Spot checks are common and if you do not hold the proper documentation, you will be deported back to your home country.

No entry or exit restrictions are currently in place for Tropicco, which has not so far aligned itself to either the Eastern or Western bloc.

An Alluring Gold Bandana

In this game, some characters are particularly charismatic – they're just really compelling, convincing, charming or sexy. This is represented by those characters wearing a gold bandana. So if you see someone wearing a gold bandana, you should roleplay the fact that they're very alluring. They're not actually wearing

a bandana, it's just a physical representation of their awesomeness. It's against the rules to take someone's bandana from them by force or to steal it (since it doesn't really exist...).

Communications

Movement between countries is not necessarily easy, as you will need to have the correct entry and/or exit visas, but if you wish to communicate with someone in another country you can always send an email. To send an email, write your message on one of the speech-bubble shaped post-it notes provided at the internet cafe in each country and stick it on the message board in the corridor where your recipient will be able to read it.

Consider carefully what you put in your message. As everyone knows, internet communications are not private, so you never know who will be listening in: All players have access to the notice board at all times to view and post messages, but MAY NOT communicate in any way with people they meet there (since the notice board represents the internet and they are not physically present...).

Messages can only be written at these designated internet cafe points using the post-its and pens provided. Any other types of messages will be removed by GMs.

Emails MAY NOT be removed from the noticeboard without GM permission.

Combat and Challenges

In any live game, it is inevitable that at times players will want to interact in ways that cannot be handled through conversation and roleplay.

As always, it is illegal in this game to use physical means to wrest objects from another person's grasp, fight, block another players' way, and so on.

In keeping with the James Bond spirit, in this game, we use a poker mini-game to determine the winner in these circumstances. Packs of cards have been placed throughout the play-space, find one of these and use it to resolve the question.

In a basic battle, both players draw a card. The higher card wins. Aces are high.

If it is a tie, the *passive* action wins: the item remains with its current owner, the shot misses, or the blocked player continues on their way.

If either of you has a special ability that you can agree applies to the situation, this will allow you to draw more cards. The number of extra cards will be written on your character sheet (or other in-game prop, if for example you have managed to find a really awesome weapon). When drawing more than one card,

form the best poker hand you can from the cards you draw. The best hand wins. Don't forget that in poker, ties are first broken by unmatched "kicker" cards.

The order of poker hands has been supplied in your character pack.

Here's an example of two-player combat:

- Player A: I would like to try to pickpocket your raygun from its holster.
- Player B: I don't want you to do that.
- A: But my character is a street urchin, and is really good at pickpocketing.
- B: But **my** character is a trained soldier, and knows to keep watch on his weapon at all times.
- A: OK, but my character is wearing noise-cancelling shoes, made by the world's most high-tech shoe company
- B: OK, so that sounds like +2 to you and +1 to me
- A: Sure. But I'm the one trying the action, so if it's a tie, you win.
- B: Yep, that's right.
- A: I'll get the cards... I drew a 3, a Jack, and a Queen.
- B: OK... I got two sevens. My pair beats your Queen High. I keep my Raygun.

If more than one player teams up together, they share just one hand, but gain a card per team member, and special abilities from all team members apply.

If a battle occurs with more than two sides, the best hand from all sides wins.

Sometimes, you may be asked to compete against the game, rather than each other. In this case, the poker hand you need to beat will be shown to you. It will be hard to win these alone, so team up. You should give yourself extra cards, based on your applicable special abilities. Don't cheat. Ask a GM if you feel unsure. There will usually be a time-delay on retries for these, e.g. every ten minutes, so if you fail, you can come back after the time indicated and try again.

For example, something in the game might read:

A gang of evil henchpeople block your way, armed with flamethrowers. You need a hand better than JJ 77 4 to beat them. You and a friend are fighting them. Your friend is a kick-ass ninja, which is worth +1 card. You are wearing a flame-proof suit. That is worth +1 card too, so between you you have 4 cards. You draw 8883. Three of a kind beats two pair, so you defeat the evil henchpeople.

Dr Conchita Caldera

Played by: Clare

Starting location: Tropicó, island paradise.

Summary

You are Dr Conchita Caldera, respected and intrepid adventuring vulcanologist. You are here on the island paradise of Tropicó to investigate the strange seismic anomalies emanating from the local volcano, known as the Eye of the Phoenix.

PS: You may have worked out the game theme song based on the above. Please do not tell anyone and keep it as a surprise!

Special instructions: Pre-titles sequence

As you may know, all Bond films begin with a pre-titles sequence, usually involving a chase or a fight. This evening's game will do the same. The pre-titles sequence will recap your latest mission in Tropicó and provide a demonstration of the combat mechanic for the other players. The participants in the pre-titles sequence are **James Bond (James G)**, Soviet agent **Ninelle (Michelle)**, your local guide **Quarrel (Katherine)** and you.

The details of how you re-enact the mission are up to you and the other participants to decide before the start of the game, but the pre-titles sequence must include the following plot points (or you will break the game!!):

1. **James Bond** and **Ninelle** have teamed up to infiltrate the underground volcano lair/laboratory of local baddie **El Chupacabra (James H)** where they suspect he is up to no good. They have hired plucky local **Quarrel (Katherine)** as a guide.
2. When they arrive there, they find that he has taken prisoner you, **Dr Caldera**, while you were exploring the volcano, known locally as the Eye of the Phoenix
3. A combat ensues (using the poker based combat mechanic). **El Chupacabra** will lose. **James Bond** must free the imprisoned **Dr Caldera**. **Ninelle** gets away with some of **El Chupacabra's** lab notes, and **Quarrel**, revealing she is not Quarrel, but someone else in disguise, manages to steal away with some treasure from the laboratory.

Please fill James H in on what you want him to do as **El Chupacabra** before the start of the game!

Character

You are Dr Conchita Caldera, adventuring vulcanologist. You're most interested in Volcanoes associated with interesting legends of unusual phenomena - you've found that many of these are anchored in unusual geology, and you've got several papers explaining UFOs as gas-propelled flying rocks, or lava-walkers being due to lava beneath transparent insulating crystal.

Your latest investigation took you to the island paradise of Tropico, and to the volcano known as the Eye of the Phoenix. Reports of historical eruptions say that the volcano's lava is filled with gold, and that the volcano's eruptive gases smell of coconut. You've confirmed these observations. After a day's caving, when you came back into town with some tiny fragments of golden, coconut-scented rock, you noticed everyone behaving strangely towards you, and realised that you'd become significantly prettier. You think this explains the historical success of the island's volcanic mud as a beauty product, and you've named this mysterious mineral "Allurium". You've not yet explained another part of the legend, though, that after eruptions, the islanders sometimes become afflicted by a strange disease, known as the Dance of the Phoenix. Unable to stop moving, as many died due to fatigue as to lava.

The legends of the island say a sleeping God-Queen, Quetzalcoatl, lives at the heart of the volcano. Thinking this would be the source of more of the remarkable material, you wanted to investigate further. You knew that an island mining boss Juan Cuervo, known as El Chupacabra to the locals, had a mining operation inside the volcano, and broadcast his popular radio station CU741 from the peak. Being intrepid, you snuck inside. You found a strange underground complex, with golden lava bubbling through pipes, built into ancient caverns, with carvings of firebirds and tentacled creatures, dinosaurs and ape-men. Unfortunately, you were captured by El Chupacabra's henchpeople, and imprisoned there. The evil supervillain said you had little idea of the true power of the volcano's golden blood - you get the impression Allurium can be used for much more than just beauty products.

El Chupacabra barely kept you fed and watered, and you thought it was curtains, until you were rescued by a dashing secret agent named **James Bond - James G.** Gosh, what a dish! So resourceful, so tough. You're surprised by your reaction, you don't usually go for his type. Unfortunately, as James and his companions **Ninelle - Michelle** and **Quarrel - Katherine** were fighting El Chupacabra, they damaged the strange factory, and the volcano started to tremble - you had to flee! You do hope James survived. Raawr.

You escaped back to your hotel, and slept very comfortably. Yet in the morning, you found yourself unable to keep still, dancing a little everywhere you went. Oh dear.

Objectives

- Find a cure for the Dance of the Phoenix.
- Learn as much as you can about Allurium.
- Exploit your discoveries for fame and advancement – look for somewhere to present your findings.

If you find items during the game which you believe may contain unrefined allurium, you should verify this with a GM.

You've been supplied with a patent form which you can use to register an invention that could be of great power.

Be aware that the best inventions are likely to be created through **collaboration and teamwork** *and most importantly the application of allurium*.

When you think your invention is special enough, bring the form to the GM with your collaborators and secret ingredients.

Capabilities and assets

Add 1 card to combat checks for the following special abilities:

- Inventive +1: You're an advanced research scientist with an imaginative flair
- Intrepid +1: You're used to trekking through the wilderness, and are tough and a survivor

Immigration Status

You have a valid visa for the Western Bloc. You need to find a visa if you want to go to Skisky in the Eastern Bloc.

No-one needs a visa to get to the welcoming Island of Tropicco.

Limitations

In the lair of El Chupacabra, you were exposed to Allurium dust, which has given you an infectious disease called "The Dance of the Phoenix". You've read about this in discussions of past eruptions of the Tropicco volcano, when as many perished due to fatigue as due to the lava.

- Symptoms: Perpetual Motion Regime. You must always be moving. Dance a little, wave your arms, bob your head. You cannot be still.

People you know

James Bond (James G): He saved your life in the volcano.

Ninelle (Michelle): Seemed to be working with Bond during the fight with El Chupababra

Quarrel (Katherine): Local Tropicana. You think she runs a bar somewhere

Dr Dita Hochsnell (Lorna): An academic you have previously met at conferences. She works at some kind of State research facility in the Eastern Bloc.

Tropican/Soviet/NATO certificate of invention.

(Delete above as appropriate.) ⁴

Name of Invention	
Lead Inventor	
Collaborators	
Applicable abilities	
Special ingredients	
Patent Result (GM use only)	

Sketch, schematic or description:

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