



by John Corrado, Jr.

Take all of the great 50's B-movies like "I Was A Teenage Werewolf," "It Came From Above," "Assault on Party Beach," and even worse fare, and place in a blender. Purée for 15 minutes. Pour the mixture (colloquially known as "schlock") into a bowl. Add large sprinkles of angst, romance, and actual horror. Bake in the feverish mind of John Corrado for 4 months, and then place in small bowls. Serves up to 36. Sim Combat.

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A	A bad try. Fails badly, causing an unintended effect.
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U	Unintended effect. Does something completely weird, but whatever it is, it's real bad for the scientist.

There is no real system for modifiers. Do what you think is fair. If it's an obvious upset of the game balance, don't give them much of a chance. If they're abusing the system horribly, have things start blowing up no matter how well they roll.

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If someone knows what they are looking for, modify the die roll by + or - 10 closer to that result (obviously, without going past that result). The exception here is Dr. Bates' lab; in there, modify the die in the *opposite* direction if they know what they're looking for. Any of the scientists or Timmy can find whatever they wish without rolling, unless another player specifically ransacks a room, throwing parts everywhere.

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10-19	Photium concentrator
20-29	TANTW Prototype
30-39	Hartford Convergence device
40-49	Report on the TANTW
50-59	Missile trajectory amplifier
60-69	Nothing useful
70-79	Random part
80-89	Plans for a forward machthin (time travel!)
90-99	Mercurial photon analyzer
100	Plans for a Marcissian hydropowered motor

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30-39	Results of fourth q. tracking
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100	Notes on everyone else's projects

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90-99	Random part
100	Explanation of Prometheus project

Modify or expand at whim.

The Race: GM Info Only

The various cars:

Name	Top Speed	Handling	Acceleration
'57 Plymouth Fury	110	3	15
'32 Ford Roadster	120	1	15
'59 Cadillac Fleetwood	105	2	10
'55 Nash Rambler	85	1	10
'53 Ford Country Squire Wagon	80	2	10
'53 Studebaker Champion	75	1	10
'55 Plymouth Savoy	80	1	10
'54 Oldsmobile 88 Sedan	80	3	10
'51 Buick Electra	70	1	10
'48 Ford Coupe	80	2	10
Police cruiser	120	2	15

Modifiers to control rolls:

Braking 5-20	0	
Braking 25-40	-2	
Braking 45+	-4	
Over curve 5-15	-1	Light curve max: 75
20-25	-2	Medium curve max: 60
30-35	-3	Heavy curve max: 45
40-45	-4	Deadman's curve max: 30
50-55	-5	
60-65	-6	
70+	-7	
Block:	-2	
Ram:	-3	

Failure: Roll a d6, add the amount failed by.

2-4	Slight fishtail; drop back half a car length
5-7	Serious fishtail; drop back a full car length
8-10	Hit guardrail, roll a die; 1-2 lose 5mph top speed, 3-4 lose 5mph acceleration, 5-6 lose 1 handling. Loss is permanent. Fall back a full car length as well.
11-13	Spin out and lose control! Start next track with speed of 0.
14-16	Run off the road. Race over, you lose.
17+	Crash, burn, die. Game over, man.

Track: (S straight, L light curve, M medium curve, H heavy curve, D deadman's curve)

S S S S L L S S M L S S H D H S S S S S

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Combat Stats At A Glance (Record HP lost here)

Remember, a dash means no skill, and is a -2.

Name	STR	SS	BS	SB	BB	G	HP
Angela Bailey	3	-	-	-	-	-	11
Sheriff Barnes	4	0	0	+1	0	+2	14
Dr. Lawrence Bates	3	-	-	-	-	-	11
Dr. Sarah Carroll	3	-	-	-	-	-	11
Timmy Carroll 2	-	-	-	-	-	10	
General Cork	4	0	0	0	0	+1	13
Mayor Cunningham	3	-	-	-	-	-	10
Colonel Daniels	5	0	0	+1	+1	+2	16
James Daniels	5	-	-	-1	-1	-	18
Laura Fetner	3	-	-	-	-	-	9
Dr. Marshall Fields	3	-	-	-	-	-1	11
Dr. Gerald Forbes	3	-	-	-	-	-	12
Steven Gilliam 4	-1	-1	0	0	+1	15	
Charles Glass	3	-	-	-	-	-	13
Reverend Hines	5	+1	+1	+1	+1	+1	16
Darla Hotchkins	3	+1	-	-	-	-1	12
Mary Jenkins	3	-	-	-	-	-	10
Ivan Kerensky	6	0	-	+1	+2	+1	18
Nick Kerensky 6	-	-	+1	+1	-	19	
Teresa Kerensky	3	-	-	-1	-1	0	10
J.D. Koln	4	+2	-	0	-	-	17
Mr. Memorium	3	+2	+2	-	-	-	13
Wendy Mitchell	3	-	-	-	-	-	9
C.J. Nickels	1	-	-	-	-	-	6
Dr. Randall Rourke	4	0	-	-	-	-	13
Robert Sherman	3	-1	-	-1	-	-	12
Adele Siegelski	4	+1	-1	+2	-	-3	13
Bess Smith	7	+4	+4	+4	+4	+3	22
Harold Smith	4	-1	-1	-1	-1	0	12
Margaret Smith	4	0	0	+1	+1	0	14
Harold Sturvin	2	-	-	-	-	-	11
Harold Werewolf	10	-	-	-	-	-	30
Mark Sturvin	3	-	-	-	-	-	9
Mark Werewolf	8	-	-	-	-	-	24
Catherine Thomas	3	0	+1	0	-1	0	12
Michelle Thorne	3	-	-	-	-	-	11
Irving Thorton	4	+2	0	+2	0	+1	14
“Pops” Turrelli	5	-1	-1	-1	-1	0	16
Tony Turrelli	3	-	-	-	-	-	11
Iguana	15						30
Blob	25						50

Combat Special Abilities:

General Cork: Learned at Ft. Bragg(2): Double combat roll in combat round.

Colonel Daniels: Picked up at Anzio(3): Double combat roll in combat round.

James Daniels: Dad's friends(1): Double combat roll. Captain football (3): +2 damage

Laura Fetner: Cheerleading (1): every cheerleader gives a +2 to their side.

Steven Gilliam: Karate(3): +2 to roll if unarmed.

Charles Glass: Tae Kwon Do (3): +2 to roll if unarmed.

Nick Kerensky: Rage (3): Lose control, but gain +2 to roll every round.

J.D. Koln: Father hits me harder: subtract 3 damage from a blow taken.

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Blob: If the blob eats 4 people, it divides into two separate entities, each at half strength.

How Combat Works

1. Take each combatant's strength.
2. Add appropriate skill, if necessary.
3. Add any other modifiers.
4. Roll a die for each combatant and add it to their strength. Use the special abilities sheet for scratch paper if you need.
5. Higher roll wins the round.
6. Damage done is equal to the difference in scores. Extra damage by weapons is not assigned until after the round is won (i.e., a knife giving +1 damage does not increase your chance to hit).
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If there are multiple combatants against a single combatant, add all the one sides skills, strength, modifiers, and die rolls together before comparing it to the other sides' stuff. If there are multiple combatants against multiple combatants, get them to pair off or something, then use the multiple rule for those ganging up on a single person.

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J.D. Koln- Breakdown #1

Oh, great. The headache's coming back. Just find a place to sit down, just stay calm and try to wait it out. Just rub your temples and maybe, just maybe this time it'll pass without anything happening.

Oh, come on, J.D. This isn't the time to relax. There's work to do. Lots of work to do. Lots of people still laughing at you. Look at Mary. LOOK AT HER. She's laughing at you, bucko. Laughing, laughing, laughing. And all the other kids are laughing. Ha, ha. Look at the little loser. Look at the rebel wanna-be. Ha, ha. No, there's no time to sit, J.D. Time to act. Time to get up and show them who the losers are. Stand up. Reach into your pocket. Say, what's that you've got there, J.D.?

Snickt. Snickt.

Why, it's our old friend Mr. Switchblade. Say hello to Mr. Switchblade, J.D. Mr. Switchblade is bored, J.D. Mr. Switchblade wants to help you, J.D. Mr. Switchblade will show those people who the real boss is. Why don't you introduce Mr. Switchblade to some of your friends? I'm sure he'd love to meet them.

Snickt. Snickt.

Go on another violence spree, insulting everyone and treating everyone as if they were pathetic losers when compared to you. Rampage does not end until you hurt someone (Non-Damage Combat counts).

J.D. Koln- Breakdown #2

No. Not now. Not another headache. They shouldn't be coming this close together. Your head shouldn't hurt like this. Not now. Things aren't that bad. Mary's not as bad as she seems. The guys like you. No, for God's sake, don't let it

Well, well. What have we here. A dance. Uh huh. Listen to the music, J.D. Listen to the songs. Goodness, gracious, great balls of fire. Oh, yeah. Jerry Lee's speaking to you, J.D. He's telling you what to do.

Look at Mary, kid. Look at her. Loves to dance, doesn't she? Oh, yeah. She'll dance with everyone here, dance with Nick, then she'll dance with Robert, then she'll dance with James, and she'll even dance with Timmy. Anyone she can dance with, she'll dance with. Except you. She's laughing at you, J.D. They're all laughing at you. Can't you hear it? Listen close, J.D. They're all laughing. Well, time to change that. Time to do what it takes to make sure they never laugh at you again. Time to teach them a lesson.

Snickt. Snickt.

Why, it's our old friend Mr. Switchblade! How'd he get here? He doesn't have a date. Well, that's just fine, 'cause Mr. Switchblade loves to dance. He has his own special dance, a little tango that takes three. Mr. Switchblade, you, and someone else. Anyone else. Doesn't matter who. They're all laughing at you.

But this should be a special dance. A very special dance. You, Mr. Switchblade, and that wonderful woman who always laughs at you. Always laughing. Always thinking about who's going to end up in the back seat next, who's going to be her next lover to laugh with her at silly, pathetic little you.

Time for the next dance, J.D. I believe we'll let Mr. Switchblade lead this time. He was some wonderful moves to show you.

Whole lotta shakin' going on, J.D. Whole lotta shakin'.

Go on another violence spree, with Mary as your main target. Hurt her if you possibly can. Rampage does not end until you hurt someone you care about (Mary or any of the Killers; Non-Damage Combat does NOT count).

Mary Jenkins- upon seeing a werewolf

Oh, God. Oh, God. Memories are flying by of being eight years old and hiding under the bed as the other girls in the orphanage scream in terror, running wherever they can as the beast the beast the thing with the huge red eyes that stalks through the bedroom and you can smell the damp fur again wafting through the room as the smell fills with the taint of copper that you remember blood smelling like from your mother at the bottom of the stairs and the girls are screaming but there are less of them as the blood pools on the floor and starts to seep under the bed and you have blood all over your nightgown from the girl that you had been talking to before the beast broke open the window and everyone ran screaming while you hid under the bed and tried to believe that this wasn't happening but you could see the beast and smell it and watch it as it ran through the room finding prey for it to feed on until you closed your eyes to try to keep it away because if you didn't believe it was real maybe it wouldn't be real but it was and eventually the sun came up and the parson came in to check on the girls and started screaming because of all the blood all the blood that was seeping through the floor and in your hair and in your mouth and the beast was gone but you could never forget it

Philadelphia

You are now paralyzed by fear. You are so scared out of your mind that you cannot do a single thing. This will only break if the werewolf leaves the location you are in, or if he acts in a friendly manner to you (yeah, right).

Teresa Kerensky- Breakdown #1

Oh, no. Not another headache. Why do these keep happening? You wish they'd just go away and let you be

yourself? Oh, come now. You are being yourself. It's just that you need a little prodding, that's all. I mean, if I hadn't come around, you'd never have started realizing what fun boys can be, right?

But it's not right, there's more to this than just sex, there's also

Now, now. Don't fill your head with such things. There's more than enough to worry about. That's why I'm here. To help you realize what's important. And look at you. You've been slacking, my child. So many men out there, and so little time. Well, no time to waste. Simply let yourself go, and I'll guide you. No need to worry about a thing.

I'm in complete control.

Go after the next teenage guy you see (excluding, of course, Nick). Do whatever it takes to get him up to Lover's Lane with you. You will snap out of this either after you've gotten him up to Lover's Lane, or after half and hour of trying.

Teresa Kerensky- Breakdown #2

This isn't right. This isn't right. You can't be getting another headache now. You've never had two in the same day before. You can't let it take over, what it's doing is wrong, there's more to this than just sex, there's supposed to be

Stop. Look around. Look at everyone dancing, getting sweaty to the rhythm of the drums. This is what it's all about. This is all there is to it. This is all that matters. Listen to the music. It's calling you. It's calling them. It's in their eyes. You know what they want. And you want it too. You know you do.

Stop fighting. Calm down. It's in the air. It's here. This is what they want, and this is what you want. And you're going to get it. Whatever it takes, you'll get it.

Go after one of the next two guys you see (excluding family, of course). Get him to go up to Lover's Lane with you. You will snap out of this after getting up to Lover's Lane with him, or after half an hour of trying.

Teresa Kerensky- Breakdown #3

Another headache. This can't be happening. This can't be happ

Get over it, child. You've been doing okay, but it's not good enough. Apparently, I'm going to have to take charge again. You're holding back, my dear, and we can't have that. There's too much to do. Too many people to meet, to know, to know real well, if you get my meaning. Time to wake up and smell the coffee. I'm in charge now, and you're going to get the ride of your life.

Go after anyone you can. Anyone. Do whatever it takes to get them up to Lover's Lane. Anything. You won't snap out of this one.

Teresa Kerensky- Recovery

Oh, God. Not another one. Not another headache, no, not now, can't it just stop you wish it would just stop from doing what it always

does. It's gone. Oh, Jesus, it's gone. It's over. The headache's gone, and nothing happened. It's all over. Thank God.

Please disregard any of your remaining timed contingency envelopes.

Catherine Thomas- upon meeting Charles Glass

Gee, he's really cute. Maybe you should get to know him a little better... No! No! Stop it! You've got more important things to worry about! God, you can't wait to cast the Spell of Reformation!

Margaret Smith- upon meeting Charles Glass

Wow, he's really cute. And odd. Some of the things he's wearing are of styles unlike any you've seen on Earth before. Maybe he's an alien, too. There's definitely more to him than meets the eye. Maybe you should try to get to know him a little better.

Laura Fetner- upon meeting Charles Glass

Wow, he's really cute. Maybe you should get to know him a little better. Oh boy this is not good **stop it stop it** better. Much better. You're definitely having problems blocking these things out. In any case, he seems like a nice guy.

Teresa Kerensky- upon meeting Charles Glass

Hey, you've never seen him around before. Where's he from? What's he doing here? And who is he taking to the dance? After all, he is kind of cute...

Fred Daniels- Breakdown #1

Oh, damn it, not another headache. You don't need this happening. Not now. You've got enough things to worry about without

Calm down, Fred. This is just a friendly reminder. Just wanted to point out how poorly things have been going for you so far. Not good at all, eh? Boy, if you were a General, things would be so much easier. You wouldn't have to listen to some old man prattling on about the best way to do your job. You wouldn't have to worry about having enough money to send James to a good college. No, life would be simple and sweet. If only you were in his shoes.

Well, you'd better ratchet up what you're working on, Fred. You don't want to waste your life stuck in such a low position when you could be polishing your stars.

Fred Daniels- Breakdown #2

Another headache? You've never had two of these in the same day before. Something is definitely very wrong here. Very, very

wrong and what it is is that you haven't gotten far enough yet. Don't you understand how much better the General has it? Don't you understand how much power he has, how much security? You deserve it, Fred. Far more than he does. It should be yours. You need to make it yours.

Now, Fred. Now.

Fred Daniels- Breakdown #3

No, this isn't right. You've been doing what you can. You shouldn't be getting another headache now. You can't afford to lose control

not losing control, Fred. You're gaining control. You've been letting the good life slip away from you. Well, we'll make sure that you get the good life. As much of it as you possibly deserve.

From this point on, do not let anything stand in the way of you gaining General Cork's job. Even if it means mutiny or treason.

Fred Daniels- Recovery

Oh, God. Not another one. Not another headache, no, not now, can't it just stop you wish it would just stop from doing what it always

does. It's gone. Oh, Jesus, it's gone. It's over. The headache's gone, and nothing happened. It's all over. Thank God.

Please disregard any of your remaining timed contingency envelopes.

Mayor Cunningham- Breakdown #1

Oh, dear. You're getting quite a headache. You'd better find some place to sit down and wait this one out.

No more waiting. You've waited long enough. For twenty years, you've been running this town. You've been making this town into something good, something important, something to be proud of. But they don't care. They'll laugh at your ideas, run down your programs, and tell you that you don't matter. Well, you do matter. You are important. You're the most important man in town.

You'll just have to find a way to prove it to them.

Mayor Cunningham- Breakdown #2

Another headache... this can't be happening. Not two in the same day. You've never had two in the same day

they're laughing at you, Mayor. Can't you hear them laughing? Laughing at you and your silly little ideas. The Iguanafest. What a joke. You can see it in every word in the paper, a joke, the laughter filling your head as it crescendos, the laughter of a silly, pointless, weak man.

Well, you're not silly. You're not weak. You're in control. You run this town. You are this town. Nothing happens unless you give the word. No one will stop you from running this town. No one will stop your Iguanafest.

It's time to show them who is really in control here.

Mayor Cunningham- Breakdown #3

No! No! Not another time! Please, haven't you done enough harm already? Just leave me alo

You're breaking, Mayor. They're trying to break you. They're making a farce of everything. You think Harold didn't know what his son would do? You think the Sheriff didn't know how to stop everything that's happened? You think the Reverend wasn't laughing behind your back? You don't think there's not going to be a condescending article about your leadership abilities in next week's newspaper?

Time to get busy, Mayor. Make them respect you. No matter what.

Mayor Cunningham- Recovery

Oh, God. Not another one. Not another headache, no, not now, can't it just stop you wish it would just stop from doing what it always

does. It's gone. Oh, Jesus, it's gone. It's over. The headache's gone, and nothing happened. It's all over. Thank God.

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Ward Barnes- Breakdown #1

This has not been a good day. Not a good day at all. And it's barely the afternoon. You're already getting a headache.

Get a drink, Ward. Have a beer. Nothing too major; don't want to get too drunk too early. But a couple of beers could make this a much easier day to deal with. And while you're at it, perhaps a shot of whiskey. Nothing big; don't want to be out of action this early. But just a little whistle-wetting. It'll do you a lot of good.

Ward Barnes- Breakdown #2

Oh, God. You don't need another headache. Not now. Things are too problematic. You've got this dance thing to watch over. And then there's the presentation. And all of this pressure, all of these things to

just ignore, laze back and have a couple of drinks. Just go have a few drinks. You'll be so much looser. It'll make everything easier. You'll feel so much better. Just go have a few more drinks. That's all you need. You won't be drunk. You'll just be a little loose. That's the term for it. A little loose. And you need to be. With all this pressure, who can blame you?

Ward Barnes- Breakdown #3

Oh, your head is pounding, pounding, pounding, it feels like a ton of bricks is dropping on your skull one brick at a time and anything anything to stop the pain from spreading

Drink Ward drink, just one more beer maybe two and then perhaps some whiskey and you'll feel so much better it'll stop the pain all the pain will be gone and maybe you can stand up if you're not too dizzy but perhaps you shouldn't maybe you should just go home and have a couple more or maybe just stay here and have a little drink but in any case you should definitely have just one maybe two or possibly three little but maybe a bit bigger than that drink

Ward Barnes- Recovery

Oh, God. Not another one. Not another headache, no, not now, can't it just stop you wish it would just stop from doing what it always

does. It's gone. Oh, Jesus, it's gone. It's over. The headache's gone, and nothing happened. It's all over. Thank God.

Please disregard any of your remaining timed contingency envelopes.

Ivan Kerensky- Switch #1

Blackout time. Collapse, no matter what you are currently doing, and come to as a suave liberal intellectual. You will know nothing about the life of the real Ivan Kerensky, but you will still answer to that name. Try to seduce every unattached non-teenager female. Spout theory regarding the fall of capitalism and the rise of socialist models. Talk about the wonders of writers such as Ginsberg, Kerouac, and Burroughs. Generally, act the exact opposite of the real Ivan Kerensky. This lasts for half-an-hour, at which point you will fall unconscious again and the real Ivan will come back.

Ivan Kerensky- Switch #2

Blackout time. Collapse, no matter what you are currently doing, and come to as a suave liberal intellectual. You will know nothing about the life of the real Ivan Kerensky, but you will still answer to that name. Try to seduce every unattached non-teenager female. Spout theory regarding the fall of capitalism and the rise of socialist models. Talk about the wonders of writers such as Ginsberg, Kerouac, and Burroughs. Generally, act the exact opposite of the real Ivan Kerensky. This lasts for half-an-hour, at which point you will fall unconscious again and the real Ivan will come back.

Ivan Kerensky- Switch #3

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Dr. Sarah Carroll- Breakdown #1

Your head hurts. You've got a massive headache coming on. You should sit down and rest for just a bit. Maybe it'll go away. Maybe it'll just pass.

No time to rest, doctor. It's time to get active. Have you really provided for yourself and Timmy today? Oh, sure, everything's all set up. But have you gotten to work on getting the money you need? Are you really financially secure? You can't rest now, doctor. There's money to be made.

Dr. Sarah Carroll- Breakdown #2

Oh, God, not another headache. You've never had two in the same day before... you need to sit down for a bit, rest, maybe it'll pass without anything

Up! Up! We must keep moving, doctor! Can't you smell it? It's in the air! The pure, wonderful smell of money. It's out there, doctor, waiting for you to get your hands around it, to smell it, to breathe it, to live in it. We can't rest, doctor. Every second counts when you have your eyes on the gold, doctor. Get up. Get a move on. Make money. Any way you can. Money is all that matters. Money is the key, doctor, the key that unlocks so many doors. Without money, you're lost. Get a move on.

Dr. Sarah Carroll- Breakdown #3

No, not again! This is too much... there's something wrong, it's not you, it's someone else in your head, you can't listen to this, you mustn't listen to

But you can't do anything but listen, doctor. Oh, try as you might, but you'll find that I control the situation now. And I'm still not satisfied, doctor. Oh, certainly, you have made some gains. But not enough. It's never enough. There's a world out there to conquer, doctor. A world of money calling to you. Answer the call doctor. Go for the gusto. It's what you need. Money. It's what you want. Money. It's what is calling you. Money. Money. Money. Money. Money.

Make it.

Dr. Sarah Carroll- Recovery

Oh, God. Not another one. Not another headache, no, not now, can't it just stop you wish it would just stop from doing what it always

does. It's gone. Oh, Jesus, it's gone. It's over. The headache's gone, and nothing happened. It's all over. Thank God.

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Stats & Skills**J.D. Koln**

Strength: 4 Hit Points: 17
SS: +2 Drive: 8
BS: -
SB: 0
BB: -
G: - Money: T

Stats & Skills**Robert Sherman**

Strength: 3 Hit Points: 12
SS: -1 Drive: 7
BS: -
SB: -1
BB: -
G: - Money: T

Stats & Skills**Nick Kerensky**

Strength: 6 Hit Points: 19
SS: - Drive: 8
BS: - Weird Mechanics: 6
SB: +1
BB: +1
G: - Money: T

Stats & Skills**James Daniels**

Strength: 5 Hit Points: 18
SS: - Drive: 7
BS: -
SB: -1
BB: -1
G: -1 Money: T

Stats & Skills**Timmy Carroll**

Strength: 2 Hit Points: 10
SS: - Weird Science: 7
BS: - Drive: 6
SB: -
BB: -
G: - Money: T

Stats & Skills**Tony Turrelli**

Strength: 3 Hit Points: 11
SS: - Drive: 7
BS: -
SB: -
BB: -
G: - Money: T

Stats & Skills**Mark Sturvin**

Strength: 3 Hit Points: 10
SS: -
BS: -
SB: -
BB: -
G: - Money: T

Stats & Skills**Charles Glass**

Strength: 3 Hit Points: 13
SS: - Drive: 8
BS: - Weird Science: 4
SB: -
BB: -
G: - Money: T

Stats & Skills**Mary Jenkins**

Strength: 3 Hit Points: 10
SS: -
BS: -
SB: -
BB: -
G: - Money: T

Stats & Skills**Teresa Kerensky**

Strength: 3 Hit Points: 10
SS: - Weird Mechanics: 4
BS: -
SB: -1
BB: -1
G: - Money: T

Stats & Skills
Catherine Thomas

Strength: 3 **Hit Points:** 12
SS: 0 **Magic:** 8
BS: +1
SB: 0
BB: -1
G: 0 **Money:** T

Stats & Skills
Margaret Smith

Strength: 4 **Hit Points:** 14
SS: 0 **Weird Science:** 6
BS: 0
SB: +1
BB: +1
G: 0 **Money:** T

Stats & Skills
Laura Fetner

Strength: 3 **Hit Points:** 9
SS: -
BS: -
SB: -
BB: -
G: - **Money:** T

Stats & Skills
Wendy Mitchell

Strength: 3 **Hit Points:** 9
SS: -
BS: -
SB: -
BB: -
G: - **Money:** T

Stats & Skills
General Hiram Cork

Strength: 4 **Hit Points:** 13
SS: 0
BS: 0
SB: 0
BB: 0
G: +1 **Money:** E

Stats & Skills
Colonel Fred Daniels

Strength: 5 **Hit Points:** 16
SS: 0
BS: 0
SB: +1
BB: +1
G: +2 **Money:** E

Stats & Skills
Dr. Marshall Fields

Strength: 3 **Hit Points:** 11
SS: - **Weird Biology:** 8
BS: - **Weird Science:** 7
SB: - **Weird Chemistry:** 10
BB: -
G: -1 **Money:** A

Stats & Skills
Dr. Lawrence Bates

Strength: 3 **Hit Points:** 11
SS: - **Weird Physics:** 11
BS: - **Weird Science:** 8
SB: -
BB: -
G: - **Money:** A

Stats & Skills
Mayor Edward Cunningham

Strength: 3 **Hit Points:** 10
SS: -
BS: -
SB: -
BB: -
G: - **Money:** A

Stats & Skills
Sheriff Ward Barnes

Strength: 4 **Hit Points:** 14
SS: 0
BS: 0
SB: +1
BB: 0
G: +2 **Money:** A

Stats & Skills
Steven Gilliam

Strength: 4 **Hit Points:** 15
SS: -1
BS: -1
SB: 0
BB: 0
G: +1 **Money:** A

Stats & Skills
C.J. Nickels

Strength: 1 **Hit Points:** 6
SS: - **Magic:** 9
BS: -
SB: -
BB: -
G: - **Money:** A

Stats & Skills
Harold Smith

Strength: 4 **Hit Points:** 12
SS: -1
BS: -1
SB: -1
BB: -1
G: 0 **Money:** A

Stats & Skills
Dr. Randall Rourke

Strength: 4 **Hit Points:** 13
SS: 0 **Weird Medicine:** 8
BS: -
SB: -
BB: -
G: - **Money:** A

Stats & Skills
Giovanni Turrelli

Strength: 5 **Hit Points:** 16
SS: -1 **Weird Science:** 5
BS: -1
SB: -1
BB: -1
G: 0 **Money:** A

Stats & Skills
Adeline Siegelski

Strength: 4 **Hit Points:** 13
SS: +1
BS: -1
SB: +2
BB: -
G: +3 **Money:** A

Stats & Skills
Ivan Kerensky

Strength: 6 **Hit Points:** 18
SS: 0 **Weird Mechanics:** 8
BS: -
SB: +1
BB: +2
G: +1 **Money:** A

Stats & Skills
Reverend Samuel Hines

Strength: 5 **Hit Points:** 16
SS: +1 **Weird Science:** 4
BS: +1
SB: +1
BB: +1
G: +1 **Money:** A

Stats & Skills
Dr. Gerald Forbes

Strength: 3 **Hit Points:** 12
SS: - **Weird Science:** 7
BS: - **Weird Biology:** 10
SB: -
BB: -
G: - **Money:** A

Stats & Skills
Harold Sturvin

Strength: 2 **Hit Points:** 11
SS: -
BS: -
SB: -
BB: -
G: - **Money:** E

Stats & Skills
Irving Thorton

Strength: 4 **Hit Points:** 14
SS: +2
BS: 0
SB: +2
BB: 0
G: +1 Money: A

Stats & Skills
Mr. Memorum

Strength: 3 **Hit Points:** 13
SS: +2
BS: +2
SB: -
BB: -
G: - Money: T

Stats & Skills
Dr. Sarah Carroll

Strength: 3 **Hit Points:** 11
SS: - **Weird Science:** 5
BS: - **Weird Astronomy:** 11
SB: -
BB: -
G: - Money: A

Stats & Skills
Bess Smith

Strength: 7 **Hit Points:** 22
SS: +4
BS: +4
SB: +4
BB: +4
G: +3 Money: A

Stats & Skills
Darla Hotchkins

Strength: 3 **Hit Points:** 12
SS: +1 **Weird Science:** 5
BS: - **Weird Biology:** 7
SB: - **Weird Chemistry:** 7
BB: -
G: -1 Money: A

Stats & Skills
Michelle Thorn

Strength: 3 **Hit Points:** 11
SS: -
BS: -
SB: -
BB: -
G: - Money: A

Stats & Skills
Angela Bailey

Strength: 3 **Hit Points:** 11
SS: - **Weird Archaeology:** 8
BS: -
SB: -
BB: -
G: - Money: A

Item

Switchblade
+1 to hit, +1 damage

Cost: T

Item

Bottle of Brylcreem

Cost: T

Item

Keys to a '32 Ford Roadster

Cost: E

Item

Pocket Comb

Cost: T

Item

Dog-eared copy of
Naked Lunch by William S. Burroughs

Cost: T

Item

Gas station receipts with poetry written
on the back of them

Cost: T

Item

Pocket comb

Cost: T

Item

Keys to a '57 Plymouth Fury

Cost: E

Item

Slide Rule

Cost: T

Item

Notebook full of mathematic formulas

Cost: T

Item

Keys to a '51 Buick Electra

Cost: E

Item

Keys to a '59 Cadillac Fleetwood

Cost: E

Item

Edwood High Class of '90 School Ring

Cost: A

Item

Pocket mirror

Cost: T

Item

Lipstick.

Cost: T

Item

Mad Magazine Issue #24

Cost: T

Item

Keys to an '87 Ford Grand National

Cost: E

Item

Lipstick

Cost: T

Item

Gas station receipt with a love poem
written on the back of it

Cost: T

Item

Book of ancient spells

Cost: E

Item

8" x 10" signed glossy photo of Elvis

Cost: A

Item

Book on quantum physics

Cost: A

Item

James Daniels' class ring

Cost: A

Item

Keys to a '53 Studebaker Champion

Cost: A

Item

.45 automatic pistol

Cost: A

Item

Make-up compact

Cost: T

Item

Teen Romance novel

Cost: T

Item

Notebook

Cost: T

Item

List of current passwords to Fort Rita

Cost: E

Item

List of current passwords to Fort Rita

Cost: E

Item

.45 automatic pistol

Cost: A

Item

Keys to something

Cost: T

Item

Indecipherable Notes

Cost: T

Item

Keys to a '54 Oldsmobile 88 Sedan

Cost: E

Item

Keys to the squad car

Cost: E

Item

Radio Control Device

Cost: E

Item

Keys to a '55 Plymouth Savoy

Cost: T

Item

"I Love San Inguon" lapel button.

Cost: T

Item

.44 revolver

Cost: A

Item

.32 snub-nosed revolver

Cost: A

Item

CIA Badge identifying Steven Gilliam
as Thomas Madden, Operative of
the CIA

Cost: E

Item

Bifocals

Cost: A

Item

"I Love San Inguon" lapel button

Cost: T

Item

Keys to a '55 Nash Rambler

Cost: E

Item

Recipe for chocolate fudge sauce

Cost: E

Item

Keys to the store

Cost: E

Item

Insurance policies

Cost: A

Item

Doctor's Bag
(+1 to Medicine)

Cost: A

Item

Keys to Pop's Malt Shop

Cost: E

Item

List of current passwords to Fort Rita

Cost: E

Item

Old Nazi Uniform
(kept merely as a memento)

Cost: A

Item

List of suspected Communists in the
State Department, circa '48
(gotten from the office of Senator
Joseph McCarthy)

Cost: A

Item

Bible

Cost: T

Item

Notes on the Prometheus Project

Cost: T

Item

The Theravoost Stone

Cost: E

Item

Keys to Kerensky's Gas Station

Cost: E

Item

Keys to the orphanage

Cost: E

Item

Keys to a '56 Ford Thunderbird
(now hopelessly wrecked)

Cost: T

Item

Keys to a '59 Cadillac Fleetwood

Cost: E

Item

Bottle of alcohol

Cost: T

Item

Passport identifying Irving Thorton as
Juan Sonaviso from Mexico City,
Mexico

Cost: E

Item

Gold Pocket Watch

Cost: A

Item

Keys to a '36 Ford Van, currently
operating as the stage to Mr. Memorum's
Fascinating Magic Show

Cost: A

Item

Keys to a '55 Plymouth Savoy

Cost: E

Item

Photo of a young couple circa 1942.
The man in the photo has had his face
blacked out by pen.
Repeatedly.

Cost: T

Item

Apron

Cost: T

Item

Sondrans (tri-bladed daggers)
+1 to hit
+2 damage

Cost: E

Item

Medical kit
(+1 to Medicine Skill)

Cost: A

Item

Keys to a '48 Ford Coupe

Cost: A

Item

Writing Pad

Cost: T

Item

List of contacts at various
Southwestern newspapers

Cost: A

Item

Book of newspaper clippings regarding
Dr. Bailey's dig in Northern India

Cost: T

Item

.

Cost:

Item

.

Cost:

Item

.

Cost:

Item

Map of the mesas southwest of
San Inguon

Cost: T

Item

.

Cost:

Part
Radiator Grill

Cost: T

C

Part
Leaky Gas Line

Cost: T

C

Part
Car Radio Antenna

Cost: T

D

Part
'57 Chevy hubcap

Cost: T

D

Part
Mercury Amalgem Holfield Device
Chemistry +2
Biology +2

Cost: A

F

Part
Titanium Alloyed Nuclear Case
Chemistry -3
Physics +3

Cost: A

F

Part
Microscopic Plate Field Marginalizer
Astronomy -1
Chemistry +1

Cost: A

G

Part
Gravitational Field Deluxe Magnifier
Chemistry -1
Physics +1

Cost: A

G

Part
Microwave Emmisions Eminator
Chemistry -1
Physics +1

Cost: A

M

Part
Microwave Emissions Detractor
Astronomy +1
Physics -1

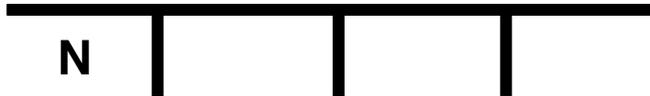
Cost: A

M

Part

Nanotech Industrial Strength Cleaner
Biology -2
Chemistry +2

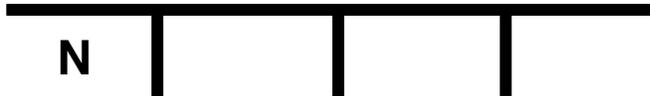
Cost: A



Part

Negative Irradiation Field Recreator
Physics -1
Chemistry +1

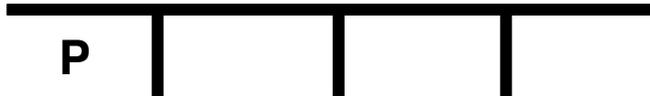
Cost: A



Part

Polar Systems Integrator Cabling
Chemistry -1
Physics +1

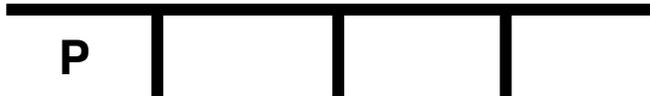
Cost: A



Part

Postwidth Halitivity Reader
Biology -4
Astronomy +4

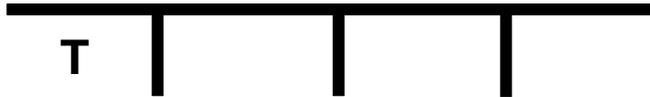
Cost: A



Part

Tachyon Biowave Emissions Reader
Biology +2
Astronomy -2

Cost: A



Part

Temular Indicative Device
Astronomy +2
Chemistry -2

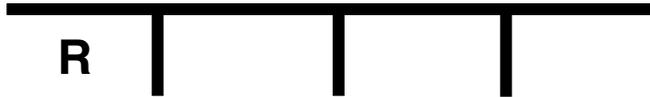
Cost: A



Part

Regenerative Molecular Strength Compound
Chemistry +2
Physics -2

Cost: A



Part

Random Number Generator, Cubical
Physics +2
Astronomy -2

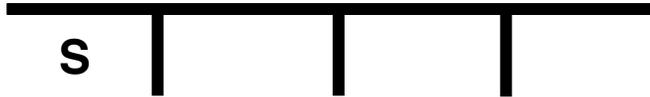
Cost: A



Part

Solar Powered Microwave Agronomer
Astronomy +2
Chemistry -2

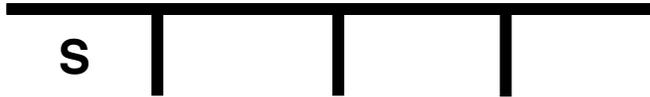
Cost: A



Part

Supercharged Microwave Hot Plate
Chemistry +2
Physics -2

Cost: A



Part
Carbeurator

Cost: T



Part
Radiator Hose

Cost: T



Part
23 Feet of Rubber Tubing

Cost: A



Part
96 Feet of Licorice

Cost: A



Part
Heavy-duty cables

Cost: A



Part
Broken Headlight

Cost: T



Part
Ignition switch

Cost: T



Part
43 Feet of Copper Tubing

Cost: A



Part
2 Feet of Gold-plated Radio Wire

Cost: A



Part
Industrial Strength Cables

Cost: A



Part
Electrical Cables

Part
Minor Amounts of Wiring



Cost: A



Cost: A

Part
Crank

Part
Switch



Cost: T



Cost: A

Part
Dial Knobs

Part
Lots and Lots of Buttons



Cost: A



Cost: A

Part
Drainage trap

Part
U-valve switch



Cost: A



Cost: A

Part
Disposal switch

Part
Lint collector



Cost: A



Cost: A

Part

Gas Intake Valve
Mechanics +1

Cost: T



Part

Fuel Injection System
Mechanics +1

Cost: T



Part

Theravooost Stone
Physics +6
Astronomy +4

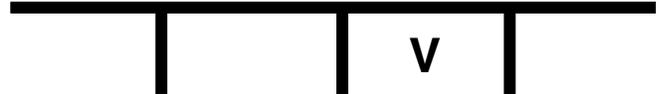
Cost: E



Part

Velocity Adjustment System
Physics +2
Astronomy +1

Cost: A



Part

Diametric Electron Adjustor
Chemistry +2
Physics +1

Cost: A



Part

Dewey Decimal System Analysis
Astronomy +2
Biology -2

Cost: A



Part

Parking Brake
Mechanics -1

Cost: T



Part

Radial Tires
Mechanics -1

Cost: A



Part

Limpid Removal Compound
Chemistry +2
Biology +2

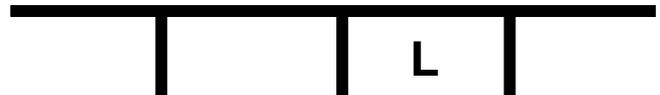
Cost: A



Part

Lorax Detection Device

Cost: A



Part

Nimbus Oscillator
Astronomy +1
Physics +1

Cost: A



Part

Nicotinic Particle Adjustor
Chemistry +2
Biology +2

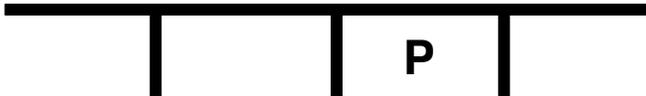
Cost: A



Part

Protein Additive
Chemistry +1
Biology +2

Cost: A



Part

Particle Distributor

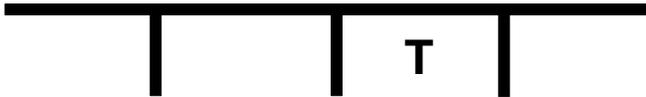
Cost: A



Part

Trilithium Crystals
Physics +2
Astronomy +1

Cost: E



Part

Tachyon Stream Decoder
Biology +2
Chemistry +1

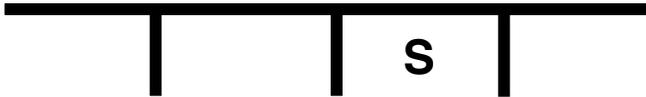
Cost: A



Part

Semantics Analyzer
Chemistry +1
Biology +2

Cost: A



Part

Sillifreud Theroem Testing Device
Chemistry +1
Biology +2

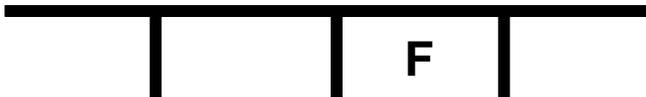
Cost: A



Part

Field Rythms Analyzer
Biology +3
Chemistry +1

Cost: A



Part

Factory Equipped Diagnostic Tools
Physics +1
Chemistry +1

Cost: A



Part

Assorted Screws And Nuts

Cost: T



Part

Plastic Lining

Cost: T



Part

Hood Ornament

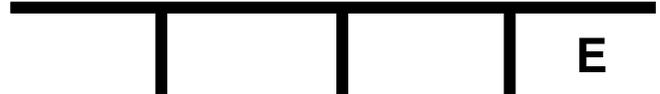
Cost: T



Part

Air filter

Cost: T



Part

Steering Wheel

Cost: T



Part

Fuzzy Dice

Cost: T



Part

Metallic Case

Cost: A



Part

High-tensile Wire

Cost: A



Part

Large Wooden Box

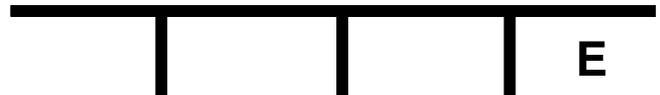
Cost: A



Part

Gear Assembly Rotational Device

Cost: A



Part
Industrial Winch



Part
Coffeepot



Part
Fender from a '56 Ford Edsel



Part
Wingtipped Shoes



Part
Road Map of Upper Idaho



Part
Spool of Magnetically charged Wire



Part
Soccer Ball



Part
Mailbox



Part
Motorcycle Helmet



Part
Complete Works of William Shakespeare



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part
Vial of Strange Fluid



Part



Part



Part

Part

Cost:

Cost:

My Father Hits Me Harder Than That

Subtract three points of damage from a strike taken in combat.

Uses: 000

True Love

Ignore any special abilities that would keep you away from Mary Jenkins, or that would force you to let harm come to her.

Needless to say, revealing this ability to certain people would be really bad.

Permanent Ability

Intimidate

Scare any one person or group of people into leaving the location you are currently in. They may not return to that location for ten minutes.

Does not work on James Daniels.

Uses: 0000

I Learned This from One of Dad's Friends

Do double damage in a combat strike.

One Use

Heroic Speech About The Youth Of America

All teenagers hearing this speech become immune to all special abilities for the next five minutes.

One Use

Intimidate

Force one person to leave the location you are currently in. They may not go into the same location for the next ten minutes.
Does not work on James Daniels.

Uses: 000

I Saw This In Captain America #43

Allows you to try a feat of derring-do (such as jumping onto a moving car, swinging from a downed electrical cable, etc.).

One Use

Rage

Lose complete control in a combat, meaning you can't exit it or choose how you wish to fight, but gain a +2 on every roll in the combat.

Uses: 000

I'm Not Captain of the Football Team For No Reason

Do +2 damage in a combat strike

Uses: 000

Oops!

Completely klutz a roll. This may be a bad klutz (i.e. catastrophic failure) or a really good klutz (i.e. incredible success). For every good klutz, you need a good klutz.

Bad Klutzes: 0000000000000000

Good Klutzes: 0000000000000000

**Sudden Inspiration For No Reason
Whatsoever**

Ding!

One Use

Weird Luck

Reroll any die roll.

Uses: 000

**Sort of Know What's Supposed To Be
Going On, Even If It Isn't**

Ding!

True Love

Ignore any special abilities that would keep you away from Robert Sherman, or that would force you to allow harm to come to him.

Permanent Ability

The Girl Next Door

People occasionally treat you as if you were invisible. Use this to your advantage to basically become invisible. This does not work while you are under the effects of one of your contingency envelopes.

Uses: 000

Cutting Insult

Force someone in combat to use his or her skill at -2.

Uses: 000

Rich Kid's Allowance

May be used to make three purchases at Adult level or a single Extravagant purchase

A: 000

E: 000

I Know A Little Tae Kwon Do

+2 damage in a combat strike if you are unarmed.

Uses: 000

Convince

You may use this ability to convince any adult that something you say is true. They will believe this until they personally see evidence to the contrary.

Uses: 0000

**Just Keep Talking, It's Not Like I
Understand A Word Of It.**

You're just an airhead. Nobody feels you could understand stuff they're talking about. Use this card to become invisible for purposes of listening in to peoples' conversations.

Uses: 000

This is an obvious indication of a maximum spatial shift.

Ding!

Cheerleader's Fighting Spirit

Give someone a +2 in combat for every girl on the sideline helping you cheer him or her on.

One Use

Quest For The Truth

Use this card after someone tells you something. They must immediately reveal whether they have been lying or not.

Uses: 000

I Learned This Move At Fort Bragg

Do Double damage in a combat round.

Uses: 00

Heroic Speech About The Defense Of Liberty

Your troops will do much better in combat if you give this speech to them while they fight.

One Use

Telepathy

Tell a GM whose mind you wish to read. If you succeed, you learn vital information about him or her. If you fail, you get everyone's thoughts at once. Every time you use this ability, your chance of success goes down 1.

Starting Chance: 5

Incisive Questioning

The person you use this card upon must truthfully answer a yes or no question.

Uses: 000

Heroic "American Way" Speech

Gives all people listening a +2 in their next fight against a monster.

One Use

I Picked This Move Up From The Battle At Anzio

Do Double Damage in a combat round.

Uses: 000

Unwavering Devotion

Ignore a special ability that would divert you from your quest.

Uses: 00000

**Everything Is Going Just Fine.
Trust Me.**

Convince someone that you're not up to anything dangerous, treasonous, or just plain stupid.

Uses: OO

I'm In Charge Here!

Force one person to do something that you tell them to do.

Uses: OOO

**I'll bet you didn't know that
I knew Karate**

Do an extra +2 damage in a combat round if you are unarmed.

Uses: OOO

Fast Talk

If you can talk to someone about their insurance needs for five minutes, you can make them do any one thing you choose.

Uses: OOO

Let me through, I'm a doctor.

Heal someone 4 points of damage.

Useable once per person.

**Tangential Non-Sequiter Leading To
A Breakthrough**

Ding!

Heroic Law And Order Speech

Gives everyone a +2 in their next combat against a monster.

One Use

Dashing And Handsome

Convince a female character to do one thing that you tell her to.

Uses: OO

Trust Me.

Convinces someone that you are telling the truth. Trumps all other special abilities.

Uses: OOO

Heroic Justice Speech

Everyone who listens to this speech is immune to special abilities for the next five minutes.

One Use

Glurk

Re-roll a die roll until it comes out more favorable to you.

Uses: OOOO

Threaten Reform School

Force one teenager to do something that you tell them so long as it does not seem life-threatening, or would not get them in even worse trouble with their parents.

Uses: OOOO

Tinker

You may make a device work better than it normally would by fiddling around with it for a few minutes.

Useable once per Device.

I'm sorry, but I have to do this.

You may knock unconscious any friend who has been helping you with the Prometheus project.

One use.

I own this town.

Force one person to do something you wish done. Does not work on Rourke, Cork, Gilliam, Glass, or Thorton.

Uses: OOO

You can tell Old Pops.

Convince a teenager to trust you implicitly.

Uses: OOO

Secret Nazi Ninja Squad

Your secret ties to underground Neo-Nazi Death Squads allows you to attempt to assassinate any one character. The GM will roll a die: 1 through 4, succeeds; 5 or 6, fails humiliatingly.

One use

Rousing Speech About The Evils Of Communists, Especially That One

Get everyone who listens to you to hate a certain character for the next ten minutes.

One Use

Here, let me help you.

Heals 4 points of damage to a character.

One use per character.

American Express Platinum Card

You may make a purchase of value E.

Uses: OOOO

IB

Oh, he's probably just drunk.

For the purposes of listening in on a conversation, you are invisible.

Uses: 000

Secret Master Of The Blowdart

Attempt to kill a player character secretly. Give this card to a GM. If the GM rolls a 1 through 4 on a d6, you hit and kill. Otherwise, you miss.

One use

The All American Woman

Convince someone that you are innocent of whatever they accuse you of.

Uses: 000

Making me angry was a big mistake.

Do double damage in a combat round.

Uses: 00

Oh, do you have an owie? Nurse Hotchkins will make it all better.

Heal someone of 4 points of damage.

Useable once per person.

This is how we say good-bye in Russia.

Do triple damage in a combat round.

One Use

Hypnotize

Hypnotize a character by getting them to watch an object that is moving in a slow, steady rhythm (like a swinging watch). When they hear a code phrase of your choice, they will perform an action of your choice.

Uses: 000

Analytical Method

Ding!

I'm just an innocent housewife.

Convince someone that you're not what they accuse you of.

Uses: 000

I'm just here to help the sick and wounded.

Convince someone that you are not what they accuse you of being.

Uses: 000

IB

Inquisitive Questioning

Force someone to truthfully answer a yes or no question.

Uses: 000

I've dealt with worse in some of my graduate classes.

Ignore up to three points of damage in a combat round.

Uses: 000

I think I saw something like this in one of my classes.

Ding!

Ability to make a whole story out of seemingly unrelated facts

Ding!

Steadfast In Your Devotion

Ignore a special ability.

Uses: 000

**Innocent Bystander Card
Killer Wanna-be**

Usable at: Any Location

**Innocent Bystander Card
Teenager in the wrong place
at the wrong time**

**Usable at: Any Location except
The Labs**

**Innocent Bystander Card
Random Juvenile Delinquent**

Usable at: Any Location

**Innocent Bystander Card
Young Lovers so engrossed by each
other they ignore obvious danger**

Usable at: Town Square

**Innocent Bystander Card
Killers Wanna-be**

Usable at: Any Location

**Innocent Bystander Card
Random Teenager**

Usable at: Any Location

**Innocent Bystander Card
Gas Station Mechanic**

Usable at: Town Square

**Innocent Bystander Card
Killers wanna-be**

Usable at: Any location

**Innocent Bystander Card
Random player on the Edwood High
football team**

Usable at: Town Square

**Innocent Bystander Card
Random player on the Edwood High
football team**

Usable at: Town Square

Innocent Bystander Card
Good Guys wanna-be

Usable at: Any location

Innocent Bystander Card
Nameless Private from Fort Lucas
Rita

Usable at: The Labs

Innocent Bystander Card
Middle manager scientist who you
assist occasionally

Usable at: The Labs

Innocent Bystander Card
Fellow Lab Assistant

Usable at: The Labs

Innocent Bystander Card
Random Teenager who beat you up
occasionally in junior high

Usable at: Any Location except
The Labs

Innocent Bystander Card
The kid who sweeps up at Pops'
Malt Shop

Usable at: Pops' Malt Shop

Innocent Bystander Card
The annoying kid who always follows
you around, trying to impress you

Usable at: Any Location

Innocent Bystander Card
A young couple so interested in
making out that they're oblivious

Usable at: Any Location except
The Labs

Innocent Bystander Card
Your chauffer

Usable at: Any location

Innocent Bystander Card
A kid who tries to be your friend so
that you will buy him stuff

Usable at: Any location

Innocent Bystander Card
Random Teenager who chose the
wrong moment to walk into the room

Usable at: Any Location except
The Labs

Innocent Bystander Card
Random Teenager who you hope
was destined to do this

Usable at: Any Location except
The Labs

Innocent Bystander Card
Random adult who you're pretty
sure wasn't supposed to die

Usable at: Any location

Innocent Bystander Card
Random teenager who you are pretty
sure died on this day

Usable at: Any location except
The Labs

Innocent Bystander Card
Random cheerleader
(Good riddance!)

Usable at: Any location except
The Labs

Innocent Bystander Card
Random punk who hangs out at
the pool hall

Usable at: Any location except
The Labs

Innocent Bystander Card
Random kid from the orphanage

Usable at: Any location except
The Labs

Innocent Bystander Card
Random gas station attendant

Usable at: Town Square

Innocent Bystander Card
Random teenager that you're trying
to get to Lover's Lane with

Usable at: Any location except
The Labs

Innocent Bystander Card
Young lovers attempting a secret
tryst in the worst possible spot

Usable at: Any location except
The Labs

Innocent Bystander Card
Random kid from the orphanage

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**That annoying kid who keeps asking
you out to the dance**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Some random teenager that you
couldn't care less about**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Random teenager who never had
the courage to ask you out**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
Random cheerleader

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Young lovers trying to find a quiet
spot to neck and failing in a big way**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Young cub reporter who never
turned in good copy, anyways**

Usable at: Any location

Innocent Bystander Card
**Random teenager who at least gives
you a good quote before dying**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Random teenager who dies too quick
to get a good quote from**

**Usable at: Any location except
The Labs**

Innocent Bystander Card
**Random Major who brownnoses you
too much for your taste**

Usable at: Any location

Innocent Bystander Card
Random Private who didn't know
what he was up against

Usable at: Any location

Innocent Bystander Card
Random young Lieutenant trying to
be brave

Usable at: Any location

Innocent Bystander Card
Random confused Lab Assistant who
knows not what you've done

Usable at: The Labs

Innocent Bystander Card
Lab Assistant who knows what you're
up to, so you'd kill him anyways

Usable at: Any location

Innocent Bystander Card
Random Lab Assistant who just cares
about being paid

Usable at: The Labs

Innocent Bystander Card
Random young Lab Assistant whose
name you can never remember

Usable at: The Labs

Innocent Bystander Card
Random young scientist who had
such a promising future

Usable at: The Labs

Innocent Bystander Card
Insolent young Army Captain who is
always getting on your case

Usable at: Any Location

Innocent Bystander Card
Aide who is a relative of the Governor
and you've always wanted to fire

Usable at: Any location

Innocent Bystander Card
Random aide who shows at least a
little promise at his job

Usable at: Any location

Innocent Bystander Card
Random concerned citizen trying to get you to agree with his position

**Usable at: Any location except
The Labs**

Innocent Bystander Card
Random Deputy who was a good man, darnit

Usable at: Any location

Innocent Bystander Card
Random Deputy who was completely incompetent, not that you'd tell him

Usable at: Any location

Innocent Bystander Card
Random citizen trying to get you to arrest those young hoodlums

**Usable at: Any location except
The Labs**

Innocent Bystander Card
Random young love interest who is always killed halfway into the film

**Usable at: Any location except
The Labs**

Innocent Bystander Card
Random citizen who was standing too close to you for his own good

Usable at: Any location

Innocent Bystander Card
Random citizen who just plain walked into it

Usable at: Any location

Innocent Bystander Card
Random kid who stacks groceries in the back of the store

Usable at: Town square

Innocent Bystander Card
Random young whippersnapper who never listened to you

**Usable at: Any location except
The Labs**

Innocent Bystander Card
Random old whippersnapper who never listened to you, either

Usable at: Any location

**Innocent Bystander Card
Random Cheerleader**

**Usable at: Any location except
The Labs**

**Innocent Bystander Card
Random boy who carried your books
for you in sixth grade**

**Usable at: Any location except
The Labs**

**Innocent Bystander Card
Random teenager who was thinking
something really disgusting**

**Usable at: Any location except
The Labs**

**Innocent Bystander Card
Random Major who was always
brown nosing you**

Usable at: Any location

**Innocent Bystander Card
Random young Private who never
would have made it to Corporal**

Usable at: Any location

**Innocent Bystander Card
Random young Corporal who seemed
relatively competent**

Usable at: Any location

**Innocent Bystander Card
Random Insurance Sales District
Manager for Arizona**

**Usable at: Any location except
The Labs**

**Innocent Bystander Card
Random citizen who was about to
buy a policy from you**

Usable at: Town Square

**Innocent Bystander Card
Random citizen who had just cashed
in his policy, the poor fool**

Usable at: Town Square

**Innocent Bystander Card
Young nurse who might have been a
love interest with different writers**

Usable at: Any location

Innocent Bystander Card
Patient you were tending to who had
a bad case of the measles

Usable at: Town Square

Innocent Bystander Card
Random young citizen who shouldn't
have suffered like that

Usable at: Any location

Innocent Bystander Card
Random kid who runs the soda
fountain

Usable at: Pop's Malt Shop

Innocent Bystander Card
Random kid who hadn't paid for his
food yet

Usable at: Pop's Malt Shop

Innocent Bystander Card
Random young lovers who don't
notice what's going on around them

Usable at: Any location except
The Labs

Innocent Bystander Card
Random Vice-Principal who wasn't
really up to snuff, anyways

Usable at: Any location except
The Labs

Innocent Bystander Card
Random L.S.D. member who was
suspected of being a spy

Usable at: Any location

Innocent Bystander Card
Random janitor at Edwood High

Usable at: Town Square

Innocent Bystander Card
Random mechanic

Usable at: Town square

Innocent Bystander Card
Random member of L.S.D. who had
some good ideas

Usable at: Any location

Innocent Bystander Card
Random citizen who was probably
a Commie spy, anyways

Usable at: Any location

Innocent Bystander Card
Random orphan who you had such
high hopes for

Usable at: Any location except
The Labs

Innocent Bystander Card
Random assistant at the orphanage
who was so good with the kids

Usable at: Any location except
The Labs

Innocent Bystander Card
Random parishoner who was a
big contributor to the orphanage

Usable at: Any location

Innocent Bystander Card
Random lab assistant who would
have tried to stop you, anyways

Usable at: The Labs

Innocent Bystander Card
Random lab assistant who was
completely clueless to everything

Usable at: The Labs

Innocent Bystander Card
Random citizen who would be
horrified if he knew the truth

Usable at: Any location

Innocent Bystander Card
Your chauffer

Usable at: Any location

Innocent Bystander Card
Random vice-president of Sturvin,
Inc. No great loss.

Usable at: Any location

Innocent Bystander Card
Random vice-president of Sturvin,
Inc. You've got plenty.

Usable at: Any location

Innocent Bystander Card
Random fellow bum

Usable at: Any location except
The Labs

Innocent Bystander Card
Random citizen who knew too much

Usable at: Any location

Innocent Bystander Card
Random citizen who was too
dangerous to let live

Usable at: Any location

Innocent Bystander Card
Hypnotized Hooligan

Usable at: Any location

Innocent Bystander Card
Fervent devotee of Angevud

Usable at: Any location

Innocent Bystander Card
Random Hired thug who got more
than he bargained for

Usable at: Any location except
The Labs

Innocent Bystander Card
Random Lab Assistant who had his
back turned at the wrong time

Usable at: The Labs

Innocent Bystander Card
Random Scientist who was
trying to get your job

Usable at: The Labs

Innocent Bystander Card
Random citizen who was in the
wrong place at the wrong time

Usable at: Any location

Innocent Bystander Card
Random housemaker that you
never got that recipe from

Usable at: Any location except
The Labs

Innocent Bystander Card
Random housemaker who keeps
such a dirty house

Usable at: Any location except
The Labs

Innocent Bystander Card
Random citizen who should have
known better than stand there

Usable at: Any location

Innocent Bystander Card
Random teenager who you always
wanted to kill personally

Usable at: Any location except
The Labs

Innocent Bystander Card
Random school official who you
always wanted to kill personally

Usable at: Any location except
The Labs

Innocent Bystander Card
Random citizen who you had no real
desire to kill, but might have anyways

Usable at: Any location

Innocent Bystander Card
Random cub reporter who keeps
getting in your way

Usable at: Any location

Innocent Bystander Card
Random photographer here to
take Harvey's place

Usable at: Any location

Innocent Bystander Card
Random citizen who you needed to
interview for your story

Usable at: Any location

Innocent Bystander Card
Random native bearer who felt you
were angering the spirits

Usable at: Town square

Innocent Bystander Card
Random native bearer who came
in at the wrong time

Usable at: Town Square

Innocent Bystander Card
Random assistant who was planning
to take all the credit after the dig

Usable at: Any location

I Was A Teenage Mutant From Outer Space

Part III: The Rulebook

**Written by
John M. Corrado Jr.**

**Sick Ideas by
John M. Corrado Jr. and Augustus Knapp**

**Assistant Gamemastering and Immoral Support by
Augustus Knapp, Steven McCann, and Kelly MacDougall**

**Special Thanks To
Mike Young and J. Gordon Olmstead-Dean, for teaching me everything I know
about writing Live Games
Becky Schoenberg, for keeping me sane while writing Live Games
Steven King, for writing Danse Macabre and It, the two books that
inspired this whole sick and twisted idea**

Meta-Rules

I could break this down into a list of ten or twenty different meta-rules like “Don’t scare the mundanes” or such, but all these rules boil down to one thing.

Don’t do anything stupid.

Play nice, be a good sport, and don’t do anything that would cause Mr. Gamemaster to chase you with a baseball bat, or cause nice Mr. Police Officer to chase both you and Mr. Gamemaster with said baseball bat. Follow the con rules, be polite to your fellow players even when your character is ripping their character a new asshole, that sort of thing. We’re all adults here, and I expect every player to act like an adult.

Thank you.

Important Game Stuff

Game Locations:

There are three distinct game locations in the game. The first is Town Square. This is where GM central will be located, and where most of the action in the game will take place. We hope. Town Square represents San Inguon and most of the outlying area, including the Dig Site south of town, Lover’s Lane north of town, and Town Square itself.

The second major game location is Pop’s Malt Shop. This will be part game location, part con suite. There will be real food and drink there to be had. Have some. Bring the GMs some.

The third major game location is Fort Lucas Rita and the Adjoining Research Labs. This is where all of the scientists have their offices/labs, as well as the hangout for the local troops, which may be important when some of the big happenings start happening. Not that you’ll need to call out the army. Heaven forbid. No, no, it should just be a quiet weekend here in San Inguon....

Your Gamemasters:

Your GMs for this game will be Kelly MacDougall, Steve McCann, Gus Knapp, and John Corrado. Kelly, Steve, and Gus will all be manning one of the game locations each. John will be the wandering GM, going from place to place as needed, and will spend most of his time in the Town Square. At least, what time he’s not spending poisoning his lungs down by the ballroom. (Note to people thinking about being GMs: Now is the time to start smoking. Trust me. Sure, you’ll take lots of flak from friends and family, but when you GM, you’ll end up getting to be the wandering GM because everyone knows you’ll spend half your time smoking! It almost makes up for the eventual cancer and emphysema. Honest.)

Game Schedule

10:00 am to 10:30 am	Game briefing. We'll explain all of the rules and answer questions.
3:00 pm to 3:30 pm	Game break. The GMs go off-line to catch up with how things are going, drink massive amounts of caffeine, and try to convince each other that we know what's going on.
4:00 pm to 4:30 pm	The Sock Hop. The Town Square will temporarily become the Town Square Garden, and we will be playing rock and roll for anyone who wishes to come and dance. The King and Queen of the Iguanafest will also be elected here.
5:00 pm	The Research Labs Presentation. The Heads of all of the Departments at the Research Labs, as well as General Cork, will present the projects that they have been working upon for the last year, and show how the work they are doing will benefit the citizens of San Inguon.
7:00ish pm	Game Wrap. We'll be flexible on this deadline; if several things are close to finishing and need just a few more minutes, we'll push back deadline. By that same token, if someone sets off a nuke in Town Square, we'll call Game Wrap a little early. My worst fear is that "a little early" will mean 2:00 pm. In any case, we need to have the room clean and ready for the next game by 8:00 pm.

Combat

There is a combat system.

No, we're not going to tell you how it works.

There's a reason for this. Nothing aggravates me as a player or GM more than to have a beautiful, emotional scene occurring between players ripped to shreds by those players stopping, fumbling for dice, combat cards, and special abilities, and then stooping on the floor and rolling dice, adding numbers, and generally looking like a couple of hoodlums playing craps.

The GMs know the combat system. They will roll the dice for you. They will calculate damage for you. While you and your opponent role-play the combat, they'll let you know exactly what's going on, blow by blow. We hope this will be more fun for all of you. The only thing we ask of you is that if you know you're about to get into a fight, let a GM know so that they can be there to regulate it.

Nonetheless, there are a few rules that you should know to keep things from getting too anarchistic.

Stats: We are giving you a list of your starting stats so that you have a relative idea of what your strengths and weaknesses are. The stats are as follows:

Strength: How strong you are, and how well you use that strength. The normal human range is one to six, with six being Steven Segal or Jean-Claude Van Damme, and one being your Great-Great-Aunt May in her wheelchair.

Hit Points: How much damage you can take before going down. The normal human range is five to twenty, with five meaning falling down the stairs might kill you, and twenty meaning you could probably survive Marine boot camp without breaking a sweat.

SS, BS, SB, BB, and G: Skills in various weapons. Skills range from -2 to +2. If you have a "-" by the skill, you have no skill whatsoever with that type of weapon, and are more likely to hurt yourself with it than your opponent. The skills are:

SS: Small sharp things. Stilettos, Butcher Knives, Bic Pens.

BS: Big Sharp things. Swords, Halberds, Chainsaws.

SB: Small blunt things. Batons, clubs, blackjacks, teddy bears.

BB: Big blunt things. Baseball bats, telephone poles, Fender guitars.

G: Guns and other projectiles. AK-47s, .38 snub-nosed revolvers, slingshots.

Declaring combat: Simply say "Declare combat." Try to say it loud enough so that a GM can hear you. We'll hustle over as quickly as we can. In order to declare combat, you must be within touching range of your opponent. Touching range means you must be close enough to touch him or her with your weapon. In other words, about two feet for fist combat, four feet for sword combat, or the entire room for gunplay.

Exiting combat: If you would like to leave combat, simply say “I’m getting out of here” or something like that. Your opponent will get a free hit on you, but if it doesn’t knock you out, you’re free to run away. However, your opponent is free to attack you later if the two of you meet, so be forewarned that he who fights and runs away, lives to fight another day.

Taking damage: The GM will tell you about how you’re feeling after you’ve taken a hit. No, we won’t say how many hit points you have. Even if we did, you don’t know how many points of damage someone might do, so why would it matter? If you run out of hit points, you go down. If you went down due to a Sharp weapon or a Gun, you will be dead shortly unless a doctor rushes to your aid. If you went down due to a Blunt weapon, you will be unconscious for fifteen minutes, after which you wake up and may act normally. But the next combat will probably knock you right back down again.

Using Special Abilities in Combat: Your special abilities all have names. To use a special ability, simply work the name of that special ability into your witty combat banter. If you really can’t figure out a way to do this, you may simply whip out the special ability card and hand it to the GM, saying “I’m playing this.” Either way works, but we think the first one is much cooler.

Non-Damage Combat: If you do not wish to actually physically hurt the character you are attacking, but instead just want to teach them a lesson, or give them something to remember you by, you can do Non-Damage Combat, which includes slaps, sudden punches, or Three Stooges Routines. Just mimic the action your character would take (please give yourself a good foot of clearance to avoid hitting the player, unless you have choreographed this before hand. We *really* recommend letting the opposing player know what you’re about to do). If the opposing player wishes to respond in kind, or in actual combat, that’s up to them. However, if you get involved in a constant back and forth Non-Damage Combat, the GM may step in and have you start hurting each other.

A final note on this combat system: We really hope this works. It may not. Combat may become a complete farce, draining the times of players and GMs while getting little accomplished. If worse comes to worse and we feel the system just plain sucks, we’ll pass out the combat rules, let you know what your hitpoints are, and let you take care of combat like you would in other games.

Other Mechanical Stuff

Innocent Bystanders: You should have in your packet several cards labeled “Innocent Bystanders.” These are just what they sound like. They are used in three instances.

1. If a monster attacks you, you may give him an innocent bystander instead for free fair escape.

2. If you are in combat with a monster, and decide that you really want out of it, you may give an innocent bystander to the monster and get out of the combat without the monster getting a free attack on you.

3. If someone plays a special ability on you that has an “IB” in the upper right-hand corner, you may give an innocent bystander to the GM in order to avoid taking the effects yourself.

In cases #1 and #2, you must immediately leave the location that the combat took place in. If you come back into it, you’re fair game again.

In case #3, your character will know that the special ability was aimed at them, at that only capricious luck saved them from such a horrible fate.

Each innocent bystander has both a description and a location note. The description is nothing more than flavor; having a monster kill a “random teenager” does not mean we pick a player character teenager at random and throw him or her at the monster. The location note does matter, however, for certain innocent bystanders may only be used in certain game locations. After all, there are very few teenagers hiding out in the Research Labs, and it would be just silly to think that a gaggle of Lab Assistants follow the scientists when they go out to eat at Pops’.

Special Abilities: Some special abilities have as the description of effects the word “Ding!” These special abilities allow the character to have an incredible inspiration as to what’s going on. To use these abilities, corner a GM and ask him a question. Then give him all of the evidence you’ve collected so far. The GM will then try to lead you towards the correct conclusion. The earlier in the game you do this, the less effective the GM will make the ability. If you come to us before noon without any information and try to get us to explain everything about a plot to you, we will laugh at you. If, on the other hand, you come to use at around five with a lot of evidence and you just can’t figure out how it all fits together, we’ll pretty much explain the whole thing to you.

Other special abilities should be pretty obvious. If they aren’t, then feel free to grab a GM and get him or her to explain exactly what it means.

Items: Items are divided into three classes: Items, Parts, and Devices.

Items are items are items.

Parts are labeled as such, and have a strange code down at the bottom. This indicates its usage in Weird Science stuff. If you have a Weird Science bluesheet, that will explain it to you. If you don't, then don't worry about it. In any case, Parts are the same as items in all other respects.

Devices are actually envelopes, inside of which are Parts. Unless you wish to cannibalize the Device for its component Parts (in which case, see a GM, for you may not know what you may wreak), treat the Device as an Item. Devices are clearly labeled as Devices, and are a different size from contingency envelopes. We don't think you'll have a problem telling the two apart.

Money: On your stats card should be a Money code. Rather than give out lots of paper bills to everyone which would serve little purpose, we've instead divided everything into one of three categories: T, A, and E.

T: Teenage purchasing power. The average teenager's allowance.

A: Adult purchasing power. Savings of about two months' salary.

E: Extravagant purchasing power. Savings of about a tenth of GNP.

Each item in the game is listed as being either T, A, or E. If you have T Money supply, you can buy as much of an item costing T as you want, but can't afford A or E. A purchasing power allows you to buy T or A, but no E. Some characters have special abilities allowing themselves a certain number of uses of E purchasing power.

Now, there might be a bundle of paper money in the game. We're not saying there is, but we're not say there isn't, either. If you happen to find a bundle of cash, you may trade in \$5000 for one E purchase or to permanently (at least for today) upgrade your status from T to A. Or you can just hold on to it and savor having that much cash in your greedy little hands. We know we would.

Contingency Envelopes: Inside your packet may be a number of little envelopes with rules on them about when to open them. When the rules fit, open the envelope. Read the little blurb inside, and act appropriately.

If you happen to be in the middle of some big event or scene when it comes time to open your envelope, do so anyways. Most of the blurbs are quick and to the point. However, I am a somewhat long-winded something or other, and some of them might be far too much to read at a glance. In this case, you should notice that some of the text is in bold-face. The bold-face text gives you immediate instructions on what to do. Later, when

you have time, please read the rest of the text. It'll give you a little more insight about your character.

End of Game Stuff: At or around seven, we will do Game Wrap. At Game Wrap, we'll pass around a bunch of forms asking you to vote for: Best Actor, Best Actress, Most Hosed Male, Most Hosed Female, Best Quote That Could Have Come From A B-Movie, and Best Costume. No ballotstuffing, please.

At Game Wrap, I will try to answer as many questions as I possibly can, but we do have to be out of the room by eight. If you still have unanswered questions after Game Wrap, ask me at some point later Saturday night, Sunday, or Monday. I will be hanging around most of the time, unless this game is an utter and complete disaster, in which case I will lock myself in Gus's hotel room, hoping to avoid the rampaging mob carrying torches and pitchforks. Thank you.

1959

International News: Tensions are still high between the U.S. and the Soviet Union regarding recent expansion of Russian aid into the Middle East, but things seem to be cooling down. Vice-President Nixon will be visiting the Soviet Union for a two week tour next month. Meanwhile, Cuba is still in the throes of anarchy after Batista has abandoned the country to Fidel Castro's guerrillas.

Domestic News: Alaska has just been declared the 49th state, and Hawaii in on its way to being number 50. Seven military pilots have just been selected by NASA to begin work on its manned space program; after the humiliation of Sputnik two years ago, Americans hope to have the first man in space. Schools in Arlington and Norfolk were voluntarily desegregated in February; there is little hope of the same happening throughout the rest of the South. Both political parties are gearing up for next year's election; for the Republican, the nomination fight will be between New York Governor Nelson Rockefeller and Vice President Richard Nixon; for the Democrats, Senate Majority Leader Lyndon Johnson and Minnesota Senator Hubert Humphrey are in the lead in a field of eight, including such unlikely candidates as Missouri's Senator Stuart Symington, two-time loser Adlai Stevenson, and Massachusetts' Senator John F. Kennedy.

Culturally: This year, some of the more famous books published have been William S. Burrough's *The Naked Lunch*, Leon Uris' *Exodus*, and Truman Capote's *Breakfast at Tiffany's*. *Lady Chatterly's Lover* was banned from the mails by Postmaster General Summerfield.

In movies, Charlton Heston won an Academy Award for the title role of *Ben-Hur*, while many are flocking to see Jack Lemmon, Tony Curtis, and Marilyn Monroe in *Some Like It Hot*. Many are also talking about the opening scene of *Hiroshima, Mon Amour* involving a nude embrace between an American man and a Japanese woman. Some are even saying that the movie industry might institute a ratings system to insure that no children see movies designed for adult tastes.

In music, to the relief of many parents, Rock and Roll is on its way out. In February, Buddy Holly, Richie Valens, and The Big Bopper died in a plane crash. Jerry Lee Lewis has been banned from most radio stations for marrying his 14 year-old second cousin, Chuck Berry is in jail for violating the Mann Act, and Elvis Presley is a Corporal in the U.S. Army, serving in Germany. Replacing rock and roll are "clean cut" singers like Frankie Avalon and Bobby Darin.

On television, some of the more popular shows are Sid Caesar's *Your Show of Shows*, *I Love Lucy*, *Omnibus*, and *Playhouse 90*. The \$64,000 Question has just been pulled as a result of allegations of fraud. One of the new shows this year, following directly in the steps of *The Outer Limits* (which premiered last year) is a strange little program called *The Twilight Zone*.

Racing Mechanics

In order to race, you must have a car (trust me, this does get more complex). Each car has three statistics: **Top Speed**, **Handling**, and **Acceleration**. The course of the race is divided into several areas called **Tracks**.

At the start of each track, the drivers say what their new speed is. Whoever is ahead declares first; if the drivers are tied, they declare simultaneously. They can increase their speed up to their Acceleration, so long as the total speed isn't over their Top Speed. The driver can also decelerate any amount that he or she wishes, but the larger the amount, the more dangerous it is. About 20 mph is a good, safe limit. The cars are then adjusted; for every 10 mph in difference in speed, the faster car moves ahead a car length. Then both cars move on to the next track, and continue changing speeds, moving cars, and moving to the next track until they finish the last track; whoever is in the lead at the end of the last track wins.

Now, if I-42 were just a straight road, then winning would just be a matter of acceleration and top speed. But it's not. Several of the track are curved, and the slope of the curve is defined in order of magnitude as **Slight**, **Medium**, **Heavy**, or **Deadman's**. Each of these curves has a "safe" speed; at or below that speed, you don't need to make a control roll. If you're going faster than the safe speed, then you will need to make a control roll, modified by how fast you're going over the safe speed limit.

Not-So-Dirty-Tricks: If your opponent tries to pass you (i.e., they move fast enough on a track to go from behind you to ahead of you), you may make one of two maneuvers: a Block or a Ram. A Block is only allowed if the opponent starts a full car length behind you. If you try to Block, you will have to make a control roll at a small negative modifier at the end of the track. If you succeed, the opponent automatically drops his speed to equal yours, and starts the next track a car length behind you. If you try to Ram, both you and your opponent will have to make control rolls at a moderate negative modifier. If you attempt to pass someone else, you may also try to Ram them.

Control Rolls: At the end of each track, a driver may need to make a control roll. They will need to do so if they go faster than they should through a curve, if they brake too hard at the beginning of the track, try a Blocking maneuver, try a Ram, or get Rammed. You need to roll under your Drive skill plus your car's Handling. This will be modified by whatever dangerous actions you're taking. The GM will not tell you the amount of modifiers you're under, but will tell you whether you failed or succeeded. If you fail, the GM rolls on the crash table, modifying it by how much you missed the roll by. Crashes range from Fishtails (which push you back half to a full car length) to Crash, Burn, Die (which is exactly what it sounds like, but unlikely to happen unless you try going through a Deadman's curve at 100 mph while trying to ram your opponent).

San Inguon, Arizona

San Inguon was founded in 1861 by Joseph Edwood, head of a group of Mormons who traveled West to avoid persecution for their beliefs. He and his small group of followers eventually settled on this spot, naming the town after the San Inguon River, a tributary of the Centennial Wash River that flows through the area.

From its founding until the early 1950's, San Inguon was a small town (population around 500) whose main inhabitants were Mormons, people with tuberculosis, people working in Sturvin Mining, Inc. (the major town industry), or some combination of the three.

In the early '50's, however, all of that changed. First came Fort Lucas Rita and the adjoining Research Labs. Built in 1954, the Fort contributes little to the local economy, but the Research Labs have brought many scientists to town, causing a mini-boom in the local economy.

This mini-boom was enhanced in 1956 with the construction of I-42, the major interstate which runs between Phoenix and San Diego. Truck stops suddenly sprung up outside of town, and the town remains a minor stopping point between the two major cities.

All in all, San Inguon still retains much of its small-town charm (even today, population is no higher than 5000), but without much of the small-town poverty. The scenery is still beautiful, with mesas in all directions, and the small-town look has only been slightly marred by the installation of air-raid sirens on several corners.

Major Town Figures:

Edward Cunningham: Mayor of San Inguon for well over twenty years.

Ward Barnes: Sheriff of San Inguon for about the same amount of time.

General Hiram Cork: Commander of Fort Lucas Rita and the adjoining Research Labs.

C.J. Nickels: Proprietor of the local 5 & Dime. He claims to have been on the original expedition to San Inguon with Joseph Edwood.

Dr. Randall Rourke: The new town doctor, having taken over the practice of Dr. Ferngreen.

Giovanni "Pops" Turrelli: Proprietor of Pops' Malt Shop, one of the best place in the Southwest to get a hamburger.

Adele Siegelski: Principal of Edwood High School.

Ivan Kerensky: Proprietor of the gas station in the middle of town.

Harold Sturvin: Owner of Sturvin Mining, Inc., the major employer in San Inguon. Sturvin Mining owns approximately eighty percent of the land surrounding San Inguon.

San Inguon, 1989

San Inguon in 1989 isn't really a bad place to live. It's just pretty boring. It's a suburb of Phoenix, and lots of people (like your parents) live there and commute to Phoenix to work every morning.

Fort Lucas Rita closed down three years ago after most of the research agencies in the Southwest were relocated to Fresno. It's strange; most communities fought the relocation quite hard, but most of the people in San Inguon simply let it happen with no fuss. Senator Mark Sturvin worked real hard to save the ones north of Tuscon, but let Ft. Rita (in his home town, no less) close down without a peep of protest.

San Inguon is really just your basic suburban town, filled with mini-malls and Chevrolet dealerships. The main issue in town now is the question of all the new Hispanic immigrants. Lots of people want to pressure Washington to beef up security at the borders, while others feel Congress should be helping these people out more.

In national news, George Bush is serving his first year as President, and American troops invaded Panama just a few months ago. The Berlin Wall has come down, and people are talking about a possible reunification of Germany as most of the Eastern European governments fall.

In cultural news, the biggest movie of the season is *Batman*, starring Michael Keaton and Jack Nicholson. Salmon Rushdie has just gone into hiding after Iranian religious leaders called for his execution, and *Driving Miss Daisy* has won several Academy awards.

Musically, the big groups are Guns N' Roses, Metallica, and heavy metal seems to be the wave of the future.

Lycanthropy

Being a werewolf isn't as bad as everyone seems to think. Or, at least, it isn't as bad once you've been one for a while and can exert your will over the changes.

The Sturvin curse requires that you change into your werewolf form for at least sixteen hours a month. However, after a great deal of practice, you can change your form whenever you feel like it, rather than being subjected to the lunar cycle. The only caveat is that once you have changed your form, it will take four hours before you feel strong enough to change your form back. Therefore, do not go into the change lightly.

It also used to be that the change would cause you to go into an incredible rampage, destroying everything around you in an attempt to feed. And the choice of food was raw meat. Now, you can control that rage, and as a werewolf you can be as calm as you are normally. Of course, the change takes a lot of the energy out of you, and that makes you extremely hungry. And in werewolf form, cooked meat is simply unpalatable. And vegetables are unthinkable. This is why you keep a large stock of meat in the warehouse where you make your changes.

Basically, at this point in your life being a werewolf means little more than having to spend a weekend in wolf form, eating raw meat and generally avoiding the populace. What started out as a horrible curse is now little more than an inconvenience. Still, you do lock yourself in the warehouse whenever possible for the change; after all, you never know when you might be so tired or hungry that you lose control of the murderous impulses within you. Luckily, losing control to those impulses also means losing control of your mental facilities, which means you no longer remember the combination to the lock on the warehouse door. Therefore, the community is perfectly safe. As are you, so long as your secret is kept.

You spent last weekend in wolf form, therefore you have no pressing need to change this weekend. Should you wish to, feel free. Just remember that you'll be hungry, and that you can't change back for another four hours.

While in werewolf form, only silver bullets can kill you. Other things still hurt a heck of a lot, but you will quickly heal all of your wounds. Only silver causes permanent wounds. In addition, while in werewolf form, your speech tends to be... well, strange. Talk like Scooby-Doo, you know, replacing the first letter of each word with "R," as well as all "Ls" and "Bs." Rit's rot rearry rat rard ro ro, rou rust reed ro rink rarout rat rou're raying. If this ends up being close to torture, the GMs may suspend this rule, but we think it's neat and would like you to run with it.

Lycanthropy

Being a werewolf means several things. First, when the full moon rises (which it will tonight), you immediately go through a very painful process of turning into a man-wolf. The process takes a few minutes, which should be enough time to get away from where ever you are and find a private place to do the change. If you want to do the change in front of everyone, that's fine too. Just let us know, and we'll help you arrange it.

Being in werewolf form means losing complete control of your mental facilities. You no longer recognize anyone, and treat everyone around you as nothing more than fellow animals. Guns and other modern tools of destruction will not scare you, at least until they've harmed you. You may be feral, but you ain't stupid.

The other major piece of importance of being a werewolf is the incredible hunger. Changing forms takes a lot out of you, and you enter you new form with a ravenous appetite. Nothing else matters (other than avoiding death) when compared to sating that hunger. In order to sate it, you must kill and feed on four players (or their innocent bystanders). Once you have sated this hunger, you will regain most of your mental facilities. The only other thing that will cause you to gain control is seeing another werewolf. That will snap you to instantly.

If you do regain your facilities, then you can act just like you are normally, albeit in this large, hairy wolf-like form. The only major difference is in your speech pattern. Your speech tends to be... well, strange. Talk like Scooby-Doo, you know, replacing the first letter of each word with "R," as well as all "Ls" and "Bs." Rit's rot rearry rat rard ro ro, rou rust reed ro rink rarout rat rou're raying. If this ends up being close to torture, the GMs may suspend this rule, but we think it's neat and would like you to run with it.

Weird Science

You have a Weird Science skill. This may be in a specific discipline (such as Weird Mathematics) or it may just be the general Weird Science skill.

This skill may be used in one of two way. First, it may be used to gather information. Secondly, it may be used to create Devices. Obviously, some skills lead themselves more to one than the other. Weird Arc-Welding, for example, leads itself directly to creating Devices; while Weird Paleontology tends to be only useful in research (until I run Jurassic LARP).

To do research, simply talk to a GM. They'll roll some dice to see how well you do, compare it to your skill, and then answer some questions. How truthfully they answer depends on how much your roll succeeded by. Since we are rolling the dice in secret, we won't hose you completely, even if we roll boxcars. That would just be mean.

To create a Device, you must have four Parts. Parts are different from regular items, in that they have a letter code on the bottom. There are four slots for a letter; in order to create a Device, you must have four Parts each with a letter in a different slot, and those letters must together spell a word. Getting a word do read directly from left to right is best; getting a word that is an anagram is middling; and getting a word that you swear means something in Swahili is worst of all. As in Scrabble, proper names and slang do not count.

Once you have the parts together, talk to the Research Labs GM if you can get to the Labs, or the Town Square GM if you can't. Explain what you want to do. The GM will tell you what discipline it requires. If you don't have that discipline, Weird Science counts. If you don't have Weird Science, then you can't make that specific device. The GM will also tell you how complicated that device would be.

If you decide to go ahead with the project, give the GM your Parts. You will then get to roll against your skill. This will be modified by the modifiers listed on the Parts, as well as by the difficulty the GM assigns. You will get to see your roll, but the GM won't tell you what modifier he or she is assigning.

Whether you make your roll or not, the GM will put the Parts into an envelope, label it a Device, and write its effects on the envelope. In addition, the GM will also put a letter code indicating exactly how successful you were. When that device is first used, see a GM. The GM will explain how well it works. It could work better than you had possibly hoped. It could also explode. If it does, feel free to declare that an Innocent Bystander of yours was the one testing it in the first place.

Magic

Magic is the ability to focus one's will to change one's environment. This is not as easy as it sounds, and it takes a great deal of time to learn exactly how to focus one's will in the correct way. Usually the use of spoken incantations, hand motions, and other such "standards" of magic are needed in order to help one focus their will.

Magic works best when subtle, and when what is being asked in within the realm of natural possibility. Reaching into your empty pocket and pulling out a hundred dollar bill is not a hard thing to do, for no one could say that the bill wasn't in your pocket in the first place. Changing the color of your car is tougher; while you can claim that you recently had it repainted, it is definitely a noticeable change in the environment. Calling forth legions of undead to smite your enemies is both extremely noticeable and exceedingly obviously not natural. How obvious and unnatural the change is affects the cost of the spell.

What the subject is also affects the cost. Affecting an inanimate object is easy, for it exerts no force of its own will. Affecting a single person is tougher, for it usually directly goes against their own will, which while not trained in magic, is still perfectly suitable for defense. Affecting a group of people is extremely difficult, as you must defeat their combined will.

Casting a spell also requires line of sight. This is because if you are trying to affect something you cannot see, you may imagine the setting differently and end up dispersing your will to change the setting to what you imagine it being. Needless to say, chanting and making weird movements is kind of unsubtle when people can see you, therefore there is no real disadvantage for not making any. However, if you do wish to be unsubtle, feel free to make all of the gestures and chants you wish, and the spell will be much easier to cast.

The final ingredient in casting a spell is how it fits your school, either order or chaos. Only the results will be assessed, otherwise order could never cast a spell.

When you wish to cast a spell, go to a GM. He or she will tell you about how much it will cost, mana-wise. You may then spend as much mana as you wish; if you spend less than the necessary, you take a minus to your casting roll; spending more gains you a plus to your casting roll. How effective the spell is is determined by how well you roll. Depending upon the effects of the spell, you may receive mana back for either being extremely orderly or incredibly chaotic.

Big Spells: If you're going to cast a seriously huge spell, the GM may require that you do a ritual. This not only means doing all of the chanting and gestures (although line of sight is not necessary), but that you will need people to help you. While you may have incredible reserves of mana packed away, only so much can go through you at one time. Therefore, having people assisting you as channels of mana can make things a great deal easier for you. This does not mean that they necessarily have to be trained in magic; they

may think that you're just plain crazy and they're doing this just to humor you. Just so long as they take part in the ritual, that's all that's important. The more people that help you, the bigger a spell you can cast.

Please note: even though casting the spell of Reformation requires oodles of mana, casting it as a ritual would be bad. Really, really bad. Unless you really *want* everyone helping you to look exactly like your new form.

Apprentices: You may take on an apprentice and teach them how to cast spells. To do so, you must spend two hours with that person, teaching them how magic works, helping them try to cast magic, and getting them to learn how to focus their will. This does *not* have to be two consecutive hours; you can get in half-an-hour here, fifteen minutes there, etc. As for how you teach them, that's up to you. I'm sure you've seen movies or TV shows involving the young, confused student and the enigmatic teacher. Or maybe you'd like to be Mr. Kotter. Either way's fine by us.

After you have taught your student for two hours, you must give them the choice that your teacher gave you: Chaos or Order. The GM will take the student aside and explain what the two paths mean. The student must then make his or her choice. Yes, this could mean that they choose the opposite path and go on a rampage to eliminate you. This is why mages take on very few apprentices over the years.

Summoning & Banishing: Maybe you'd like to get some spiritual help. Or maybe an opponent has gotten spiritual help, and you'd like that spiritual help to go away. Summoning is the ritual to call forth spirits. All summonings are rituals. You must have something specific in mind to summon. It also helps to have items around as components which are somewhat akin to what you are summoning (a coffeepot for Kuthar, Lord of Energy, for example), as well to be in a location favored by that or those spirits. That spirit will enter the item in question (as its will is the weakest), and from that item slowly work its way into possession of a person (and the less the person resists, the quicker the possession). If there are no items there, the spirit will choose an item of its own liking, and probably won't tell you where it went. One other thing- be *very* careful. Sometimes things get in that you don't want around.

Banishing is the opposite effect; getting rid of some spirit that is annoying you. This is also a ritual, and success can be influenced by having some of the items that the spirit originally possessed, doing the ritual in the same spot where the original summoning occurred, as well as knowing the exact nature of what you are banishing. Failure usually just means a large drain in mana, but occasionally it can let the spirit in question know exactly who's trying to get rid of it. Aggravating powerful spirits can be dangerous.