Mugshots

No. 1

THE CASE OF THE PACIFIC CLIPPER

BY DAVE ARNESON

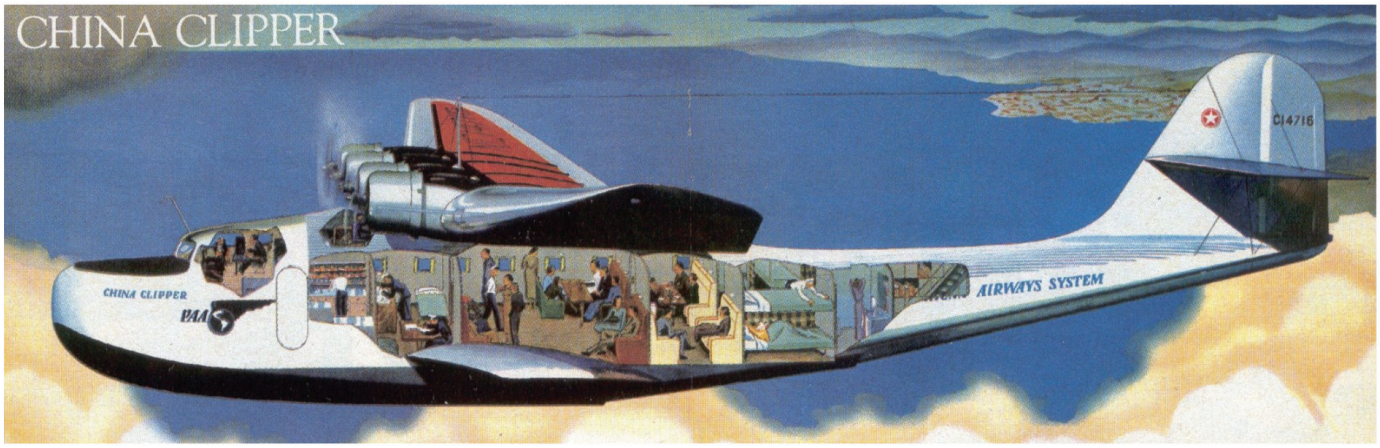
CO-DESIGNER OF DUNGEONS & DRAGONS

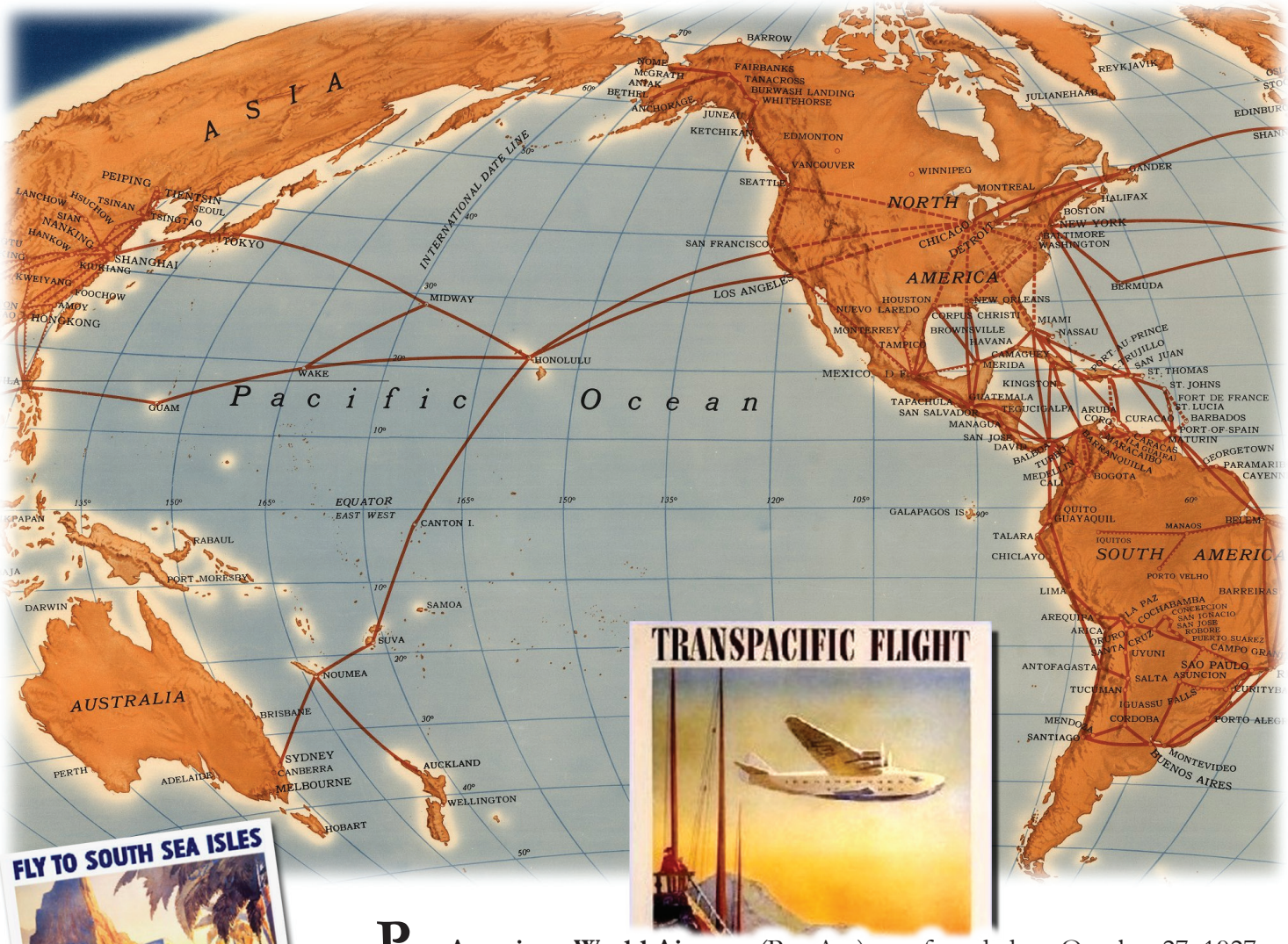


MERCENARIES SPIES & PRIVATE EYES

1930'S SOLITAIRE ADVENTURE
COMPLETE MSPE GM ADVENTURE
20 NPCS, PLAY AIDS & MAPS

Flying Buffalo Inc.
FB-3303





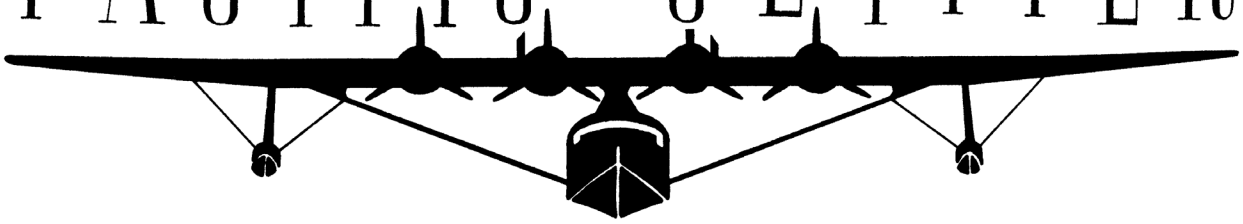


Pan American World Airways (Pan Am) was founded on October 27, 1927 as America's first international airline. The small company began flying air mail between Key West, Florida and Havana, Cuba. Pan Am would grow to serve most major Latin American cities by the early 1930s. In 1935 Pan Am would begin Trans-Pacific service to Manila in the Philippines via Hawaii, Midway Island, Wake Island and Guam. Soon thereafter the Manila service would be extended onto Macau and then Hong Kong. The Pacific service was inaugurated with the famous Martin 130 "China Clipper" flying boat.

Mugshots

THE CASE OF THE

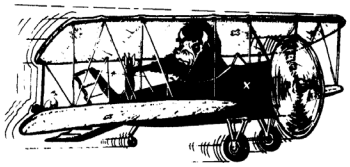
PACIFIC CLIPPER



A Complete 1930's Solitaire Adventure
20 Fully Described Non-Player Characters
Gamemaster maps and play aids

Usable with Mercanaries, Spies & Private Eyes

Written by Dave Arneson
Mugshots Characters by James Walker
Illustrations & Maps by Steven S. Crompton
Edited by Rick Loomis



Flying Buffalo Inc.

TABLE OF CONTENTS

Publishers Note.....1
Pacific Clipper Solitaire.....2
Passengers of Flight#452.....51
Game Master Section.....53
Mugshots:1935-1945.....54
Airship Base Map.....74
Pacific Clipper Map.....77

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Thanks to the many others who contributed in one way or another to this book.

PUBLISHER'S INFORMATION

This book is the first in a series of contemporary role-playing supplements for use with Mercanaries, Spies & Private Eyes. Each book with detail characters, places and situations that you can use as a solitaire or gamemaster adventure.

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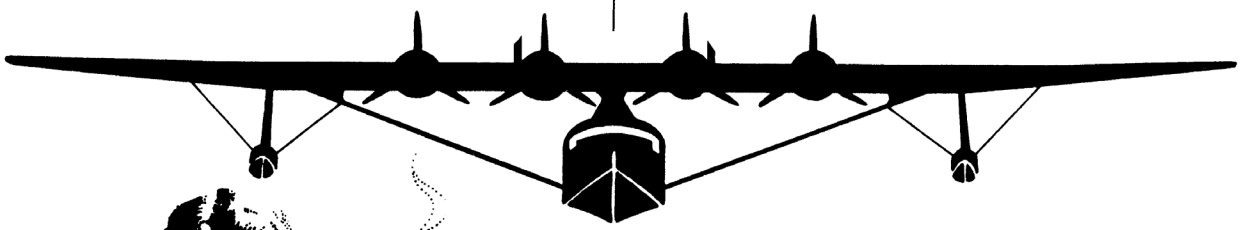
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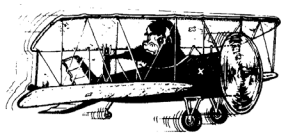
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First Printing, June 1991
Second Printing, April 2019

Printed in the USA
ISBN #: 0-940244-41-1
Prod.#: 3303











"The Case of the Cursed Project"

Publishers Note

We should do a project called "The Case of the Cursed Product". There is quite a story behind MUGSHOTS I, and it's not over yet. MUGSHOTS was first concieved as a simple playing aid that can be used with both Mercenaries Spies & Private Eyes ™ and with Espionage™. It was just going to be a book of non-player characters, with portraits, descriptions, and histories so that the gamemaster could use them in any modern-era role playing game. We had the entire project finished and ready to go to the printer back in 1985. Unfortunately, this was just about when our printer went out of business. He had been supplying us with a $50,000 line of credit (with extended terms) for printing and suddenly this was no longer available. At the same time, we ran out of the rulebook for MSPE, and could not afford to immediately print more, since we no longer had a line of credit. It was silly to print a new product for MSPE, if the main rulebook was out of print.

About this time, Sleuth Publications made us a very nice offer for the rights to MSPE. We decided that this would be the best solution. They would immediately reprint the book, and would be able to afford to print supplementary products for the game (some of which we would provide to them). I don't know what the problem was, but Sleuth left the game book out of print for about a year (WE could have done THAT), and even though we gave them the completed Mugshots project, camera-ready (all they had to do was add their logo and address) they never printed it. And during the time that Sleuth sat on the project, the artist, Cortina Bandelero, was murdered (no joke) and the crime still has not been solved.

When Sleuth packed up and virtually disappeared, Dave Arneson (bless his heart!) rescued the original artwork for the MUGSHOTS project. We made arrangements with the Sleuth people to take back all the MSPE stuff, and prepared to produce MUGSHOTS and other new products. By this time, we had found a new printer, much better than the old one. The new printer's prices are MUCH better than we had ever gotten anywhere else, but there are some limitations. They don't do anything with fewer than 64 pages, and MUGSHOTS had only 32 pages. A game designer/writer named Bill Conners had been asking me if he could write something for FBI, so at a convention (I think it was Gencon) I suggested he write me a short MSPE solo adventure that I could put in the back of the MUGSHOTS book to make it 64 pages. He agreed and we waited 4 or 5 months for him to finish it. Unfortunately (for us, at any rate) he was hired by TSR shortly after he agreed to our project. He still intended to write it for us as a previous committment, but simply could not find the time.

When Bill finally apologized & said he just couldn't do the project in a reasonable amount of time, I asked Dave Arneson to write one for me. He agreed and his computer promptly broke down. After about two weeks of repair people, he got that fixed, and then his entire family came down with the flu or something. When that was over, there was a death in his family, which delayed things another couple weeks. When the adventure was written and we were trying to do the final editing, Dave was in the process of moving, which made things even more difficult. I was seriously considering whether this project was somehow "cursed" and even now I won't be surprised if the printer calls me up next week and tells me that his primary printing press has broken down and he won't be able to finish my book for another 5 or 6 weeks!

I finally got Dave's finished manuscript and after I put it on my computer I realized that it was over 300 paragraphs and over 50 pages long! I'm not complaining, but this is far more than " a short solo adventure to go in the back of Mugshots"! Not only was it too long, it was too good to just be a sort of afterthought. After some discussion, the editorial staff decided to change "Mugshots" from a single book to a series of books, each with a solo adventure and a batch of NPC characters so that you can both play it solo, and then use it as a gamemaster adventure with your friends. And the first book would be Dave Arneson's adventure, with some new NPC character "mugshots" of its own to fit in with the solo. We'll save the original Mugshots characters for the second book, and write a solo adventure specifically for those characters. (We will print it someday - really!)

Meanwhile, we are pretty excited about this product. We've announced it for months and months, and it is finally nearly ready. We are looking forward to hearing your comments about how you like an adventure that is both a solo adventure and a GM adventure combined. Playing it solo will give you a better idea of the "feel" of the adventure for use with your friends. The back pages are intended for use by the gamemaster, so don't look at them until after you have played the solo. This is intended for use with MSPE, but of course, you can use it with ANY modern-era role playing system. Enjoy it, and tell your friends!

— Rick Loomis



By Dave Arneson

A SOLO Adventure for
Mercenaries, Spies, and Private Eyes

FOREWORD

A word of caution; Don't read this solo adventure straight thorough from beginning to end. Each page contains different clues for different mysteries concerning incidents involving Pan Global Airline's Pacific Clipper in 1937.

Start at the beginning and, when asked to do so, make a choice that will refer you to a different paragraph. Then go to the paragraph listed and continue reading. The adventure you are experiencing is a result of these choices.

Don't return to previous choices. It will spoil the adventure for you (Really it will!) think carefully before you make your choices and keep notes on the clues you find along the way. One mistake can mark the end of your career. Or a proper choice may provide you with the solution to the mystery.

BACKGROUND

During the 1930s, the United States became concerned about its strategic position in the central Pacific. The USN wished to establish bases in the Pacific to counter a suspected build up there by unfriendly Pacific powers. Prohibited by the Washington Naval treaty from establishing military bases, the Navy approached Pan Global's president, Juan Knight, to open trans-oceanic service from the US mainland to various points in Asia and Australia.

Subsidized by the government, Knight agreed and set about exploring the proposed routes and developing efficient aircraft to provide the service. The early choice for aircraft was Flying Boats. These required no runways or hangers, but merely calm, safe lagoons, with which the Pacific islands abounded.

The early flights were fraught with danger. One of Pan Global's most experienced crews was lost near Samoa to a mysterious mid-air explosion. There were also several smaller incidents that looked like accidents, but when, taken together, had a more sinister aspect.

In 1935, regular trans-Pacific service began, using a new advanced Allard Flying Boat design. By 1937, the air routes extended all the way from San Francisco to Hong Kong. But small incidents have continued. Your detective agency has been approached by Pan Global's West Coast Director to launch an independent investigation of these incidents.

PROLOGUE

It is a quiet fall day in San Francisco. Sunlight glints off the still, quiet, waters of the bay. In the distance men can be seen working, like so many ants, on the still unfinished Golden Gate Bridge.

The offices of The Eureka Detective Agency are quiet this afternoon. Your last case was a tough one, and you look forward to a few days at Lake Tahoe. You only stopped by to pick up your pay before taking the Oakland ferry and then catching an early train to Tahoe. That way, you can justify leaving your car at the garage across town while you are gone.

As you set down your coffee cup, the phone rings and is answered by the secretary, Ann Compton. She turns and signals you to take the call. Inwardly, you groan, wondering of it's a suspicious husband or the jealous wife this time.

Your languid "Hello?" is answered briskly;

"This is Mr. William Grooch of the 'Pan Global Airways operations out of Alameda! Mr Knight recommended that I call your firm. We need a good man sent over here right away to look into a very sensitive matter. Can you send someone over on the next ferry?"

You are startled, KNIGHT! Juan T. Knight. President and founder of Pan Global Airways in 1927. HE flew the first mail flights from Florida to Cuba in the early 1920's and is one of America's foremost business men, a personal friend of President Roosevelt. Certainly a long way from a middle class lad born in New England in 1899, albeit one that graduated from Harvard back in '22!

You may decline the job (GO TO **6**,) or say that you will come over and check it out (GO TO **12**), or jump at the chance for fame and fortune (GO TO **18**)

PARAGRAPH 1
It's a nice day for a ferry ride. You watch the ships move through the Bay. You note the passing of a Pan Global motor launch on the way to The City from Oakland. Oh, yeah, and there is 'The Rock'. I wonder what "Big Al" thinks of his new home! The ferry takes you to Oakland and then you can catch the trolly to Alameda.
(GO TO **30**)

PARAGRAPH 2
You decide to scout around a bit. Lots of activity going on. You hear that the clipper is due to make a run tomorrow. As usual there is a lot to be done. Supplies are being loaded on the clipper by a work gang of Chinese supervised by a tall aristocratic looking Oriental with pale blue eyes. Several people stop you and ask your business. Finally a security officer arrives on the scene offering to take you to Grooch's office. Well, you have seen enough and this mug looks like he would rather tap dance on your face than take you to see his boss so...
(GO TO **11**)

PARAGRAPH 3
OK you're a little late. It couldn't be helped. The trolly takes you to Alameda and Pan Global's base there. The guard at the gate calls ahead and then another guard escorts you to the office. Well, these guys don't mess around. There is a lot of activity towards the bay, but several large buildings obstruct your view, and the guard's presence discourages you from wandering around. When you enter Grooch's office, his secretary tells you to take a seat and calls her boss on a new intercom. She then asks if you will wait., Mr Grooch will be out in a few moments when he finishes taking his call. Well, so much for being in a rush you think.

Why is it that all waiting rooms have ancient magazines? She also hands you a slim file saying that Mr. Grooch wanted you to go over this when you had a chance (GO TO **330** and then return here to Paragraph **3**), a rate card for Pan Global's Pacific service (GO TO **46**).

Oh, well, maybe you should call the office (GO TO **9**). Or, just wait for Grooch to come out (GO TO **25**)

PARAGRAPH 4
"Only a very few people know about the incident. One of our planes arrived here yesterday and brought the news. Yet somehow the story got out. We want the matter settled before we have to make an official statement." (GO BACK TO PARAGRAPH **29** or on to **16**)

PARAGRAPH 5
"We received a report yesterday from our base on Midway. One of our people there has disappeared. The report was brought in by one of our regular flights. This is just one of a series of incidents that have occurred over the last year. Some have been serious and some minor. The crew also brought a note saying that one of out planes would disappear shortly. The note was signed 'A Friend" and was found in the missing man's room. We do not know if the man wrote the note or someone else. Sorry I have no more then that, young man."

"Some of our people believe that one of Mr. Knight's old business rivals is involved and that, there is some sort of conspiracy involved.
We believe that tomorrow's flight is the one that is in danger. We need you to find out everything you can locally and then get on that flight and protect it.
My secretary has dossiers on the crew that will help you carry out an investigation. "
Then Grooch's phone rings.

Mr Grooch's secretary announces that Mr. Trent wishes to talk with Mr. Grooch. "You will have to excuse me young man." His secretary ushers you into the outer office and then goes to get the dossiers leaving you alone. You see that by pushing a single button you can listen in on Grooch's half of the conversation.

You try to overhear the conversation (GO TO PARAGRAPH **331**). You respect Mr. Grooch's privacy (GO TO PARAGRAPH **14**)

PARAGRAPH 6
"Gee, Mr. Grooch, all of our men are out of the office right now and I was just leaving on vacation. But I'll have Mr. Drummond return your call when he gets back to the office this afternoon. Or you might even try the Continental Detective Agency..."

You hear a VERY loud CLICK!!

"Boy was he ever a grouchy old Grooch (You laugh!)"

You note that Ann is looking at you with her big emerald green eyes and her mouth hanging open.....impressed by your handling of the situation in such an efficient manner no doubt. Well, you had better hit the road before there are any other interruptions. (Go To **329**)

PARAGRAPH 7
You enter the office and Grooch has his secretary bring you in right away. (GO TO **5**)

PARAGRAPH 8
Your body is found floating in the Bay a few days later. This game is over. [THE END]

PARAGRAPH 9
Drummond takes your call. He says that he should handle the case himself while you go to Tahoe. (GO TO **31**) But it will be a couple hours before he can get there. You realize that Grooch is in a hurry and tell Drummond that you can handle this case. He agrees and says you should keep in touch.
(GO TO **26**)

PARAGRAPH 10
OH OH! your trolly was delayed and you missed the ferry. Darn it all anyway. Either you will have to wait for the next ferry (GO TO **15**) or hire a boat to take you to Alameda.(GO TO **22**)

PARAGRAPH 11
You arrive at Grooch's office where his secretary tells you to take a seat and calls her boss on a new intercom. She then tells you that Mr Grooch will be out in a few moments. Well, so much for being in a rush.

Why is it that all waiting rooms have only ancient magazines? She also hands you a slim file saying that Mr. Grooch wanted you to go over this when you had a chance (GO TO **330** and then return here to Paragraph **11**), and a rate card for Pan Global's Pacific service (GO TO **46**). Since all the magazines are ones you read last week maybe you should call the office (GO TO **9**) or just wait for Grooch to come out (GO TO **26**)

PARAGRAPH 12
"Well Mr Grooch I was just leaving on vacation but I can drop by your office before I catch the train.

(A long silence follows!)

Mr Grooch sighs. "Young man this is a matter of some importance and speed is of the essence. If your firm is too busy I am sure that the Continental Detective Agency would be happy to handle the matter"

Lordy what a grouch old Grooch is. (Snicker) Ah, well, Drummond would have a fit if you didn't at least look at this guy's case.

"Oh that won't be necessary, Sir. I will be over on the next ferry, Mr. Grooch!"

"I would hope so young man. Had Mr. Knight not recommended your firm so highly I would happily have gone elsewhere." (CLICK!) Ah, well, plenty of time to swing by the apartment and get a few things before catching the Oakland ferry.
Collect your pay from Ann and leave a message for Drummond about Grooch's call. (Go to **1**)
or Stop at your apartment before heading down to the Embarcadero to catch the Oakland ferry. (Go To **10**)

PARAGRAPH 13
Doctors Meier and McKinley are busy at work in the back assembling their air hook and holding a very animated discussion with each other. You can interrupt them (GO TO **189**) or observe the other passengers. (GO TO **185**)

PARAGRAPH 14
"That was the FBI. They are very unhappy with me for putting you on the case. However, Mr. Knight has complete faith in your firm and so do I. Find out what you can and send us a report from Hong Kong. My secretary can provide you with information about the passenger's and the crew on tomorrow's flight. Check in with me before departure time in the morning and we can exchange information then. Good luck young man."

You exit the office and pick up the dossiers talking briefly with Grooch's secretary. She also mentions that the China Clipper Bar & Grill is a favorite hang out of Pan Global employees. It is located in Oakland's Chinatown, near the new tunnel connecting Alameda island to Oakland.

You may now either read the reports (GO TO **330**) or hang around the base and check things out (GO TO **42**) or check out the crew (GO TO **17**)

PARAGRAPH 15
So you wait at the ferry. No point hiring a launch. Those guys will skin you alive. Plenty of time to get to Alameda. You buy a paper and read about a communist inspired labor riot down on the docks. You wonder if the Green Specter is involved? The Japanese invasion of China is proceeding nicely from the Japanese point of view, and the depression will soon be over! Ah, yes, a Von Blau, an old rival of Mr. Knight, is still telling everyone how superior Zeppelins are as passenger ships! Ah, here is the ferry. Time to go. (GO TO **3**)

PARAGRAPH 16

"I suggest you examine the dossiers and find out what you can about these people. The China Clipper Bar and Grill is often frequented by our people, so you might find out something there. You are scheduled to leave tomorrow morning for Midway. Plan on being on that Airplane in the morning." With that you are ushered out of the office.
To Examine Dossiers (GO TO PARAGRAPH **330**) and return here. To Go To China Clipper Bar and Grill (GO TO PARAGRAPH **77**) To Go back to your apartment in San Francisco and pack for tomorrow's flight (GO TO PARAGRAPH **37**) To Wander around the base for awhile (GO TO PARAGRAPH **2** and ignore the part about going to [13B] and come back here)

PARAGRAPH 17

As you exit the base two men intercept you. Both are identically dressed, wear dark hats, and are clean shaven. Each also has a bulge, indicating that he us packing a heater. They ask you to accompany them to a black limousine parked at the curb near the Pan Global gate. You agree.. You enter the black limousine at the men's urgings. In the back seat is a middle aged man with a blue suit and a short haircut. All these guys have the same barber and tailor, you think.

"I will make this brief, young man. I am Mr. Trent's assistant with the local branch of the FBI. We are investigating a very delicate matter here at Pan Global and we do not need any interference. Mr. Trent would have insisted that you be taken off the case but too many people know why you are here and WE do not want any more questions. The base here is already under 24 hour surveillance. This is a matter of national security. We suspect that foreign agents or communist agitators, rather than an old business rival, are operating against Pan Global, as well as the interests of our country. We have several men working right now undercover and we do not want their identities revealed.
We do not know why this man was killed on Midway. We suspect someone on the Clipper's crew may be involved. Here is our telephone number. Call if you have anything to report."

As you emerge from the FBI car a beat up old laundry truck passes loaded with a Chinese work crew. An aristocratic looking Oriental with blue eyes is at the wheel of the truck. Your eyes meet and then he and his truck are gone. You turn towards the FBI car but it is pulling away and moving down the street in the other direction.

You decide to follow one of the three suspects (GO TO **38**), or you decide to visit the China Clipper Bar & Grill (GO TO **77**) or you nose around the base for a while. (GO TO **42**)

PARAGRAPH 18

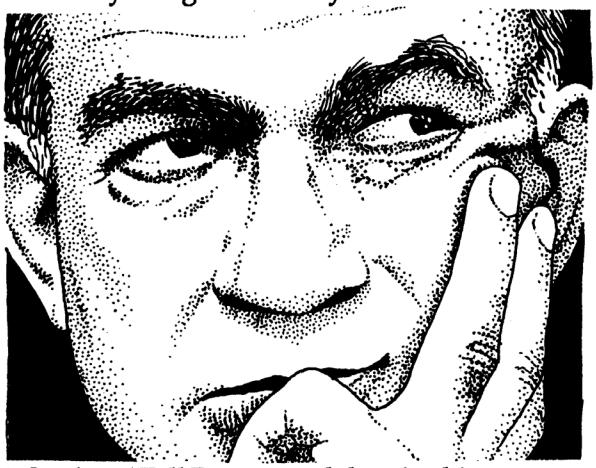
Wow, what a break! Forget the vacation! Knight rubs shoulders with the President! Drummond will give you more then a few days off if you land this case!...Heck. Forget Drummond. This one could set you up with your own agency like Sam's.

"YES SIR Mr. Grooch!!" I'll be RIGHT over Sir!!"

"I appreciate your promptness young man." Says Grooch. "I will be expecting you and my secretary will show you right in when you arrive." There is a loud (CLICK) when Grooch cuts the connection.

You grab your pay from Ann and ask her tell Drummond what is going on.

Since Grooch didn't tell you what was wrong, it might not be all that urgent. These executive types always think everyone should jump when they call. You decide to swing by the apartment and pick up a few things, just in case. You may still get a few days off.



(GO TO **10**) or "Tell Drummond there's a big case over in Alameda. I'll call!" You rush from the office and reach the Embarcadero a few minutes before the ferry leaves.
The ferry takes you to Oakland, and then you catch a trolley to Alameda. (GO TO **1**)

PARAGRAPH 19

You discover that the agent's satchel contains various pieces of equipment, evidently to sabotage the clipper's navigational gear and electronics. There is also a small radio transmitter.

The people at Pan Global are greatly impressed. The FBI is not too happy with you. Both agents were Japanese and the FBI have lots of questions over the next few days. Publicly, the entire incident is hushed up and never reaches the papers.For this you get 200 Experience points and $500. (THE END)

PARAGRAPH 20

You start to tail Ray at the front gate where he hails a taxi. Do you wish to get a taxi for yourself (GO TO PARAGRAPH **28**) or do you wait for another suspect (GO TO **38** and ignore Ray.)

PARAGRAPH 21

"The only visitors to Midway are the Clipper flights and the supply ship that calls every three months. The ship last called there a month ago. Yes, a California bound clipper left Midway the morning that the man turned up missing. (GO BACK TO PARAGRAPH **29** or on to **16**)

PARAGRAPH 22

Well, it cost $20, but you hired a launch and even pass the ferry on it's way to Oakland. You also pass a Pan Global launch traveling the other way. Too bad Grooch didn't offer to have them pick you up. Could have saved you some dough. You tell Mr. Flower, the launch's owner, to drop you off right at the Pan Global base at Alameda.

Your launch drops you off right at Pan Global's seaplane base. Drawn up on shore is one of the new Allard Clippers, the ultimate in flying luxury. Far more reliable then those German Zeppelins, you think. Boy oh boy! Are those clippers ever big. You pay the launch captain and disembark at the pier. One of the bosses walks over and asks your business. When you tell him that you are here to see Mr Grooch, the man points the way out for you. You may go directly to the office (GO TO **7**) or wander around the base awhile. (GO TO **2**)

PARAGRAPH 23

Well, $20 later you have made several new friends.
Make a successful Saving throw on charisma (-20) against each item on the following list; if you make the roll, you get to read the item. If you fail, go on to the next one. After each one you read, return here.

1. Do they know something about the three men Grooch suggested were involved? GO TO **63** If you want to hear more about Ray.
2. GO TO **27** If you want to hear more about communist agents working in the area.
3. GO TO **57** If you want to hear more about George.
4. GO TO **53** If you want to hear more about Jim.
5. There is a good story about the owner of the Bar & Grill who will be on tomorrow's flight.(GO TO **70**)

After reading each item you will return here or follow up on any leads that you uncover. It's getting late and you need some rest for tomorrow (GO TO **91**)

PARAGRAPH 24

You have a chance to check out the base.You decide to scout around a bit first.Lots of activity going on down by the clipper. There is a lot to be done to get ready for tomorrow's flight. Supplies are being loaded on the clipper by a work gang of Chinese supervised by a tall, aristocratic, Oriental with pale blue eyes. Several people stop you and ask your business. Well you have seen enough and there is a security mug starting to dog your heels looking like he would rather tap dance on you then take you to see his boss so...You see the three members of the flight crew mentioned by Grooch, so it looks like it's time to leave. (GO TO **17**)

PARAGRAPH 25

"Frankly, young man, there are many people who did not want outsiders brought in. I believe that they were correct. We will have our own people handle the matter. Thank you for your time." Whereupon he shows you to the door.

Your call to the office is quite short. Seems that Grooch has already talked with Drummond about you. Drummond tells you to forget about any time off right now. He wants you to investigate the disappearance of Mrs. Van Cleev's dog "Fluffy". She thinks it was snatched. If ya don't like it ya can take all the time off ya want but don't come back to the office. Sigh. Better start with the pound...End of Game try again.)
(THE END)



PARAGRAPH 26

"This is a fairly simple situation, young man. One, I suspect, that even you can handle. Last week, one of the chief mechanics on Midway vanished. Whether it is murder, suicide, or an accident, we do not know. We need someone to go there and conduct an investigation. It may be an employee at the base, one of the flight crew, or some outside agency. Tomorrow afternoon at 3 PM we have a flight leaving here for the Far East. Do you wish to know anything more, young man?" Mr. Grooch asks. No you don't. (GO TO PARAGRAPH **16**) or Yes you do. (GO TO PARAGRAPH **29**)

PARAGRAPH 27

"I hear that the commies are using the old White Russian community as a cover for a spy operation."

"I know that some of the guys Ray hangs out with have been around here trying to organize a union. Nobody who is worth anything is paying any attention to them, Mr. Knight does alright by us. I heard that all the commies got kicked out of Pan Global when the 'down-trodden' workers decided that they were better off now than they would be with anything some union guys could ever do for them."

"Those Japs are sneaking around everywhere. Why, you see them everywhere these days, getting into everything. I think we should pack them all up and ship them someplace else! Why, there's been half a dozen incidents with the clipper that's gotta be Japs. Who else would want to wreck one, I ask you? (Murmurs of agreement). Yep, you watch those little nips. They'll sneak up on us one day and knock our heads in."

"Bad enough at home for some guys anyway. One of the stewards is in a really tizzy with his old lady. He moved out months ago and now she won't go with him on his new job! Probably dump her, but he is taking it REAL hard and getting a little crazy. Well, women will do that for you."

"Not that the city cares. Why, one of the pilots just built a new place and the government is going to tear it down 'cause they want the land. Poor guy looks like he'll lose everything. Don't look like even the company can help him out. Probably lose everything if City Hall has it's way." (Return to **23**)

PARAGRAPH 28

Ray takes a taxi to the Oakland Ferry and you follow in another cab ($5). There Ray catches the Oakland Ferry to San Francisco's North Beach. When he disembarks Ray heads towards a pawn shop near Chinatown. Ray enters with a large box, but emerges from the shop with a small bag. Ray moves along the street with a quickened step. Do you enter the pawn shop (GO TO PARAGRAPH **44**) or keep following Ray (GO TO **83**).

PARAGRAPH 29

Do you have a few questions? Ask your questions and then go to Paragraph **16:** Who brought you news of the incident and is the information generally known? (GO TO **4**) Who visits Midway Mr. Grooch?" (GO TO **21**) Was anyone on that flight who will be going on the flight tomorrow? (GO TO **32**)

PARAGRAPH 30

You go directly to Mr Grooch's office. When you enter the secretary asks your name and business. She then enters Grooch's office, only to emerge moments later with a cheerful "Mr Grooch will see you now!" (GO TO **5**)

PARAGRAPH 31

Gee, that was nice of Mr. Drummond. You love Tahoe, and win a bit of money too. When you return to San Francisco, you find that Drummond is missing and that the office is closed. Later, an FBI type questions you about your involvement with the disappearance of Pan Global's clipper with Mr. Drummond on board, but you know nothing so they let you go. Well maybe Sam over at Continental can use another man. (THE END)

PARAGRAPH 32

"The pilot, Anton Terletsky, the Co-Pilot, Walker, and Chief Steward, Jim, are all on tomorrow's flight, and each was on the flight that left Midway that day. Their background is in the dossiers my secretary provided you. (SEE PARAGRAPH **330**) and then return to PARAGRAPH **29** or go on to **16**)

PARAGRAPH 33

The clipper taxies out into Alameda harbor and on into San Francisco Bay where it takes off a little after 3 PM. The Clipper clears the San Francisco-Oakland bridge, soon to be open to automobile traffic, and then flies over the Golden Gate bridge, still under construction.

Shortly after take off, Jim the Steward serves beverages to the passengers, along with chocolates and pastries in the Clipper's Lounge. A routine is quickly established and you can sit down and easily talk with one of the people on board from the following list;

Henry Huntington	(GO TO **136**)
Dr. Fred Reichert	(GO TO **144**)
Homer Orvis	(GO TO **149**)
Marvin Murphy	(GO TO **155**)
Darwin Teihet	(GO TO **166**)
Kenneth Kennedy	(GO TO **171**)
Wah Sun Choy	(GO TO **180**)
Majorie Kennedy	(GO TO **183**)
Dr. Fred Meier	(GO TO **196**)
Dr. Earl McKinley	(GO TO **205**)
Howard French	(GO TO **191**)

Edward Wyman (GO TO **159**) who is traveling with his wife Rosanna Wyman and children Kevin (age 8) and Shirley (age 7).or wait for Walker the Co-Pilot to get off duty (GO TO **192**).
After selecting ONE of these (GO TO **48**)

PARAGRAPH 34

OK, Jack Armstrong, you sneak up behind the two of them.
You enter the plane and see a small light coming from the flight deck. You will need to climb a ladder

(make a first level, Saving throw 20-luck modified by your urban Survival and ambush skills.).
If you fail, the two men will attack you as you crawl up the companionway. (Go to **8**) If you succeed, you see the two men hunched over the Clipper's Navigation, station working with their backs to you. The Navigation station is only 6'x8', with the navigators chair to one side, solidly fastened down. It is a padded swivel chair covered with Red leather. They turn and attack you. The two agents have 1st level pugilist skills and are armed; one wears brass knuckles and the other has a heavy wrench (treat as a Club).

If you lose the fight, go to **8**. If you win the fight, go to **19**.

Thugs		Brass Knuckles: 2D6 - 3
ST:	13	Wrench: 3D6-1
IQ:	8	Pugilism: 1
LK:	10	
Con:	12	
Dex:	10	
Chr:	8	
Spd:	13	H to H adds: +1 Missile adds: +0

For this combat only: Make a level 2 Speed Saving Roll (25-Speed) to get one free attack on them, then go into regular combat. (This is a bonus for surprise.)

PARAGRAPH 35

Well, you have lost George. He could be anywhere. It's either go back to San Francisco and a night's sleep, (GO TO **91**) or swing by the base and snoop around. (GO TO **42**) or maybe the China Clipper Bar is still open (GO TO **77**)

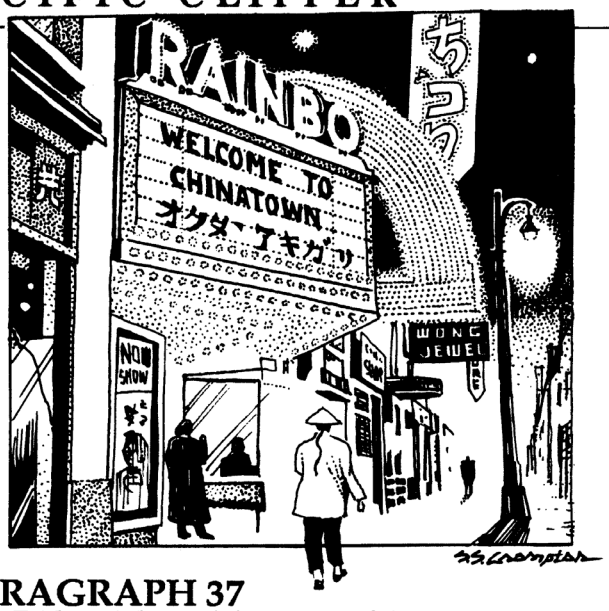
PARAGRAPH 36

As you move behind the counter, three of the clerk's assistants move toward you in a threatening manner. If you press the issue there is a fight. If you don't, go to **73**.

The three men all have clubs and first level pugilist skills.

Thugs		
ST:	13	Clubs: 3D6
IQ:	8	Pugilism: 1
LK:	10	
Con:	12	
Dex:	10	
Chr:	8	
Spd:	13	H to H adds: +1 Missile adds: +0

If you win GO TO **66**. If you lose (GO TO **49**)



PARAGRAPH 37

It is a Friday night, and the streets of the city are crowded. You realize that you are being tailed. You decide to ignore the tail and go home (GO TO **91**) or you try and shake the tail. Whoever it is is VERY good and you fail to shake him. You then try to catch person tailing you to find out who is so interested in your movements (GO TO **51**)

PARAGRAPH 38

You decide to follow one of the suspects.
If you decide to follow Ray, (GO TO PARAGRAPH **20**)
If it is George, (GO TO PARAGRAPH **56**).
If it is Jim.(GO TO PARAGRAPH **39**)

PARAGRAPH 39

You start to tail Jim when he passes through the Pan Global base's gate. Jim walks across the bridge into Oakland's Chinatown district. Jim has made a few stops. One is a sporting goods store, (GO TO **58** if you go in after Jim has left) hardware store (GO TO **68** if you go in after Jim has left) and the post office (GO TO **45** if you enter after Jim has left) as well as picking up his laundry (GO TO **79** if you didn't go into one of the first three places) at WAH FOO'S LAUNDRY located in Oakland's Chinatown.

PARAGRAPH 40

A laundry truck pulls up to Wah Foo's Laundry in Chinatown, and several men get out and enter the place. You try the door and it is locked. You also see a fancy foreign car parked in front; pretty fancy for this neighborhood. You check the registry in the car and the name listed is Von Blau. The laundry is closed and it looks like no one is there. You stay awhile and realize that no one is coming out anytime soon OR that there is another entrance. You decide that it is too late to do anything else tonight. (GO TO **37**)

PARAGRAPH 41

Well, both Ray & Jim are supposed to go out on tomorrow's flight with George. It would probably be a good idea if you went on the flight, too. Mr. Grooch will probably be less than impressed with your progress so far but he will have to agree that traveling with the Clipper's flight crew is a good idea. You decide to go see Grooch before the flight leaves in the morning (GO TO **82**)

PARAGRAPH 42

You grab a bite to eat before going back to the base. There are several guards at the main gate and a dark sedan (government plates) parked by the curb. The security guards allow you onto the base after checking with Mr. Grooch.

The base is quiet, and you encounter only a single guard on patrol along the wharf area. You take up a position in the shadow of a warehouse and wait to see if anything happens during the night.

Several hours later your patience is rewarded when you observe two men sneaking through the shadows towards the clipper. The two men easily avoid the guard and enter the clipper through the forward hatch-way.

Well, there are only two of them and you didn't see any guns, so that should give you an edge. (GO TO **34**). On the other hand you can easily call the FBI to give you a hand (GO TO **61**)

PARAGRAPH 43

Well, you lost Jim. He is no where to be found. It is getting late. You may either get a ride back to San Francisco (GO TO **80**), go to the China Clipper Bar & Grill (GO TO **77**), or visit the Pan Global base in Alameda (GO TO **42**)

PARAGRAPH 44

Entering into the pawn shop you see a distinguished Oriental with blue eyes is talking with the clerk. The man sees you and then turns and enters the back of the shop. The clerk is not very helpful. Evidently he does not understand English very well. If you do not know Chinese then you can obtain no further information here. (GO TO **66**)
If you do know Chinese. (GO TO **59**)

PARAGRAPH 45

The post office declined to tell you what Jim did when he was in there. You suspect that they didn't notice. When you emerge (GO TO **43**)

PARAGRAPH 46

So how much do tickets cost? "Tickets cost $360.00 to Honolulu and $800 to Hong Kong, one way. Only rich business men use the clipper, and a few wealthy playboys." (GO BACK TO **3** or **11** DEPENDING ON WHICH PARAGRAPH YOU CAME FROM)

PARAGRAPH 47

Well, no one was in the office but a Chinese maid who left when you arrived. Hmmm... wonder when she was hired? On your desk is a note from Ann about keeping your expense account and another from Drummond saying that the the FBI wants to talk with you at "your earliest convenience". The new kid is working in the back with Arnie on the Green Specter thing. Looks like he's some sort of Commie agitator, they say. You ask about the maid and they both jump up (swearing) and dart from the room out into the hall, running flat out. Well, you got a plane to catch. (GO TO **91**)



PARAGRAPH 48

Six hours after takeoff the sun sets and the interior of the plane becomes quite dark. The steward moves efficiently through the cabin turning on the small interior lamps. Jim is very efficient. "I have made this trip over two dozen times. Everyone gets a little on edge when it gets dark. Nothing to worry about, I assure you. As night falls the Steward passes out tonight's dinner menu. The lounge seats will only allow six to eight passengers, or crew, to eat at one time. Therefore, Jim asks everyone what seating they would prefer. As might be expected the Wyman's ask to eat first so that the children can be put to bed a bit early. Jim announces that the Captain will join one of the dinner shifts. YOU must select one of these three groups to have dinner with: Choy, French, Edward Wyman, Rosanna Wyman, Kevin Wyman, and Shirley Wyman (GO TO **55**)

Henry Huntington, Dr. Fred Reichert, Dr. Fred Meier, and Dr. Earl McKinley (GO TO **65**)

Marvin Murphy, Darwin Teihet, Kenneth Kennedy, and Majorie Kennedy (GO TO **89**)

PARAGRAPH 49

You awake in the Oakland jail accused of attempted robbery. It is several hours before Drummond can get you out. He takes you off the Clipper case and puts you on one concerning a dog napping. (THE END)

PARAGRAPH 50

"I should mention to you that the Acting Secretary of Commerce, Colonel John M. Johnson, warned us to expect acts of sabotage against our clippers in June and July of this year. Pan Global is taking NO chances!" You can discover nothing else that night. (GO TO **80**)

PARAGRAPH 51

You will need your LUCK modified by your URBAN SURVIVAL and AMBUSH skills. If you succeed, the small man is surprised and you can try to catch him. The 'Tail' has MARTIAL ARTS +2 and Third level URBAN SURVIVAL skills but no obvious weapons.

Green Spectre Footpad (Thug)

ST:	13	Martial Arts: 2
IQ:	10	
LK:	12	
Con:	13	
Dex:	14	
Chr:	9	
Spd:	12	H to H adds: +3 Missile adds: +0

The thug will do a Direct Attack. If he makes a successful Speed saving throw against your speed, as per the martial arts section of the rules, he will get his attack off first. You will not get an attack if he knocks you out.

If you fail either the saving roll or the battle, you are knocked unconscious. When you awake all your money is gone (along with any weapons you carried) and your head hurts. Well no use just lying there (GO TO **91**)
If you win the battle (GO TO **71**)

PARAGRAPH 52

"It is a nervous habit of little consequence. It calms me. Why did you notice? None of my friends have ever commented to me about it?" Before you can answer, Choy excuses himself to go to the washroom. He returns a few moments later and sits down next to you.

Choy declines to talk with you further and he begins reading his newspaper. When he turns to page 3 you see a glaring headline that reads;
STUBBORN CHINESE FIGHT TO DEATH.
Noting your interest Choy hands you part of his paper saying "Here, I am done with this." Take the paper (GO TO **60**) or You decline Choy's offer (GO TO **33**)

PARAGRAPH 53

Barry fills you in on several items; "Look, Mac, there are a lot of funny things going on around here. Seems like the steward and his wife split up months ago and are headed for the rocks. Jim was pretty upset when she said he could go to Guam without her. Jim is starting to act kind of crazy. And the reports of sabotage? "Yes, the radio detection finder was sabotaged last year when the first passenger carrying flight was scheduled to leave Alameda. No, never caught anyone or turned up any clues. " (GO TO **23**)

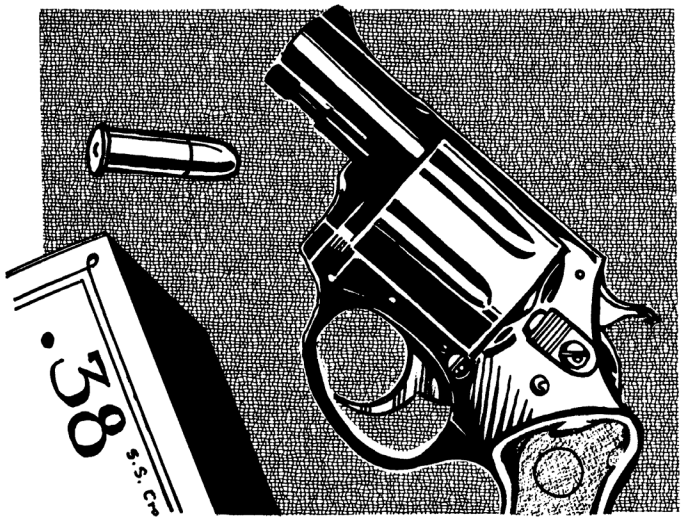
PARAGRAPH 54

CHINESE LAUNDRY BURNS DOWN IN OAKLAND
Last night Wah Fang's laundry was gutted by fire. Mr. Fang is a long standing member of the local Chinese community and has been active in various Chinese Relief Fund programs. Mr. Fang has not been seen by his friends since last night's blaze. A search of the shop by Oakland fire fighters found the body of an elderly clerk who worked in the shop. Police suspect that a local Tong run by one Saigon Sam may be involved, (GO TO PARAGRAPH **33** OR KEEP READING AND GO TO PARAGRAPH **62**)

PARAGRAPH 55
The five course dinner is excellent and when you finish, the group returns to the passenger sections. While other passengers are eating dinner you can select another person to talk with from the following list;
Choy (GO TO **180**), French (GO TO **318**), Homer Orvis (GO TO **149**), Marvin Murphy (GO TO **155**), Darwin Teihet (GO TO **166**)
During the last sitting Jim will inform each of you when our berths are ready. Select ONE of the above people to talk to, and then (GO TO **95**)

PARAGRAPH 56
George gets into his car and you follow him in a taxi (costs $5) to a department store where he makes a purchase in the sporting goods section. The package is not too large and he has it gift wrapped. Do you keep following George (GO TO PARAGRAPH **75**) or do you enter the store to find out what George bought (GO TO PARAGRAPH **67**)

PARAGRAPH 57
Barry knows some things about George too; "Well, George is having a lot of problems with the city of Oakland. Seems he and his wife built themselves a new place just last year. Now the city has decided to widen the street and that will mean tearing down George's new place. The poor guy has tried everything but no luck. George even had Grooch try and stop it, but these local politicos won't budge. George has been acting real strange about things lately. I think that he's run out of ideas as to what to do." (Return to the paragraph you came from, **23** or **77**)



PARAGRAPH 58
The sporting goods store says that Jim purchased a box of .38 caliber bullets. No, Jim didn't buy a gun there. "And that'll be $20 Mac!" When you emerge from the store (GO TO **43**).

PARAGRAPH 59
You are informed by the clerk that Mr. Ray was only selling a few trinkets that he had picked up on his last trip to Hong Kong. With a $20 bit of encouragement, the clerk tells you that Mr., Ray also retrieved a few items that he left here a few weeks back. Before the clerk can say more a voice summons him into the back room rather pretentiously. You may wait to see what happens next (GO TO PARAGRAPH **73**) or try to stop the clerk from leaving (GO TO **36**)

PARAGRAPH 60
You glance at the paper's headlines;

RUSSIANS BATTLE JAP ALLIES,

NEW DEALER HINTS ROOSEVELT PLANS TO SEEK THIRD TERM,

CRAZED MOTHER SLAYS 2 CHILDREN AND HERSELF...

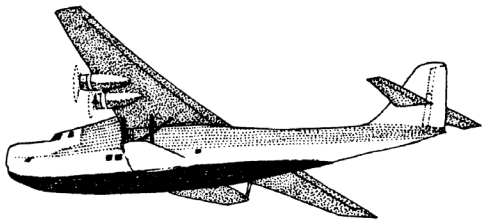
Read more (GO TO **54**) or observe what is happening in the cabin (GO TO **33**)

PARAGRAPH 61
The FBI is surprised when you call them. It takes time to convince them that it is not you who are the saboteur. By the time you all return, the plane is empty and there is no sign of the two men. A mechanic is summoned to check over the plane and he discovers that the clipper's radios and navigation beacon have been tampered with. He also finds a small radio transmitter has been placed on the plane.

The FBI wants to question you further, but Mr. Grooch, who is also in the scene, says that you must be on tomorrow's flight. Do you agree to be on that flight(GO TO **91**) or do you want to end your adventure now?

Either way you receive a $100 bonus and get 100 Experience points for frustrating this sabotage attempt.

PARAGRAPH 62
KIDNAPPING IN PORTLAND?
A report from Portland Oregon today says that a local businessman named French was kidnapped by persons dressed as policemen. The man was on his way to the airport to begin a vacation in the Far East. The kidnappers were then reported to have carried him into a waiting airliner that he was supposed to leave on as a passenger. There is no comment from local police, or the Portland FBI, about these reports or what happened to the man who is a colonel in the US Army." (GO TO PARAGRAPH **33**) or keep reading (GO TO PARAGRAPH **72**)

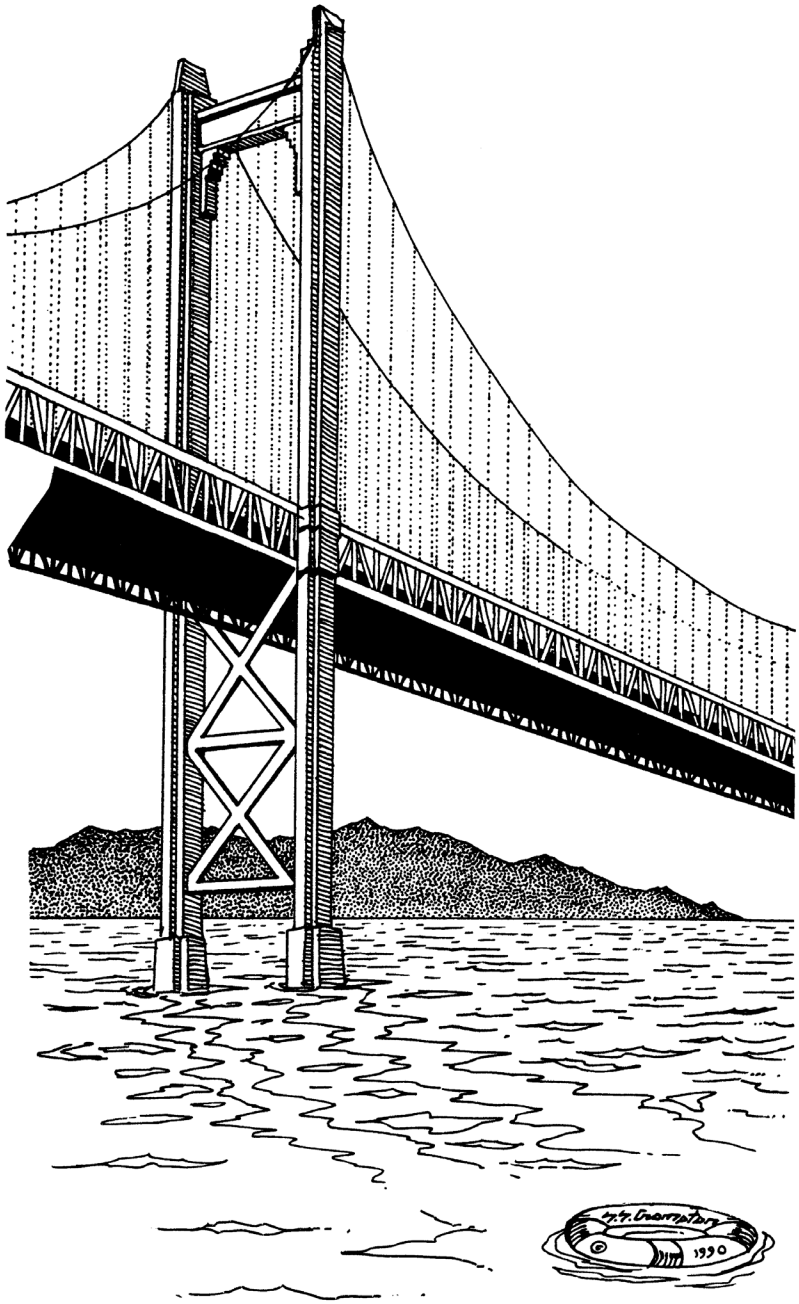


PARAGRAPH 63

"Ray is a strange one. He spends a lot of time over in San Francisco hanging out with the other Russians there. Seems like he spends more time with them then with us! " (GO TO **23**)

PARAGRAPH 64

Choy will only say "I am putting the day into perspective and composing some poems to celebrate it. You then return to your bed, (GO TO **90**) or stay up an try to talk with Choy (Make saving throw -20 on IQ Modified by Observation. If you succeed, go to **100** if you fail GO TO **87**.



PARAGRAPH 65

After eating the five course feast you retire to your seat where you can talk with another passenger.

Choy (GO TO **180**, French (GO TO **318**), Edward Wyman (GO TO **159**), Henry Huntington (GO TO **136**), Dr. Fred Reichert (GO TO **144**), Dr. Fred Meier (GO TO **196** and Dr. Earl McKinley (GO TO **205**). While the last group is eating Jim makes up the berths and informs each person when it is ready. Pick ONE of these people to talk with, and then (GO TO **95**)

PARAGRAPH 66

Rats! Unfortunately, you have lost Ray. Well you may still visit the China Clipper Bar, (GO TO **77**) or go back to the Alameda base (GO TO **42**) or go home for the night (GO TO **37**)

PARAGRAPH 67

It costs you $10 but the clerk tells you that the guy bought a small hand gun as a present for his wife. (GO TO **35**)

PARAGRAPH 68

It costs $10 but the hardware store clerk says Jim bought a pair of wire cutters, a clock, some wire and a roll of electrician's tape. (GO TO **43**)

PARAGRAPH 69

The book store clerk is quite friendly and says that Ray just bought a few books. No, he didn't see a bag. He declines your offer of a bribe. Further questions go unanswered as a pair of very large fellows with low foreheads emerge from the back of the store and stand beside you. The clerk asks if you have any further business? You want your questions answered! (GO TO PARAGRAPH **78**) NO that is OK you say. After you leave the store, a CLOSED sign is placed in the window. (GO TO PARAGRAPH **41**)

PARAGRAPH 70

I hear that Choy is carrying a couple million bucks on him for the Nationalists. Raised it with those "Rice Parties" the China Relief Committee, or whatever it is called, keep having. He owns several restaurants, including this one, you know. You can discover nothing else that night. (GO TO **80**) or return to paragraph **23** if you came from there.

PARAGRAPH 71

He's a tough looking little oriental guy, who is either Mongolian or Korean. He wears a coat emblazoned with "SAM'S TWO HOUR LAUNDRY SERVICE". His only comment to you roughly translates that you are a foolish Westerner, of dubious ancestry whose plans of conquest will ultimately fail before the greatness of his illustrious master. You leave the guy unconscious in a nearby alley and proceed home (GO TO **91**)

PARAGRAPH 72

STRIKE AGAINST AIRLINES CONTINUES

Union organizers, said to be communist backed, continue disrupting air service between the East and West coast. Many hundreds of passengers have had to change their travel plans. Especially hard hit United American Airways has had to cancel travel plans for a US Department of Agriculture sponsored research project from George Washington Medical school. The medical school dean has had to postpone their trip for another month. (GO TO PARAGRAPH **33**)

PARAGRAPH 73

The short woman that takes the male clerk's place knows nothing. She says that her husband has now left for the day and she knows nothing about a man in the back. She asks if you would like to see something in particular. Say a nice suit made in Hong Kong...You quickly extricate yourself before you do end up buying something. (GO TO **66**)

PARAGRAPH 74

At the hotel, you see Choy looking out at the beach. It is still early on a Sunday morning and there are only a few scattered couples on blankets and a native Hawaiian surfing. There are no other passengers around when you arrive. You may ask Choy what is wrong (GO TO **115**) or ignore Choy and go up to your room (GO TO **101**)

PARAGRAPH 75

George returns home. It is now quite late. You can watch George's house all night (GO TO PARAGRAPH **84**), return to Alameda, (GO TO **24**) or return to San Francisco to pack and rest. (GO TO **91**)

PARAGRAPH 76

The pair obtain drinks and listen to the nightly news cast that originates in Hollywood. News from China is bad, with Japanese troops driving deep into the country. Choy is passionate and moved to say, "That is why I am going to Chunking." French is surprised by Choy's outburst and remains quiet. You have grown tired and now retire until morning (GO TO **105**)

PARAGRAPH 77

Well, hanging out at the China Clipper Bar & Grill certainly is interesting. You will need to buy a few rounds of drinks. You can try to overhear various conversations (GO TO **23**) or work on one of the ground crew bosses, Barry.

Use your CHARISMA skill and modify your saving throw(20-Charisma). If you succeed, Barry has agreed to chat with you. You wonder what Barry will tell you. Ask about George (GO TO **57**). Ask about sabotage(GO TO **50**), Ask about Choy (GO TO **70**) If you fail the saving throw, go to **91**.

PARAGRAPH 78

The two goons deposit you on the street, and after they reenter the store, a CLOSED sign appears. (GO TO PARAGRAPH **41**)

PARAGRAPH 79

Jim enters the laundry and you wait quite some time but Jim never comes out. When you go in the laundry is empty except for an elderly clerk who speaks no English and knows nothing. (GO TO **43**).

PARAGRAPH 80
You return to your apartment in San Francisco to prepare for the clipper's flight in the morning. You have packed what you will need for the trip. You called the office, but there was no answer. You may either stop by the office (GO TO **47**). Or, since it is Saturday and no one may be there, head for Alameda (GO TO **91**)

PARAGRAPH 81
Now this is interesting. He went into Captain Hook's Seafood place near the Embarcadero. That's no surprise but everybody else is here, too. There's Trent, the FBI guy (you recognize his face from the papers), three Clipper pilots (including the one who is a suspect), Mr. Grooch, a short oriental type who looks familiar, and the great one himself...Mr. Knight.

A familiar looking Chinese laundry truck is parked next to the restaurant as well. An aristocratic looking Oriental with blue eyes is driving. Right after you notice it, the truck pulls away. (If you want to follow (GO TO **40**) The meeting goes on most of the night They probably came by launch from Alameda earlier today, you think. When they leave they leave together on a Pan Global launch bound across the bay. Unfortunately there is no way for you to follow them, this late at night, so you go back to your apartment (GO TO **37**)

PARAGRAPH 82
Grooch hands you a short report on today's passengers (GO TO **330** if you haven't already read the dossiers) and says that the FBI is very upset with your involvement. Grooch says he and the boss do not care. What they want are results!

We have three aircraft on the Pacific route today. The China Clipper is in Hong Kong, the Philippine Clipper is on it's way to the Far East and your own ship is supposed to leave at 3 PM today.

Grooch has radioed ahead to Midway's manager to co-operate with you in the investigation. He says that the Company will cover your normal expenses on the trip, just save the receipts.

Grooch hands you $100 and says that you can pick up anything else you need in Honolulu. He also wishes you "Good Luck!" (GO TO **33**)

PARAGRAPH 83
Ray's next stop is the Russian bookstore on Geary. He enters with the bag and emerges with a small parcel in it's place. Do you enter the store when Ray leaves (GO TO PARAGRAPH **69**) or keep following him (GO TO **81**)

PARAGRAPH 84
George takes the package inside with him, but does not have it when he leaves for Alameda. George carries a small black bag, as do all the other crewmen. You wish you had x-ray eyes to see inside that bag.
George has a very nice home, pretty wife, fairly new car - yep an American dream - but down the street you can see that the city bulldozers are hard at work. Watching George leave his place, you note that he stops and stares at the oncoming destruction. Although you can see his jaw muscles moving from here, George says nothing. Well, since George is on his way to the base, you better get there too or you will miss the flight (GO TO **91**)

PARAGRAPH 85
You are very impressed with the variety of sea life in the lagoon. Now go to your room at **133**.

PARAGRAPH 86
The Pan Global office on Ford Island is cool and efficient. The station manager readily receives your visit. Since the disappearance took place on Midway, you had better find out how that base operates. "Alright young man, our procedures on Midway go something like this. At 2 AM the Midway base manager always goes out into the windy sand dunes to take the day's weather readings for the clipper's flight to the island. The small balloons are filled with hydrogen. The line to which the balloons are attached have candle-powered lanterns attached to them at 1,000 foot intervals. The information he gathers is then radioed to Alameda.
Alameda then radios the information to Honolulu where John Boyle will draw up a 4 zone weather chart for the Clipper's Honolulu to Midway run.

On Midway, a message will be received from the clipper that she is on final approach to the island. The manager sets off a great siren that warns everyone that the clipper is about to land. Then the ground crews run to the lagoon and prepare for the great craft's arrival.
"Ray is doing well. It was something he ate in The City the night before the flight. He'll be fine in a day or two. "
Return to your hotel (GO TO **131**) or check on Mr. Huntington (GO TO **99**), or go to the crew's hotel (GO TO **108**)

PARAGRAPH 87
At midnight, you notice that Jim and Choy are now sitting together. You can get up to see what they are talking about (GO TO **93**) or remain in your bed and try to observe them (GO TO **98**)

PARAGRAPH 88
Unfortunately, you have missed the other passengers, but the Pan Global host has held the last car for you. You travel alone to your hotel. (GO TO **74**)

PARAGRAPH 89
The Captain joins the last shift. You will not be able to talk to the others dining with you because all of them vie for the Captain's attention. The Captain takes a light meal. He says that he will fly the clipper until midnight and then Ray, his co-pilot, will take over. While the last group is eating the dinner, the berths are made up and Jim informs each passenger when his berth is ready.. (GO TO **95**)

PARAGRAPH 90
You now retire, but may notice something (Make Observation throw: SR 20-Int modified by Observation.) If made GO TO **100**, if not (GO TO **98**)

PARAGRAPH 91
Good Lord, it's been a long night and a short sleep. By 2:45 PM the benches are VERY hard to sit on in this waiting room. Fanciest airplanes in the world and the Pan Global waiting room has plain hard wood benches.

To the right is the owner of the China Clipper Bar & Grill, Wah Sun Choy. The little guy is steadily tugging on his right shirt cuff. There is even a bead of perspiration trickling down his forehead. "Why is he nervous?" you wonder. A copy of the SAN FRANCISCO EXAMINER is tucked under his leg. You may either go over and talk with Choy (GO TO **52**) or try and see what he is reading in the paper (GO TO **60**) or check in with Grooch before the flight (GO TO **82**)

PARAGRAPH 92
What a desolate place. All the people are on the North end of the the biggest of Wake's three islands. The wind and constant surf can drive a guy nuts! Nothing but coral and sand here. (GO TO **142**)

PARAGRAPH 93
They greet you in a friendly manner and answer your query. "Oh we were just chatting about the restaurant business." says Choy. Suddenly Ray comes stumbling down the ladder from the flight deck clutching his stomach. Jim has Ray lie down while the surgeon is summoned. The surgeon announces that Ray has food poisoning and should go to a hospital immediately when the clipper reaches Honolulu. (GO TO **98**)

PARAGRAPH 94
At 7 PM one of the stewards walks down the hallway and out onto the veranda, sounding the dinner gong.

You enter the dining room to see a lavish feast is being served. The food is all fresh. There are meats, canned goods, and fresh vegetables grown right in the base's own gardens.

French and Choy are very gregarious and French makes mention of the fortune that Choy is carrying. Choy is quiet about the revelation and will merely affirm that he carries funds raised in America for the Nationalists.

After dinner you note that French and Choy wander into the lounge together. You may either stay with them (GO TO **76**) or go talk with the Midway base manager, Steve Freemen (GO TO **111**).

PARAGRAPH 95
By 10:30, all the passengers have retired to their berths except Choy. He stays up gazing out the Clipper's windows. You wonder what is eating that guy. You decide to leave the guy alone (GO TO **90**), or you may go over and talk with him (GO TO **64**)



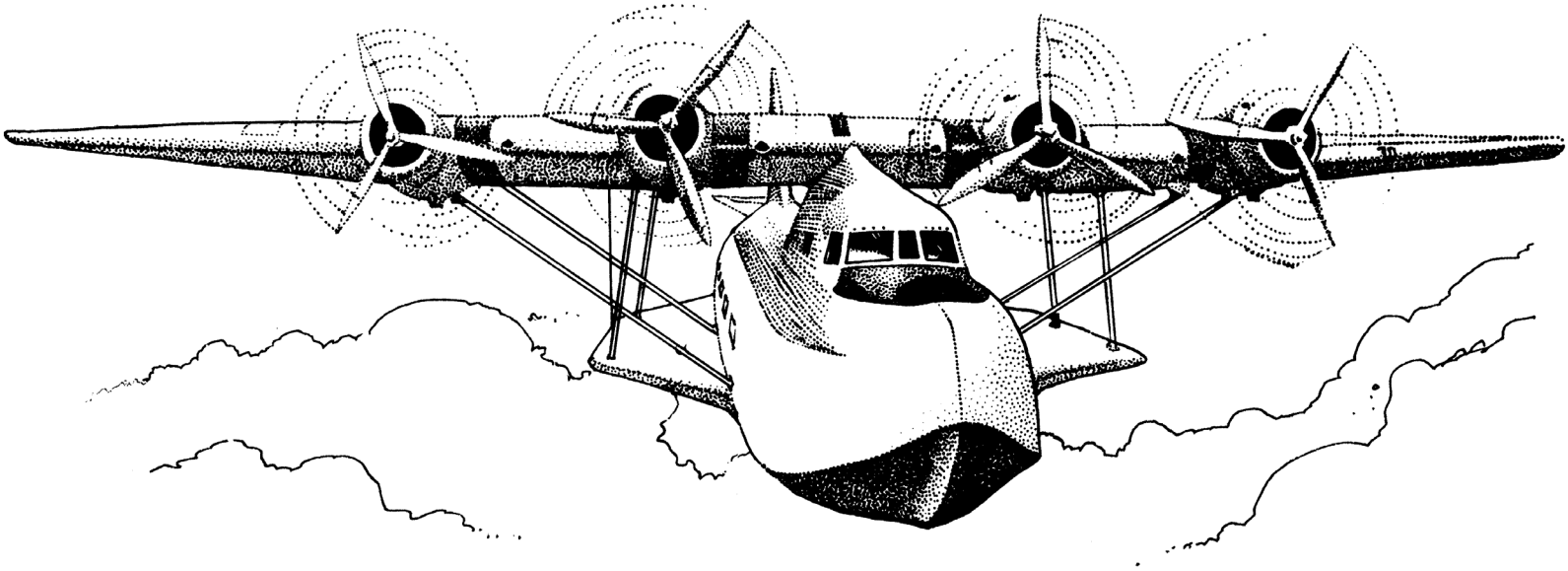
PARAGRAPH 96

He comments that navigation is quite simple on this leg of the flight since one merely has to follow the chain of the Hawaiian islands towards Midway. The half hour radio checks between Sparks and Boyle in Honolulu are strictly routine. His wife then calls him over to help with the children and you are alone (GO TO **116**)

PARAGRAPH 97

Boy, what a lot of hogwash. Either these guys are some of the greatest scientists in the world, like that Doctor in New York, or this is a scam. Well either you try and expose them, would anyone believe you? (GO TO **231**) or play it cool for now (GO TO **125**)

"Oh, it is always like this, which is why they call it the tropics folks." After eighteen hours in the air you look forward to being on solid ground again. The landing is smooth and the clipper pulls up to the Ford Island Pier of Pan Global. There the ground crew secures the aircraft. When French emerges from the plane he stretches, looks at Choy and says "We made it! Some flying machine, eh Watson." Choy smiles and says nothing. As you disembark, each passenger receives a white lei. Mr. Huntington and Dr. Reichert are met by a taxi and rush off to the hospital where Huntington's brother is a patient. Ray is taken to the Naval Hospital since he is in the Naval Reserves.The remaining passengers are herded through the Pan Global terminal to a launch that takes you through the bustling anchorage of the United States Pacific fleet.



PARAGRAPH 98

Nothing of note happens and you soon fall asleep. Morning comes early. At 6 AM, Jim starts moving about the cabin waking the passengers. As your feet hit the carpeted floor. you notice that the cabin is much colder than it was last night. The steward sees you wince and says, "We always turn the heat down at night to make the passengers more comfortable." Jim then asks "Sir, would you like coffee, tea or juice this morning? It has been a quiet flight so far. I have told everyone that Mr. Ray was taken ill last night but the Captain got some rest and will bring us into Honolulu. Mr. Walker and Mr. McCarty are making preparations for the approach to Hawaii. Although we are still and hour and a half from landing everything is going quite smoothly."

About 7 AM, the plane descends to 3,000 feet and you notice that the cabin is becoming VERY warm. The Steward announces to the passengers, and fussing children, At the unloading dock automobiles are waiting to take you to The Royal Hawaiian hotel on Wakiki. (GO TO **123**) OR do you look around a bit and take the chance of being separated from the others (GO TO **88**)?

You also notice that the Clipper's crew has not accompanyed you. Should you ask an attendant where they are? (GO TO **110**)

PARAGRAPH 99

You arrive and find Mr. Huntington in a waiting area. The surgery is expected to last several hours but he thinks that his brother will make it. Huntington thanks you and will send word to the hotel about what happens. It is now getting late and you may either go back to your hotel, (GO TO **131**) OR visit Mr. Boyle (GO TO **128**).

PARAGRAPH 100
You notice that someone is shining a light out one of the flight deck windows and decide to investigate. You discover Chief Engineer Cox sitting by a window on the flight deck making notes on a clipboard and holding a flashlight on his lap. Do you ask him what he is doing? (GO TO **106**). If not (GO TO **98**)

PARAGRAPH 101
Boy it is HOT here! The lobby is empty now that the Bellboy has taken your bags up to your room. You soon follow the luggage and find that the room is quite nice, but it is the ceiling fan and cool bed that really attract you. You may rest before dinner (it has been a very long day) (GO TO **131**) or return to the lobby after unpacking. (GO TO **107**)

PARAGRAPH 102
It was a long night but you saw Jim enter the hotel around midnight. He was carrying his flight bag and hurried upstairs before you could intercept him. Satisfied you GO TO **131**

PARAGRAPH 103
The conversation with French and Choy is quite boring and concerns only poetry. You may go to your room (GO TO **139**) or wait in the lobby until dinner (GO TO **94**)

PARAGRAPH 104
"Sparks" radios Midway that the clipper is on final approach to the island. The ground crews will then prepare the lagoon for the great craft's arrival. "All pretty routine", he says, and then dozes off (GO TO **116**)

PARAGRAPH 105
The night is fairly cool with the ocean breeze, but still all too short. The long trip, through so many time zones, continues to take its toll on you. Early in the morning, the passengers are served a magnificent breakfast and ferried back out to the clipper. Within the hour they are again in the air, winging above the blue Pacific. (GO TO **129**)

PARAGRAPH 106
"Oh I like to look at the engines when I get the chance. You can't rely on the instruments all the time you know!" says Cox. Stay up a little longer and (GO TO **87**) or go to bed now and (go to **98**)

PARAGRAPH 107
The lobby is deserted, except for a bored room clerk. You may engage him in conversation (GO TO **112**), or return to your room (GO TO **131**).

PARAGRAPH 108
"The crew are all in their rooms and we have standing orders not to disturb them, Sir". Even a bribe fails to get you in! You may either return to your hotel and retire, (GO TO **131**) or stake out the hotel lobby and see what the crew does (GO TO **118**)

PARAGRAPH 109
Wyman, Kennedy, and Terletsky discuss aviation in general and Pan Global in particular.(GO TO **142**)

PARAGRAPH 110
"The captain always has to make a log entry for each leg of the flight. The flight's steward is busy cleaning the main cabins. The rest of the crew secure the aircraft, and that can take an hour. Then the crew are all taken to the Alexander Young hotel in Honolulu". Now (GO TO **88**)

PARAGRAPH 111
You seek out Mr. Freemen, who has a small office in a shack near the hotel. You talk with the man and he offers the following:

"We have not found the man's body but he is obviously gone. There are no signs that anyone else has landed on Midway. We know that the man knew Jim Parker and the two were seen together the night the clipper arrived. We really do not know anything about what they might have discussed. The man was last seen out by one of the fuel dumps."

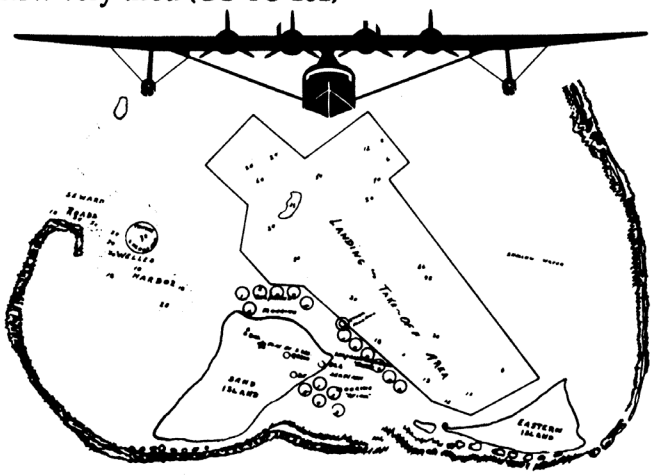
"We have a supply ship call here, and at Wake, every three months. Additional supplies are brought in on the clippers." If you wish to retire for the evening (GO TO **105**) or talk to some of the island mechanics. (GO TO **138**)

PARAGRAPH 112
The bored hotel clerk is quite talkative. Unfortunately, he is also completely uninformative, although he does know where the Clipper's crew is staying. You may take a taxi, costing $20, and go to the Crew's Hotel (GO TO **108**) or return to your room and rest for tomorrow's flight. (GO TO **131**)

PARAGRAPH 113
George Davies is concerned about the clipper's crew. "Never had so many changes before in one flight. Kind of makes you think, you know?" Shortly after your conversation, Jim announces that the clipper will soon arrive at Wake Island.(GO TO **125**)

PARAGRAPH 114
"Brad...Sorry I do not know any Brad. It must have been someone else, Sir. Excuse me" With that Jim walks away. Maybe you better talk with the manager (GO TO **127**) or let it be for now (GO TO **142**)

PARAGRAPH 115
You spend quite a bit of time chatting and then Mr. French joins you. He has brought a drink for Choy. You can sum up your last two hours of conversation with Choy; "Ah the beauty of the scene makes me feel a deep melancholy!" Choy and French excuse themselves and go into the hotel bar (You are not invited to accompany them!) and you are now very tired (GO TO **101**)



PARAGRAPH 116
After some time, Jim Parker announces, "Midway Island, ladies and gentlemen."

Midway has no dock; just a landing float. Terletsky skillfully manoeuvres the plane to it's roost while the base's motor launch shoves off from shore to pick up the passengers and take them ashore.

Once ashore, a station wagon carries the passengers directly to the island's hotel.
Looking behind, you can see the ground crew dragging 50 gallon drums of aviation fuel down to the shore on sand sleds. You ask about the gasoline and mechanics (GO TO **124**) or go on to the hotel with the rest (GO TO **130**)

PARAGRAPH 117
The Pan Global hotel at Sumay, Guam, is different from the hostels on Wake and Midway. Yet even here the same efficiency and care for the passengers is apparent. Guam appears quite oppressive with the surrounding jungle and only light breezes.Most of the passengers and crew retire early. Jim and the hotel manager pair off and you last see them entering the manager's office. No one is left in the lounge area of the hotel. Do you wish to walk around the grounds and see if anyone is about (GO TO **174**) or retire for the evening (GO TO **135**)

PARAGRAPH 118
It was a long and uncomfortable night, during which the crew never stirred from their rooms. Make an Observation roll (Saving throw -20 modified by your character's surveillance skills) If you make it (GO TO **102**) If you miss the throw (GO TO **131**)

PARAGRAPH 119
Jim claims that he never knew the man. Shortly after your conversation, he announces to all that the clipper will soon arrive at Wake Island (GO TO **125**)

PARAGRAPH 120
You ask one of the hotel's stewards where Jim Parker is. The man answers, "Jim is in the hotel talking with the cooks." Oh well! (GO TO **133**)

PARAGRAPH 121
Jim joins the staff, who are off duty, to talk about Pan Global's hotels and specifically the establishment on Guam. If you were in the restaurant business it might even be interesting. You decide to confront Jim about his friend Brad (GO TO **114**) or just quit for the night (GO TO PARAGRAPH **142**)

PARAGRAPH 122
French, Meier, Earl, and Choy walk outside toward the Gazebo on the land side of the docking pier.

At the Gazebo is a speaker, installed by the base radio operator, tuned to KGMB Honolulu. Choy becomes very philosophical and goes on and on about how frightening it is that the sky is so large. (GO TO **142**)

PARAGRAPH 123
The trip to the hotel takes about an hour, and although the car is comfortable you are rather warm. The others with you indicate that the passengers will spend a quiet day at the hotel. Do you want to rest as well (GO TO **131**), talk to your contact at Pan Global, Mr. Boyle (GO TO **86**), check in on the Huntington's (GO TO **99**), or visit the Pan Global's crew's hotel? (GO TO **108**)

PARAGRAPH 124
"We store the gas in various locations around the atoll to prevent a major fire from destroying all the fuel at the same time. Oh, they check the lubrication, wiring, minor engine adjustments, and follow up on anything that Mr. Cox feels needs checking. We are very thorough, Sir, I assure you." You watch as the fuel drums are placed on board the launch and ferried out to the recumbent giant of the air. There, the fuel is pumped into the plane's tanks while four mechanics check the engines. Everyone is now quite busy (GO TO **130**)

PARAGRAPH 125
Upon disembarking, you quickly note the similarity between Midway and Wake. Only here at Wake there is a landing pier that allows the passengers to walk ashore.

Midway seemed more alive and vibrant than Wake. The island lies a scant 28 feet above the ocean and inspires a sense of loneliness and forboding not found on Midway. The clipper's landing has startled hundreds of the terns that live on Wake.

It is not yet 4 PM, and the passengers are told to enjoy themselves while the sun is still up.

The clipper's crew assembles, except for Jim, to do some fishing on the lagoon while the mechanics check and fuel the plane. The hotel offers the passengers the opportunity to go on a glass bottomed boat ride into the lagoon and observe the many species of fish that live there. You may take the trip (Go to **85**). Or you may look for Jim (GO TO **120**) or just find your room (GO TO **133**)

PARAGRAPH 126
You want to talk to the steward. He is not in the cabin so he must be in the forward galley. You go there to talk with him (GO TO **134**) OR you stay in the main cabin (GO back to where you came from, PARA **142** or PARA **169**).

PARAGRAPH 127
"Now that's odd. Are you sure about your facts, young man?" You assure Mr. Allen that you are. "Well, nothing I can do here. Keep an eye on him and I will let Alameda know what is going on. Probably should have someone in Manila check on it when you get there." (GO TO **142**)

PARAGRAPH 128
"I am very busy right now, young man", says Boyle who clutches a sheaf of papers. "I just finished working up the weight-and-balance schedule for the ship. Then the weather report took longer than normal to complete. No, everything on Midway is just fine. Ask your questions when you get there. Simply not enough hours in the day sometimes it seems!" (GO TO **137**)

PARAGRAPH 129
About a half hour after take off from Midway. Captain Terletsky visits the main cabin to make an announcement;

"Well, folks set your calenders ahead to the 27th. We have just passed the International Dateline and today is now tomorrow"! With that, the steward begins passing out blue-and-gold dateline certificates that declare the passengers to be subjects of the sun, moon, and heavens.

The new Co-Pilot seems quite capable. You see the two scientists puttering around the aft storage compartment erecting an odd looking apparatus. You do wonder why the steward seems nervous and George Davies seems preoccupied.

You may talk to Jim and ask him about the missing man on Midway, (GO TO **119**) or talk to George (GO TO **113**) or go and talk with the scientists. (GO TO **132**)

PARAGRAPH 130
As you pull up in front of the hotel, two Chamorros from Guam greet the unloading passengers. They wear immaculate white uniforms with blue piping and are very solicitous in directing the passengers into the lounge. You feel a bit disoriented at the transition from flight to ground. You ask to see the base manager, but are told he is across the island and will not be back until after dinner. The hotel is very modern, and the dark-skinned stewards promptly take everyone's bags to their rooms and pass out cocktails and beverages.

Most of the passengers decline anything alcoholic and retire to their rooms.

You note that French and Choy have obtained drinks and are sitting and chatting in the lounge. You can join them (GO TO **103**) OR do as everyone else has and retire to freshen up before dinner (GO TO **139**)

PARAGRAPH 131

You soon fall asleep but your rest was all to short. An early awakening, (4 AM) breakfast at the hotel (5 AM), and then into the automobiles for the trip to Pearl Harbor. At 7 AM, the passengers are delivered to the terminal loading dock from the hotel and start boarding the launches for the short trip to Pearl Harbor.

You see that the morning is quiet, with the eastern sky just starting to brighten. Across the harbor the lights from the ships of the United States fleet can be seen riding peacefully at anchor around Ford Island. The Battleships are lined up in pairs, Cruisers are alongside the wharfs, groups of Destroyers and submarines are clustered around their tenders. You can even catch a few stray words from the various religious services being held on ships' fantails.

When your group reaches Ford Island, you watch two of the maintenance crew close the cowls on engine no. 4. The men then jump onto the dock and report to the Captain that all mechanical checks have been accomplished but you are too far away to hear what they say.

Most of the clipper passengers are only half awake. In the Ford Island lounge, Choy seems bewildered and half asleep. French has seated himself in a wicker chair in the corner and seems to be sleeping.
Trying to start any meaningful conversations proves to be impossible. You can try to see Boyle in his office before departure (GO TO **128**).
Then Jim Parker enters the lounge and announces that it is time to board. As you are leaving, Mr. Boyle hurriedly enters the lounge clutching a sheaf of papers. He seems a bit harried. Well perhaps you should just keep observing the passengers (GO TO **137**)

PARAGRAPH 132

You ask Doctor Meier what he is doing. Fred is more than happy to talk about his work. "This is my air hook! Since 1927, we have been studying the dissemination of microorganisms in the upper atmosphere. When these samples are tested, we will be able to determine many things about the world we live in!" A very long and boring conversation ensues.

(Make a -20 Saving throw on IQ, modified by your RESEARCH SKILLS, and DOCTORATE, or SPECIAL INTEREST in a related area to Biology GO TO **97** if successful) Shortly after the doctor stows his equipment Jim announces that the clipper will soon arrive at Wake Island. (GO TO **125**)

PARAGRAPH 133

Your room has two twin beds, an electric fan, a dresser with a vase containing fresh flowers, a closet, and a telephone to summon room service. Each room also has a private shower and real hot water. Nothing fancy, but sheer luxury when you consider that you are in the middle of the Pacific Ocean! A bellboy states that "The water is heated by solar collectors erected out in the dunes".
Promptly at 6 PM dinner is called and the passengers assemble in the main dining room of the hotel. You are amazed that the hotel looks exactly the same... only the staff are different.

After dinner, the passengers and crew break up into small groups while the Chamorros clear the dining room. If you wish, you may join one of the groups. French, Meier, Earl and Choy form one group (GO TO **122**). Wyman, Kennedy and Terletsky form another (GO TO **109**), or join the steward, Jim (GO TO **121**) or snoop around the island (GO TO **92**) or simply retire for the evening (GO TO **142**)

PARAGRAPH 134

You find to the steward and he starts talking "Yeah, Brad was gonna help me but he got big ideas...ya see. Well, I didn't need him and I told him that. Than Brad threatened to call down the cops on me, but I had too much at stake for that, so I got rid of him, see? Figured that no body would ever find him. Midway is a lonely place. A guy could get real homesick and try to walk home, see? So I took care of that greedy crumb. You decide to ask about the mechanic in Alameda (GO TO **206**) or Jim looks like he could become violent so you decide to try and subdue him (GO TO **217**)

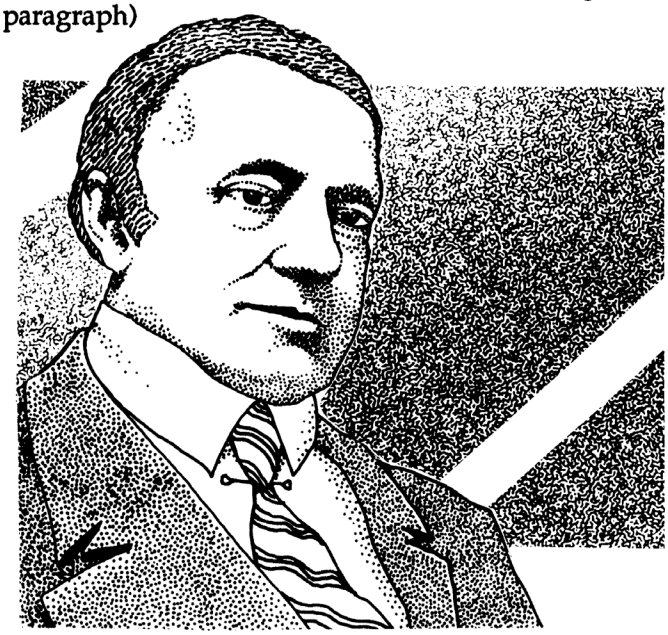
PARAGRAPH 135

At 4 AM, the hotel manager is moving down the hall, knocking on each door to rouse the guests for this morning's flight to Manila.

In the dining room, the tables are already set for breakfast. The coffee cups are placed upside down on saucers and by each plate is flatware bearing Pan Global's logo. In the center of the table are bowls of fresh fruit and rolls for those wishing a light repast at this early hour. None of the clipper's crew are present. You may ask about them (GO TO **145**) or examine your fellow passengers (GO TO **152**)

PARAGRAPH 136

Henry Huntington is a prominent St. Louis heavy equipment manufacturer. Henry is going to Honolulu to be with his brother, who collapsed after arriving on Oahu on last week's clipper flight. Henry believes that the United States has the greatest industry in the world. "Why, just look at this aircraft!" he exclaims. (Return to previous paragraph)



PARAGRAPH 137

Terletsky looks tired, and is somewhat peremptory with the new co-pilot, Williams. Williams hastily goes over Boyle's math and then trots down to the clipper with the figures.

Terletsky checks out the clipper but seems to be in quite a rush this morning. Immediately after the last passenger has boarded, the ground crew casts off her mooring lines.

You note that once they are free of the dock the captain sounds much more relaxed. The clipper is now ready for take off, and merely awaiting the coming of the new day's sun.

As the sun's rays brighten the harbor, the Captain pushes the Clipper's power button and the four mighty engines come to life. Within a minute, the clipper moves across the waters of Pearl Harbor. Terletsky examines the instrument panel, finds that all the dials are steady, then looks up at the horizon to gauge the ship's progress through the harbor. Suddenly, the sound of rushing water ceases and the nose of the clipper begins to reach for the sky. Terletsky manipulates the control yoke that directs the plane's flight parallel to the Waianae Mountains and sets his course for Kauai as the aircraft passes over Kaena point. You may again sit by yourself (GO TO **116**) or Wyman (GO TO **96**) or sit with Kennedy (GO TO **104**)

PARAGRAPH 138

You decide to talk with some of the island's mechanics. "Yes, we knew Brad Hughes. You get to know everyone, all too well, on this sand bar. Brad kept trying to get a transfer out of here but couldn't do it. Company can't do it for one guy and not the rest of us, they say. Then he took up with Parker, your clipper's steward, and started talking about how he's gonna be getting out of here. Said he had friends in 'High places'. Then he met with this steward last week when his clipper came in and I don't know what happened then, but Brad wasn't happy. Took off into the dunes after dinner and we never saw him again. That steward was in his room, I guess. Nobody said they saw him anywhere." Weary you return to your room to rest before tomorrow's flight. (GO TO **105**)

PARAGRAPH 139

Your room has two twin beds, an electric fan, a dresser with a vase containing fresh flowers, a closet, and a telephone to summon room service. Each room also has a private shower and real hot water. Nothing fancy, but sheer luxury when you consider that you are in the middle of the Pacific Ocean! When asked, the bellboy states that the water is heated by solar collectors erected out in the dunes. You may stay in your room and rest (GO TO **94**) or go back to the hotel lobby and look for French and Choy (GO TO **103**)

PARAGRAPH 140

It took some time but the hotel security Captain and three man accompany you back to the hanger. When you return, you see that the hanger door is open. An investigation reveals that someone entered the hanger but there is no sign of them now.

Make a saving throw (20-IQ, modified by your AMBUSH Skill and OBSERVATION Skill.) If you fail, you found nothing. (GO TO **160**) if you succeed (go to **153**.)

PARAGRAPH 141

It is 5:30 AM and the passengers are on board the clipper. As the launch pulls alongside the front hatch of the clipper. The ocean swells rock the boat and the aircraft. You will need to jump a short distance while the steward's assist the ladies and children. The jump looks more dangerous then it is. (No saving roll necessary)

As French jumps from the launch, however, the plane rolls and he totters on the edge of the doorway. But Jim reaches for him and succeeds in catching him at the last moment. (GO TO **214**)

PARAGRAPH 142

The passengers and crew retire for the evening. In the morning, you have an early breakfast at the hotel and then reboard the clipper. Shortly you are airborne and on your way to Guam.

On today's flight to Guam you may, again, select a companion to sit with... Henry Kennedy (GO TO **171**), Choy (GO TO **180**), Dr. Meier (GO TO **196**), Dr. McKinley (GO TO **205**), Howard French (GO TO **315**), or Edward Wyman (GO TO **159**), or you may talk with Jim the steward (GO TO **126**), or just keep an eye on things (GO TO **147**)

PARAGRAPH 143

Shortly thereafter there is an announcement over the PA system from Captain Terletsky. "Greetings ladies and gentlemen. We are now on course for Manila. We will be traveling at 10,000 feet at a speed of 105 miles per hour."

"The slight deviation from our course is just a precaution set up by Captain Muse years ago. There may be thunderstorms off the islands if we took the direct route. By going a little further south we will avoid them."

Your fellow passengers are repeating the same conversations that you have heard over the last four days but French indicates that you should sit next to him (GO TO **190**) or there is a space next to Mr. Wyman (GO TO **154**) as well as next to the scientists (GO TO **13**) or just relax (GOTO **185**)



PARAGRAPH 144

Dr. Fred Reichert is a noted San Francisco surgeon. Dr Reichert is going with Henry Huntington to perform emergency brain surgery on Huntington's brother. Fred is very interested in golf. "Do you play?" (Return to previous paragraph)

PARAGRAPH 145

"Oh the crew has already eaten and are on board the clipper making final flight preparations." You finish your meal with all the other passengers and proceed to the clipper (GO TO **160**)

PARAGRAPH 146

You signal French with your eyes and try to surprise (Saving Throw 20 - Speed, modified by Ambush Skills) the guard in the main cabin.

At the end of the first round you will hear a shot from the flight deck and then on the second melee round the other Sky Pirate will join in the melee.

Col. French

ST:	15	Level 3
INT:	14	
LK:	16	
Con:	13	
Dex:	12	
Chr:	13	
Spd:	14	H to H adds: +7Missile Adds: +4

Clip Pistol Skill 2, Street Fighting/Self Defense Skill 1, Quick Draw 1, Ambush/Silent Movement Skill 1
Pistol: Browning 9mm, 3d6
If French or you make a Quick Draw Skill Roll at level 1 (20-Dex modified by skill), you will be able to get your pistols drawn and may use them. Otherwise you must use hand to hand combat.

Two Japanese Agents

ST:	12	Level 2
INT:	13	
LK:	13	
Con:	10	
Dex:	15	
Chr:	11	
Spd:	14	H to H adds: +4 Missile adds: +1

Clip Pistol 2 and Martial Arts 1
armed with 7mm Nambu Pistols 2D6
If you and/or French fail to defeat the Sky Pirates go to **224**. If you win go to **177**

PARAGRAPH 147

All too soon, the giant aircraft lands in the open harbor at Guam. Here the Clipper is met by a launch that will ferry the passengers ashore. (The crew remains on board the

aircraft with the engines idling as the launch reaches the wharf. There the passengers disembark and head for the hotel.)
You may go with them (GO TO **117**) or stay and watch the Clipper as she begins taxing towards the shore next to the wharf where you docked.. (GO TO **156**)

PARAGRAPH 148

You won the battle and the two natives have been defeated. As you turn back towards the hanger you see that the side door is open. You also catch a fleeting glimpse of two figures entering the jungle behind the hanger. You can never catch them now!

The two natives are local toughs who claim that they were just out having some fun. They will spend some time in the local jail for attacking you. The authorities believe that two other thugs broke into the hanger to steal items from the clipper. No trace of them can be found. Do you stay on Guam (GO TO PARAGRAPH **176**) or continue on to Manila (GO TO PARAGRAPH **141**)

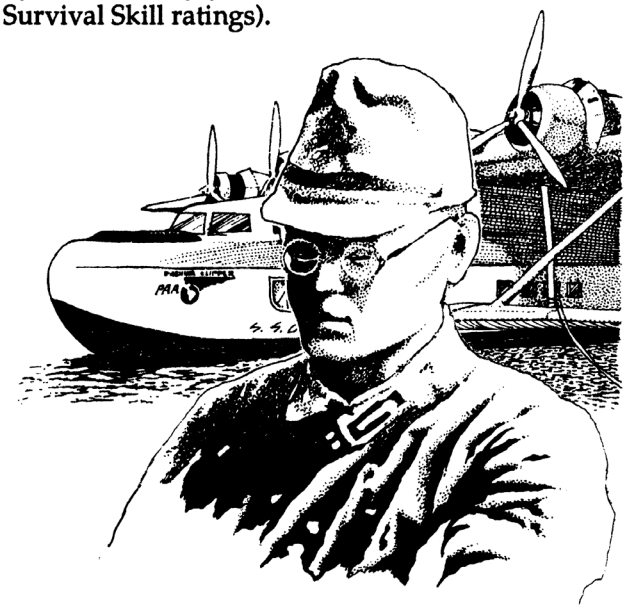
PARAGRAPH 149

Homer Orvis is an executive with the New York Cotton Exchange. Orvis is going to Hawaii on business. Homer will tell you a lot about cotton futures and the New York Cotton Exchange. "Commodities are the future, my boy!" (Return to previous paragraph).



PARAGRAPH 150

First, you will have to reach the wharf where the clipper is. There are a pair of Japanese sentries on duty. Fortunately, for you, there are a number of supply dumps near by, so your Saving Throw vs being spotted is 20-Dexterity, modified by your character's AMBUSH and Urban Survival Skill ratings).



If you make your throw, you will get one free round to attack one sentry before the other sentry can intervene. Neither soldier carries a loaded rifle because there is a fuel dump close by.

Japanese Sentries:

STR:	14	Level 1
INT:	11	
LK:	13	
Con:	11	
Dex:	13	
Chr:	10	
Spd:	12	H to H adds: +4 Missile adds: +1

Rifle 1, Street Fighting/Self Defense 1
Japanese T90LR 7.7mm Rifle, 9d6+2
Bayonet 3d6
If you win GO TO **161**
If you lose GO TO **218**

PARAGRAPH 151

You succeed in your attempt to save French from a dunking and notice that his hands are cold and clammy. As French is hauled clear of the water your keen eyes detect that he is wearing make-up and a wig! You may try and expose him right there (GO TO **179**) or you may talk to French later on the plane (GO TO **190**) or you may simply file the information (GO TO **201**)

PARAGRAPH 152

Choy is the last to enter the dining room. He beams at everyone with a broad smile and then greets each person by name. Obviously the same style he used in his restaurants. Despite the smile, you think that Choy looks quite haggard, as if something is disturbing him. You decide to talk with Choy on the way to the clipper (GO TO **158**) or keep observing the other passengers (GO TO **165**)

PARAGRAPH 153

You find traces that the Clipper has been entered through the rear door. Covered by the guards, you enter the clipper. The only place anyone could hide is in the storage compartments and you decide that the rear one is the most likely. If you make a saving throw (-20 modified by AMBUSH Skill) you surprise two men in the aft storage area. If you fail, there is no surprise.
If Hand to Hand Combat is attempted, the sabateurs will use Martial Arts Direct Attack and will go first if they make their speed saving throws against your speed.

Two Japanese Agents armed with 7mm Nambu Pistols

ST:	12	Level 2
INT:	13	
LK:	13	
Con:	10	
Dex:	15	
Chr:	11	
Spd:	14	H to H adds: +4 Missile Adds: +1

Clip Pistol Skill level 2 and Martial Arts level 1
7mm Nambu Pistol 2D6

1 Guard Captain

ST:	13	Level 2
INT:	14	
LK:	14	
Con:	12	
Dex:	12	
Chr:	14	
Spd:	12	H to H adds: +3 Missile Adds: +2

Revolver Skill 2, Street Fighting/Self Defense 2, Quick Draw 1.
Dectective Special, .38 Special 3D6

3 Security Guards

ST:	14	Level 1
INT:	12	
LK:	13	
Con:	14	
Dex:	13	
Chr:	10	
Spd:	13	H to H adds:+4 Missile adds: +1

Rifle 1, Street-fighting/Self Defense 1
M1903 A1, 30.06, 9D6 +2

If You win GO TO **184**, If you lose GO TO **208**

PARAGRAPH 154

Wyman sits alone in the lounge thumbing through the week old magazines.
"Just reading about the Japanese in China and about a Doctor in Manhattan who is working on a surgical procedures to rehabilitate some criminals." Suddenly, he throws the magazine on to the lounge's table "Trouble is I have already read the thing three times." (GO TO **185**)

PARAGRAPH 155

Marvin Murphy is an executive with the Warrington Company of Philadelphia. Marvin is also going to Hawaii on business. Murphy is not very talkative at all. (Return to previous paragraph).

PARAGRAPH 156

You watch fascinated as the ground crews haul the great airplane out of the water. Seemingly out of it's element, the plane is rolled into the huge Pan Global Marine hanger. One of the ground crew introduces himself as Paul Ash and says, "Apia harbor is open to the sea. Sometimes the water can get pretty rough. Since we have a lot more facilities here, we simply take the clippers out of the water and put them in an enclosed hanger. It makes servicing a lot simpler and allows us to do a through examination of the entire aircraft."

You may now proceed to the hotel (GO TO **117**) or visit the hanger (GO TO **162**)

PARAGRAPH 157

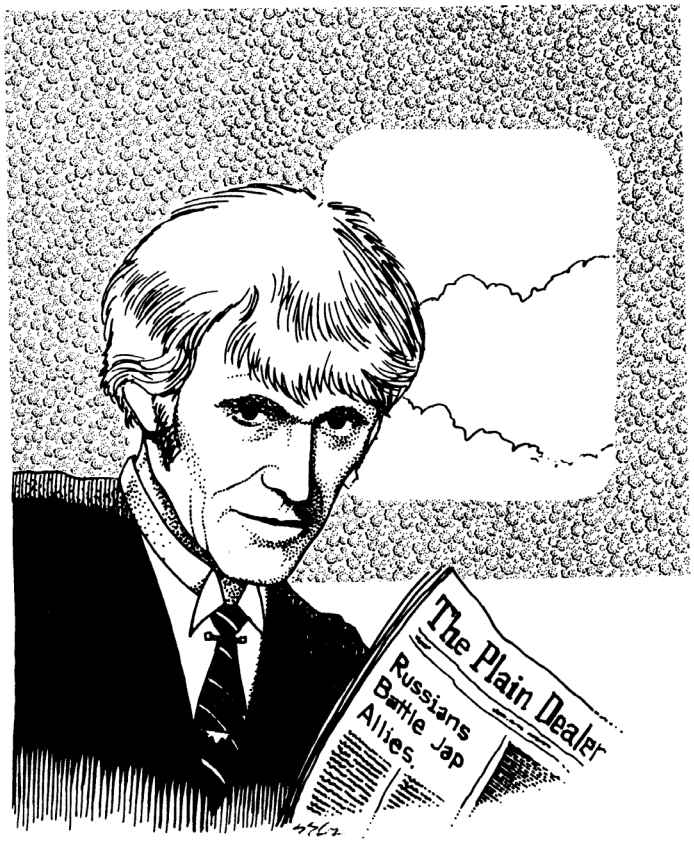
About an hour passes when the Steward asks the sky pirates, "May I serve the passengers some coffee, sir?"
"Yes. No one move around please" the man then gestures with his pistol to make his point. You cannot act alone against two armed
men BUT if you can signal French then there is a chance to win (GO TO **146**), or better to wait and see what happens next (GO TO **202**)

PARAGRAPH 158

"I think that it is the realization that today we will truly enter the Orient and that I will be in Chunking within three more days. And in the middle of a war, too!

"Today will be the last day that we are all together. Our two scientists will get off at Manila to continue their work. Then French will continue on from Macao to Canton. The Wymans will go on to Indochina and then India. I also understand that Mr. Wyman, and his family, will be staying on at the Macao base to examine operations there."

"After I visit Chunking I will take time to visit with my mother and sister at Hong Kong. I doubt that I will see my brother. Fighter pilots in the middle of a war have difficulty getting leave these days." (GO TO **160**)



PARAGRAPH 159

Edward Wyman: Former assistant to Juan Knight, President of Pan Global and a former associate of Kennedy. Wyman is now the Vice-President for export sales with Bofors-Wright Aviation. The Wyman's live in the Bronx. They are on a combination business and pleasure trip to the Far East. Wyman is accompanied by his wife Rosanna Wyman, their eight year old son Kevin and their seven year old daughter Shirley.
(Return to previous paragraph).

PARAGRAPH 160

It is 5:30 AM and you ride the launch carrying the passengers back out to the clipper. Lord, these early mornings are getting to you. Today you are not even sleepy! As the launch pulls alongside the front hatch the ocean swells rock the boat and the aircraft. You will need to jump a short distance while the stewards assist the ladies and children. The jump looks more dangerous than it is. (SKILL EASY)

As French jumps from the launch, however, the plane rolls and he totters on the edge of the doorway. Do you try and grab him (GO TO **151**) or if you fail or do not try let someone else do it (GO TO **163**).

PARAGRAPH 161

The way is clear to the ship, and everyone clambers aboard quickly. Other sentries on the Depot ship spot you and raise the alarm but Anton already has the motors ticking over while the rest of you release the restraining ropes. Quickly, the Captain takes the plane out into the anchorage and into the air just as dawn is breaking.

Slowly the clipper climbs out of the harbor. From positions around the harbor you see several flashes from the small Anti-Aircraft guns. Small cotton like clouds appear near the plane as the shells explode, but you are away too quickly and the clipper suffers no more damage.

As the plane climbs slowly for altitude one of the passengers notes that two of the Japanese floatplanes have taken off from the harbor. Do you ask the captain to quit climbing and head directly away from the enemy trying to outrun them (GO TO **181**) OR keep climbing and attempt to reach a higher altitude (GO TO **204**).

PARAGRAPH 162

You look into the hanger and see a beehive of activity. Chamorros busily clean the interior of the plane while two mechanics perform the prescribed overnight maintenance on the ship. Paul senses your thoughts and says "Oh it's pretty easy tonight. Everything is running well, according to Cox, so we are just performing the usual checks. Most of the time these babies never need any major work. We check these planes out every day. Then, when they complete a round trip, the boys in Alameda virtually tear them apart checking for mechanical and structural problems. They always put in two new engines and the older ones only have a bit over 150 hours on them. The same goes for the propellers." (GO TO **117**)

PARAGRAPH 163
You do not try to catch French or fail to catch him Jim is able to catch French at the last moment and assists him onto the plane. (GO TO **201**)

PARAGRAPH 164
"Really, sir, I don't think that my personal life is any of your affair." The steward fidgets and tries to return to the galley. Do you try to stop him (GO TO **172**) or let him go (GO TO **200**)

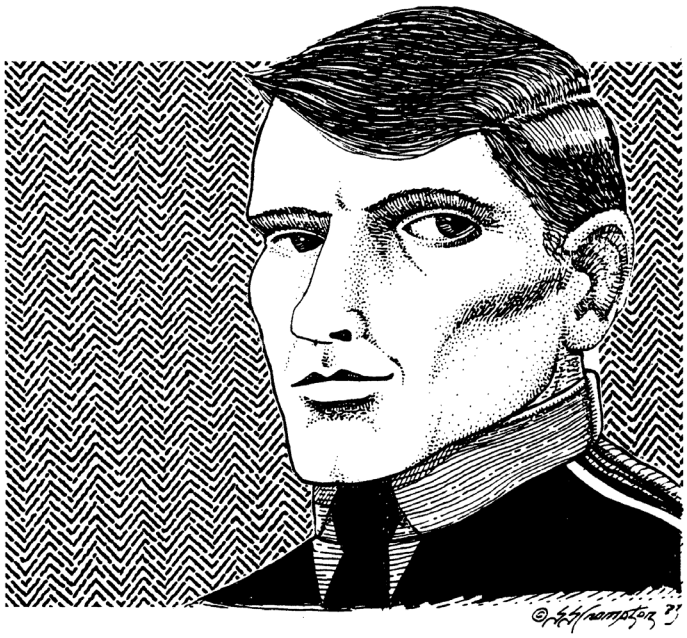
PARAGRAPH 165
You see that Terletsky and Walker are bent over a pile of papers and maps. Your query is answered by Walker, "Just going over the weather reports. Occasionally we get a sudden typhoon out here, but today's weather looks good with scattered showers, some chance of thunderstorms near the Philippines, and clouds up to 9,000 feet. Looks like a good day for flying." (GO TO **160**)

PARAGRAPH 166
Darwin Teihet is the Advertising Director for the Hawaiian Pineapple Company. Darwin is returning home after a business trip to the mainland. Teihet knows a lot about pineapples and invites you to visit with him the next time you are in the islands. (Return to previous paragraph).

PARAGRAPH 167
A few hours later, the guards and officers return to separate the prisoners. You and several others are executed at dawn with a single stroke from a Samurai Sword wielded by one of the biggest Japanese you have ever seen (and also the last!) (THE END)

PARAGRAPH 168
The natives are quite wary when you approach them. Fortunately, a few of them do know enough English to allow you to ask for help. A few of the younger men offer their help while the elders decide to go into hiding. The young men will guide and paddle the canoes loaded with the Clipper's survivors along with food and water. All this takes time and the dawn is fast approaching, as is, the inevitable Japanese search. (GO TO **182**)

PARAGRAPH 169
The co-pilot spends most of his time in the cockpit, but there are three other crew members in there to keep an eye on him. The steward, on the other hand, seems quite preoccupied and nervous. Perhaps it's just the prospect of becoming a hotel manager? Well you can either wait for one of the two to make the next move (GO TO **125**)or talk to Walker when he is off duty (GO TO **192**). Or perhaps Jim would be the better one to talk to (GO TO **126**).



PARAGRAPH 170
You attack Jim, who screams and throws the wire cutters at you. You duck as Jim reaches into the satchel and takes out a gun.

Jim The Steward:

STR:	15	Level 2
INT:	11	
LK:	12	
Con:	16	
Dex:	13	
Chr:	10	
Spd:	13	H to H adds: +4 Missile adds: +0

Street Fighting/Self Defense 2, Revolver 1.
Colt Detective Special, .38 special, 3D6.
You win (GO TO **210**) You lose (GO TO **216**)

PARAGRAPH 171
Kenneth Kennedy is Pan Global's Pacific Traffic Manager. Ken is going to Macau to check on operations there. Kennedy makes these trips quite often. Kennedy is a WW I vet, a former banker, and a former associate of Allard Aviation's School of Technology. Kennedy is also the former traffic Manager for Unified Airways. Kennedy knows Mr. Wyman, but will not associate with him on the flight. Whenever possible, Ken will be with the flight crew. (Return to previous paragraph).

PARAGRAPH 172

Jim is beginning to sweat and tries to push past you. You block his progress. You suggest that he sit down and talk to you. Instead, Jim's eyeballs roll and he strikes at you with the serving tray. The other passengers bleat in alarm and back away. You must subdue him.

Jim The Steward: Armed with a small metal serving tray.

STR:	15	Level 2
INT:	11	
LK:	12	
Con:	16	
Dex:	13	
Chr:	10	
Spd:	13	H to H adds: +4 Missile adds: +0

Street Fighting/Self Defense 2, Revolver 1.
Serving Tray: 2D6-1
Colt Detective Special, .38 special, 3D6.

You win (GO TO **219**) You lose (GO TO **216**)

PARAGRAPH 173

You easily capture the canoes from the natives who flee into the jungle. Handling the craft is a very different matter, however. After many mis-adventures, you get the craft out into the sea but are a mere hundred yards from the beach when dawn comes. With the dawn are also a pair of Japanese fighters. In the open ocean there is no cover from an aerial search and that many canoes together makes the pilots suspicious. Shortly, a Japanese patrol boat appears over the horizon. All are alerted by the native's report of 'White' bandits. You and the other survivors quickly become shark bait. (THE END)

PARAGRAPH 174

Make an saving throw on IQ (20-IQ) modified by AMBUSH Skill, JUNGLE SURVIVAL Skill, OBSERVATION Skills that your character may have. If you fail the observation roll you will return to the hotel. (GO TO **160**) If you make the observation roll (GO TO **203**)

PARAGRAPH 175

French goes over to sit by Choy, who is smoking a mild cigar while French fidgets next to him.

"Promised myself that I would cut back my smoking to three a day. Can't have another one until lunch while Watson here is free to indulge himself." He acts more piqued then upset. (GO TO **185**)

PARAGRAPH 176

The next day you hear that radio contact with the clipper has been lost. A search over the next week finds no trace of the plane. The two thugs disappear after they get out of jail. The FBI thinks that a bomb was placed on the plane and destroyed it but they have no hard evidence.
You return to San Francisco. Pan-Global pays you $500 and you get 200 experience points. Drummond thinks that you should stay on divorce cases and gives the Green Specter case to Arnie and the new kid. (THE END)

PARAGRAPH 177

You defeat the sky pirates and save the clipper. 'Sparks' was shot by one sky pirate so that he would not radio for help. Sparks does survive,however. You receive a reward of $5,000 (THE END)

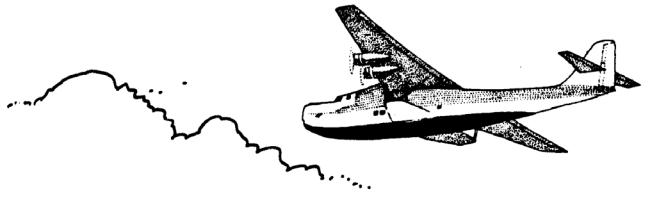
PARAGRAPH 178

OK. First ,you look for a back door, which you find along, with a single sentry. To sneak up on him should be pretty easy (Saving Throw 20 -Dexterity, Modified by AMBUSH and Urban Survival Skills).

Japanese Sentry:

STR:	14	Level 1
INT:	11	
LK:	13	
Con:	11	
Dex:	13	
Chr:	10	
Spd:	12	H to H Adds: +4 Missile Adds:+1

Assault Rifle 1, Street Fighting/Self Defense 1
Japanese T90LR 7.7mm Rifle, 9D6 +2
If you fail (GO TO **222**) If you succeed (GO TO **188**)



PARAGRAPH 179

There is a lot of confusion, and the plane's departure is delayed. French is taken ashore by some marines for questioning. He claims that he is an Army Intelligence officer sent to protect Choy but the authorities take him ashore anyway. Departure is delayed but Colonel French returns a short time later, offering no explanation, and the passengers all settle in. Choy seems very upset and you are not sure that you did the right thing. (GO TO **201**)

PARAGRAPH 180
Wah Sun Choy is the wealthy President of a West Coast chain of restaurants bearing names such as; The China Clipper Bar & Grill, Place Tea Garden, and The China Clipper. Wah is active in fund raising for the Nationalist Chinese government. (Return to previous paragraph)

PARAGRAPH 181
"You're Right!" Hollers the Captain. "This plane is too heavy to out climb even a floatplane fighter." With that, he points the Clipper's nose down and heads NNW towards the Philippines. Slowly, the two Japanese fighters fall further and further behind until they are both lost in the glare of the sun off the ocean.

Surprise is the mildest term that can be applied to the city of Davao on Mindanao when the 'missing' Pan Global Clipper sets down in the harbor. The news flashes across the world, and the US Government violently protests the incident to the Japanese. The Japanese government is quick to apologize for the affair, stating that the officers involved acted without authority and have been 'removed'. A large reparation is paid to Pan Global and the clipper's passengers, but the incident worsens affairs between the two great Pacific powers.

Choy is VERY pleased. Private donations to help the Chinese flow into the Rice parties and the US Government authorizes even more aid to the hard pressed Chinese armies.

Captain Terletsky accepts a position with an American Volunteer Group being organized and sent to help China.

Upon your return to The States, you find yourself to be quite famous. Meeting Mr. Knight you accept his check for $50,000. You can never recall whether or not you said good-bye to Mr. Drummond when Hollywood signs you to star in the movie being made about the incident! ($50,000 and 5,000 Experience Points.)
(THE END)

PARAGRAPH 182
Quickly you climb into the native outriggers with the other passengers and crew. The natives stroke with gusto and you are many yards from the beach before your departure is observed.

It is dawn, and you are still quite close to the island's coast. Behind you, a Japanese patrol craft slowly gains on your canoes, but the wind holds steady. Then a man in the bow calls out that there is a destroyer coming around the island cutting off your retreat! Shoulders slump in despair and one of the women begins weeping. Suddenly one of the crew whoops with glee hollering "It's the old Commodore WINSLOW!" Behind you the Japanese patrol boat has turned and is headed back into the small harbor, You are SAVED! The State Department decides not to make the incident public, and merely describes the rescue of the passengers and crew of the clipper.

Later, you hear that the Japanese have unofficially denied the entire matter while admitting that the officers involved have 'atoned' for their error! Upon returning to San Francisco, you meet the legendary Mr. Knight and are handsomely rewarded. He offers you a very nice job as head of internal security OR he offers to help you set up your own agency. Mr. Drummond is very disappointed to lose your services. $25,000.00 and 2,500 Experience Points.
(THE END)

PARAGRAPH 183
Majorie Kennedy is vacationing with her husband. Marge is a great cook and an enchanting conversationalist. (Return to previous paragraph).

PARAGRAPH 184
It was not an easy battle, but you won and both enemy agents have been neutralized. Although no ID is found on them, it is obvious that they were Japanese agents sent to sabotage the clipper. Pan Global rewards you handsomely with $2,000 (plus 1,500 Experience points). The government, on the other hand, orders that the entire incident be hushed up.
(THE END)

PARAGRAPH 185
You observe your fellow passengers. After lunch the two scientists will begin their tests. French is going going through some papers when Parker begins serving lunch. "What's this? No salad!"
Choy sits quietly next to French smoking his cigar',"You don't ask for nothing, you don't get nothing."
Wyman sits listlessly in the lounge looking out the window."Leave Parker alone," he says irritably, " and let him get on with lunch." The other passengers all chuckle at the exchange.
"Watson here has written some very nice poems over the last few days. Here, have a look at this one." Then, turning to Choy, French says, "Very nice Watson," whereupon Choy grins broadly.
Suddenly Jim Parker freezes and looks towards the back

of the aircraft saying "What is this? Who are you and what are you doing here?"

You look toward the rear of the aircraft and see two Orientals with drawn guns. Their return comment to Parker is "No questions!"

While one man watches the passengers the other ascends the ladder to the flight deck. There he removes Spark's telegraph key while waving his pistol between Sparks and Terletsky. You can clearly hear the man order the Captain to set a course for Koror island in the Palaus.

French is very upset and rises from his seat to confront the 2nd Sky Pirate. Do you watch (GO TO **193**), or do you join French (**146**)

PARAGRAPH 186

As you look through the clipper's window, you can see the men enter the rear storage compartment. There is no one else in the hanger. Do you try and catch the men yourself (GO TO **153** and ignore the part that talks about guards helping you), continue to watch, (GO TO **211**) or run and get help? (GO TO **140**)

PARAGRAPH 187

Well, you can just sit back and let events take their course or you can try and attack and subdue the alert armed man who is covering you with a loaded weapon. You ATTACK (GO TO **242**) You decide that attacking this insane person is suicide and so wait and see what happens (GO TO **194**)

PARAGRAPH 188

So far so good. Now you can either head into the jungle and hope to escape that way (GO TO **197**) or try and reach the harbor and grab the Clipper. (GO TO **150**)

PARAGRAPH 189

Dr. Meier turns and faces you. With much use of German, he informs you that your comments mark you as a intellectual inferior of the first rank.

Make a Saving throw vs Ambush! (Saving Throw : 20 - Luck modified by Urban Survival Skills, Observation skill, Ambush Skill.)
If you succeed (GO TO **240**).
If you fail (GO TO **225**)

PARAGRAPH 190

After awhile you look French up. He is pretty upset. "Look, Choy is very important to us. I was sent along to guard him and see that the money gets to China. If anything happens to Choy, getting more aid to the Nationalists will be a big problem." Colonel 'French' says that "if you see anything suspicious let him know. You ask "Why the disguise."

"Well the real French is an overweight middle age desk jockey. He would be lucky if he didn't have a heart attack in a crisis. Colonel French is also very patriotic and loves adventure stories. So he hopped at the chance to be a part of a real spy story!" (GO TO **175**)

PARAGRAPH 191

Howard French is a rich automobile dealer from Portland Oregon. Howard is on a vacation that will take him around the world. French is overweight and balding. Howard is the Colonel commanding the 321st Observation squadron. During WW I he was the pilot who shot down Baron Von Blau, who later became the arch rival of Juan. Knight in South America. (Return to previous paragraph)

PARAGRAPH 192

You talk to Walker when he is off duty."Look, Mac, I got a lot of trouble. Grooch is doing all he can and I have done all I can so I am not going to worry about it. Flying the clippers is one of the best jobs in the whole world. Even if I do lose the house, I can get another. The wife and I have talked about it, and if we have to move, then we have to move. After all you can't fight city hall!" With that Walker tips his hat and returns to the flight deck.

During this you observe that Walker seems quite calm and collected. Not at all like a man planning a desperate act. (GO TO **55**)

PARAGRAPH 193

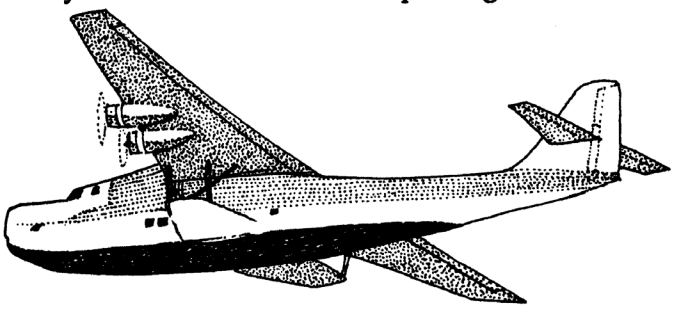
Seeing that he is alone, French returns to his seat. He regains his composure and demands to know what is going on here?

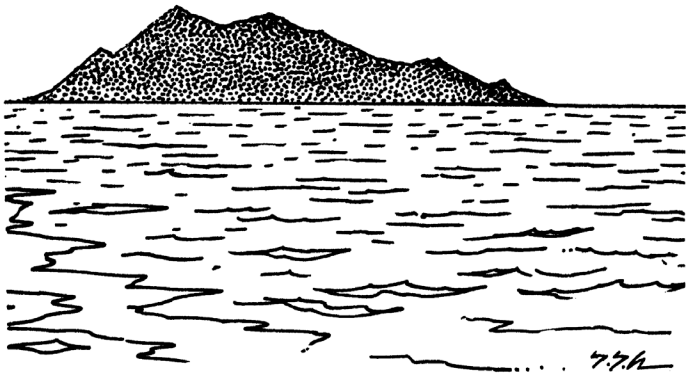
"I believe that they are Japanese officers and that I am the reason they are here" says Choy.

"Silence!" says the Japanese. "No talking!" (GO TO **157**)

PARAGRAPH 194
Make a saving roll (-20) on IQ. If you fail, go to **216**. If you make it, you realize that sooner or later this crazy man is going to kill everyone, and you attack him (Go to **242**)

PARAGRAPH 195
Jim reaches into the exposed cavity, then closes the panel again and returns the cutters to the satchel. When he brings his hand back out, it holds a revolver. At the same time Jim spots you! You can attack him now (GO TO **170**) or try and run to warn the other passengers (GO TO **217**)





PARAGRAPH 196
Dr. Fred Meier; A friend of Earl, McKinley. He is the senior scientist with the United States Department of Agriculture. (Return to previous paragraph)

PARAGRAPH 197
You enter the jungle and discover a native trail that allows quicker travel for the men and women from the clipper. The trail leads to a native fishing village and there you face a choice. Go into the hills and hide (GO TO **220**), Enter the village and ask for assistance (GO TO **168**), or seize some native canoes and try to get leave the island (GO TO **173**)

PARAGRAPH 198
The two 'Doctor's' are buried under Colonel French's girth but then the cabin is suddenly in deep shadow and the entire aircraft begins to rock (GO TO **230**)

PARAGRAPH 199
The crew open fire and several rounds strike the three of you. The pain is intense and you note that French is quite dead, but that Von Blau has gotten back on his feet and is removing his thick coat to reveal a heavy vest that he was wearing underneath! Peering down on you, Von Blau says "Foolish American. Did you really think I would place myself in danger?" Darkness engulfs you as the German's laughter echoes in your ears. (THE END)

PARAGRAPH 200
Jim turns and goes forward into the Clipper's galley area. You decide to follow Jim into the galley and check it out. In the galley, you see Jim take out a black satchel and remove a pair of wire cutters, then take out a wall panel behind the sink. Now what the heck is he doing?
You continue to watch (GO TO **195**)
You decide to run and warn the others! (GO TO **209**)

PARAGRAPH 201
Everyone takes the same seat that they have occupied for the last four days.

Through the window you see the Pan Global launch cruising the harbor ahead of the Clipper's nose. You ask the steward what is going on. "Oh, they are just looking for debris that might interfere with the take off. They will fire a flare to signal an "All Clear". Yes, there is the flare now." The Captain brings the great plane's engines to life.

You note that the plane swerves slightly to the south of a true heading for Manila immediately after take off. You decide to ask the steward about it (GO TO **221**) or file away the information (GO TO **143**)

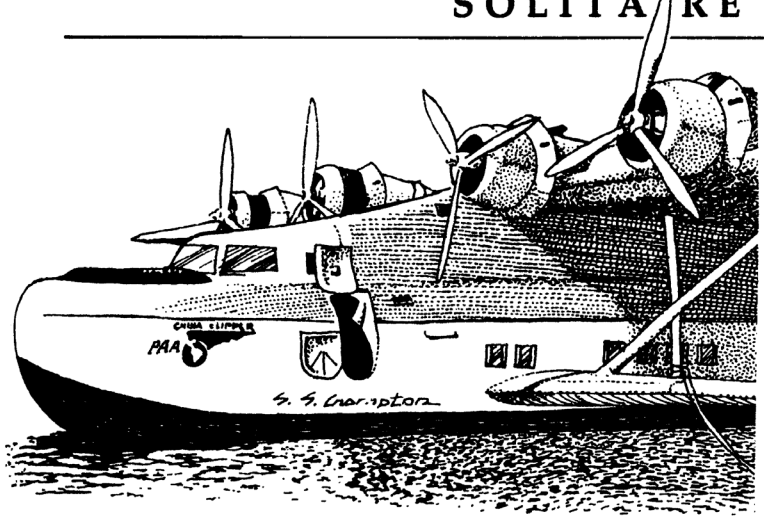
PARAGRAPH 202
At 5 PM, an island appears ahead of the clipper. "Where are we?"

"Looks like Koror Island," says French. "We had reports that there is a new Japanese seaplane base there."

"Silence" says the guard!

Looking out the widow you can see a large seaplane tender, two smaller seaplanes, probably fighters, and a pair of motor launches. Buoys have been set out in the lagoon for the clipper.

The landing is done smoothly, and as the clipper comes to rest, two launches full of armed Japanese approach the



plane. When they enter, the passengers and crew are quickly and forcibly ushered out into the launches.

The launches take you to the main wharf, where you are all escorted into a large building near the shore. As you enter, you see two Japanese officers on a small podium in a cleared area. The rest of the warehouse is full of boxes and supplies for the Japanese base. The guards herd everyone into a group and then one of the Japanese officers begins to speak.

"You are now the honored guests of the Japanese Empire. I am Colonel Tetsuo Shimizu (the taller of the two officers) and this is Major Kiyoshi Kikuchi. Hah! You are probably wondering why this has occurred. Yes?"

"First, we wish to stop the Nationalists from receiving any more misguided support from the Chinese in America. Secondly, we wish to examine this Allard Flying boat. We have need of such a plane in our military. With a few modifications, it should prove to be most suitable for our purposes. As for the rest of you? We have need for some."

"The scientists, you too Colonel Gibson," Saito points at 'French', the flight crew, and Choy will all travel to Japan as guests of the Emperor. As long as they are useful and "cooperate", they will live. Otherwise they will die As for the rest of you, we have no more use for you than that woman and her companion we captured last year. They are now dead; as are the rest of you!"

"This incident in China will have no end if outsiders keep interfering. The Army is quite frustrated with the entire incident. In this summer of battle, no support for the Nationalists can be tolerated, no matter how slight. With our agents in place, we had the opportunity to stop Choy, impede the flow of more aid to China and have done so."

"No, we risk little. Your government is weak. Your property and citizens have been damaged or even killed in China with nothing more than mild protest. Even when the stupid army sank that gunboat in December, your government asked for nothing more than an apology. We risk very little and the Pacific Ocean is quite big enough to hide a single airplane and a few people. Is it not?" he asks rhetorically.

"Choy offers little to us. But there are others on our list. Chinese bankers like Hsu Sing-loh, Hu Pei-Kong, and Dr. Jun So are next. They all are so stupid as to fly on a regularly scheduled flight from Hong Kong to Chunking. No, our eagles will easily take it down. Yes, we would shoot down an civilian air liner. "

"Why not? Who will stop us? After all the plane is legally a Chinese one. Your Mr. Knight has outsmarted himself there. Hardly anyone outside of Asia knows that he owns the Nationalist Chinese airline! No one will care about foreign mercenaries flying Chinese airplanes" Colonel Shimizu laughs."Take them away until the orders are received."

The women begin to wail and the children cry.

"Do not entertain any ideas of escape. We are in the heart of our mandates. We allow your base in Guam because it allows us to observe you first hand. It also allows us to interrupt your communications with the Far East at our whim. "

To this Major Kikuchi adds, "Since your Mr. Knight tightened security at the Alameda base, we have not been able to disrupt Pan Global so easily. As you might imagine, it is virtually impossible to get men on or off the bases at Wake and Midway. And the Honolulu base is in the very heart of America's largest Pacific naval base. Oh, we have our agents at all these places, but it is too dangerous for direct acts of sabotage there. So we bide our time, collect our information, and then wait until the time is right to strike."

The officers then leave and all but four of the guards also depart . They go out through the same door you entered. The remaining guards deploy by the large door. It is obvious that very soon you will be separated; some for interrogation and some to be executed. You will certainly not stay here for long since there are no facilities in evidence. You can await your fate (GO TO **167**) or do something about it (GO TO **178**)

PARAGRAPH 203

You watch as two men enter the clipper through the rear door. You may scurry across the hanger floor to see what they are doing. (GO TO **186**) or wait for them to emerge. (GO TO **211**)

PARAGRAPH 204

Unfortunately, the lighter Japanese fighters can out climb and out dive the much heavier clipper. They overtake the ship and you are startled to see tracer bullets puncture the ship repeatedly. Several people are hit and then the No. 4 engine is hit and catches fire. The Captain waggles his wings and turns back toward the Japanese base but the enemy pilots are too intent on their helpless prey. More bullets riddle the fuselage and then suddenly there is a blinding flash, followed only by darkness.

The enemy pilots argue for days as to which of them shot down the giant enemy seaplane. Years later, near the former Pan Global base on Midway, they again argue over who shot down the most enemy planes when suddenly their ship is torn apart by American Dive bombers and they join the Pan Global Clipper on the bottom of the Pacific ocean. (THE END)



PARAGRAPH 205

Dr. Earl McKinley is an associate of Dr. Meier. The two of them are traveling under a grant from the National Research Council. Dr. McKinley is the Dean of the George Washington University Medical School and an acknowledged expert on leprosy. Dr McKinley plans to work at the Culion leprosy colony in the Philippines. Earl will travel on to Hong Kong before returning to the states. (Return to previous paragraph).

PARAGRAPH 206

"Well the mechanic was a lush. I saw to it that he had plenty of the good stuff when ever he wanted it. I told him I needed some help to make the clipper look unreliable, see? Then, when one vanished, everybody would assume that it crashed. Sure, he said, and I paid him off too. Trouble was his accidents were too scary. I mean, there we were a thousand miles from nowhere and half the engines quit! Hey, I didn't want the things to crash for real! Then the company would be off the hook....probably praise my good work and all that rot. My old lady would collect the insurance and find some young guy to live with. Heck, then everybody would be better off than me...Me, I'd be dead. SO I tell the guy to lay off, and the lush still don't get it straight. Don't ask me where he gets those big concrete porcupines. So he says he didn't do it. Then who, I say! Then he tells me he doesn't know and besides he was out here all the time! Sure, I say...Yeah I offed him. Ain't nobody gonna miss him, and the way that jerk was going, I would have ended up dead rather than rich!" Suddenly Jim's eyes glaze over and his body shudders.

Do you wait and see what happens (GO TO **164**) Try and subdue him immediately (GO TO **172**) or run for help (GO TO **228**)

PARAGRAPH 207

You succeed. Pan Global is pleased that the incident was averted. Jim is put under psychiatric care and his wife joins him. Together, they begin to rebuild Jim's life. When Jim has recovered Mr. Knight again offers him the job of manager at Pan Global's Guam Hotel. Jim's family travels there with him.

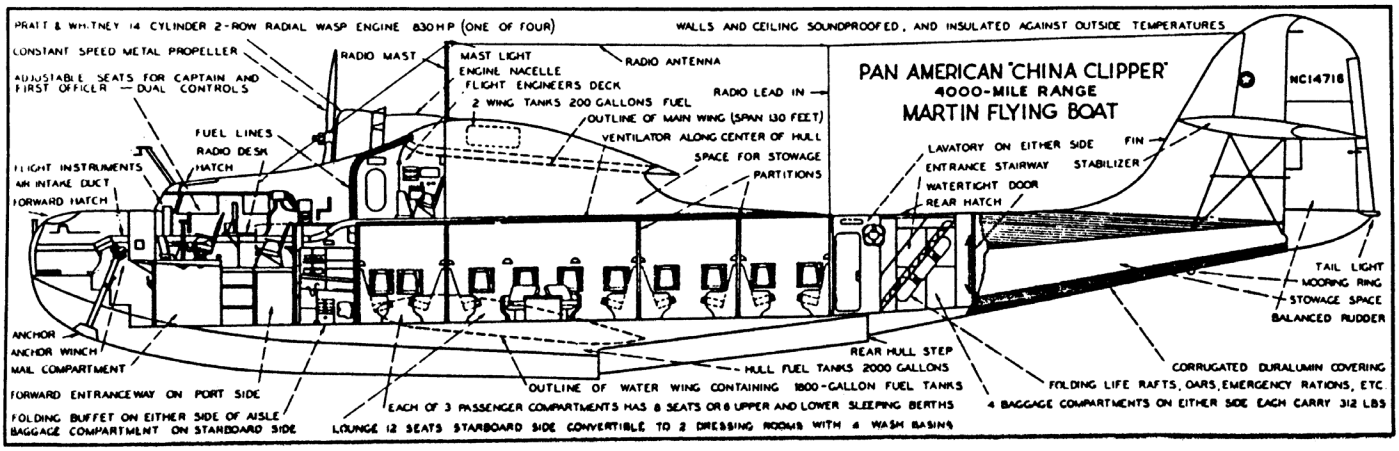
You get $5,000 and 1,200 Experience points.
(THE END)

PARAGRAPH 208

They find your body the next day. Security is tightened on Guam, and the area is searched, but nothing is found. The clipper takes off a day later and everything seems routine until contact with the aircraft is lost in the middle of a radio transmission. No trace of the clipper is ever found. (THE END)

PARAGRAPH 209

Jim is right behind you and gleefully threatens the passengers with his gun. (GO TO **187**)



PARAGRAPH 210

Jim lies on the deck. The hefty Army colonel sticks his head in and, when you tell him what happened, he offers to sit on the steward. Well, that ought to keep him down.

The radio man descends the ladder and sees the scene. Sparks is told what happened. "Yeah he cut the main radio wires". Several alarmed passengers and Sparks reassures everyone. "A clipper carries two main radios and a spare. Only the main radios were affected. I'll have that third radio up and running in a few minutes. " Sparks is as good as his word and the plane arrives safely in Manila.

There Jim is handed over to the local authorities. Mr. Knight declines to press charges, and instead helps with Jim's recovery. Several months later, you hear that Jim has recovered and is now living on Guam with his family. You feel good about it all and get $5,000 and 1,200 Experience points too!
(THE END)

PARAGRAPH 211

The night grows longer and the men have not yet come out. You hear a shuffle behind you. As you turn two men armed with clubs attack you. If you win go to **148**, If you lose go to **223**.

Thugs

ST:	13	Clubs: 3d6
IQ:	8	Pugilism: 1
LK:	10	
Con:	12	
Dex:	10	
Chr:	8	
Spd:	13	H to H adds: +1

PARAGRAPH 212

The co-pilot gradually regains control of the clipper and brings it back on a level flight path.

You have rendered the steward unconscious and have tied him up in the galley. The doctor is able to patch up Captain Terletsky as the co-pilot turns the ship back toward Guam. Afterwards Captain Terletsky makes a good recovery.

There is a short trial, after which the steward takes up residence in San Francisco Bay at 'The Rock" hotel. No trace is found linking Van Blau to the sabotage and all the incidents are attributed to the steward's doing. The fact that he could not have been at some of the places when the incidents occurred are glossed over, as 'Some' solution must be found, so...

Pan Global is not too pleased with all the negative publicity and loss of revenue, but reward you well for saving the Clipper and solving the sabotage incidents. Mr. Drummond gives you a few days off to 'rest' before putting you on the "Green Spectre" case. You receive $5,000 and 1,000 Experience points.
(THE END)

PARAGRAPH 213

The two false scientists are down when one of the passengers screams that a Giant Airship is about to hit the Clipper. You feel the plane lurch as Captain Terletsky dips the plane into a shallow dive away from the huge Airship. The Clipper is much faster and more maneuverable then their pursuer and soon the airship is left behind. The flight then resumes course toward Manila.

Upon arrival the 'Doctors' are whisked away by the FBI and the incident is hushed up. No 'official' report is ever filed but Pan Global lets you know that a German named Von Blau was behind the attack. They warn you that he is very dangerous and that he has helped the two 'Doctors' to escape. Pan Global is thankful for your services and you receive $1,000 and 500 Experience points.
(THE END)

PARAGRAPH 214
Everyone takes the same seat that they have occupied for the last four days.

Through the window you see the Pan Global launch looking for debris that might interfere with the take off. You note that the plane swerves slightly to the south after take off. You were going to ask the steward about it but French sits down next to you once the plane levels out.

An announcement over the PA system from Captain Terletsky says that the course change is a precaution set up by Captain Muse years ago. By going a little further south we will avoid the bad weather. French is pretty upset. "I heard about what happened and I think that you should know something. Choy is very important to us. I was sent along to guard him and see that the money gets to China. If anything happens to Choy getting more aid to the Nationalists will be a big problem." Colonel 'French' says that "if you see anything suspicious let him know. "Why the disguise?" you ask.

"Well the real French is an overweight middle age desk jockey. One who would be lucky if he he didn't have a heart attack in a crisis. French is also very patriotic and loves spy stories. He hopped at the chance to be part of a real spy story!" (GO TO **175**)

PARAGRAPH 215
KABLOOEY! Try again.
(THE END)

PARAGRAPH 216
Jim shoots you and the clipper is never heard of again. Too bad...

There is quite a stir down at the office when the clipper is lost without a trace. Speculation runs wild for a few days but the Green Specter case is taking everyone's time, so Arnie gets your desk.
(THE END)

PARAGRAPH 217
You win.The radio operator and that army colonel show up and help restrain Jim. A quick glance into the satchel shows that there is a home made dynamite bomb there and that Jim must have turned it on! You should be able to disable it easily. If you don't, the thing might go off. Obviously you have to disarm the bomb (Saving throw 20 - Luck, modified by your LOCKPICK Skill, Bomb Disarm Skill) If you fail (go to **215**.) If you succeed (GO TO **207**)

PARAGRAPH 218
The alarm is raised, and armed soldiers overrun the area. Several of the passengers and crew are killed and the rest are placed under close guard in a small hut. Over the next few days, some people are taken elsewhere for interrogation, while the 'excess' people are eliminated and buried including you. (THE END)

PARAGRAPH 219
You knock Jim out and that Army colonel is sitting on him telling him to be a good boy. Where the heck was that guy when you needed him? Still, with his girth, Jim is not likely to get up and make more trouble.

A search of the galley reveals a revolver and a crude time bomb not set. Obviously Jim intended to capture the plane and threaten to blow it up if no one co-operated. There is a set of wire cutters to disable the radio. Well, that was close! This nut could have gotten you all killed.

PAN GLOBAL gives you a $5,000 reward and you gain 500 Experience points. Mr, Knight sees that the steward receives the proper Medical care he needs at Pan Global's expense. (THE END



PARAGRAPH 220
Over the next few weeks, you and the other survivors of the clipper are mercilessly hunted down and killed by the Japanese Garrison. Without food, weapons, or an intimate knowledge of the Island's topography, it was hopeless.
(THE END)

PARAGRAPH 221
"I am sorry, sir, but I don't know why the captain changed course. You will have to wait and ask him or Walker when they take a break." (GO TO **143**)

PARAGRAPH 222
The alarm is raised and dozens of guards immediately surround your party. In the morning, you and several others, are executed by a Japanese firing squad.
(THE END)

PARAGRAPH 223
You lost, you are knocked unconscious. It is late in the day when you awaken. As you wander back toward the hotel you see a great deal of activity. Checking in at the desk you hear that contact with the clipper has been lost. You tell the authorities about the two men on the plane and the attack on you. Your story is treated as the ravings of a drunken man and is given no credence since there is no supporting evidence. You yourself are under suspicion of planting the bomb on board that destroyed the clipper!
Weeks later you return to San Francisco. Drummond is willing to let you do light office work until you can work off the debts you piled up. Mr. Knight has refused to pay you anything. Knight feels that at the best you failed and at worst you are incompetent. Perhaps someday you will get a chance to set things right! (THE END)

PARAGRAPH 224
You are killed by the sky pirates and the clipper is never heard from again. (THE END)

PARAGRAPH 225
You feel an all-encompassing chill throughout your body. Your knees buckle and you see other passengers open their mouths as if screaming. Dr. McKinley stands over you smiling, with a short yellow rod in his hands. Then the world turns dark. (GO TO **239**)

PARAGRAPH 226
A couple quick raps on the head from one of the guards allows them to drag you toward the front of this strange craft. You are pushed through a hatchway and stumble and fall. Looking up you see a figure of Teutonic splendor sitting on a red leather chair. He speaks. (GO TO **256**)

PARAGRAPH 227
You lose and are knocked unconscious (GO TO **239**)

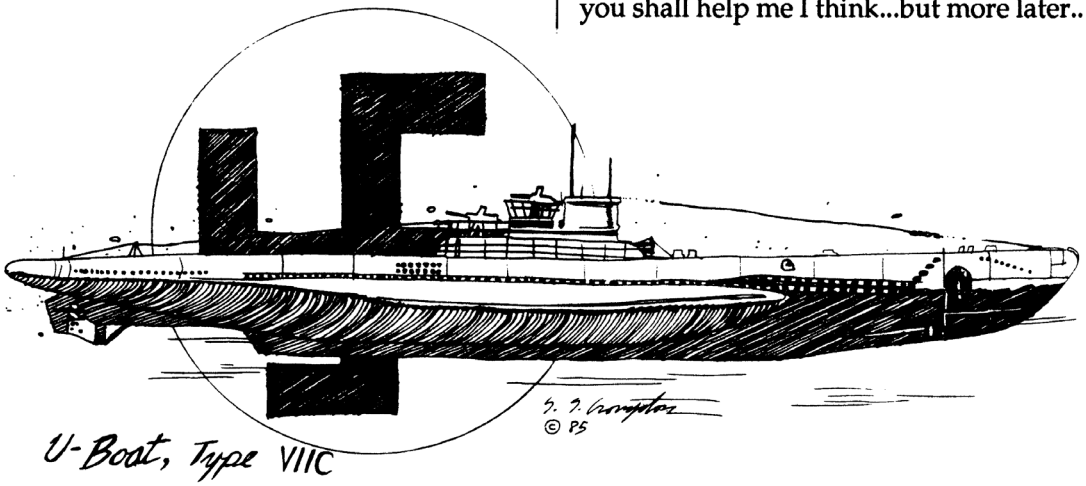
PARAGRAPH 228
You run into the main cabin and shout an alarm. You try to warn everyone that the steward has a screw loose but Jim is right behind you with his gun and everybody freezes. You are the closest to him but...Do you attack him (GO TO **242**) or let Jim go on (GO TO **234**)

PARAGRAPH 229
There is actually only a little pain as your head snaps forward and stars appear. Your knees fold beneath you and you begin to black out. Von Blau's last words are "Take this filth away and place him in irons!" With that the world goes black. (GO TO **233**)

PARAGRAPH 230
As the whole plane begins to vibrate a shadow covers all the aircraft windows. You hear shouts of alarm from the cockpit. A green cloud rushes from the back of the Clipper through the passenger area and toward the cockpit. Make a saving roll (-20) on Con. If you resist the gas successfully (GO TO **251**), or you fail (GO TO **239**)

PARAGRAPH 231
Well, you better expose these frauds and find out what is going on here. Your statement "SO, since you are not scientists, just, who are you gentlemen?" is not well received. The other passengers shrink back in alarm as Dr. McKinley protests your accusations and Dr. Meier starts walking toward the 'Sky Hook' device. You can either engage McKinley in debate (GO TO **250**) or intercept Dr. Meier (GO TO **189**)

PARAGRAPH 232
"Yes, American, there is indeed hope for you. You will find that my island is well stocked. I have agreements with several influential people to keep me well supplied by transport submarine. The Allard Flying boats shall be of great assistance in keeping me well informed, and also shall allow my agents to move quickly into the second phase of my plans. I already have three of Knight's precious planes and I shall have the rest within a month. And you shall help me I think...but more later.. "(GO TO **274**)



U-Boat, Type VIIC

PARAGRAPH 233

A short time passes, and your body is still recovering from its rough handling. Suddenly the door to your cell is jerked open and two gorillas, posing as human guards, drag you to Von Blau's forward observation room.

Through the glass, you see an island with a skull shaped volcano, in the distance. Before you can pick out any details Von Blau begins. "Well, mongrel, you see that island. It is from there we operate our Airship and it is from there that the final touches are being placed in my super weapon. It is there you will die, American. But not until you have undertaken one last service for me."

You shout defiance at this overbearing Prussian (GO TO **261**) or you act in a more quiet and servile manner...perhaps even begging his mercy (GO TO **269**)

PARAGRAPH 234

Within a few minutes Jim returns to the main cabin holding a gun. "Alright, everybody, stay cool. We're just gonna take a little side trip." Several passengers start to stand up but Jim waves the gun at them to remain seated.

"Like I said, stay cool and SIT DOWN." The passengers quickly comply.

"Yes, I always wanted to be the radio operator on an Allard clipper. I studied hard and long. But I just didn't make the grade. So I decided to be the best darn steward that Pan Global ever had. And I was, too, but the Missus just didn't understand. So she's left and the kids with her. Sure, running the Guam hotel would be great; but not alone".

"Then It dawned on me! It wasn't me. It was the company! Every time I was about to make it, the company stopped me. They were the ones that didn't let me be anything more than a steward. It was the company that wrecked my marriage. And they thought it was a big reward to let me run a dumpy little jungle hotel! Guam! No one ever heard of the place till the clipper started going there.

No one visits there, unless they are traveling on the clipper. Most of the passengers could care less if you gave them dog meat to eat! Big deal...

Well now old Jim is gonna have his say about things. I steal this plane and then sell it...yup, that will set me up for life anywhere I want to go. Nah, nobody will know what happened.... till it's too late.

"Now, folks nobody is gonna get off alive unless they co-operate. I'll drop you on this island I know of, with enough food for a few months. Then me and my pilot buddy take off. A few months from now, when things quiet down, I'll let someone know where you are. See, nobody gets hurt but the company. Now,co-operate or else there will be trouble!"

With that Jim waves the revolver menacingly around the cabin. (GO TO **187**)

PARAGRAPH 235

You decide to give up. The crew and Von Blau are less than pleased. After the mandatory beatings, you and Colonel French are put in chains and locked up under heavy guard (GO TO **246**)

PARAGRAPH 236

Your opponent is armed with a stun baton of futuristic proportions. Every hit from the baton will drain 3d6+4 from CON , treat it as a Knife.

Dr. McKinley

STR:	10	Level 3
INT:	17	
LK:	14	
Con:	13	
Dex:	15	
Chr:	11	
Spd:	15	H adds: +5 Missile adds: +2

Knife Fighting 2, Street Fighting/Self Defense 1, Clip Pistol 2.
Because of the design of the stun baton, McKinley is able to use his Knife Fighting skill with it.
Stun Baton: 3d6+4

If you win the fight within four rounds GO TO **213**.
If the fight takes more than four rounds, the other passengers will help you, GO TO **198**.
If you lose the fight GO TO **239**.

PARAGRAPH 237

Pistol bullets smash through the lock on the door as half a dozen crewmen smash the door to splinters. You try and use Von Blau as a bargaining chip, but he cackles "No deals, American," with an assured look in his eyes. The crew level their small pistols at the two of you. If you and French decide to throw in the towel, go to **235**. If you feel they wouldn't shoot their own leader (Von Blau is bluffing) go to **199**

PARAGRAPH 238

The Steward continues to fire into the cockpit. As he loses his balance his shots strike the control panel and the co-pilot. The aircraft continues to nose over and then begins spinning toward the blue waters below. Passengers, crew and furniture are thrown about the wildly spinning cabin. The last thing you see before the clipper impacts is the rapidly approaching waters of the Pacific Ocean.

The disappearance of the clipper is attributed to mechanical failure, although no survivors, or even wreckage, are ever found.
(THE END)

PARAGRAPH 239

Consciousness returns as you feel your body being lifted. You join a queue of men carrying bodies through the forward hatch. Once through the door you enter a short narrow passageway and are then in a corridor lined with narrow doors. You are carried through one of these doors into a small room about 6' by 5'. You stomach tells you that you are still in the air. Sleep reclaims you.

What seems like a short time later a rapping on your door arouses you. The door opens to reveal a short squat man wearing a steward's uniform. He does not respond to your questions and looks quite capable. The two armed guards carrying things that look like flamethrowers add merit to the man's signals. You accompany the man (GO TO **247**) You refuse to accompany the man (GO TO **226**)

PARAGRAPH 240

Out of the corner of your eye, you see Dr. McKinley approaching with a yellow rod in his hands and a look of grim determination on his face. You can defend yourself against him (GO TO **236**) or try and stop Dr. Meier who turns and runs towards the rear of the aircraft (GO TO **245**)

PARAGRAPH 241

"Do not disappoint me, American", says Von Blau. "I have no tolerance for ignorant comments, from uninformed lesser beings". He glares at you through his monocle. "Now return to your cabin and we will talk later."

Yeah well, you don't want a rifle butt putting you to sleep, but the German does seem pleased that you are not being a complete toady...you hope. (GO TO **274**)

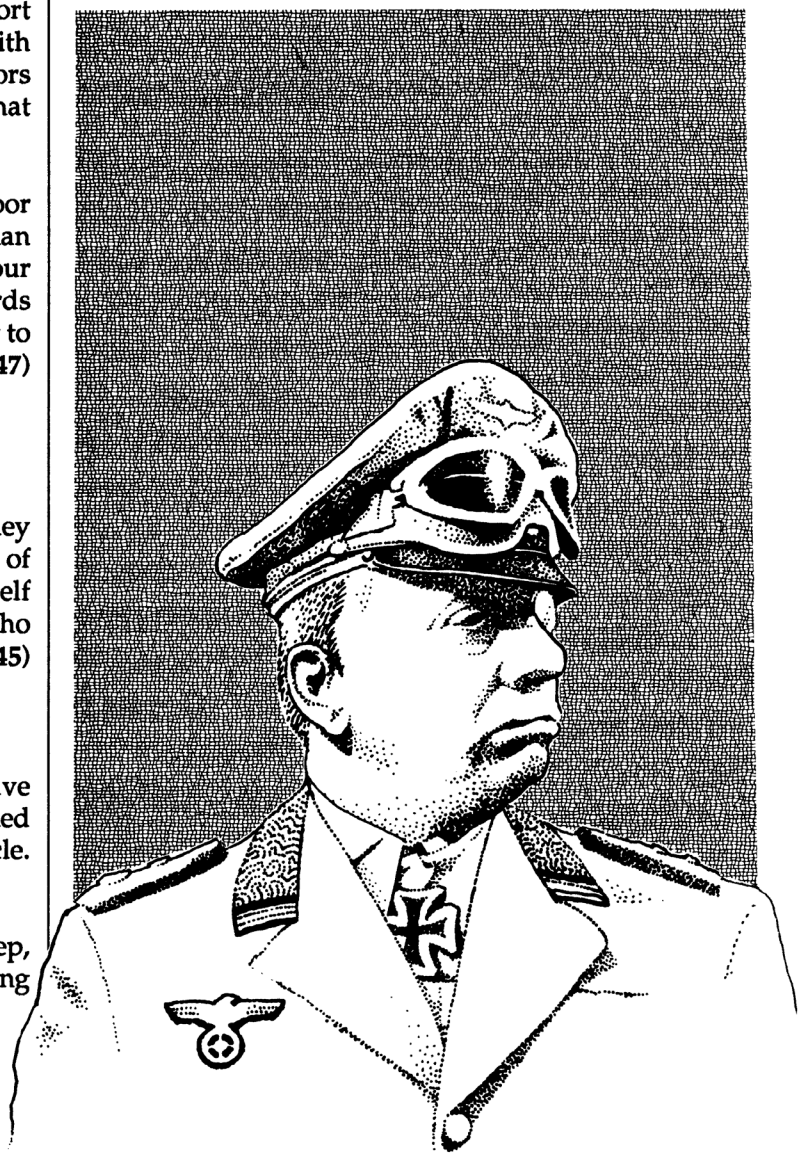
PARAGRAPH 242

With that, the steward begins to shoot. His first shot hits Captain Terletsky in the back. As he slumps over the controls, the co-pilot attempts to regain control of the plane. As the ship noses down toward the water the passengers and crew are thrown about the cabin.

Do you still try to subdue the steward (GO TO **248**) or try to grab something to hold on to (GO TO **238**)

PARAGRAPH 243

You lost the Melee. Von Blau is amused at your attempt to escape. "Fools! And where did you think you were going to go? Or were you going to sprout wings and fly like a sea gull?" With that he laughs. "Take these fools away and place them under guard until we reach the volcano." With that you and French are dragged away and thrown into the same small cell. (GO TO **233**)



PARAGRAPH 244

You escape your cell. You can head toward the testing pit (GO TO **262**) or towards the lagoon (GO TO **289**).

PARAGRAPH 245

Dr. Meier can only be halted with a flying tackle. He is armed with a small clip pistol.

Dr Meier:

STR:	12	Level 2
INT:	15	
LK:	13	
Con:	14	
Dex:	13	
Chr:	10	
Spd:	12	H to H adds: +2 Missile adds: +1

Knife Fighting 1, Clip Pistol 1, Street-fighting/Self Defense 1
Pistol: Charter Arms Undercover .32, 2D6+1

At the end of the second round, Dr McKinley will attack. Dr. McKinley is armed with a stun baton of futuristic proportions.
Every hit from the baton will drain 3D6+4 from CON , treat it as a Knife.

Dr. McKinley

STR:	10	Level 3
INT:	17	
LK:	14	
Con:	13	
Dex:	15	
Chr:	11	
Spd:	14	H to H adds: +5 Missile adds: +2

Knife Fighting 2, Street Fighting/Self Defense 1, Clip Pistol 2.
Because of the design of the stun baton, McKinley is able to use his Knife Fighting skill with it.
Stun Baton: 3D6+4
If the melee lasts more then a total of 4 rounds the other passengers will attack and subdue the two Doctors (GO TO **198**) If you win in no more than 4 rounds, (GO TO **213**) If you lose (GO TO **227**)

PARAGRAPH 246

This cell is much less comfortable than the one on the Zeppelin, even if it is large. You hear movement in adjacent cells. Do you seek to communicate with them (GO TO **266**) or lie quiet and regain your strength? (GO TO **276**)

PARAGRAPH 247

You are ushered into the Airship's forward control room behind Mr. French. There you have a breathtaking view of the Pacific Ocean from 30,000 feet. Several crewmen man the airship's controls, but your gaze is attracted to a most imposing figure that sits in what appears to be a barber's chair, upholstered in red leather.

Seated there is a stout man of middle age. He has a receding hairline, and is wearing a monocle! His uniform is that of a colonel in the German Imperial Army. On the uniform, he wears the white Edelweiss of Jasta 18, as well as several decorations, including the infamous Pour le Merite ...The Blue Max! He rises and takes you under his steely gaze...

"So you are the one who has sought to frustrate my plans to destroy that barnstorming idiot Knight. Did you really think that you were dealing with a simple steward's lunacy. Well, then you were sorely mistaken. I, Ernest Von Blau, am the one behind these incidents. It is I who will destroy the great Mr. Knight just as I did that upstart from Vermont in the Yucatan.

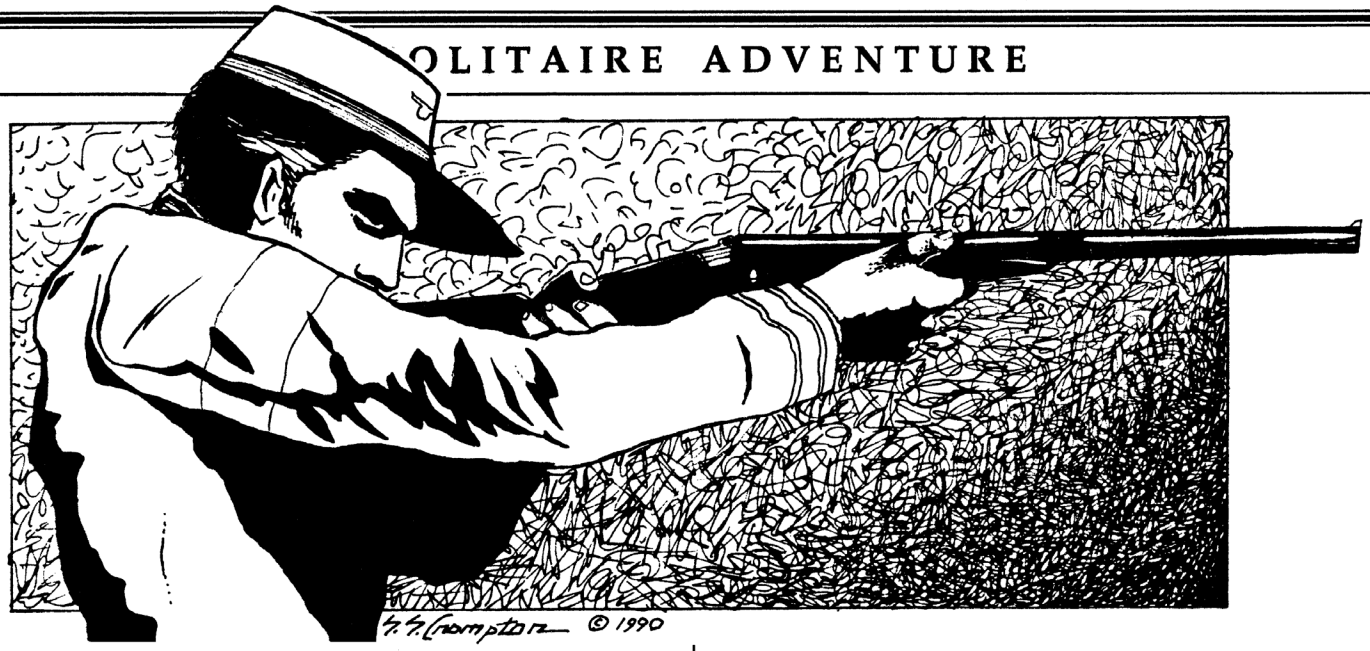
"Ah, yes, the German aviator I shot down in the Great War, who tried to start an airline in South America years ago"! Says Colonel French, "He was lucky enough to capture me with one of his dirty tricks rather then face me again in the air."

"Yes!" states Von Blau. "And had it not been for the interference of your government I would have easily succeeded. Your Mr. Knight was and is no businessman. Only I underestimated your government's interest. No, Colonel French I would have succeeded then but for bad luck! But I WILL succeed now!"

You decide to hold your piece and hear what more Von Blau has to say.(GO TO **256**) You decide to seemingly join the German's forces.(GO TO **265**) You decide to spit in this petty tyrant's eye and show him that you have no fear of his petty ranting! (GO TO **273**)

PARAGRAPH 248

You realize that the mad man will just keep shooting unless something is done. You throw yourself at him and divert his last shots. Make a 2nd level Luck saving roll (-25), OR a successful Martial Arts Disarm (Jim's strength is 15). If you fail, go to **216**. If you succeed, go to **212**



PARAGRAPH 249
For you the game ist over! (THE END)

PARAGRAPH 250
The good doctor is deeply offended by your accusation and informs you that you are an ignorant fool and he will not tolerate it! (GO TO **230**)

PARAGRAPH 251
There are too many of them. Masked figures enter through both hatches, as well as through the flight deck. Everyone is overpowered by the intruders. (GO TO **239**)

PARAGRAPH 252
"It's no good, Mac" says French. "They'll get in here sooner or later." Grab Von Blau and we can try and bargain for our freedom." Do you take French's suggestion (GO TO **237**) or surrender after all. (GO TO **235**)

PARAGRAPH 253
A few hours later, the cell door is opened and half a dozen guards drag you into the testing pit. If you resist, the guards use an odorless knock out gas and your unconscious body is dragged to the 'testing' pit. (GO TO **303**)

PARAGRAPH 254
You reach the lagoon entrance. You can hear the other motor launch behind you. A quick glance over your shoulder shows that the guards have boarded the other boat and are in hot pursuit. DO you let out the throttle and head down the middle of the lagoon entrance (GO TO **298**) or do you stay at normal speeds and dodge among the fantastic coral shapes along the sides and edges of the entrance. (GO TO **295**)

PARAGRAPH 255
You hope that the boat will give you enough cover to win the fire fight that ensues. They start shooting. (6) Guards

Armed Guards (6)

STR:	13		
INT:	11		
LK:	13		
Con:	14		
Dex:	12		
Chr:	11		
Spd:	12	Level:	1

H to H adds: +2 Missile adds: +1

Rifle 1, Street Fighting/Self Defense 1, Brawling 1
Guards rifles: German M1898A, 7.92mm, 12d6+2

If you avoid any serious damage from the guards fire, and get under way, (GO TO **290.**) If you are wounded and recaptured by the guards, (GO TO **281.**) If the frail boat sinks (GO TO **307.**)

PARAGRAPH 256
"So, you are quiet, American. But you have a right to stand quiet in the face of my greatness, for I will destroy Juan Knight and Pan Global. Then the foolish Americans will lose the skies of the Pacific to ME! Not one of your precious store clerks has the imagination to fly the skies of this vast ocean. Even Knight would have been defeated, but for the support of your tin pot navy, but they, too, shall fall prey to my plan. Destroying the clippers and Pan Global are just a part of my plans. You will see at my secret base where my real power lies." You and Colonel French are returned to your cabins. (GO TO **277**)

PARAGRAPH 257

"Oh, American!" comes a voice from the dark. "I am a friend!" Good grief, you almost had a heart attack. Now, who the heck is that? Do you acknowledge the call (GO TO **291**) or stay quiet? (GO TO **293**)

PARAGRAPH 258

A quick dash and you are at the dock. You reach the nearest motor boat and discover a man on his knees looking up at you from the bottom of the craft. He shouts an alarm. Even as you leap into the boat, you hear the crack of rifle fire behind you.



Unarmed Mechanic.

STR:	13
Level	1
IQ:	12
LK:	10
CON:	12
Dex:	10
Chr:	11
Spd:	9
H to H adds:	+1
Missile adds:	+0
Brawling	1

Each turn you are subjected to two shots of rifle fire at long range. If a shot misses you it can hit the mechanic. If you overpower the mechanic, start the boat (No skill) and get clear of the dock (10') at least half a dozen guards will arrive with an officer. They will shoot at you as you cross the lagoon (One round at short range, another at medium range, and the last volley at long range). If you did not get clear of the dock the guards will board the boat and try to recapture you.

The boat will offer you good (-3) cover.If you succeed in stealing the boat (GO TO **254**)
If you are hit by rifle fire, you may attempt a level 3 saving roll on Luck (30-Luck) to avoid being killed outright (you were just "nicked"). If you succeed, lose one half your CON, and go to **303**. Otherwise go to **249**

PARAGRAPH 259

You win the melee and gain control of the cabin. Even as you stand triumphant, the sound of many running feet can be heard approaching. Do you barricade the door (GO TO **252**), or grab a parachute and jump from the airship (GO TO **271**), or try to take control of the great sky vessel (GO TO **280**)

PARAGRAPH 260

Your move takes your guard by surprise, and French quickly confronts his own guard. There are three unarmed crewmen in the cabin along with Von Blau who carries a swagger stick and a lugger.

(2) ARMED GUARDS who will try and subdue you and WILL NOT fire their guns in the airship.

STR:	13	Level 1
INT:	11	
LK:	13	
Con:	14	
Dex:	12	
Chr:	11	
Spd:	12	H to H adds: +2 Missile adds: +1

Rifle Skill 1, Street Fighting/Self Defense Skill Level 1.
Guards' rifles: German M1898A, 7.92mm, 12D6+2
Used as club (Butt Strike): 3D6

(3) UNARMED CREWMEN who will try and stay at their stations unless attacked OR the guards are overwhelmed.

STR:	11	Level 2
INT:	13	
LK:	12	
Con:	11	
Dex:	10	
Chr:	10	
Spd:	13	H to H adds: +0 Missile adds: +0

Knife Fighting 2, Brawling 2.
Knife: 2d6+2

Werner von Blau

STR:	14	Level 7
INT:	25	
LK:	14	
Con:	13	
Dex:	15	
Chr:	17	
Spd:	14	H to H adds: +7 Missile adds: +2

Clip Pistol Skill 3, Fencing Level 4, Pugilism Level 2.
Pistol: Walther PPK8, 3d6
Sword: 3d6+4 (Fencing Sabre)
Von Blau will fight with his Sabre only if his gun is unusable. If he is disarmed completely, he will fight with his hands.
Von Blau WILL shoot and HE WILL NOT care if his own men are hit. If defeated or outnumbered at any point, Von Blau will IMMEDIATELY SURRENDER.

You win (GO TO **259**), You lose (GO TO **243**)

PARAGRAPH 261

Von Blau shakes his head and signals one of the guards. Your defiance has again resulted in a crack on the head and blackness. When you awaken you are back in your cell with several new bruises.

Arrival at the island finds you again regaining consciousness. Boy, you are glad that all detectives have thick skulls, otherwise you would be in deep trouble. You decide to be quiet, co-operate, and take no action. Especially since you still hurt all over (GO TO **268**) or you remember that you are a detective and there might be something that you can discover that will help you. (GO TO **246**)

PARAGRAPH 262

The way to 'The Pit' is clear and there are no other side passages. Behind you can be heard the guards approaching on their rounds. As you enter the testing pit a heavy metal grate descends behind you blocking your exit. Strong lights come on and you hear laughter (GO TO **303**)

PARAGRAPH 263

"OK kid let's fly this wagon." With that French takes the craft lower and points her nose toward the north. The ship steadily loses altitude, but within minutes you realize that the crew are making frantic efforts to regain control of the craft. Within minutes you have only descended to 10,000 feet, but then the wheel fails to respond any more. Von Blau ridicules your attempts, and states that if you give up he will not take revenge on you. You decide to take Von Blau's advice (GO TO **235**) You decide that he will never keep his word so you have nothing to lose (GO TO **237**)

PARAGRAPH 264

A few hours later, you sight Von Blau's Zeppelin behind you and closing fast. Soon Von Blau's ship is overhead. A thunderous autocratic voice announces that you had better surrender or your boat will be sunk and you will be killed. You shout defiance (GO TO **279**) or surrender (GO TO **272**)?

PARAGRAPH 265

"Yes I was told about you. Perhaps you can indeed be of assistance to me. Once I have destroyed Juan Knight and his airplanes, there will be much to do. The US Navy must be convinced to abandon it's presence in these waters. The Japanese are nothing but ignorant fools; convinced that their future lies in China rather then in the ocean that surrounds them. Well, they will also cede to me bases. After all, are they not great friends of this upstart house painter that runs my country? They do not understand that once I control the air, their navy and it's bloated battleships cannot stand before me either!"

"People like you forget that once Germany ruled these islands. We still have many interests here and know their true value. They forget that intelligent men can always out think and out maneuver ignorant store clerks even with limited resources. You are wise to join forces with me. When we reach my island, you will see where my real power lies, and then I will determine what use I have for you!"
French denounces you as a spineless traitor but at a signal from Von Blau, a guard cuts short French's comments with the butt of his rifle. You are then escorted to your cabin and French is dragged, in irons, back to a small cell just down the hall from your room. (GO TO **277**)

PARAGRAPH 266

"Hey, are there any other Americans here?" Your inquiry is not answered for quite a while. Then in a low voice, "Be quiet for God's sake or the guards will hear you!" You see the logic of his reasoning (GO TO **283**) or you can't hear him very well and so you shout louder (GO TO **276**)

PARAGRAPH 267

Ok then, you will pilot the craft. French realizes that you are going ahead with your escape whether he helps or not so he agrees to your orders. (Go to Paragraph **263**)

PARAGRAPH 268

About two hours after your arrival a squad of guards arrives in front of your cell. You are dragged down the hall towards the infamous 'Pit" (GO TO **303**)

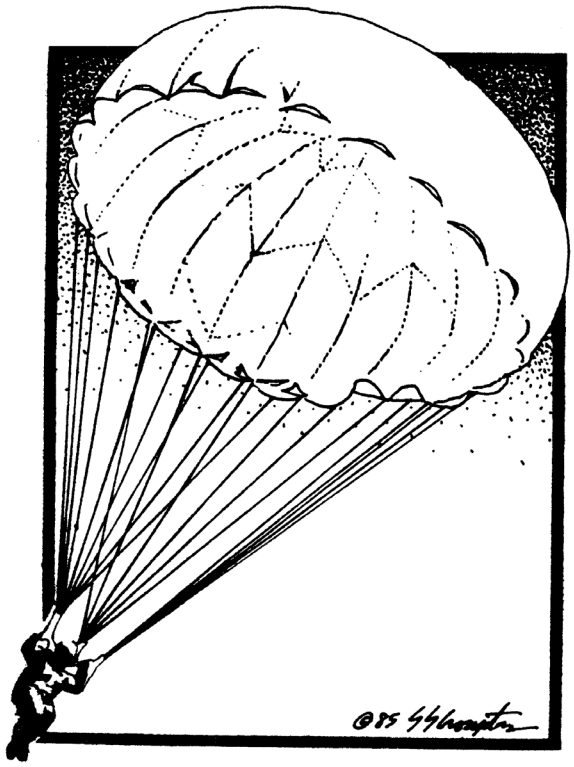
PARAGRAPH 269

Your agreement that Von Blau is a genius in order to get him to say more is successful. "Yes, rarely have I encountered an American such as you. Perhaps there is indeed a place for you in my master plan. Upon reaching the island, I will see that you are cleaned up and we shall dine together. Then you can see the end of Knight and his ignorant cohorts when I test my new weapon. I think that it shall appeal even to your crude taste, eh American?"

Do you agree with him (GO TO **232**) or do you decide to act just a little truculent (GO TO **241**)

PARAGRAPH 270

Dodging among the coral results in several bad cuts. These cuts in turn draw sharks! Unless you surrender, you will be attacked (GO TO **307**) If you surrender you are dragged into the other boat and beaten. Your battered body is then dragged back to your cell . (Go to **281**)



PARAGRAPH 271

As you start donning the parachute, French screams "Don't do it! We're too high. There's no oxygen! You'll be dead before you hit the water, and even if you make it what will you do...swim a hundred miles to the nearest land?" Yep, he's right, try another option. (GO TO **259**)

PARAGRAPH 272

You are returned to the island, manacled and put back in the island 'cell' you have grown so fond of. Two guards stand outside the cell watching you until Von Blau has you taken to his testing pit. (GO TO **303**)

PARAGRAPH 273

"Ah yes, Von Blau...Once a brave pilot in the Flying Circus, but now just a washed up has-been, like the rest of your crew. Just wandering the world in this war surplus Zeppelin. Do you think that this bag of hot air can hide forever from the eyes of the World? Do your worst for we will not help you!" French laughs as well!

Your speech does indeed have an effect on Von Blau! French is impressed as he turns toward you with his mouth hanging open. What did French just say..."Idiot?"

The colonel's face turns an interesting shade of purple and his monocle has dropped from his eye to swing like a pendulum catching the sun's rays...

"You American flat footed detective! I am a decorated officer of the German Army and you are a piece of mongrel scum. GUARDS! silence him" he shouts.

With that a guard steps forward to strike you with his rifle butt. Do you take it like a man, (GO TO **229**), try to duck (GO TO **260**), or grovel for mercy? (GO TO **269**).

PARAGRAPH 274

Your arrival is announced by one of the crew and you leave the Zeppelin with a polite, but obvious, escort who discourages any deviation from the path to your room. Descending the other gangplank, you see French being dragged, half unconscious, down the ramp by two of Von Blau's goons. You are both going in the same general direction but while you ascend the stairs to the left French is half thrown down the tunnel going to the right. Probably the dungeons,.

There seem to be several large cracks in the crater walls and a roughly hewn path extends to the top on the left side of the docking area. The whole area is liberally piled with supply crates.

Within the volcano's floor, you can see that there is a large lagoon and a small dock. At the dock are a pair of small but powerful motor launches and Captain Muse's old S-42 Flying boat, the Samoan Clipper! Now how did Von Blau manage that one? Well, perhaps you will find more out at dinner tonight.

Dinner with Von Blau provides conversation that is less than stimulating. There are a number of military officers present from Germany, France, and Japan. There is also an aristocratic looking Oriental that seems familiar. Soon the two women from the Clipper arrive. Both have been cleaned up but are under heavy guard. Von Blau plays the gentleman but the women finally burst into tears and he has them sent back to their cell. Von Blau then invites you to watch the evenings entertainment (GO TO **326**) You decide to leave the room and take the elevator (GO TO **296**) or talk with the Oriental (GO TO **314**)

PARAGRAPH 275
"You're crazy, kid! I can't fly this thing by myself.. It can't be done. We gotta give up!" Well, you can't do it, unless you have Airship piloting skills in which case go to **267**. If you do not have those skills then go to **235**)

PARAGRAPH 276
Now, why should you be quiet? There are no other guards about, are there? Your thoughts are answered when a squad of guards arrive. The officer informs you that there will be no more talking and leaves two of his men to enforce his will. (GO TO **278**)

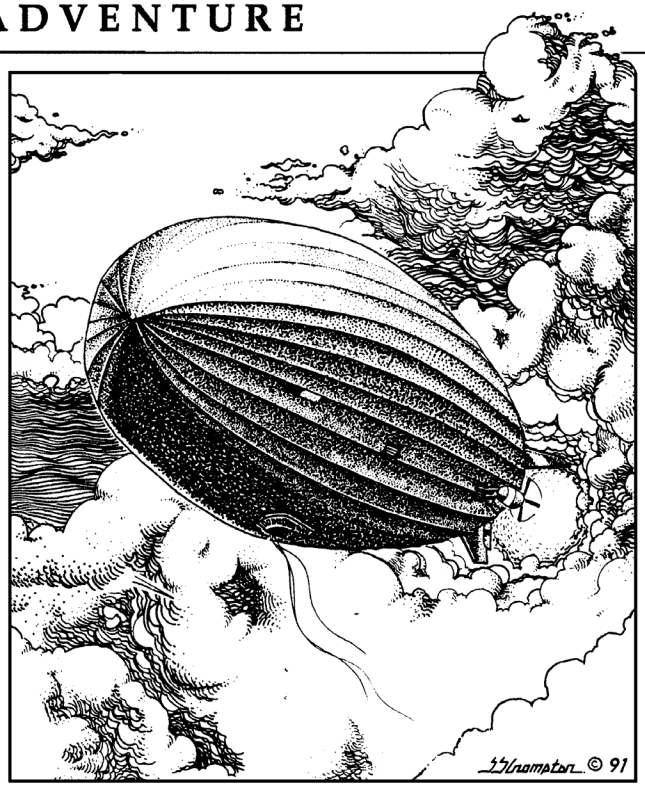
PARAGRAPH 277
A few hours later, Von Blau invites you to join him in the forward observation room. There, you see an island, with a volcano reminiscent of a skull, laying like a jewel directly ahead of the airship.

"Yes, American that is your new home and mine as well. For many years after Knight defeated me in South America, I have sought a way to destroy him. Now, I have found that way. From my base here, I operate a secret network of agents that have infiltrated all of Knight's operations and many of your government's as well."

"You see that the skull shaped volcano? It emits a gas as light as Helium, but with greater lifting powers. When people become afraid of Knight's aircraft they will seek another way to travel. Then the Zeppelin will have its day in the sun and I will control ALL those craft, and, with them, the world's travel routes. With all the travel routes in my hands ALL the world's governments will listen to me. For here in this island's jungles there are even greater secrets for the taking."

"Secrets that you ignorant Americans failed to discover when you visited here before. Instead, the ignorant scum captured a few of the more impressive animals, slaughtered many of the natives, and returned home to short lived fame and infamous disaster."

"But I heard about their visit and decided that there was much more to this island then met the eye, and, as usual, I was right. And I assure you that the natives are no longer ignorant of the white man's ways!" His laugh sounds more like the bark of a dog. "But, come American, we will be landing in the volcano's crater soon, and you will have time to refresh yourself after our arrival. Then we will dine, and I will show you a few more of my secrets." With that you are ushered from Von Blau's presence and returned to your room. (GO TO **274**)



PARAGRAPH 278
Well, you figure that a cell can be a safe place. This time when the guards appear, two of their number remain to watch the cells. So much for escape. These guys look serious. You wonder if you will be fed before Von Blau decides to call on you (GO TO **303**)

PARAGRAPH 279
Grenades begin dropping around the boat and the craft is quickly disabled. Diving into the water you try to stay under long enough to convince Von Blau that you are dead. The bombing continues, however, and soon you are wounded. Shortly a group of Tiger Sharks appear! Your attempts to surrender to Von Blau at this point are met with loud laughter, and the sharks have their day in the sun.
(THE END)

PARAGRAPH 280
"It's our only chance, French. We have to take this craft down lower and head back toward Guam or someplace with dry land anyway. If the crew tries to get in, we threaten to crash this thing and then we can all take our chances!" If you try and influence French add +3 to the die score since your crazy plan has worked so far.
Make a Charisma saving roll modified by your Leadership skill. If you influence French (GO TO **263**) If you fail to get Colonel French to help you fly the airship.(GO TO **275**)

PARAGRAPH 281

Some time later you regain consciousness and find that, although bruised, you are still intact. Shortly, two guards arrive, Instead of opening the cell, the guards point a strange looking device with a bell shaped muzzle at you that emits a stream of colorless gas, smelling faintly of Jasmine. Darkness follows. You awaken at... (GO TO **303**)

PARAGRAPH 282

You will have five melee rounds to overpower the sailor, start the motor boat, and head for the open sea. If you fail,the six guards will join the sailor on the sixth round and try to overpower you.

(1) Unarmed sailor

STR:	13	Level 1
IQ:	12	
LK:	10	
CON:	12	
Dex:	10	
Chr:	11	
Spd:	9	H to H adds: +1 Missile adds: +0

Brawling 1

6) Guards:

STR:	13	Level 1
INT:	11	
LK:	13	
Con:	14	
Dex:	12	
Chr:	11	
Spd:	12	H to H adds: +2 Missile adds: +1

Level: 1

Rifle 1, Street Fighting/Self Defense 1, Brawling 1
Guards rifles: German M1898A, 7.92mm, 12d6+2

Being overpowered (GO TO **310**), Escaping in the boat . (GO TO **311**)

PARAGRAPH 283

You lower your voice to a whisper and quickly find out what the other prisoner knows.

"I'm Fred Noolan, Amanda Hartmen's navigator. We were forced off course by an electrical disturbance that I couldn't detect with our equipment. Then this God-awful huge airship appears out of a cloud. Amanda tried to get away, but we were low on fuel and the thing was really fast! Then all the engines quit and we pancaked into the water. I got out but..." He is silent and then continues softly, "She was a great lady, that one".. You are both silent again for a moment before he continues.

"So they picked me up out of the water and started asking me a lot of questions about secret American naval bases and radio detection equipment. I fought it at first but then I guess I gave in. (more silence) Well living is better then dying ain't it!" The comment may be directed at you but Noolan's eyes are focussed on a point on the wall across from his cell.

"So anyway Von Blau got done with me and put me down here, I guess he is going to try some sort of gas on me that he has invented. SO far it only knocks me out, but he gets upset at some scientist types. Fed one to a critter of his a while back...could hear the screaming even down here. Always tests guys in that pit of his. A couple of times he has had another guy in there with me, but we've never talked. Looks like a sailor but, like I said he never talks...something wrong with him...looks more like an ape every time I see him..." Noolan quiets down and can offer no more valuable information to you.

If you have the skill you can try and pick the lock (LOCK PICK Skill). The guards come by every fifteen minutes but that may be enough time. Noolan says that one end of the passage leads to the lagoon where the planes and ships are kept. The other direction leads to Von Blau's testing pit. If you are successful at opening the lock (GO TO **244**), If you fail (GO TO **278**)

PARAGRAPH 284

You win. Von Blau is upset and storms away, shouting for the guards to remove the garbage and take the scum back to their cells. Sam gestures toward the Ape's entrance.

(If you make a Level 2 saving throw on Luck, modified by Observation Skill, go to **304** at this point.)

Six guards enter the pit. Do you run through the other doorway ([GO TO **288**) or defy the guards with their weapons? (GO TO **297**).

PARAGRAPH 285

You lose the melee, suffer additional damage, and are returned to your cell. The guards orders are not to kill prisoners but to recapture them. A few hours later Von Blau will have you placed in the testing pit.

Noolan is shot by the German officer. His body is dragged away toward the lagoon. You, on the other hand, are rendered unconscious and returned to your cell. (GO TO **253**)

PARAGRAPH 286

You defeat the creature but the boat is a wreck. The other boat with the guards now begins heading toward you. Are you going to swim for it (GO TO **270**) or give yourself up? (GO TO **272**)

PARAGRAPH 287

You dive into the water and lose sight of the guards, who open a wild fire on you. Dodging about you have an excellent chance of avoiding the bullets but are quickly cut on the coral. (GO TO **307**)

PARAGRAPH 288

Hey, no percentage in staying. Von Blau will just try to kill you again, so you go through the other entrance.

Just inside the Ape's room, you encounter two natives carrying a litter toward the pit. They shy away from you in horror. Behind them, you seen a open door.

Going through the door you find a hall leading to the left and a stairway to the right, leading up. You go up (GO TO **317**), or you turn left (GO TO **313**)

PARAGRAPH 289

You head toward the lagoon. At the entrance, you can see two guards sitting with their backs to you. The shadow of a third guard can be seen off to one side. If Noolan is with you he is reluctant to go further. You can return to your cell (GO TO **278**) or try the testing pit (GO TO **262**) or attack the guards. The only available weapons are any that have not been taken from you in the initial search. You can also pick up some fist sized rocks that are laying on the floor. You will get ONE free attack round before the three guards can react.

Armed Guards

STR:	13	Level 1
INT:	11	
LK:	13	
Con:	14	
Dex:	12	
Chr:	11	
Spd:	12	H to H adds: +2 Missile adds: +1

Rifle 1, Street Fighting/Self Defense 1, Brawling 1
Guards rifles: German M1898A, 7.92mm, 12d6+2
Used as a club (Butt Strike): 3d6
Thrown Stone: 2d6-1
Stone used in fist: 1d6+2

Guards will shoot you only if you are able to bring one of them down. Otherwise they will try to subdue you hand to hand and send you back to your cell.
You Win (GO TO **294**) You lose (GO TO **[285**) I don't suppose we have to tell you what to do if they kill you?

PARAGRAPH 290

Von Blau's guards seem to be the usual inept thugs that evil geniuses surround themselves with. As you pass from the hidden lagoon into the tunnel the water begins to roil and a giant tentacle emerges from the depths to wrap itself around your craft. You strike at the appendage with little effect as another slimy arm strikes at you! Although the beast's efforts to seize you are easily avoided, the boat is soon destroyed and you find yourself in the water surrounded by flailing tentacles and flotsam from the launch. Now sharks can be seen in the water. Your last view of shore is that of a tal figure in a red robe standing on the Quay laughing! Oh well (glub!) (THE END)

PARAGRAPH 291

"Oh, Oh! The guards are coming, Detective. They will be here soon. I can see where you are. Keep going straight ahead and you will find a beach where I await you."

You stay where you are (GO TO **293**) or follow the instructions (GO TO **299**)



PARAGRAPH 292

You hide in the brush as the patrol enters the clearing. As you feared, they spot you but the great beast spots them as well. The guards are all killed by this horrendous monster and you are safe. Within a few days you reach the beach and discover a native canoe. Gathering supplies you set sail for the East and reach the Dutch islands a few weeks after all of this began. There your story is treated with skepticism by the authorities . In fact, you are stranded there with no funds and no way to get back home when the office refuses to acknowledge any of your telegrams!

You receive 1,000 experience points, but no money. Then one day you spot a tall aristocratic looking oriental in the bazaar and approach him.
(SEE NEXT ADVENTURE!)

PARAGRAPH 293

OK, he's quiet now. You were distracted, however, and here are those guards. Then you see them just a few yards away. They spot you as well and a powerful searchlight illuminates you and your boat. (DO you stay in the boat, (go to **255**), surrender, (go to **272**), or swim for it? (go to **287**)

PARAGRAPH 294

You only have a few moments before more guards may arrive. You figure that re-entering the dungeons is a losing proposition so that leaves working your way along the wall away from the entrance (GO TO **301**) or running across the open space to the dock and stealing a motor boat. (GO TO **258**)

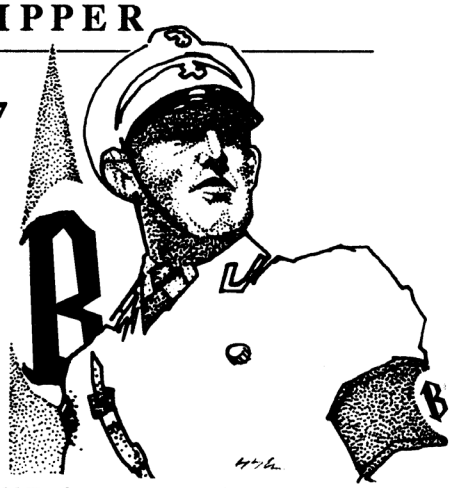
PARAGRAPH 295

You keep to the side of the lagoon and dodge among the coral. The guards begin shooting at you but you have excellent cover and are dodging as well. You enter the tunnel that seems to lead to the sea and lose sight of the guards behind you. There is no longer any sign of pursuit. Do you quickly run the boat towards the sea (GO TO **302**) or linger in the tunnel to see what is going. (GO TO **257**)

PARAGRAPH 296

You take the elevator to the top (there is no down) where the door opens and reveals a corridor. (GO TO **317**)

PARAGRAPH 297



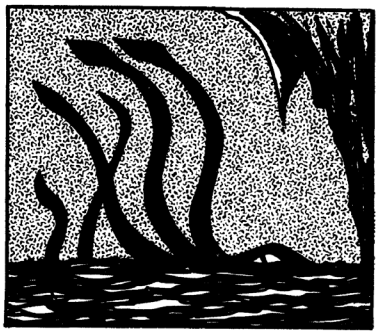
(6) Armed Guards
STR: 13
INT: 11
LK: 13
Con: 14
Dex: 12
Chr: 11
Spd: 12
H to H adds: +2
Missile adds: +1
Level: 1
Rifle 1, Street Fighting/Self Defense 1, Brawling 1
Guards rifles: German M1898A, 7.92mm, 12d6+2

You defeat the guards (GO TO **288**)
You lose to the guards (GO TO **305**)

PARAGRAPH 298

As you roar down the middle of the entrance you suddenly come to a halt when you strike a large submerged object. The shock causes your boat's engine to conk out. Looking back you see that the pursuit has stopped and is watching you. Why ? You quickly find out.

A large tentacle emerges from the water next to the boat and wraps itself around the hull. Another tentacle can be seen slithering in the waters around you. Behind you the guards begin to point and laugh.



THE LAGOON BEAST
STR: 25
IQ: 4
LK: 8
Con: 28
Dex: 13
Chr: 3
Spd: 10
H to H adds: +14
Dice of attack from tentacles: 2d6-1

If you win(GO TO **286**)
Should you lose (GO TO **308**)

PARAGRAPH 299

Yep, there's the beach. And, what the heck it's the oriental and one of his tong. What is he doing here. Behind you can be heard the guard's boat, and ahead of you the oriental gestures for you to disembark and follow him.
Well, nothing to lose, and so you jump ashore. As you do so the Tong man boards your boat and points her back into

the dark as he builds up speed. The craft is soon lost in darkness but the scene is shortly illuminated by rifle and heavy machine gun fire from the guards' boat. As you enter the cave behind the beach, where Sam awaits you, the entire tunnel is suddenly illuminated by a ball of fire as your motor boat blows up. It looks like the guards' boat is also sunk, as you hear screams and thrashing in the water. As much as you would like to linger, Sam indicates that you must quickly follow him. (GO TO **314**)

PARAGRAPH 300

Behind you, the six guards emerge and open fire on you. There is no place to go. After a round of fire you can surrender. If you are alive, you will be patched up and returned to your cell (GO TO **310**) If killed you will have to start over again.

PARAGRAPH 301

Good thing you decided to be careful. A bit further along the wall you find several stacks of crates and conceal yourself easily. A road leading up the crater's side can be seen just ahead. It is pretty open but there do not seem to be any guards. Just a few feet along the way you see an elevator hidden in a crack in the wall of the volcano. You don't know where it leads but it's gotta be quicker then trying to climb out of here. You can already hear more guards approaching. Take the path (GO TO **309**) or use the elevator (GO TO **296**)

PARAGRAPH 302

You emerge from the tunnel and point the prow of the launch north. (You saw some islands in that direction, and you are pretty sure that the Philippines are that way, too.) (GO TO **264**) or stay in the shadow of this island(GO TO **257**)

PARAGRAPH 303 "THE TESTING PIT"

"So, you American scum, you think to insult me", shouts the Colonel. "Very well, try my testing pit. If you win your life will be preserved for a bit longer...if you die then I can begin my plan at once." You gaze up to see that there are two guards flanking Von Blau, as well as half a dozen other spectators, including military officers (one of whom is the Oriental you saw in San Francisco!) The later inclines his head toward you slightly after your eyes meet. Colonel French is there too, manacled and under heavy guard.

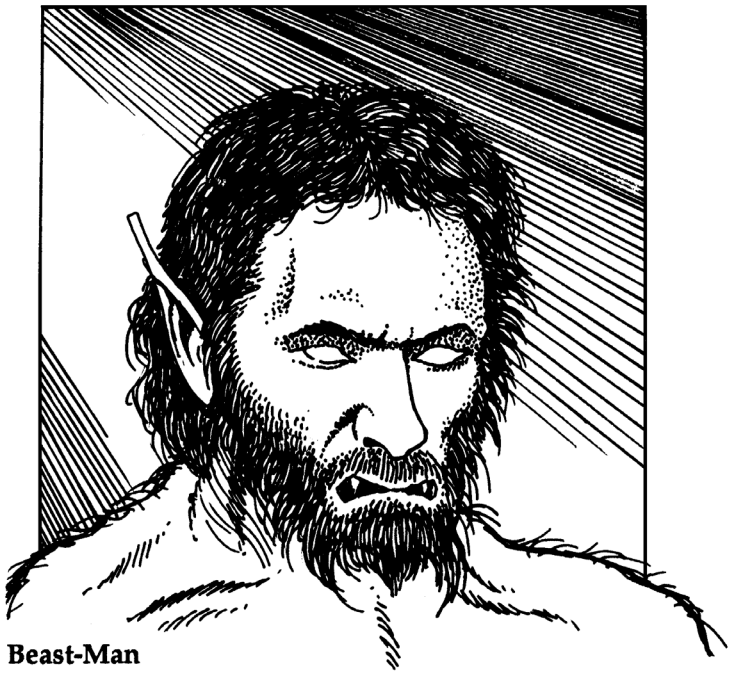
"That's Hanoi Sam" gasps French. "That yellow devil has his hand in half the rackets in Asia"

"You honor me Colonel French, or is it Gibson." says the oriental he called Sam. Von Blau seems a bit taken back by this and faces the oriental. "These are my prisoners Fu and who is this Sam that French is talking about?" "It is not for you to know, my dear Colonel. As you say, the prisoners are yours." Sam smiles slightly, making it look more like a smirk. Von Blau again turns toward the prisoners.

"French here will soon get his chance to fly against me. As we did years ago. As it was then, it will be now, a fair fight." French snickers and Von Blau glowers at him.

"Here, American, let it not be said that Von Blau is not a merciful man!" With that the German Colonel throws down an old cavalry sabre. Oh great!

Across from you a part of the pit's wall slides away to reveal an ape-like figure. It may have once been human, as bits of sailor garb are still being worn. Still, it is larger than a man and armed with a long club. You have the sabre.



Beast-Man

STR:	23	Level 3
IQ:	9	
LK:	7	
Con:	37	
Dex:	13	
Chr:	4	
Spd:	11	

Brawling 2, Pugilism 2, Street-fighting/Self Defense 3
Club: 3d6
If you manage to disarm the beast, it has claws (2d-1)
You have the sabre: 3d6+1

(You lose (GO TO **306**), You win (GO TO **284**.)

PARAGRAPH 304
You notice that Colonel 'French' also gestures toward that entrance. (GO BACK TO **284**)

PARAGRAPH 305
Your bullet-riddled remains are dumped into a large tank holding one of Von Blau's aquatic experiments. There you become food for the fishes! Try again!(
THE END)

PARAGRAPH 306
You recall seeing stars when the Ape struck you along the side of the head. Your last view is a large Ape foot descending toward your face. Your last thought is, "Boy, do his feet stink!" Try again!
(THE END)

PARAGRAPH 307
Within moments, several large sharks appear and attack you before the guards can rescue you. Please start over again.
(THE END)

PARAGRAPH 308
Your valiant struggle with the beast ends and you lose. At least you died heroicly. (THE END)

PARAGRAPH 309
You follow the road up the side of the Volcanic cone. You are spotted before you are halfway up and guards in front of you and behind you open fire. Before you can surrender you are riddled with bullets and killed. (THE END)

PARAGRAPH 310
You are left in your cell without adequate food and water for several days. The guards gloat and tell you that French has fallen before Von Blau's guns. One by one all the other prisoners are removed until only you remain. Then you are taken from your cell back to the pit. There you face a dozen Ape-like monsters who attack you with great gusto. Above, Von Blau and Hanoi Sam watch with their guests. As you are stomped into the ground you realize that all of these apes are the prisoners! But the how and why are lost as your life ebbs from your battered form. (THE END)

PARAGRAPH 311
As you push off from shore, you wonder why there seems to be no pursuit. As you pass beyond the surf line, you seem to hear Hanoi Sam's diabolical laugh reverberate through the cave. Ahead of you the way through the tunnel entrance seems clear. Do you keep going (GO TO **290**) or turn parallel to the shore to get a clear view of the exit. (GO TO **328**)

PARAGRAPH 312
You examine the two planes, and find that the one with American markings has no ammunition and only a little gas. Even the plane with German markings looks like it would be unable to fly very far. Should you brave the jungle (GO TO **319**) or should try to fly out? (GO TO **325**)

PARAGRAPH 313
Running down the hall, you see several doors but a quick look shows that they are locked.
Following the hall, you emerge in the face of the volcano facing the Lagoon. To your left is an elevator. To your right there is nothing but open sand along the cliff face for a hundred yards. Ahead, in the lagoon is the dock with the two motor boats tied to it! There are no signs of any guards and the airship is nowhere to be seen, either.

Do you try to reach the motor boats (GO TO **320**) take the elevator (GO TO **296**) or run across the open sand along the cliff face (GO TO **300**)

PARAGRAPH 314
The man called Hanoi Sam gazes at you.
"You may recall that our paths have crossed recently in California. Whether you do or not is of small importance in our present situation."

"Von Blau is quite mad and will destroy all my carefully laid plans with his airborne assault on Mr. Knight's United States. I do not wish to see this happen, sir. If you will promise to see that my people come to no harm, I will get you off this island and into your own countries' hands within hours. Or you can stay here until Von Blau tires of you. He will then either throw you in the pit or force you into the jungle."

"I have a new aircraft waiting to come at my signal, to pick you up. I will even show you a secret entrance that will allow you to escape this place, as a gesture of goodwill. "

At that, Sam walks over to a section of wall in the corridor and opens it onto a jungle trail beyond the building.

"I will see that the prisoners remain here safely until you return. Hopefully, you will be able to capture Von Blau as well, but frankly, the destruction of this base will be enough to destroy his plans. What shall it be, my friend?"

You may take Sam's offer and get a plane ride out of here (GO TO **316**) or try and escape into the jungles below through the secret entrance Sam showed you.(GO TO **319**)

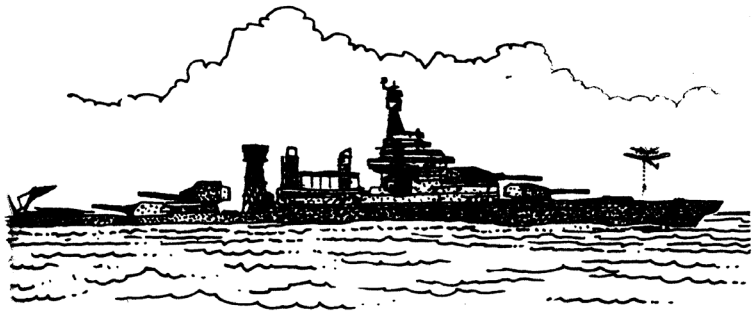
PARAGRAPH 315 (Answer)

About his "kidnapping" incident in Portland before his departure on this trip French says, "Oh, the boys were just having a little fun with me. They used the town Paddy Wagon, hand cuffed me and everything. It was a real hoot, I tell you." (Return to the paragraph that sent you here.)

PARAGRAPH 316

The machine is very strange and Sam simply calls it a Flying Umbrella! Sam's offer is accepted. Sam will provide a pilot. He warns you that the machine's pilot will land you but then leave immediately and no questions will be asked or answered. Again you agree since the only alternative is the inhospitable jungle.

The craft takes off towards the NW and within an hour you spot a ship. The pilot's only comment is "US NAVY SHIP!"



Flying low, the strange flying machine hovers over the forward deck and, using a rope ladder, you board the USS Meigs. Eager hands assist you and, when you are safely aboard the flying machine takes off toward the west.Captain Birley is a bit wary of your story but your appearance at least convinces him to check it out.

The next day the ship lands a contingent of US Marines on Von Blau's island. They are too late to stop Von Blau's escape but the prisoners are rescued and Sam's men are allowed to leave unharmed. A strange situation at best.

Pan Global awards you with $10,000 and you receive 1,500 Experience points. You also sign a contract for the movie and book rights, although no one believes most of what you say. (THE END)

PARAGRAPH 317

The door opens onto a wide corridor with smaller doors on the north side. The south side has a huge set of double doors large enough for a small airplane. There are various pieces of equipment around that would indicate that this is a hanger. The only possibilities at this point are to re-enter Von Blau's lair or escape to the outside. Reentering is silly at this point so, since there are no guards around, you decide to do the later (GO TO **324**)

PARAGRAPH 318 (Answer)

"Yes I graduated from Washington State and learned to fly before I joined the army. I fought in France and Mexico. I was shot down a couple times but bagged a few Huns too! I just hope those Japs raid Canton when I'm there. I'll show them what for!" (Return to the paragraph from whence you came!)

PARAGRAPH 319

Descending the volcano along the narrow path, you enter the edge of the jungle at the foot of the peak. Within moments, you hear signs of pursuit and push on quickly to place as much distance between you and your pursuers as possible. Suddenly, you enter a jungle clearing and come face to face with a horrendous beast. It's bigger than a truck with three vicious looking horns on its head and it's eating grass. You figure that if it eats plants, it must be safer than the guards (GO TO **327**) or you decide to dive into the brush next to the trail and take your chances with human guards rather than giant monsters. (GO TO **292**)

PARAGRAPH 320

You run across the sand and reach the first motor boat. Behind you can be heard the running feet of the guards. Ahead of you in the boat, is an unarmed sailor emerging from the engine compartment. The mechanic shouts a warning. Do you board the boat and try to overpower the mechanic (GO TO **282**) or surrender to the guards (GO TO **310**)

PARAGRAPH 321

Von Blau is furious when you see him the next day. Apparently, one of his guests has attempted to sabotage his plans and he must abandon his base here. He takes it out on you. "I can either cast you into the jungle with it's terrible beasts or into my pit. Which will it be?" The Jungle (GO TO **319**), or The Pit, (GO TO **303**)



PARAGRAPH 322

As the monster withdraws its injured limb, you steer through the cave's outer entrance. Behind you a man can be heard cursing in a dozen languages, but his voice is soon lost amidst the roar of the surf as the incoming tide closes the entrance behind you.

Your boat runs out of fuel a few hours later, but you find food and water for several days in the launch's locker. You rig a crude sail and sail on towards the Philippines. Your endeavers are rewarded. Before sunset you are spotted by the USS Meigs, an army transport that has been sent out to search for the missing Clipper. Going on to the island the rest of the passengers and crew from the clipper are found, dazed, sitting on the beach. All are saved, but none of them can recall what happened, and no one believes your version of the story. The short search is limited due to the towering cliffs of the island and the Meig's Captain insists that you must all be taken to Manilla immediately. Thus no real effort is made until weeks later to find Von Blau's base and that search cannot even find the island!

Pan Global agrees to pay your basic fees of $1,000 and you do get 2,000 experience points. (THE END)

PARAGRAPH 323

Your room is quite nice but there are no windows. You also note that there is no doorknob or lock on the inside of the single door. You are more of a prisoner than a guest. Then there is a rapping at the door and a voice identifying itself as Hanoi Sam asks you to let him in. You can answer the door (GO TO **314**) or ignore his request. (GO TO **321**)

PARAGRAPH 324

You are on a long rock shelf at the very top of the volcano. You can see a short landing strip there with two WWI period biplanes. Built along one side is a large building that looks like a hanger and repair shops for the planes. The sides of the volcano are very steep here and you can see only a narrow trail that leads down and the two planes. You can take the trail (GO TO **319**) or try and fly one of the planes (GO TO **312**) or enter the hanger (GO TO **317** unless you came from there.)

PARAGRAPH 325

You clear the plateau and head NNW towards the Philippines at the most economical speed. About an hour after take off the engine begins to cough and sputter. You can see no islands, so you try to go into a glide to extend your range to the maximum. All fails and the plane pancakes into the water. Caught in the wreckage you and the old plane take a final dive towards the bottom of the ocean hundreds of feet below. (THE END)

PARAGRAPH 326

The men line up above a deep pit. You are surprised to see Colonel French there as well. He is manacled and under heavy guard. He greets the oriental gentlemen as 'Sam' but Von Blau forbids any other comments. Von Blau then harangues French about his luck when they met during WWI and how he, Von Blau, has arranged a re-match. French says that he is very eager for the chance to shoot the pompous Prussian down again. To this Von Blau laughs.

Von Blau now explains the pit, " Here we see how individuals can be exposed to my gas and turned into savage creatures with great strength that will attack anything and everything. With this you can reduce your foes to mindless barbarians and easily destroy them while they fight each other."

Gesturing towards the pit, Von Blau orders one of his own men who had been caught stealing to fight a victim of his gas. When the man pleads for a weapon Von Blau simply tells him to steal one!

A shaggy beast soon enters the pit and launches itself against the prisoner. The fight, if it can be called that, is quite short and the beast is victorious. Von Blau then demonstrates the knock out gas he used on the Clipper by using it on the beast and rendering it unconscious. Both bodies are then removed by the guards. Von Blau then has you returned to your room (GO TO **323**)

PARAGRAPH 327

The great beast charges you and impales you on it's three great horns. Well, that proves it wasn't harmless.
(THE END)

PARAGRAPH 328

Near the sides of the cave, the water is quite shallow. As you enter the tunnel proper, you see a tentacle emerge from the water near the middle of the passage. As it reaches towards the boat, you hear a hysterical scream. A moment later you realize that you were the one who screamed! Fortunately the beast, although of immense size, judging by the tentacle, can only just reach you. You take up a handy marlin spike and stab at the appendage while steering closer to the sides of the tunnel. Make a dexterity saving throw to see whether you can strike at the tentacle and still retain control of the launch. If you succeed, you strike the creature (GO TO **322**). If you fail, you lose control of the launch and crash into the side of the cave and the launch's engine seems to fail. (GO TO **257**).

PARAGRAPH 329

You had a very nice time on your vacation. Upon your return you are informed by Mr. Drummond that your services are no longer needed at Eureka. I believe that the phrase he used was, "Hit the bricks, Jack, and don't show your ugly mug around here again!!" Oh well maybe Sam can use a new man over at Continental. (OK TRY AGAIN!)



PARAGRAPH 330 THE DOSSIERS

Read as many of these as you need to, then return to the paragraph that sent you here OR the one designated in it for you.

THE PASSENGERS ON FLIGHT #452

Henry Huntington is a prominent, St. Louis heavy equipment manufacturer. Henry is going to Honolulu to be with his brother, who collapsed after arriving on Oahu on last week's clipper flight. Henry believes that the United States has the greatest industry in the world. "Why, just look at this aircraft!" he exclaims.

Dr. Fred Reichert is a noted San Francisco Surgeon. Dr Reichert is going with Huntington to perform emergency brain surgery on Huntington's brother. Fred is very interested in golf. "Do you play?"

Homer Orvis is an executive with the New York Cotton Exchange. Orvis is going to Hawaii on business. Homer will tell you a lot about cotton futures and the New York Cotton exchange. "Commodities are the future, my boy!"

Marvin Murphy is an executive with the Warrington Company of Philadelphia. Marvin is also going to Hawaii on business. Murphy is not very talkative at all.

Darwin Teihet is the Advertising Director for the Hawaiian Pineapple Company. Darwin is returning home after a business trip to the mainland. Teihet knows a lot about pineapples and invites you to visit with him the next time you are in the islands.

Kenneth Kennedy is Pan Global's Pacific Traffic Manager. Ken is going to Macao to check on operations there. Kennedy makes these trips quite often. Kennedy is a WW I vet, a former banker, and a former associate of Allard Aviation's School of Technology. Kennedy is also the former traffic Manager for Unified Airways. Kennedy knows Mr. Wyman, but will not associate with him on the flight. Whenever possible, Ken will be with the flight crew.

Wah Sun Choy is the wealthy President of a West Coast chain of restaurants bearing names such as; The China Clipper Bar & Grill,
Place Tea Garden, and The China Clipper. Wah is active in fund raising for the Nationalist Chinese government.

Majorie Kennedy is vacationing with her husband. Marge is a great cook and an enchanting conversationalist.

Howard French is a rich automobile dealer from Portland Oregon. Howard is on a vacation that will take him

around the world. French is overweight and balding. Howard is the Colonel commanding the 321st Observation squadron. During WW I he was the pilot who shot down Baron Von Blau, who later became the arch rival of Juan. Knight in South America.

Edward Wyman: Former assistant to Juan Knight, President of Pan Global and a former associate of Kennedy. Wyman is now the Vice-President for export sales with Bofors-Wright Aviation. The Wyman's live in the Bronx. They are on a combination business and pleasure trip to the Far East. Wyman is accompanied by his wife Rosanna Wyman, their eight year old son Kevin and their seven year old daughter Shirley.

Dr. Fred Meier; A friend of Earl, McKinley. He is the senior scientist with the United States Department of Agriculture

Dr. Earl McKinley is an associate of Dr. Meier. The two of them are traveling under a grant from the National Research Council. Dr. McKinley is the Dean of the George Washington University Medical School and an acknowledged expert on leprosy. Dr McKinley plans to work at the Culion leprosy colony in the Philippines. Earl will travel on to Hong Kong before returning to the states.

THE CREW OF PAN GLOBAL'S CLIPPER FLIGHT #452

Return to the paragraph that sent you here OR the one designated for you.

Anton Terletsky is the pilot of the Hawaiian Clipper. Anton has no higher ambition then being a clipper captain and he is one of the very best. Terletsky is formal and distant with everyone. Anton was born in Russia and fought with the White Russian forces, but fled to America before the end of the fighting. Terletsky attended Columbia University and learned to fly on Long Island with Mr. Knight. Anton did some barnstorming and has worked for Waco Airways, Barnett Airlines, and Maddingtion Aviation (all defunct). Anton joined Pan Global early last year and was made a clipper captain. This has caused some jealousy among other Pan Global pilots. Terletsky lives with his wife, Ann, in Palo Alto. Anton is considered the best "Sailor" in the Pan Global air fleet.

Mark Walker is the Clipper's Co-Pilot. Mark is an excellent pilot and more technically adept then Terletsky. He is an Ensign in the Naval Reserves.

Ray Winters is Mark's potential replacement as the clipper's co-pilot. Ray is a good pilot but not as good as Walker or Terletsky. Winters is also a Naval Reserve Ensign.

George Davies is the Clipper's Second Officer. Like most Pan Global pilots he was trained by the U.S. Navy. He likes to talk about his wife Joy, who is expecting their first child.

Jose Sauceda, an Hispanic, is the clipper's 3rd Officer. Jose is from Texas and has never been in the navy. Jose has been with Pan Global for over eight years. Sauceda is good at his work but very boring to talk to.

John Jewette is the Clipper's flight engineer. He has more flying time then Sauceda, but not over 'open' water. John has a BS from MIT, and the US navy trained him to fly. Jewette worked at Allard Air in the technical division before joining Pan Global last year.

William "Sparks" McCarty is the clipper's radio operator. He has served as a radio man on several famous cruise ships and likes to talk about the places he has visited.

Adam D. Tucker, is the Clipper's flight engineer. Adam lives in San Francisco. Tucker is competent and likeable, and enjoys hanging out at the China Clipper Bar and Grill. He is unmarried and has no 'steady' girl friend.

Harold Cox, the Clipper's Flight engineer has just returned from Seattle, where he worked with technicians from Allard Air to design the next generation of Pan Global flying boats. Harold usually lives and works out of New York but the original radio operator for this flight took ill just before the trip and Cox agreed to replace him.

Thomas Tatium, the Clipper's Flight mechanic, usually works with the ground crews on Wake, Midway, and Guam. This is his first flight as a 'crewmen'. There is 'bad blood' between him and Jim Parker over a girl in Manila. Mostly, they just will not talk to each other.

Jim Parker, the Clipper's Chief Steward, lives in Los Angles but has been staying in the San Francisco area for the last seven months. He is presently separated from his wife, Ruth. They have three children. Ruth has refused to accompany Jim to Guam, and filed divorce proceedings against him a few days ago.

PARAGRAPH 331

"Hello Trent...any news...no nothing here either...I have hired someone from the Eureka agency...well, Trent, your people have still not found anything and I need answers...Mr Knight talked with the director himself...no we won't interfere...yes I will see that your people are kept informed...do not concern yourself. I will only tell him what he needs to know...security is just fine...we expect no problems, Trent...yes we are all meeting tonight in The City...you have a good night too, Trent, I will talk to you in the morning..."

(GO TO PARAGRAPH **14**)

TOP SECRET

GAMEMASTERS EYES ONLY

THE CASE OF THE PACIFIC CLIPPER

MERCENARIES SPIES & PRIVATE EYES™



The following pages contain information meant for Ganemasters only. Do not go past this page upon pain of death... Oh, all right. Go ahead and take a peek, but only after you've played the solo adventure.

Mugshots: 1935-1945

The following are Non-Player characters from the 1935-1945 era. Many of these are people you can meet in the solitaire adventure on the preceding pages. All of these could easily be used as contacts, allies, or enemies in your own gamemaster adventures.

1). HENRY HUNTINGTON



Strength:	14
Intelligence:	19
Luck:	14
Constitution:	13
Dexterity:	17
Charisma:	12
Speed:	11
Level:	3

Skills: Archery 2, Brawling 2, Clip Pistol 3, Garrote 1, Horsemanship 2, Streetfighting/Self Defense 1, Motorcycle 2, Tracking/Tailing 1, Chic 2, Ambush/Silent Move 2, Combat Shooting 2, Urban Survival 1, Lockpick 1, Observation 2, Secret ID/Double Agent 1, SI: Shoshone Nation 1, SI: Bowyery 1, SI: Fletchery 1.

Education: BA: Business Management

Languages: English (Native), Shoshone.

Occupation: Manufacturing Executive

Vital Statistics: Ht: 5'11", Wt: 165#, Age: 42, Birth: May 11, 1893

Quote: "Damn it, Fred, nobody's gonna scare me away from my own factory! Nobody!"

Physical Description: Henry is a jovial well-mannered man in his early forties. He has sandy-gray hair, and is a few pounds overweight. His eyes have a deep wisdom about them, and it is hard not to like him on a first meeting. To those who get in his way, Henry Huntington can be like an angry bulldog who bites hard and never lets go.

History: In his youth, Henry was quite a heller, seeking adventure in all its myriad forms. One of his most adventurous years was spent on Grandfather John Huntington's ranch in Utah. Old John had been a real pioneer in his day, one of the earliest settlers in the Utah Territory.

The summer of 1928 became one of the magic times of Henry's youth, a time of adventure and meeting new friends, of discovery and growth. That summer he met Roberta Callahan, his cousin, and Seth Lone Eagle, a hand on John's ranch. Both would become life long friends and confidants.

For two years running Henry, Roberta, and Seth explored the wilds of Utah, Wyoming, Arizona, Colorado, and Nevada, hunting, fishing, camping, working the Huntington Ranch, and growing up. Each learned important lessons from the others, but none so important as those taught by Seth and his Shoshone brothers.

From Seth, Henry and Roberta both learned the way of the Shoshone hunters and warriors: how to live off the land, run with the wolves, hunt with the mountain lions, soar with the eagles, and sleep with the bears. In this simpler, more basic lifestyle Henry learned the importance of honor, the beauty and grandeur of nature, and the inner peace that comes from personal dignity. These were lessons that would never be far from their hearts.

As the years passed, Henry become more and more involved with his father's business, and, eventually he and his brother, Steven, took over the family enterprise, a heavy machinery construction plant.

Recently Henry and his brother have begun to suspect that their plant has been the target of Fifth Columnists. Steven Huntington had gone to Hawaii in pursuit of clues in the case, when he met with a near fatal accident. When Henry learned of this he swore that his brother and he would never bow down to pressure! If saboteurs were going to play rough, so would they!

In the weeks since his trip to Hawaii on the Pacific Clipper, Henry has been involved with tracking down the Green Spectre, and dismantling Von Blau's California operations.

Scenario Hooks

Henry would most commonly be encountered in San Francisco, Los Angeles, Seattle, or Vancouver. He would most likely be investigating the clues that he has picked up concerning his two nemeses, or on business related trips. Henry frequently travels with his cousin Roberta, or Seth Lone Eagle. If Green Spectre or Von Blau are not being used, then Henry and his comrades could be involved with any other criminal group or spy ring. After the taste of high adventure Henry encountered on the Pacific Clipper, he is ready for much, much, more.

2). Roberta Callahan

Strength:	13	Intelligence:	19
Luck:	15	Constitution:	14
Dexterity:	17	Charisma:	14
Speed:	11	Level:	2

Skills: Archery 1, Shotgun 2, Horsemanship 1, Bullwhip 1, Lariat 1, Confidence 2, Mountaineering 1, Seduction 1, Disguise 1, Sleight of Hand 1, SI: Ranch Management 1, SI: Mormon Church 1, SI: Western Folklore 2, SI: Tall Tale Spinning 2, Acting/Mimic 1.

Languages: English (Native), Shoshone.

Education: Private tutors until she was 16, then self educated.

Psychic Ability: Psychometry

Occupation: Rancher

Vital Statistics: Ht: 5'8", Wt: 125#, Age: 34, Birthday: February 10, 1901.

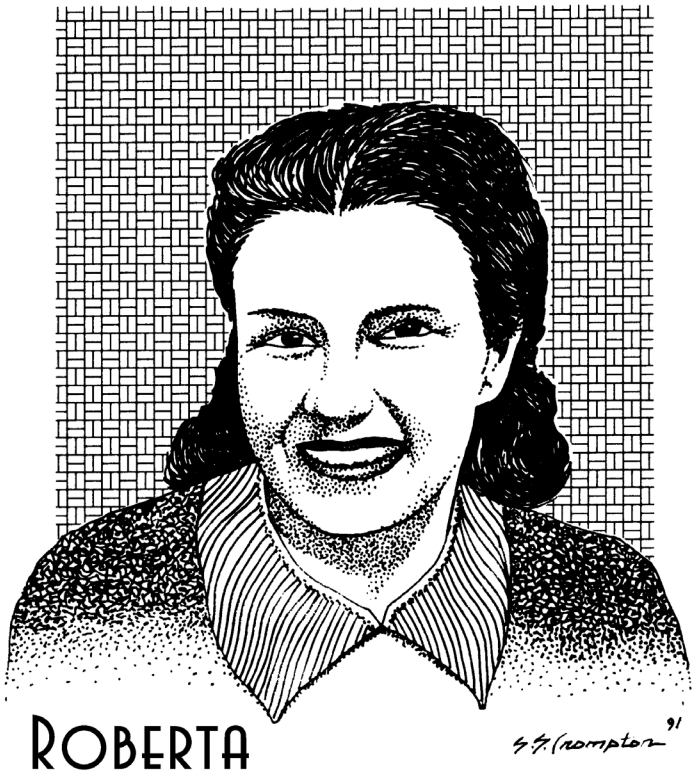
Quote: "I don't care what you people think! I have a right to live my life the way I want to live it!"

Physical Description: Roberta can be a very congenial, and friendly woman, although she is a shade on the plain side. She usually keeps her brown, shoulder length hair pulled back and out of the way. Having spent so much time out on the ranch, Roberta is not a fashionable dresser. She wears functional cotton dresses when travelling, and out on the ranch she will more than likely be in jeans, a botton shirt and in a western riding hat.

History: Roberta was orphaned in 1922 when her parents were killed in a freak boating accident. She was raised by her Grandfather, John Huntington, and her Aunt, Rebecca Templeton, on the Huntington Ranch in Utah. Rebecca, an avid Mormon, brought Roberta up in the Church of Latter-Day Saints, however most of the teaching has not stayed with her.

Throughout her childhood, Roberta was considered a tomboy. She rode, camped, roped, and punched cattle alongside her cousins, uncles, and their pals. She was almost, but not quite, one of the boys. In 1928 and 1929 she became acquainted with her cousin Henry Huntington and they have remained close ever since.

While camping in the Utah Mountains, Roberta was clawed by a cougar, leaving her with a small scar on her right cheek, just under her eye. Roberta wears her battle scars proudly, as a mark of courage and strength. The Shoshone have given her the name Little Cougar in remembrance of the incident.



When her grandfather died, he left her the ranch, much to the displeasure of the local grange association, which was loath to let a woman into their august ranks. Further protests came from the Mormon Church, who maintained that a woman's place was in the home, raising children, not out on a ranch, riding roughshod over a bunch of uncouth cowboys and indian squatters.

Roberta's answer to this was concise and to the point: None of their business who Old John Huntington left his range land to. The LDS could just butt out and mind their own P's & Q's. She was a Jack Mormon anyway, and less than impressed with what they thought she might be doing on her own land.

Since that time, Roberta's running verbal battle with the Grange and the Church has kept her pretty busy. That, and the trouble with Henry's brother Steven.

Scenario Hooks

Roberta would most commonly be found in the west, running her ranch, or working with Henry Huntington on his projects. She can be involved with most western oriented plots, maybe as a victim of rustlers, or a strongarm attempt to get her off her ranch. She could be encountered by treasure hunters, prospectors, or anyone travelling cross country through Utah. If she is in California, she would be staying with Henry, so anything having to do with Von Blau or the Green Spectre would potentially involve her.

3). Dr. Fred Reichert

Strength:	13	Intelligence:	23
Luck:	15	Constitution:	13
Dexterity	14	Charisma	18
Speed	11	Level	4

Skills: Shotgun 3, Rifle 2, Horsemanship 2, Pugilism 2, Chic 3, Research 2, Photography 2, Medic 4, Medical Doctor (MD) 4, SI: Current Events 2, SI: Archaic Medical Techniques 2, RS: Horse Racing Trivia 2, RS: Boxing Trivia 2, OS: Surgeon 4.

Education: Premed, PH. D. Surgical Medicine

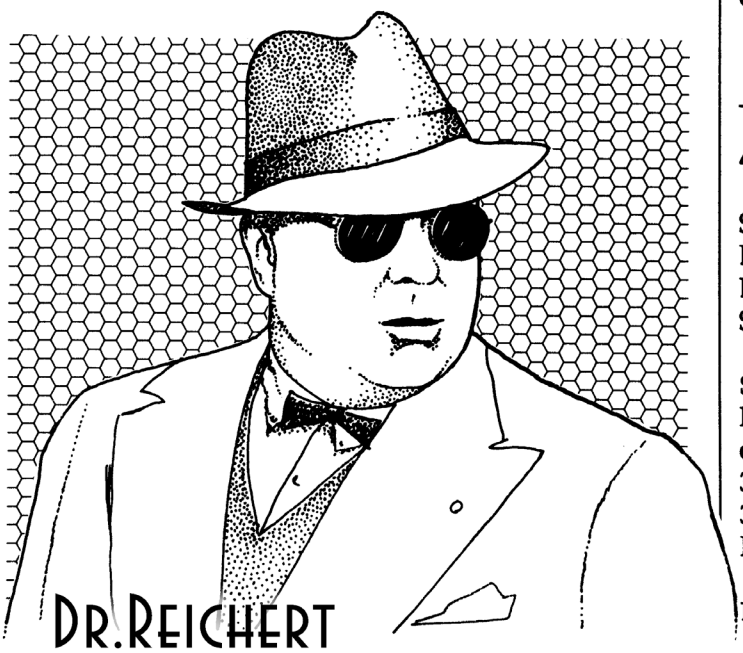
Languages: English (Native), Latin (L&L), French (L&L).

Occupation: Surgeon

Vital Statistics: Ht: 5'9", Wt: 170#, Age: 47,
Born: October 13, 1888.

Quote: "Nurse! Get the patient prepped and in the surgery Now! There's no time to lose!"

Physical Description: Dr. Reichert is a very somber and intense looking man who looks anywhere between 35 to 55. He is quite overweight, and balding. He compensates for this by dressing in the latest fashions from New York. He always wears a hat to hide his loss of hair, although he wouldn't lie about it. The last several years have not been kind to him, as the pressures of his position and his high lifestyle have led to a serious weight gain. Henry Huntington is worried about his old friend, and hopes that Fred will try to take it easy on this trip out.



History: Fred Reichert is one of the most respected surgeons in the west, a graduate of the prestigious Harvard Medical School, and an outstanding contributor to the Surgical Review. Dr. Reichert has been involved with many national and international health organizations and movements, including the American Red Cross. Dr. Reichert is currently associated with the University of California at Berkeley. He has been a strong supporter of the American Medical Association.

Fred became involved with Henry Huntington about 10 years ago while vacationing in Utah. Reichert had been hunting grizzly bear in the Utah Mountains, not far from the Huntington Ranch. Roberta Callahan and Henry Huntington ran across the hunting party. Fred was very impressed with Henry's archery prowess, which had been put to the test when an enraged and wounded grizzly bear charged the party. Henry was able to put an arrow into the bears eye at thirty feet, killing the animal before it could maul anyone.

From that time on, Henry, Fred, and Roberta were a recurring theme on vacations, hunting trips, and camping expeditions. More recently, the pressures of a medical career have kept Fred from these outings, however, he has maintained contact with all of the principals. Upon hearing of Steven Huntington's accident, Dr. Reichert made it his business to offer his help as surgeon and consultant.

Scenario Hooks

Dr. Reichert would be encountered anywhere in California, but most especially in or near Berkeley or San Francisco. Fred is a working surgeon, and as such, would be called in to perform any complex or hazardous surgery that might result from gunshot wounds or other violence. Fred is also involved with Henry Huntington's ongoing campaign against the Green Spectre, and Von Blau's Fifth columnists.

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4). Seth Lone Eagle

Strength:	15	Intelligence:	19
Luck:	15	Constitution:	17
Dexterity	14	Charisma	14
Speed	16	Level	4

Skills: Archery 4, Knife Fighting 3, Brawling 3, Shotgun 2, Horsemanship 4, Lariat 2, Tracking/Tailing 3, Mountaineering 3, Ambush/Silent Movement 2, Mountain Survival 3, Desert Survival 2, Observation 4, SI: Shoshone Folklore 3, SI: Animal Folklore 2, SI: Ranching 2, RS: Camping 4, RS: Fishing 2.

Languages: Shoshone (Native), English (L&L)

Education: Private tutors, self taught.

Occupation: Range Foreman.

Vital Statistics: Ht: 6'2", Wt: 195#, Age: 36, Born: 1899.

Quote: "If I hear 'How, Tonto' one more time, Henry, I swear I'm gonna take a few scalps!"

Physical Description: Seth is a full-blooded Shoshone indian who despite all his protests, invites the comparisions to Tonto by wearing a black rounded hat and fur pieced leather coat, just about any where he goes. He has a surprisingly good sense of humor and will often be found sharing jokes with Roberta and Henry Huntington.

History: Seth is a bright, easy going Shoshone range hand working on the Huntington Ranch for Roberta Callahan. He is also one of Roberta's oldest and dearest friends.

From the time he was born, Seth has been involved with the Huntingtons in some way or another. Old John Huntington had been a friend of his father's, a frequent visitor to the Reservation where Seth grew up. When Seth was old enough to go to school, it was John Huntington who saw that he got the best that could be had. When Seth needed a job, it was John who gave him one. When trouble between the Utah Ranchers and the Shoshone Reservation threatened the peace, it was the Huntingtons who acted as mediators.

Over the years, Seth has had much time to reflect on his relationship with the Huntingtons, both the older and the younger generations. He has come to realize that what John, Henry, and Roberta have given him and the tribe, they gave out of love, honor, and respect, not out of greed, misplaced feelings of guilt, or a feeling of racial superiority. There is no dishonor in accepting what the Huntingtons have to offer.

Now, as a young man, Seth has sought ways to repay some of the generosity he has been shown. He has remained with Roberta, to protect and help her against the enemies that threaten her ranch. He has traveled to California to help Henry and Steven with their problems as well. He has sought to keep himself fit, and free of the pitfalls of the reservation, such as alcohol and self pity.

He has kept the ways of the Shoshone People at the center of his person, kept alive the old ways and skills. This, because it was the wish of his Father that he do so, and because it seemed the right thing to do. One of the last things his Father told him before his death was that he should know the ways of the White Man, but he should honor the ways of the Shoshone. Seth has seen the wisdom of these words.

Scenario Hooks

Seth could be found anywhere in the west, most often in Utah or California. He would usually be involved

Seth Lone Eagle



in some business of the Huntingtons, or some Shoshone tribal function. He frequently journeys to San Francisco in order to help Henry and Steven with their ongoing campaign against Von Blau or the Green Spectre.

Further, due to his belief in the old ways of the Shoshone People, he is somewhat superstitious, always carrying a medicine pouch, which he feels enhances his mental and physical well-being. Without the pouch, he would feel incomplete, unable to confidently enter danger. Should he ever lose this talisman, he would have to return home to find a replacement.

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5). Homer Orvis

Strength:	14	Intelligence:	13
Luck:	13	Constitution:	11
Dexterity:	11	Charisma:	12
Speed:	16	Level:	2

Skills: Knife Fighting 1, Knife Throwing 1, Brawling 2, Clip Pistol 1, Street Fighting/Self Defense 2, Bureaucracy Mastery 1, Confidence 1, Urban Survival 2, SI: Commodities Trading 2, SI: Stock Market 2, SI: Pulp Magazines 2, SI: Detective Fiction 2, OS: Commodities Trader 2.

Psychic Ability: Latent Precognition

Education: New York City College.

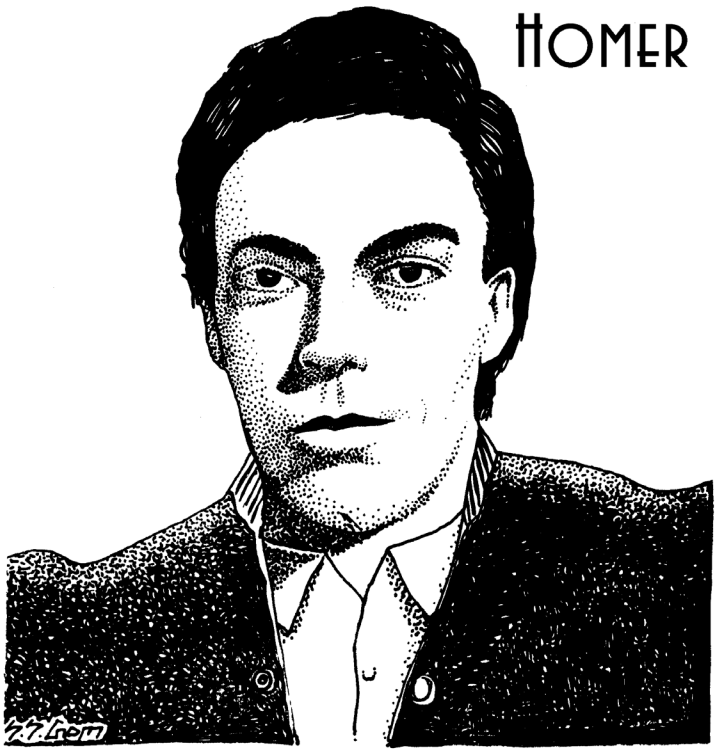
Languages: English (Native)

Occupation: Commodities Broker

Vital Statistics: Ht: 5'7", Wt: 125#, Age: 32,
Born: June 2, 1903

Quote: "Wow! I read about that in Doc Savage! We gotta do something!"

Physical Description: Homer is a dark-haired, optimist who dresses for adventure. He wears a leather avaiators flight jacket, and will always be carrying a "Shernoff-Barlow" deluxe clasp knife, and compass, along with other small survival odds and ends. Homer looks like he's ready to jump out of his seat and go bounding off into trouble, although he's probably able to deal with it.



History: Homer was born in the Bowery of New York City. He grew up on the streets, unwanted, unloved, and underfed. From his earliest years Homer knew that he could be better than those he saw around him. He swore not to waste his potential, to make himself rich and powerful.

It seemed that Homer was destined to lead a charmed life. He always seemed to know when to leap at an opportunity; when fortune was going to smile on him. By his later teens, Homer had managed to educate himself, eventually enrolling at New York University. He graduated with a degree in Business Management and, within a few years he was working for the prestigious investment firm of Warren, Harris, and Feldman Associates. In 1932 he became involved in Cotton Futures, and has begun amassing a sizable personal fortune.

All this is just a stepping stone on the way to his true objective: a life of high adventure!

Since his teen years Homer has been a fan of the pulps. Doc Savage, the Spider, the Shadow, and the Green Llama have been his heroes. Realistic enough to realize that the high camp of the pulp adventures could never happen in the real world, Homer is none the less determined to find adventure somewhere.

Pursuant to his goals Homer has planned his vacations for maximum adventure potential. His recent trip on the Pacific Clipper is a fine example of what he would consider An Adventure.

Scenario Hooks

Homer is always on the lookout for adventure, danger, and the unusual. If he is encountered while on vacation, he will be prepared to risk just about anything for a few hours of lurking, sneaking, and tailing. If he is in New York, or on one of his frequent business trips to the West, he could be enticed into an adventure because he noticed something unusual, or because he overheard some mention of something that sounded fun—or rather, dangerous. Enticed? You'll have him ready, willing & able.

Homer is a sort of Walter Mitty person who has just enough chutzpah to try to make his fantasies reality. Most of his Adventures turn out to be just normal life that he has misinterpreted. Just sometimes, about 1 time in 10, he manages to have a real adventure. His greatest value in a campaign situation would be that of Adventure Catalist. His second most useful situation would be that of Comic Relief. A mix of the two would keep players constantly guessing as to whether Homer was off on a lark, or on to something important.

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6). Edward Wyman

Strength:	11	Intelligence:	14
Luck:	11	Constitution:	15
Dexterity:	10	Charisma:	14
Speed:	12	Level:	2

Skills: Pugilism 1, Gambling 1, Leadership 1, Underwater 1, Research 1, Electronics 2, SI: Pacific Rim Nations 2, SI: Aviation Technology 2, SI: Aviation Development 2, OS: Business Manager 2.

Education: BA & MS in Business Management

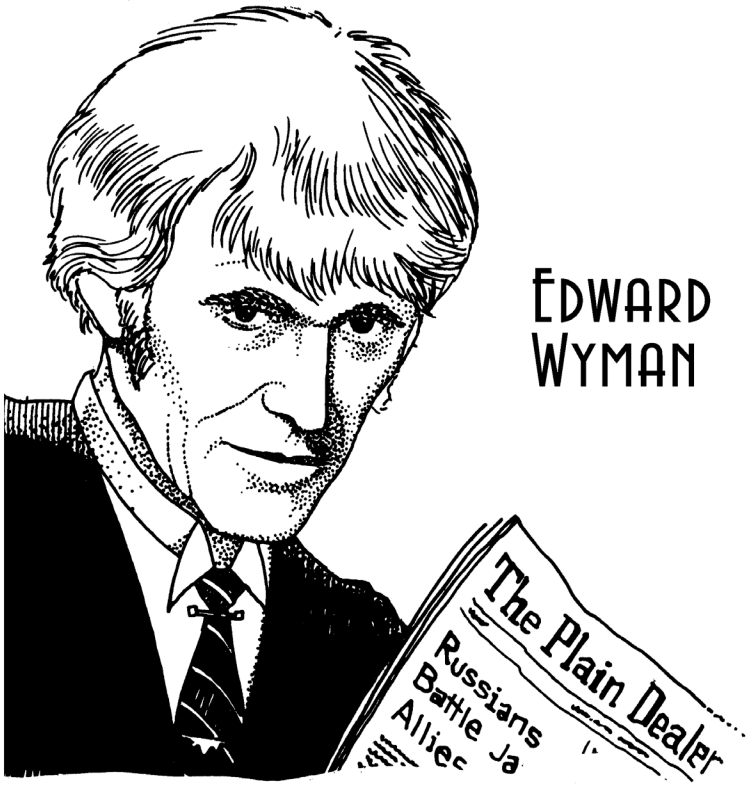
Languages: English (Native), Portugese (L&L), Cantonese (L)

Occupation: District Manager, Bofurs-Wright Aviation.

Vital Statistics: Ht: 5'9", Wt: 140#, Age: 54,
Born: Jan. 19, 1881.

Quote: "I remember back in '21, Juan and I had a real adventure..."

Physical Description: Edward Wyman is a hard nosed old son-of-a-gun. He dresses in in causual, functional clothing and does not have much use for "overly-dressed fashion plates." His face's rough, chiselled features show a man who has tasted life as it truly should be lived. Despite the gruff exterior he displays, Ed Wyman is a caring, lovable cuss you can respect and admire.



History: Edward has always been at the leading edge of Aviation Technology, since his early days with Juan Knight, into his current position with Bofurs-Wright. Well does he remember the years he and Knight spent in South and Central America, working to build a reputation for themselves. Truly, those were the best days of his life!

One regret is that he is no longer able to pursue a more active roll in Aviation. He was not meant to ride a nice safe desk in a big city, he was meant to lock horns with petty dictators with titles like El Jefe, not milquetoast executives named Rembert or Reinhold.

At least these trips on the clippers were a sort of substitute for the life of adventure he really wanted to lead. If only he had the opportunity to strut his stuff in front of his son. That would be the answer to his dreams. If only the boy could see him the way he used to be in the old days in Sao Paulo when Juan and he negotiated that deal with El Jefe Moliere'. Those were the days!

Scenario Hooks

George spends most of his time in San Francisco, working with the Bofurs-Wright people on their aviation projects. He does spend a lot of time in the Pacific Rim, usually taking one of the clippers to Honolulu or Hong Kong to firm up business deals with the company's Asian offices.

It would not be out of bounds for George to be the target of a kidnap or blackmail attempt, or to be investigating sabotage or theft, most likely on his own, because of his misplaced wish to impress his son.

The players could be asked by Bofurs-Wright to rescue George, or George may hire them to investigate something. He would be likely to cross the path of Von Blau or the Green Spectre, and as a result, any of the other personalities in Mugshots I.

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7). Sophia Blake Kennedy

Strength:	13	Intelligence:	17
Luck:	18	Constitution:	13
Dexterity:	14	Charisma:	15
Speed:	13	Level:	3

Skills: Street-fighting/Self Defense 2, Tracking/Tailing 3, Chic 2, Fast Driving 2, Bureaucracy Mastery 2, Confidence 3, Urban Survival 1, Lockpick 1, Seduction 2, Research 3, Disguise 1, Observation 3, Photography 1, SI: Criminal Underworld 1, SI: San Francisco Chinatown 1, SI: Who's Who 2, SI: Current Events 2, OS: Reporter 3.

Education: BA in Journalism, Boston Women's College.

Languages: English (Native), Spanish (L&L), Cantonese(L).

Occupation: Reporter, San Francisco Chronicle.

Vital Statistics: Ht: 5'5", Wt: 112#, Age: 25,
Born: Jan. 31, 1910.

Quote: "Hey, ya big Palooka! Ya gonna come clean, or do I have ta follow ya 'til the cows come home?"

Physical Description: Sophia dresses to impress. She has to; it's her job. As an investigative reporter, she has to deal with company presidents and low-class hoods, so her taste in clothing leans toward things that will impress anyone right off the bat. She wears stylish hats, scarves, and long overcoats with high-heel boots. Her snow-white hair allows her to take her literary adversaries by surprise when she confronts them. Sophia is a strong, powerful beauty.

History: Sophia is a born fighter, a human bulldog, a woman who's sense of self worth and personal honor demands that she be the best. Nothing less will suffice, nothing less will be allowed. This tenacious spirit has made her a particularly good reporter. It has also made her many powerful and dangerous enemies.



Crooked politicos, underworld figures, and corrupt business people have all fallen under her eagle eye. Most have knuckled under, been forced to repay society for their crimes. The most notable exceptions to this have been Werner Von Blau, and the Green Spectre. Both of these sly masterminds have managed to elude her, a situation that Sophia has vowed to set to rights.

In pursuit of her quest to dig up the dirt on her nemeses, Sophia has dropped all other stories, working exclusively on the criminal underworld of Chinatown and the Pacific Rim. Her investigations have led her toward the Green Spectre primarily, but she has also managed to gather a large file on Von Blau. In any case, she has made two dangerous enemies who will not rest until she is off the case permanently.

Scenario Hooks:

Sophia is always sticking her nose into the underworld, frequenting night clubs, gambling halls, and waterfront dives, frequently in some sort of disguise. As a result, she is quite available as a damsel in distress. She may have information which can be damaging to some criminal organization which could be necessary to the investigations of our heroes. She could even become convinced that one or more of the heroes are involved in some illicit activity.

9). Primrose, or Consuela Mendez

Strength:	15	Intelligence:	24
Luck:	15	Constitution:	13
Dexterity:	19	Charisma:	12
Speed:	18	Level:	5

Skills: Clip Pistol 3, Street-fighting/Self Defense 5, Bola 4, Bullwhip 3, Lariat 3, Motorcycle 5, Tracking/Tailing 4, Fast Driving 4, Acrobatics 4, Ambush/Silent Movement 4, Combat Shooting 3, Urban Survival 4, Jungle Survival 2, Lockpick 2, Quick Draw 3, Underwater 2, Underwater Combat 2, Alarm Neutralization 3, SI: Archaeology 3, SI: Aztec Culture 3, OS: Historian 2.

Education: Graduated from University of Mexico with a degree in Archaeology.

Languages: Spanish (Native), English (L&L).
Occupation: Assistant Museum Curator.

Vital Statistics: Ht: 5'9", Wt: 120#, Age: 28,
Born: August 16, 1907.

Quote: "Sure, Xavier, I'll get to the pottery exhibit tonight. In the meantime, I'm going out for a while. See you tomorrow morning."

Physical Description: Thin, lithe, dark; this woman has studied acrobatics, dance, and other skills that give poise



and agility. She has dark red hair & hispanic looks. She wears riding clothing. When she is in her Primrose identity she wears circus style riding clothing with a Zorro style mask. When she is not dressed as the Primrose, she is a very studious, yet attractive looking woman.

History: Consuela was born into a family of circus acrobats, the Flying Mendez Family. As one of the youngest high wire artists in the business, she gained fame and fortune with her family until disaster struck in the summer of 1921.

During a performance in Mexico City, before a crowd of thousands, the high wire used in the finale of the Mendez's act broke, dropping them all toward the safety net 30 feet below.

As the Mendez family fell they tried to twist away from each other, tried to avoid landing on each other, as they fell into the net. As the horrified crowd watched, Jorje Mendez, the patriarch, fell half off the net, bouncing onto a guy wire and breaking his back. Sonora Mendez, Matriarch of the clan, landed cleanly, but Rueben Mendez, Consuela's brother, landed on her pelvis, shattering it. Only Consuela was unharmed when all came to rest. It would be months before Jorje and Sonora would be able to walk. The legend of the Flying Mendez Family came to a crashing end that one night.

The Mendez's settled in Mexico City, using money saved from the years as circus performers to live comfortably. They were even able to send both children to the University. Consuelo's brother, Rueben, chose to study anthropology under the brilliant Prof. Rojas. Consuela chose to study archaeology with Dr. Garcia. Both did exceptionally well, earning their degrees with ease.

In 1925 disaster struck the family a second time when Rueben Mendez disappeared under mysterious circumstances. He had spoken to Consuela of certain irregularities in Rojas's work. Later, when the truth about Rojas came out, the family knew that Rojas had killed Rueben to keep him from exposing the secret experiments.

Filled with rage, Consuela tried to follow Rojas, hiring private detectives to track him. They got as far as California, then, one by one, they either refused to continue the investigation, or disappeared, leaving her with no leads. She was forced to carry on her life, leaving her brother unavenged.

It was years later that she moved to San Francisco to act as the assistant curator of the Aztec Studies Wing of the Museum of Anthropology at the University. Prof. Xavier Angelo Alvarez, an acquaintance from Mexico City, was the curator, and the man who got her the job. This was an important break for her, a career step that would put her in a position to go farther in her chosen vocation than any woman before her. It was in these first weeks of her stay in San Francisco that she spotted Rojas.

Knowing that he would have needed help to elude the Mexican authorities for as long as this, and that he would have needed help in establishing a new identity in America, she decided to watch him from a distance, gathering evidence against him.

In order to protect her identity, and in tribute to her brother, she fashioned a replica of the same costume she had worn as one of the Flying Mendez Family.

For the first time in years, skills learned from members of the circus proved useful to her; abilities like trick shooting, acrobatic riding, knife throwing, roping, tumbling, and juggling.

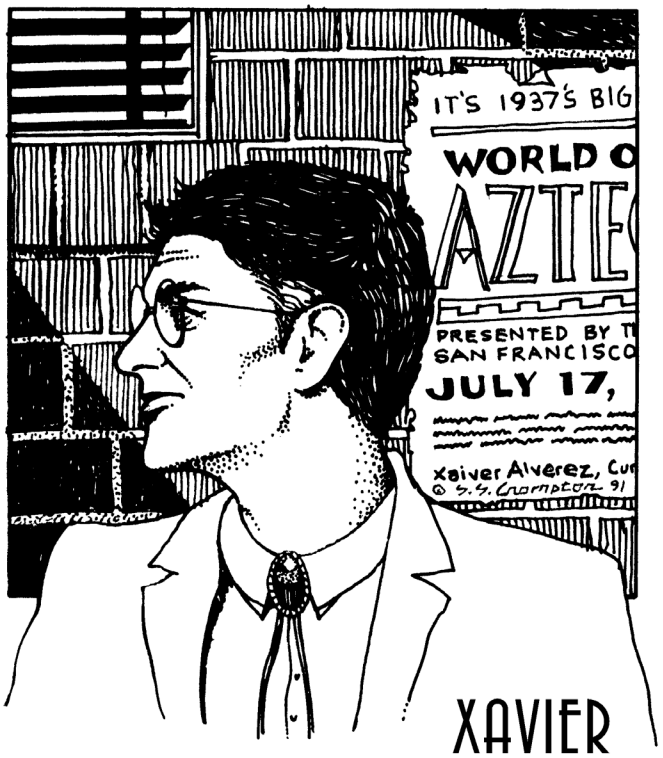
Scenario Hooks:

Consuela will be keeping close tabs on Rojas, watching him and anyone who comes near him. She would be in a position to notice any other surveillance on Rojas, and, if it were in her best interests she would contact any such. She is also a recognized expert on Aztec relics, ancient Mexican history, and American Indian history, so she could easily be consulted on anything in this area.

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10). Xavier Angelo Alvarez

Strength:	14	Intelligence:	16
Luck:	13	Constitution:	13
Dexterity:	15	Charisma:	13
Speed:	13	Level:	3



Skills: Clip Pistol 1, Horsemanship 2, Mountaineering 2, Bureaucracy Mastery 3, Desert Survival 1, Jungle Survival 1, Observation 3, Pilot: Autogyro 2, Cryptology 2, SI: Archaeology 3, SI: Aztec Culture 3, SI: Mexican History 2, OS: Archaeologist 3, Brawling 1.

Education: Graduated University, Mexico - Archaeology

Languages: Spanish (Native), English (L&L), Aztec (Reading Only)

Occupation: Museum Curator.

Vital Statistics: Ht: 6'2", Wt: 195#, Age: 42, Born: Sept. 3, 1893

Quote: "I'm worried about you, Consuela. Where did you disappear to last night?"

Physical Description: Xavier is a sharp-featured individual. His pointed nose and chin stand out beyond his round wired glasses, and the touch of gray at his temples give him an air of distinction one would look for in a museum curator. He tends to wear bola ties and beige or white suits and pants. Physically, he is in very good shape, and has a good deal of endurence.

History: Xavier Alvarez has been the curator of the Museum of Anthropology for three years, ever since transfering there from the Phoenix Heard Museum in Arizona. He is a recognized expert in Ancient Mexican history, and a noted archaeologist. His papers on the Aztec Empire are considered definitive. Lately, however, he has been involved in some unmistakably unscholarly things: like shadowing one of his employees, carrying a gun, lurking in alleys and doorways. He's not sure, but he thinks that Consuela is involved in some sort of criminal activity.

Scenario Hooks:

Xavier could be spotted by anyone who spots Consuela, or by anyone who is trying to keep Rojas under surveylence. He is a rank amateur at this sort of thing, and has a good chance of becoming a victim if the bad guys notice him before the heroes. If things get to be too hot for him, he may hire detectives to find out what Consuela is doing.

He is also a recognized expert in Mexican history, so if anyone is investigating such things in the San Francisco area, they would run into either him or Consuela.

Since he and Consuela act as a sort of team, they will seldom be contacted separately. Further, they may be encountered in the field, on a dig, or involved with cataloging a shipment from another museum. They would both have to travel a lot, so could be encountered anywhere in the western half of North America and parts of South America.

11). Werner Von Blau

Strength:	14	Intelligence:	25
Luck:	14	Constitution:	13
Dexterity:	15	Charisma:	17
Speed:	14	Level:	7

Skills: Rifle 4, Clip Pistol 4, Fencing 3, Pugilism 3, Gliding 2, Leadership 5, Tactical 4, Observation 6, Pilot: Commercial Prop 5, Dirigibles 6, SI: Aviation Current Events 5, SI: Pacific Rim 3, SI: German Military 2, SI: Dirigibles 2, SI: South America 4, SI: Biology 4, SI: Zoology 3, Jungle Survival 4, Desert Survival 3, Secret ID/Double Agent 4.

Education: Private Tutors & German Military Academy.

Languages: German (Native), English (L&L).

Occupation: Mastermind Villain.

Vital Statistics: Ht: 6'1", Wt: 265#, Age: 47, Born: 1888.

Quote: "This was a minor setback, Karl. We will simply regroup and continue. My Master Plan cannot be disrupted by something so trivial as this!

Physical Description: Big, pompous, and overbearing, best sums up Von Blau. His aristocratic demeanor and military dress, leave no doubt as to who's in charge. After the bluster has passed, you realize how much Von Blau looks like a spoiled toad. His piggy like eyes and bloated lips speak of a man who has contempt for the rest of humanity. His men fear and respect him, and will follow him unto death, such is their loyalty to this tyrant.

History: Werner Von Blau was born in Prussia in 1888, the only son of German nobility. His early years are shrouded in mystery, though what little is known indicates that young Werner was unhappy as a child, the victim of parental neglect and continual loneliness. He had only one nurturing influence as a child, a British tutor in Physics and Mathematics. This man influenced young Werner toward an interest in the sciences which has been one of the trademarks of his criminal career.

As a student at University, Werner studied Physics and Chemistry, receiving his degree from Heidlberg in 1910. His Heidlberg years are well documented, indicating that he was a brilliant student, and an excellent athlete. One prized possession from his student years is Werner's duelling scar, a mark won in pursuit of the the highest fencing honor Heidlberg offered.

When he graduated University Von Blau entered the German military, becoming an officer in the newly formed air corps. He became an ace in the Great War, having flown with such greats as Goebles and Baron Von Richtofen. Von Blau's career in aviation was almost cut

short when he came up against a young American flyer, named Juan Knight.

The dogfight between Von Blau and Knight lasted for only a few minutes, but it was an eternity of terror and courage for the two men. They strove for any kind of advantage, performing aerial acrobatics that would have stunned onlookers, had there been anyone to see. To Von Blau it seemed that the heavens and the Earth revolved around the cockpit of his Foker D-VII as he fought to keep Knight in his sights. Three times he sent screaming lead toward the French made Spad, only to have it jig or zag out of the path of his bullets. Twice he had to roll out of the way of a hail of hot lead. Then, when it seemed that Von Blau might be able to bring Knight down, the American tried a maneuver that few had been able to bring off in any kind of plane: stomping his rudder pedal, Knight threw his plane into a gut wrenching spin. This put the Spad almost head on with the Foker. With an almost maniacal grin on his face, Knight's gloved hands pressed the firing button on the joy stick, only to have his guns seize up on him. In desperation, the American searched for some kind of weapon, anything that might keep the German from shooting him down. Then his hand found the wheel chock, a brick. With a wild grin pulling his face into an insane mask, Knight hefted the brick at Von Blau's Foker, a desperate ploy which had little chance of success, but fortune was with the manic Knight. The brick had flown true, miss-aligning the Foker's guns. If Von Blau were to fire his guns, they would shoot off his own prop. Cursing, Werner was forced to flee, an act he would never forget.

When the war ended, Von Blau returned home to find that his home had been destroyed, his fortune lost, and his family killed. The war had cost him everything he had, including his honor, taken from him by Juan Knight. Embittered, he collected what funds he could, and left Germany for South America, where he hoped to recover his fortune at least.

Like Juan Knight, Von Blau saw the value of aviation as a peace time endeavor. He formed a company supplying mail services and carrying freight. He pioneered aerial mapping of the Amazon Basin, and set up a regular passenger service to out of the way places in Brazil, Argentina, and Chile. All these things were enough to make him a modest fortune.

Modest, however, was not in the Von Blau master plan. He plotted toward one goal: Revenge! Revenge on the world for robbing him of his heritage and revenge on Juan Knight for robbing him of his honor! But a modest fortune would not buy the power he needed to gain his goals. Only unlimited wealth would buy that. In order to create this great wealth, Von Blau began to go outside the law. He turned to smuggling, white slavery, and piracy to fulfill his needs, quickly amassing a huge fortune. When the time was right, he turned toward his first target, Pan-Global Airlines.

Juan Knight had been busy in South America as well, establishing much the same type of organization as Von Blau, creating the company that would grow into the modern Pan-Global. When Von Blau began attacking his planes, Knight fought back with all his ability. For over a year the two enemies battled it out over the jungles of Brazil, in the mountain passes of Chile, and over the grassy plains of Argentina. It was a battle that Von Blau was destined to lose, but just barely.

In light of this loss, Von Blau moved on, confident that what he had learned from his battles with Knight had only made him more capable of reaching his goals. He



shifted operations to the Pacific Rim, and started again, armed with new knowledge, new goals, and a new resolve. The details of Von Blau's Pacific Rim Campaign are contained in the Case of the Pacific Clipper. Von Blau's new campaign has not yet come to light, however it can only be a matter of time before it bursts from the cover of darkness into the full light of day.

Scenario Hooks:

Von Blau is a mastermind villain of epic pulp proportions. He is evil, ruthless, and imaginative. In true pulp fashion, he is willing to spend a million dollars in order to steal a hundred thousand. He has lost sight of his true goals in the blinding light of his potential goals.

Von Blau's heavy Teutonic hand can be found almost anywhere. He is not a Nazi, but he would be willing to work with them if it pressed forward his own goals. He has a fascination with biology, aviation, and revenge on Juan Knight. Any person who had an expertise in these fields, or a connection to Pan-Global could become a potential target. Von Blau has worked with the infamous Green Spectre, so an investigation of ones activities could lead to the other.

12). Karl-Heinz Von Schlachthausen

Strength:	11	Intelligence:	25
Luck:	14	Constitution:	16
Dexterity:	15	Charisma:	17
Speed:	12	Level:	5

Skills: Fencing 4, Machinegun 2, SMG/Machine Pistol 3, Clip Pistol 4, Chic 4, Fast Driving 3, Bureaucracy Mastery 3, Combat Shooting 4, Demolitions 2, Leadership 3, Quick Draw 3, Tactical 3, Secret ID/Double Agent 3, Cryptology 3, SI: American Culture 3, SI: Current Events 3, OS: Import Export Expediter 4. **Title:** Baron

Education: Graduated from Heidlberg.

Languages: German (Native), English.

Occupation: Export Company Owner, Playboy.

Vital Statistics: Ht: 6'4", Wt: 210#, Age: 34, Born: Feb 1901.

Quote: "I can take care of that for you, Werner. No need to worry."

Physical Description: The first thing one notices about Karl-Heinz Schlachthausen is his intense stare. His gaze can seem to bore right through you. His small, annoying handlebar mustache points upward in a defiant, aristocratic manner. Karl-Heinz favorite choices of clothing are well-made tuxedos, but being an opportunist, he will wear whatever will best suit the situation, especially when it involves dealings with others in the same socially high-class circles he travels in.



KARL-HEINZ VON SCHACHTHAUSEN

History: Karl-Heinz Von Schlachthausen was born in the Ruhr in 1908. His father was a minor noble fallen on bad times. His mother was related by marriage to the Kruppe family, a cousin to Berthe Kruppe. His early years were lean years, living off the faded reputation of the nobility and Kruppe charity. As a young man, Karl-Heinz swore that he would never have to accept hand outs as an adult, that he would make a name for himself that would rival the Kruppe name.

It can be argued that if Karl-Heinz had stayed in Germany, he would have become a Nazi. Indeed, he toyed with the idea of joining that political party, however he wanted a life-style that the Nazis seemed to want to destroy. It seemed that to join them would be self destructive, not part of the Von Schlachthausen master plan.

It was not until he met Von Blau that his talents for criminal organization became apparent. Now he is an integral part of Von Blau's operation.

Von Schlachthausen is a born leader: charismatic, urbane, athletic. His deep, resonant voice inspires confidence and trust. In Von Blau's organization he is a recruiter and a mouthpiece. His knowledge of the American political bureaucracy and his fashionable demeanor have won him contacts in society and government. Over the years that he has been in San Francisco, he has become a permanent fixture at social events, coming out parties, and political rallies. Under Von Blau's direction, he has become an indispensable double agent.

Karl-Heinz is a social animal, a womanizer, a dilletante in his public persona. In his private self, he is cold blooded, a man who is interested in power and wealth above all else. He is capable of violence and ruthlessness when necessary, and has a slow, cold temper, which, when roused, is almost impossible to quell. He remembers slights and insults for years, then, when the time is most appropriate for him, he strikes, leaving the police to sort out the details. He is respected and feared by those of lesser rank in the Von Blau Machine. He has earned the respect of Werner Von Blau through his sure, calculated, ruthless command of his subordinates.

Though Karl-Heinz has no love of the Nazi Party, he would work for them if so directed. In fact, he would work with the Devil Himself, if it furthers his ambitions.

Scenario Hooks:

Karl-Heinz is a social animal, going to many of the chic parties and events that dot the San Francisco social calender. His duties lead him to the night clubs, gambling houses, and clubs that his contacts frequent. He could be encountered in almost any investigation that involves the San Francisco underworld, or as a guest at any high class event. He moves in the highest and the lowest circles.

Further, he is always on the lookout for talent that might be recruited for Von Blau's organization. Anyone who shows a talent that could be of use to his master would rate a recruitment visit from Von Schlachthausen.

13). Felicity Linn Congress

Strength:	9	Intelligence:	19
Luck:	15	Constitution:	11
Dexterity:	13	Charisma:	20
Speed:	11	Level:	4

Skills: Chic 3, Bureaucracy Mastery 3, Confidence 4, Diplomacy 2, Elocution 4, Leadership 3, Seduction 2, Research 2, Observation 3, SI: Bible 4, SI: Baptist Church 2, SI: Gospel Music 3, SI: Religion 2, OS: Evangelist 3, Acting 4

Education: Private tutors, South Georgia Bible College.

Languages: English (Native), French (L&L), Latin (L&L).

Occupation: Evangelist

Vital Stats: Ht: 5'7" Wt: 115 , Age: 30, Born: Nov. 3, 1905.

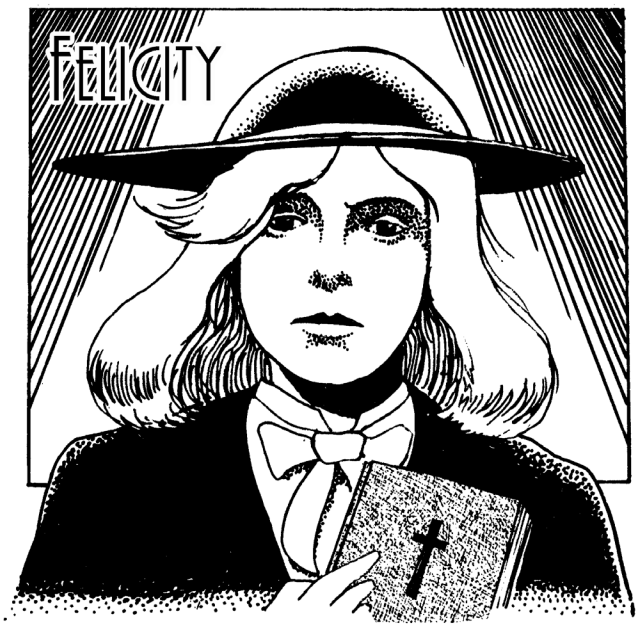
Quote: "Hallelujah, Praise the Lord! Your donations have brought the word of the Lord to thousands of those who are living in the shadow of Satan, Brothers and Sisters!"

Physical Description: Felicity dresses in chaste, dark outfits that resemble those of traveling ministers. She wears no make-up, or metal jewelry (save a gold cross) as she considers them tools of Satan. Her natural golden hair cascades around her face almost like a halo. When speaking to the faithful crowds, she is a latter-day Joan de Arc, filled with fire and brimstone. Off stage, Felicity has a dreamy, not-of-this-world demeanor, filled with biblical quotes and references to the "rapture soon to come".

History: Felicity Congress grew up on the road, travelling from city to city, an integral part of her parents' evangelical movement. From an early age, Felicity's father, Jesse, trained her to follow in his footsteps, taught her bible, public speaking, and all the tricks of the travelling preacher trade. Felicity was a star pupil, striving to please her father, who never let her forget that she was a meager replacement for her brother, John, who had died of measles

The Congress Crusade Travelling Hallelujah Meeting was one of the best of the traveling evangelical revivals, providing rural farmers in the south with gospel singing, bible messages, and a stiff dose of Holy Ghost. One show a night, one night a town, six days a week, six months out of the year.

Jesse Congress was an old time revivalist, but he was also a man who knew that the times were changing. He saw that the future of evangelism was in radio, a medium that could carry the message to more people in a single show than he could touch in an entire season of tent revivals. In 1927 he sent Felicity to school in Georgia, while he invested much of the money he had saved in a radio station in Oklahoma City.



Jesse and Cassandra never lived to see the finalization of their plans. They were killed in a car crash in 1928. Felicity took over the family business within days of her parents' death, and by the end of the twenties, the Felicity Linn Congress Hour of Gospel Power was the mainstay of the Congress Radio Evangelical Network. Felicity was reaching thousands of people a day, and bringing in donations of hundreds of thousands of dollars a year. All coming in, very little going out.

Karl-Heinz Von Schlachthausen recruited Felicity for Von Blau's organization two years ago. It was a marriage of convenience, Von Blau getting the Congress money machine as a laundering operation for his ill gotten funds, and Felicity gaining Von Blau's technical expertise and a place in the Von Blau dynasty. That and his promise not to disclose certain facts about her finances to the I.R.S.

Scenario Hooks:

The Congress Crusade works for Von Blau by taking in funds that he has gleaned by theft, strongarm, and other methods, and mixing it with donations from all over the country. This money is then placed into special funds, sent back to Von Blau as legitimate payment for services rendered, effectively making it legal income. Any investigation into Von Blau's finances would show that he provides transportation, protection, and other services to the many schools, evangelists, and hospitals supported by the Congress Crusade.

Felicity Congress can become involved in adventures on many levels. As a well known evangelist she travels quite extensively, so could be a traveling companion on a train, boat, or plane. She is a celebrity, and as such, has been known to hire body guards. They may stumble onto the connection she has with Von Blau while investigating Von Blau. She may need private investigators to act as security consultants for the funds collected at a revival.

14). Mary Ellen Brice

Strength:	10	Intelligence:	13
Luck:	14	Constitution:	12
Dexterity:	15	Charisma:	14
Speed:	13	Level:	2

Skills: Diplomacy 2, Research 1, Observation 1, SI: Organ Music 2, SI: Rhythm And Blues 2, SI: Gospel Music 2, SI: Baptist Church 1, SI: Religion 1, SI: Evangelism 1, OS: Organist 2.

Psychic Ability: Empathy

Education: No official schooling, learned organ from her Mother.

Occupation: Gospel Singer and Organist.

Vital Statistics: Ht: 5'8", Wt: 135#, Age: 24,
Born: April 3, 1911

Quote: "Lord, give me strength to live my life as you would have me live it. Give me strength to resist temptation. Amen."

Languages: English (Native)

Physical Description: Mary Ellen is a very devout woman and as such she dresses as Felicity Linn decrees; no make-up, no jewelry (save a cross), and no salacious, clothing. Simple cotton dresses and low heel shoes are the order of the day. Being an Afro-American circa 1938, Mary Ellen is subject to the prejudices and laws of the day. She is somewhat shielded from this by being in the church, and having a wonderful skill for playing the organ.



History: Mary Ellen joined the Congress Crusade soon after the death of her mother. She is a deeply religious woman, believing fervently in the message that Felicity Linn Congress preaches. She is gifted with an angelic voice, able to reach 3 octaves with ease, and real talent for the organ and piano. Her organ has been described as inspired. In a different time, she would be called a superstar, but this is the 1930's.

She considers herself blessed to be with the Congress Crusade, and would never consider leaving it unless so directed by the Holy Spirit, which she believes is very active in her life.

She can feel the Spirit move when she plays the organ and sings, she can feel the joy, the sadness, the love of those around her, and knows that this is the Holy Spirit moving her. She praises the Spirit of the Lord for leading her to the Congress Crusade.

Her only regret is that she must go into the outside world, a place fraught with danger and hostile emotions, in which she senses the wrath of the Devil, knows it's hatred for who she is and what she does. She can sometimes taste it radiating from the sinners that she must meet in public places. She much prefers the safety and love that enfolds her at the revivals.

Lately, though, she has been disturbed by some unusual feelings when she is near Sister Congress and her new friend, Brother Von Schlachthausen. She can feel the same things that she feels in the streets, lust, greed, and corruption of all kinds. She has begun to believe that Von Schlachthausen may be a devil, sent to try Sister Congress, maybe even an agent for the Anti-Christ himself, that evil man Hitler. He is a German, and she knows for a fact that he carries a gun, she saw it when his coat fell open.

Scenario Hooks:

Mary Ellen is a timebomb in the Congress Crusade, a potential traitor who knows much, and can find out much more. She does not realize that much of what she calls the Holy Spirit is her own Empathic talent. She would not believe it if told otherwise. She knows something is wrong, and she is poking about, maybe poking her finger into a hornet's nest.

The players could encounter Mary Ellen any time they encounter Felicity Congress, or they may encounter her on the run, having found out about the true nature of the Congress Crusade, and the true depths of evil to which her employer can sink. She can be an effective plot device, waiting to be of use to the heroes as an information source.

15). David Rodney McQue

Strength:	14	Intelligence:	19
Luck:	19	Constitution:	14
Dexterity:	14	Charisma:	9
Speed:	13	Level:	4

Skills: Brawling 3, Shotgun 3, Clip Pistol 4, Street-fighting/Self Defense 2, Fast Driving 2, Ambush/Silent Movement 3, Demolitions 4, Desert Survival 2, Urban Survival 3, Gambling 2, Safecracking 3, Alarm Neutralization 3, Bomb Disarm 4, Gunsmithing 2, SI: Explosives 4, SI: Chemistry 3, RS: Golf 2, RS: Baseball 2.

Education: High School Grad. No other formal education.

Languages: English (Native)

Occupation: Mob Enforcer

Vital Statistics: Ht: 6'1", Wt: 190#, Age: 39,
Born: Nov. 9, 1896.

Quote: "It was a wonderful, beautiful, sight! You could see the fireball rising up like a mushroom of flames! The blast was like the breath of God! Oh, it was great!"

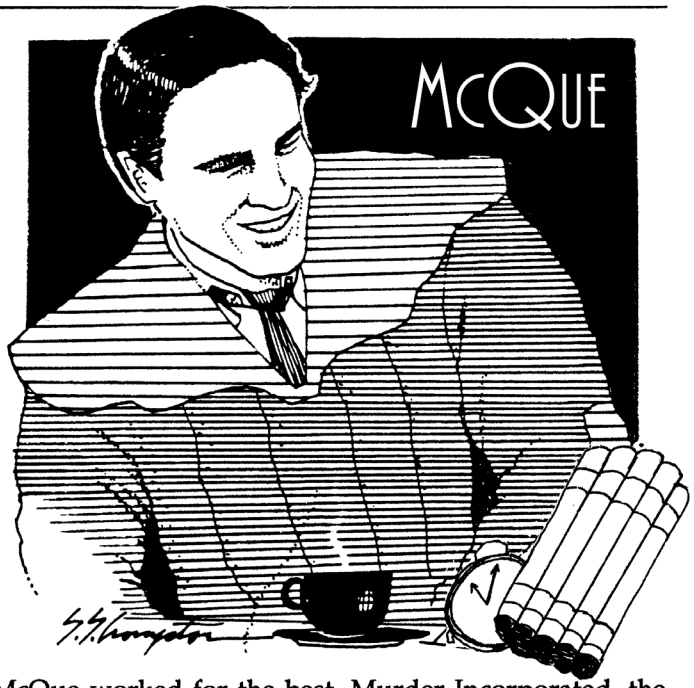
Physical Description: Non-discript man in his late thirties, McQue's only telling features is his odd flame-retardent jacket that he tends to wear when it's chilly outside, and the bemused grin he has on his face. It's as if he's in on some private joke no one else is in on. Also his hair is just starting to thin.

History: McQue's fascination with explosives began when he was a young man, working for his Uncle, an explosives expert with a mining company. Young McQue was allowed to work with the demolition crew as they set the blasting charges, even graduated to setting the charges himself, under his Uncle's watchful eyes. When the Great War blasted across Europe, David Rodney McQue was one of the first to enlist.

In the United States Army, McQue learned the uses of high explosives, learned to set mines, demolition charges, worked with artillery, and formalized his knowledge of bombs and armaments. When he mustered out at the end of the war, he was an acknowledged expert in the area of explosives.

Peace was no boon for David. He missed the thrill of combat, the feeling of excitement he got from a well planned demolition job. Working as a mining blaster or as a construction demolisher did not appeal; they lacked the edge of danger from enemies that he needed.

After a few years of unsuccessful attempts at honest work, David became a safecracker, then, after the thrill of theft paled, a strong arm enforcer. For years, David



McQue worked for the best, Murder Incorporated, the Green Spectre, and now, Werner Von Blau.

As Von Blau's paid assassin, McQue has made an art of using bombs, mines, and explosives to dispose of his targets. If one bomb would suffice for the job, McQue would use two, one to set the target up, and one to knock it down. In one case, he used a series of timed explosives to herd his target from one room to the next in his own home, until no other place to run was left, and a large blast destroyed he entire house.

Scenario Hooks:

If the heroes get too close to Von Blau, they will be sought out by David McQue, who will not make life pleasant for them. If not, he is a well known explosives expert, both in the criminal world and the legitimate world. He has never been convicted of any crime, though suspected of many. As such, he may turn up in police files if any crime involving explosives is under investigation. Further, McQue is a known gambler who frequents the night clubs and gambling halls of San Francisco.

16). Dr. Enrico Rojas

Strength:	9	Intelligence:	21
Luck:	11	Constitution:	10
Dexterity:	13	Charisma:	12
Speed:	11	Level:	5

Skills: Clip Pistol 2, Elocution 3, Gambling 4, Research 4, Electronics 3, Forensics 4, Observation 5, Medic 5, Medical Doctor (MD) 5, Poison 3, SI: Anthropology 4, SI: Biology 5, SI: Biophysics 4, SI: Genetics 3, SI: Physiology 5, OS: Research Scientist 4,

Education: Doctorate in Biophysics, graduate of the University of Mexico.

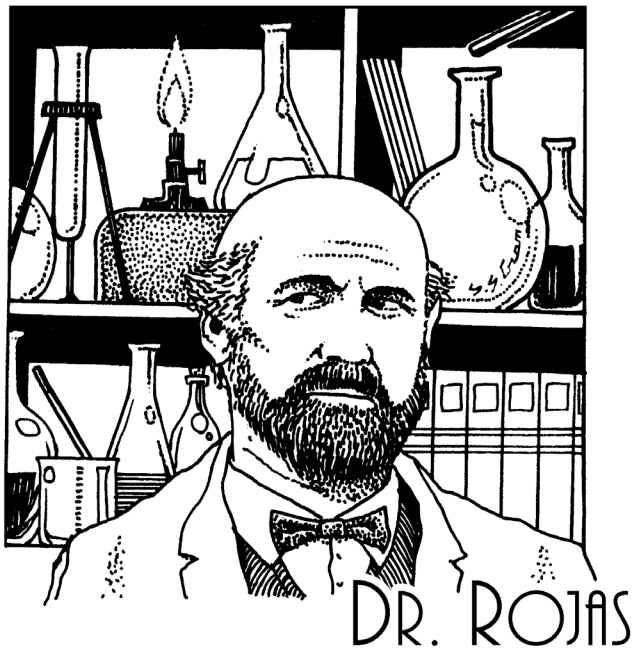
Languages: Spanish(Native), English (L&L), German (L&L)

Occupation: Mad Scientist

Vital Stats: Ht: 5'6", Wt: 130, Age: 63, Born: Sept. 21, 1872

Quote: "Life! Life! Give My Creation Life!

Physical Description: Dr. Rojas is a balding, bearded man who is almost always found in his labratory. He wears a lab coat, scruffy shirt, and bow tie. He is a nervous, jittery sort of fellow, who doesn't like visitors.



History: Enrico Rojas began his career at the University of Mexico as a research scientist, investigating the origins of man, and the effects of certain chemicals produced by the Pituitary and Thyroid on the growth and development of human subjects. For years Rojas was able to carry out his experiments, secretly using human subjects in order to prove his thesis that by the use of massive doses of the Pituitary and Thyroid extracts, he could regress any living thing to a previous form in the evolutionary process. In 1921 he discovered that by bombarding his subjects with massive doses of X-rays he was able to chart changes in the glands that controlled growth and development. Still, his experiments produced no discernible changes in the subject's bodies.

It was during the fifth year that he had his first breakthrough: He accidentally mixed monkey extracts with the human extracts. The results were spectacular! Within days, the subject began showing definite signs of mutation. Excited beyond Rojas capacity to keep it secret, he showed the results to another University scientist.

Predictably, the man informed the University of Rojas's secret experiments, which caused him to be expelled from the staff. The President of the University then reported his activities to the authorities, who issued a warrant for his arrest. Rojas was seconds ahead of the police as he ran to make his escape to California. He was determined to carry on his work.

Once in California, Rojas contacted Karl-Heinz Von Schlachthausen, with whom he had corresponded concerning funding for his experiments. Once in San Francisco, he was set up with a new identity, Dr. Paulo Enriquez, and given a job with University of California at Berkeley, in the Biology Department. There, he was able to restart his experiments, with the direction of Von Blau.

In very short order, Rojas's experiments began to show results far beyond his wildest expectations. Using various compounds, he has been able to create many different creatures, the likes of which have not been seen on the Earth for millions of years.

Scenario Hooks:

Rojas is a classic mad scientist. As such, he will need lab assistants, experimental subjects, and lots of raw materials. The heroes could encounter him as fellow scientists, recruited to help him with his experiments, as victims, kidnapped to become his experiments, or as investigators, seeking the return of some missing equipment, substance, or objects needed by Rojas.

Further, any investigation of Von Blau's organization will eventually lead to Rojas, who has become an important part of the Master Plans.

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17). Rojas's Beast-man

Strength:	27	Intelligence:	6(8)*
Luck:	10	Constitution:	29
Dexterity:	10	Charisma:	6
Speed:	12	Level:	2

Skills: Brawling 2, Street-fighting/Self Defense 2, Tracking/Tailing 1, Ambush/Silent Movement 1, SI: Mayhem 1, SI: Violence 2.

* *Intelligence of 8 only to allow for the Ambush/Silent Movement skill. Otherwise, it should be considered 6.*

Education: None

Languages: English (Broken)

Occupation: Monster

Vital Statistics: Ht: 5'5", Wt: 245#, Age: ???, Born: ???

Quote: "Arrrgggghhhh!"

Physical Description: A strong fur covered creature that looks more like a demon then a man. The ears have almost a bat-like shape, and the creatures eyes glow with a strange yellow glow. It also has sharp teeth and small horns.



History: Rojas has been working on a good beast-man for Von Blau for several years, and this is the most recent creation. Slightly more intelligent than it's predecessors, this beast-man is stronger, faster, and able to master more complex combat methods. It has gained more animal cunning than any other version, and is adept at tracking and ambushing it's victims. It has some linguistic skills, being able to communicate simple concepts in it's native language. It is in all ways more capable than the beast-man that was rumored to have been found in the Adventure of the Pacific Clipper. It is also totally loyal to Enrico Rojas, and in total awe of Werner Von Blau.

Scenario Hooks

If Rojas is threatened, he will use the beast-man to attempt to kill anyone whom he considers his enemy. If the heroes get to much information on his operation, Rojas will feel threatened. Von Blau may also use the beast-man as an instrument of his revenge or as a deterrent to investigators.

Further, the beast-man has been known to escape his cage and go on rampages. This could have the double benefit of getting Rojas or Von Blau involved with the heroes.

17). Von Blau's Beast-man

Strength:	23	Intelligence:	9
Luck:	7	Constitution:	37
Dexterity:	13	Charisma:	4
Speed:	11	Level:	3

Skills: Brawling 2, Pugilism 2, Street-fighting/Self Defense 3, Tracking/T. 3, Ambush/Sil. Mov. 2, Jungle Survival 2, SI: Mayhem 3, SI: Violence 2, SI: His Life Before 1.

Education: None

Languages: English (Broken).

Occupation: Monster (ex-sailor)

Vital Stats: Ht: 5'7", Wt: 270#, Age: 29, Born: May 5, 1906

Quote: "No want sleep. Me dream. Dream make mad!"

Physical Description: This is a more human-like beast-man, as it (he) is not fully covered with fur, is more recognizable as a person, and can actually communicate on a limited level.

History: This creature was thought killed when the passengers and crew of the ill fated Pacific Clipper made their escape from Von Blau's secret island stronghold. In reality, the creature survived, although horribly wounded. It was later brought to San Francisco, where Rojas was able to repair the damage, and give it further treatments, making it stronger and smarter than it had been.



Unfortunately, this also awakened the creatures memories of it's prior life, making it potentially unstable. At the present time, the creature is in Von Blau's new stronghold, dreaming of a strange time when it was a man, a sailor, with a wife and family that loved him.

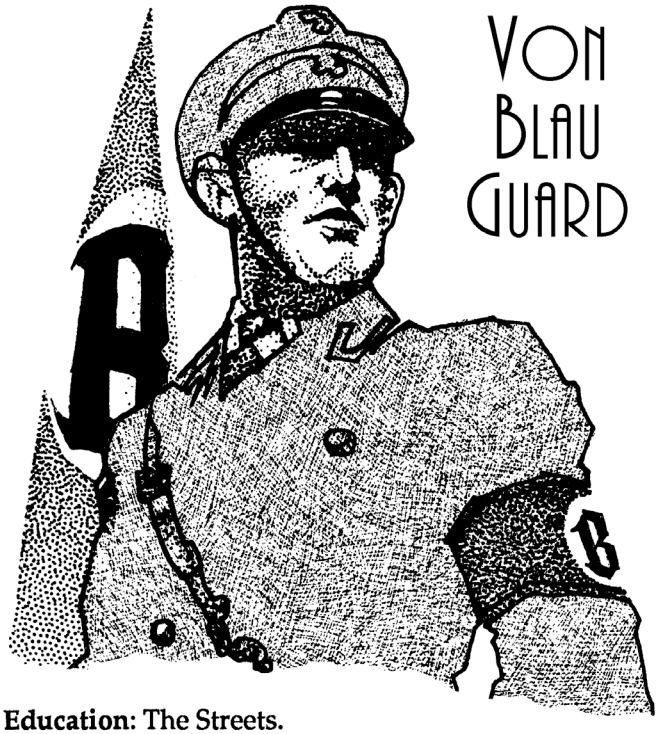
Scenario Hooks:

This beast-man is Von Blau's personal horror, a killer to be sent out to hunt down and destroy his enemies. If the investigators manage to get too close to Von Blau, or any of his major lieutenants, the creature could be used to remove the investigators.

18). Von Blau's Thugs & Guards

Strength:	13	Intelligence:	11
Luck:	10	Constitution:	12
Dexterity:	12	Charisma:	8
Speed:	11	Level:	1

Skills: Knife Fighting 1, Brawling 1, Clip Pistol 1, Tracking/Tailing 1, Ambush/Silent Movement 1, Combat Shooting 1, Urban Survival 1.



Education: The Streets.

Languages: English (Native) or sometimes Spanish or German or Native Islander.

Physical Description: Obviously they all vary in appearance, but they tend to be strong, clean-shaven men, all of whom wear a psuedo-nazi uniform of purple.

History: Von Blau hires the better class thugs from all over the Orient, Pacific Rim, and Western United States. He also recruits german nationals who are guilty of crimes in Germany, but would probably be serving in Hiltler's army if not for their backgrounds. His needs are filled by the scum of the world, with the diploma that comes from a life of casual crime and mayhem.

Scenario Hooks:

When Von Blau speaks, his thugs listen, go forth, and do his bidding. If the investigations of the heroes lead them toward Von Blau, then his thugs will be encountered first. They may even unintentionally lead the player's to Von Blau's organization.

The Green Spectre's Men:

The Green Spectre is a criminal figure that is loosely allied with Von Blau's organization. Any investigation of one will ultimately have a chance to connect with the other. If Von Blau needs special operatives that only the Green Spectre can supply, then one of these Lieutenants in his organization will handle the situation.



The Green Spectre is very seldom seen. He works only thru his trusted aids and hired thugs. But if you could find his stronghold and confront him, this is his appearance.

19). Mai Sung "Dragon's Petal"

Strength:	12	Intelligence:	27
Luck:	17	Constitution:	14
Dexterity:	17	Charisma:	23
Speed:	13	Level:	5

Skills: Knife Fighting 4, Knife Throwing 4, Garrote 3, Street-fighting/Self Defense 5, Tracking/Tailing 4, Chic 3, Ambush/Silent Movement 4, Confidence 3, Urban Survival 4, Lockpick 4, Safecracking 3, Seduction 4, Disguise 4, Observation 5, Secret ID/Double Agent 4, Sleight of Hand 3, Alarm Neutralization 3, Poison 3, SI: San Francisco Social Scene 3, SI: Current Events 3, Acting/Mimic 5.

Education: The Streets of San Francisco and Chinatown.

Languages: Cantonese (Native), Japanese (L), English (L&L), Spanish (L)

Occupation: Criminal Lieutenant

Vital Stats: Ht: 5'5", Wt: 105#, Age: 29, Born: June 8 1909.

Quote: "As you desire, Master. It shall be done."

Physical Description: Attractive friendly looking chinese woman, chameleon-like in her ability to assume almost any identity with ease, so long as it is of an oriental. In her normal identity, she is a delicate beauty, elegant, and mysterious. Currently, she is more commonly found in the trappings of a cleaning woman or secretary as she plies her trade: spy for the Green Spectre.

History: Mai Sung was born in Canton, China in 1909 and brought to San Francisco in 1911. Her parents were part of the Green Spectre's Chinese operation, working as information gatherers. It was decided that Mai Sung should follow in her parent's footsteps so she was given a street education, learning the ways of the chinese underworld, and getting a working knowledge of the San Francisco criminal world as well. By the time she was 14 years old, she was a full operative in the organization, acting as a courier and infiltrator. Five years later she was the head of all of the Green Spectre's information gathering agents.

Mai Sung is a perfectionist, ruthless and cunning. She seeks out information by using her disguise skills, her beauty, and her knowledge of the weaknesses of her opponents. Her usual method is to plant someone in a position close to the target, usually as a servant or a neighbor. When the habits and movements of the target are known, then Mai Sung will usually assign an appropriate agent to get the information that is sought. Frequently, if the target is of particular interest, Mai Sung has chosen to take a personal interest in the operation. It is said that when Mai Sung hunts, no man can withstand her will.



Over the years, Mai Sung has become indispensable to the Green Spectre's organization. It has even been rumored that she may have been romantically involved with him, that she will inherit the Spectre's organization if he is ever killed.

To know her is to consider her a dangerous woman and a deadly enemy. To the Green Spectre, she is a powerful weapon to be used against his enemies, one who's loyalty is beyond all reproach. He has called her his Caged Dragon Lady, his Will in Absentia.

Scenario Hooks:

If the heroes run afoul of the Green Spectre, then Mai Sung will probably seek them out. If not, then she could be encountered by anyone who is involved in any sort of criminal investigation in the San Francisco area. As the Green Spectre's top information gatherer, Mai Sung is also a source of information about anything except the activities of the Green Spectre.

20). Lin Tsu "Neck Breaker"

Strength:	19	Intelligence:	10
Luck:	13	Constitution:	23
Dexterity:	15	Charisma:	8
Speed:	10	Level:	4

Skills: Knife Fighting 4, Shotgun 3, Clip Pistol 3, Brawling 4, Street-Fighting Self Defense 4, Tracking/Tailing 3, Ambush/Silent Movement 3, Urban Survival 3, SI: Strong-arm Techniques 4, OS: Extortionist 3.

Education: Streets of Macau.

Languages: Cantonese (Native), English.

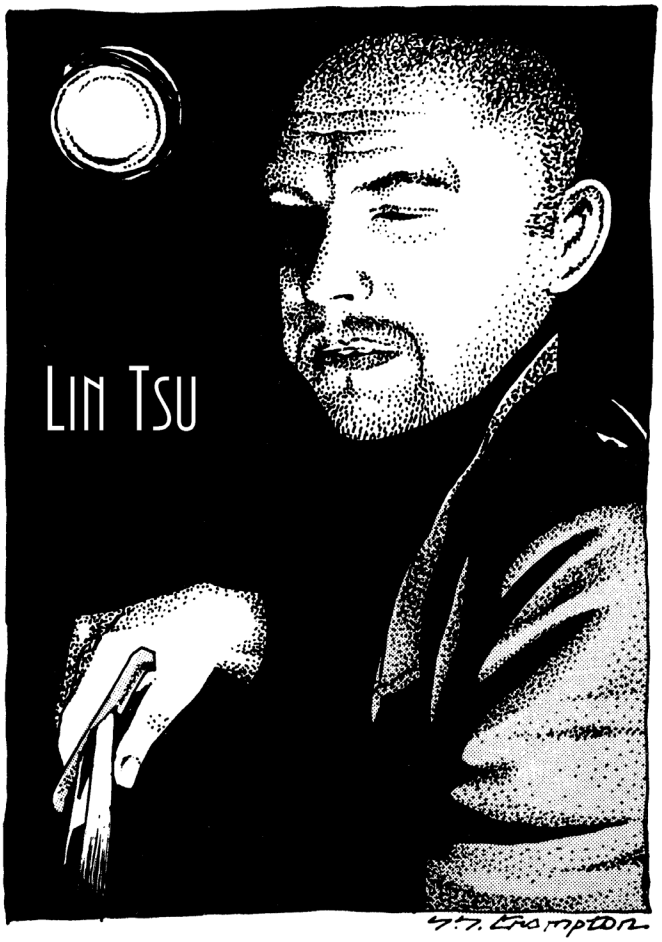
Occupation: Mob Enforcer, Bodyguard.

Vital Stats: Ht: 6'6" , Wt: 325, Age: 23 Born: Jan. 9, 1912

Quote:"Come quiet or come with arm broken. Your choice."

Physical Description: Tall, big boned, maybe 6' 6, he is chinese, a strong, rough man of about 23. He tends to dress in chinese style clothing and uses clubs and other blunt weapons to convince his victims.

History: As a child, Linn Tsu was small & sickly, given to colds and allergies. When he was fourteen, he contracted pnuemonia, and was taken to a clinic in Hong Kong, where he was treated by the doctor there. This man kept Linn Tsu for three weeks. When he returned, he never had any other problems with his health. Further, he experienced a growth spurt that was phenomenal. By the time he was 19, he was huge, standing his full 6'6", and weighing in at 325 pounds.



His size became his ticket to a better life, as he was quickly recruited by Mai Sung to be her bodyguard and strong right arm.

Over the years since his encounter with the good Dr. Enriquez a visiting volunteer from the Congress Crusede, Linn Tsu has wondered what his life would have been like if he had not received the secret treatments from Enriquez. Perhaps he would have died, weak, sick, and poor. He had a lot to thank the man for.

Scenario Hooks:

As Mai Sung's bodyguard and henchman, Linn Tsu is almost always involved in whatever investigation she is undertaking. He is also a well known criminal figure, frequently the object of investigation by police and reporters. He may be encountered by anyone investigating Rojas (he was a 'victim' of the doctor), or the Green Spectre, or Mai Sung.

The following entries are some prototypical persons that would be useful to the average game master in the course of running adventures based on the Case of the Pacific Clipper.

21. FBI Agent - Morton C. Vepnets

Strength:	13	Intelligence:	14
Luck:	14	Constitution:	12
Dexterity:	12	Charisma:	14
Speed:	12	Level:	1

Skills: Shotgun 1, Clip Pistol 1, Pugilism 1, Tracking/Tailing 1, Bureaucracy Mastery 1, Diplomacy 1, Urban Survival 1, Quick Draw 1, Research 1, Observation 1, Photography 1, SI: Current Events 1, SI: FBI Procedures 1, SI: San Francisco 1

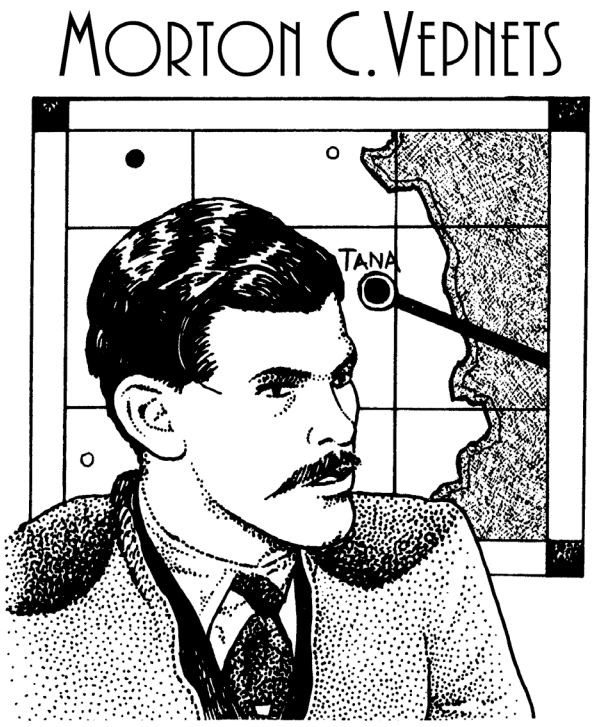
Education: Must be a college graduate, and must be a graduate of the FBI training academy.

Languages: English (Native), Spanish (L&L)

Vital Stats: Ht: 5'9", Wt. 157, Age 29, Born: July 17, 1909

Physical Description: Lean, trim, typical FBI or "G-man" of the era. Always dresses sharply and wears glasses. Will usually be found wearing dark suits which best hide the .38 special he carries when on duty.

History: When Morten's parents were killed in a gunfight



between rival gangsters back in the early 1920's, he vowed that he would spent the rest of his days fighting organized crime. This led him to becoming an FBI agent, a profession he has pursued with a passion. He is somewhat paranoid and is always looking for organized crime behind every petty crime and unusual event. Morten is also prone to believing in conspiracy theories that hint that the mob, certain governments and industries are controlled by "higher powers" whose goals and intentions are the enslavement of all mankind.

Scenario Hooks

Morton is a moderately capable agent and would gladly team-up with the player-characters if they could show him any evidence of the Green Spectre or Von Blau's crime organizations. His contacts into the FBI might make him useful in that he could bring the full force of the FBI to bear if he has enough information to convince superiors.

23). Japanese Soldiers

Strength:	13	Intelligence:	12
Luck:	12	Constitution:	10
Dexterity:	14	Charisma:	11
Speed:	13	Level:	1

Skills: Knife Fighting 1, Assault Rifle 1, Clip Pistol 1, Shuriken 1, Ambush/Silent Movement 1, Combat Shooting 1, Demolitions 1, Jungle Survival 1, Tactical 1, Observation 1, Martial Arts 3.

Education: Boot Camp.

Languages: Japanese (Native)

Scenario Hooks: These soldiers have the potential to be bribed. For the right price, or the right woman, it is possible to obtain better treatment or even get them to look the other way during an escape. Note: You would have to be able to speak Japanese, as 95% of these soldiers would not be able to understand any other languages.



24) Eureka Detective Agency Operative

Strength:	14	Inteligence:	13
Luck:	13	Constitution:	14
Dexterity:	12	Charisma:	10
Speed:	13	Level	1

Skills: Knife Fighting 1, Clip Pistol 1, Pugilism 1, Streetfighting/Self Defense 1, Tracking/ Trailing 2, Fast Driving 1, Ambush /Silent Movement 1, Urban Survival 1, Lockpick 1, Photography 1, SI: San Francisco Street life 1.

Education: High School graduate, must go through a 24 hour training class.

Langauges: English (Native) Chinese(L&L).

Scenario Hooks: This is where many of the players could start, as employees of the detective agency.

There are plenty of connections between the listed characters, and a good numberof them are enemies of each other. Many adventures can be run just using the characters in this book as antagonists, with the player-characters either caught in the middle ,or working for one side or the other in a deadly game of cat and mouse.

THE ISLAND BASE OF VON BRAU (SKULL ISLAND)

On the opposite page is the map for the main areas of Von Blau's secret base. Below, are brief explanations for the various places and rooms in the secret base. Not noted on this map is an empty hanger above elevator #9 and a trail that leads along the side of the volcano, starting near area #7 and leading over the lagoon to the top of the volcano. Anything not marked "locked" can be considered open to players, however it may be guarded. With this map, the descriptions and plots from the solo adventure, and the character descriptions provided, you should have no problem running a Case of the Pacific Clipper Gamemaster adventure for your players. You can also expand, change or rearrange the plots and characters to create your own unique 1930-45 adventures.

KEY TO MAP

1. *Bottom of Skull Island's extinct volcano.* Location of Von Blau's dirigible hanger.

2. *Von Blau's Dirigible.* Moves faster, flies longer and higher that the typical "zeppelin" of the day. This dirigible is kept afloat by the locally available hydrogen gas, which has more lift, but is highly flamable. Locked

3. *Fuel truck* - Carries gasoline for the captured plane, boats and generator for the bases power. Gas is synthesized on the island or delivered by boat.

4. *Aviation Workshop* - Tools and equipment for basic dirigible repairs are kept here. Guards for the dirigible also have a small station here. They walk the area every fifteen minutes.

5. *Dock Area* - Wooden dock and two high-speed boats are docked here. Both are fueled up and ready to go at a moments notice.

6. *Captain Muse's S-42 Flying Boat* (the Samoan Clip per). Captured by Von Blau and carried into the volcano by the dirigible. It is possible to fly the plane out of the volcano, but you would have to be a very good pilot, and it would help if the dirigible were out on patrol at the time, to give you more clearance.

7. *Supply Crates* - There are dozens of these piled up against the south walls of the crater. They contain dirigible parts, food, tools, and misc. supplies. However, there are no guns or ammunition to be found here.

8. *Entrance to base living quarters,* and operations area. One guard at the door, at all times.

9. *Secret Elevator* to hidden hanger. Could be an escape route as it leads to the outside.

10. *Entrance to lab and "pit".* No guard, but the the door is locked. Most major characters on island have a key.

11. Dr. Rojas Office/Sleeping area. Desk, bed, books, and personal effects can be found here.

12. *The Pit* - This is where Rojas tests his mutation serums and gases. It is also where Von Blau watches his prisoners get torn apart by beastmen when he tires of them. Locks from inside.

13. *Observation/Lab* - Lab tables, volatile chemicals, cages and the observation room to the pit is here. Locked.

14. *Storage* - Rojas keeps supplies and the guards have a station here. Not always guarded.

15. *Beastman's Lair* - Rojas keeps his latest beastman experiment here for study. Locked.

16. *Guards Barracks* - This area has sleeping, eating and recreation areas for 50 guards, technicians, and other lower level staff. This area has a floor above and below it and is guarded.

17. *Guard Station* - the prisoners are kept track of here and the entrance to the barracks is watched from here. There are always one to three guards on duty here.

18-27 *Prisoner Cells* - This is where Von Blau keeps anyone he doesn't like. All cells are locked and many of the prisoners are used in Rojas expiriments.

28-29 *Storage* - Canned food, misc. furniture and old paperwork are kept here.

30 *Tunnel* - This tunnel is used to move misc. supplies in and out of the volcano. There are guards at the exit and entrance.

31. *Main Living Quarters* - This ostentatious marble entry to the base is filled with mementos of Von Brau's illustrious career as a pilot and egotist. Doors lead to main hallway. Locked.

32. *Main Hallway* - One end leads to the bedrooms, the other leads to the dining area.

33. *Lounge* - This is where Von Blau entertains 'guests'. There is a billiard table, backgammon and chess boards.

34-39 Guest Rooms - These nicely appointed bedrooms, lock from the outside and have no windows. Room 39 has a secret exit which leads to the jungle outside.

40. *Elevator* - This elevator leads to a second level of guest rooms, and indoor pool/spa.

41. *Dining Room* - Large dining area and small stage for music and Von Blau's speeches.

42. *Laundry Area* - Used to wash cloths, store linens and misc. furniture. Locked

43. *Kitchen* - Where the meals and snacks are stored and prepared.

44. *Alcove* - Place for supplies and trays to pass each other in the hall.

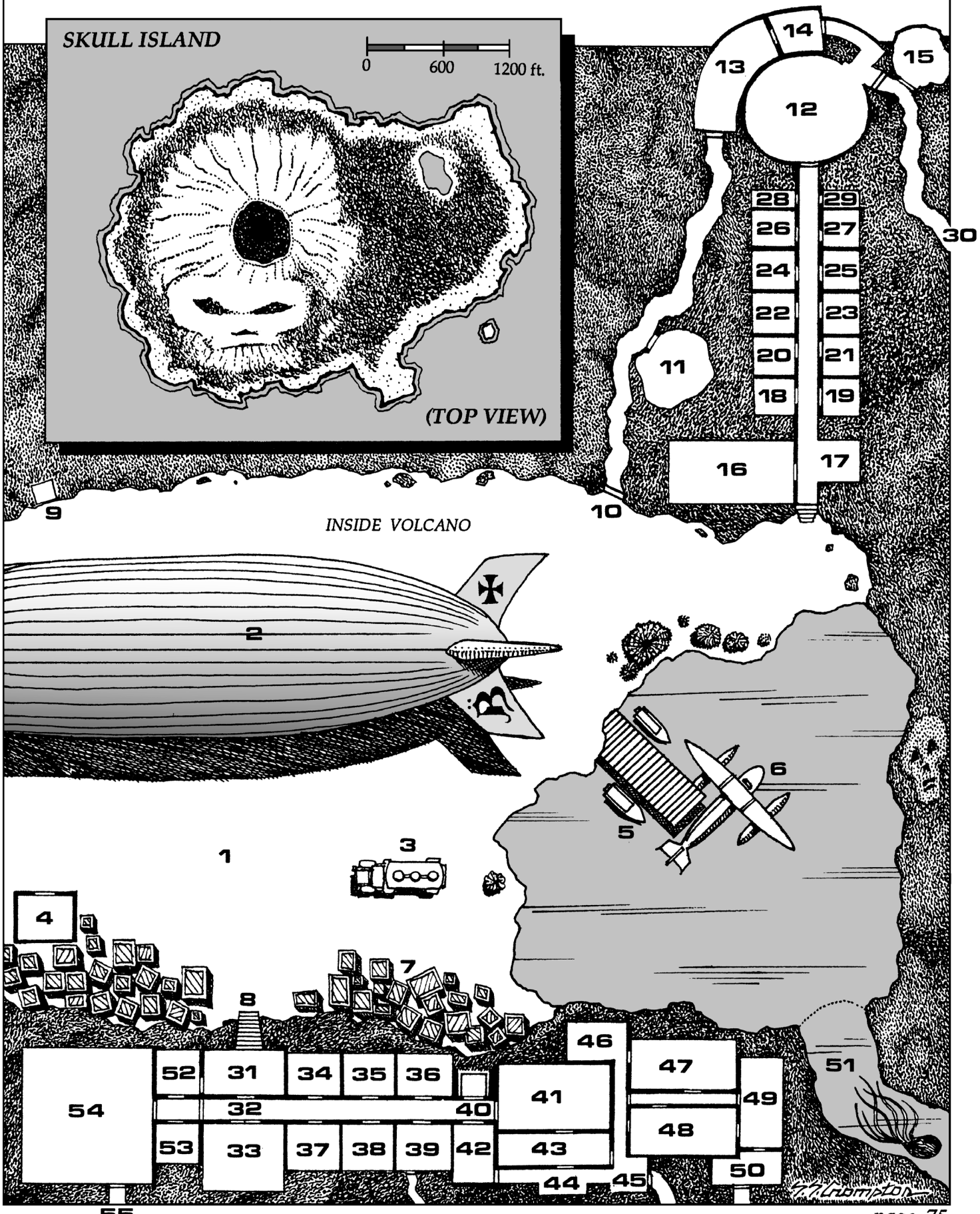
45. *Guard Station* - 1-3 guards here at all times. They guard the operations area and the supply exit from the base. Locked.

46. *Staff Lounge* - Kitchen and other staff use this as a place to eat and take short breaks. there usually are 0-3 people here.

47. *Operations* - The cooling, electrical, water systems for the base run from here. Locked.

(listings continued on following page).

AIRSHIP BASE OF VON BLAU - MAP



48. *Radio/Planning* - This room has a radio operator and large map of the Pacific Rim, showing Von Blau's other smaller bases, and future conquest plans charted out on the map. 1-4 people are here at all times, and the room is locked. Only relevent staff have keys.

49. *Records* - All pertinent files and information about supplies, ordering, revenues and costs are kept track of here. Also lists of contacts, enemies, and office furniture/supplies are stored here. Locked.

50. *Empty Room* - Some furniture stored here. The Exit has been sealed. It would take a couple of grenades to break through. Leads to jungle.

51. *Cave Exit* - This leads from the lagoon to the shore outside the volcano. It is guarded by a very large Octopus.

52. *Guard Central* - Main command post for this part of the base. 1-4 guards on duty at all times. They take turns patrolling the building. Locked.

53. *Armory* - Two-story room filled to the brim with munitions of every type and kind used on the base. Guarded, locked.

54. *Von Blau's Quarters* - Palace-like area contains Von Blau's bedroom, large bath, huge walk-in closet, extra guest room, library, and sunken bar. Large tank of sharks highlights the bedroom. There will be many valuable items here, ming vases, rare paintings, collectors weapons, and about $100,000 worth of diamonds, gold, and misc. foriegn bank notes in a safe located behind a very flattering painting of Von Blau in the bedroom. The safe is imbedded in the wall and could not be opened without the combination. Very Locked.

55. *Escape Route* - Von Blau has the entire base rigged to blow-up, should his enemies overun the place. A large charge of dynamite with a ten minute fuse has been rigged next to the hydrogen reserves under the base. Once activated, Von Blau will grab as much cash, etc. out of the safe as he can carry, and escape in a small 5-man submarine he has at the end of the tunnel. The ten minute fuse can be stopped, but someone will have to crawl down an air reserve shaft located in room 47, provided they know about it. Only Karl-Heinz, Von Blau and a couple of highly trusted guards know about it. If left behind, they might talk or even assist the party in escaping the island.

Von Blau will no doubt "disappear" once again, probably hiding out in one of his smaller bases or the lavish home of a rich friend. He might even head for the fortress stronghold of the elusive Green Spectre. You can bet there can be more adventures for your players in the future when you bring Von Blau back for revenge.

THE WAR YEARS

If you want to give Von Blau even more clout, or have further adventures take place during WWII, it would be very easy to have Von Blau either working for, or allied with the Nazi high command. Von Blau would be focused on keeping the U.S. and allied forces off balance. He might even have sinister plans for a navel blockade/invasion of the U.S. etc.

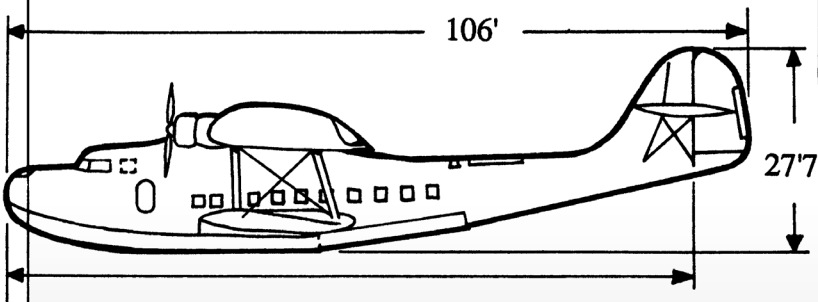


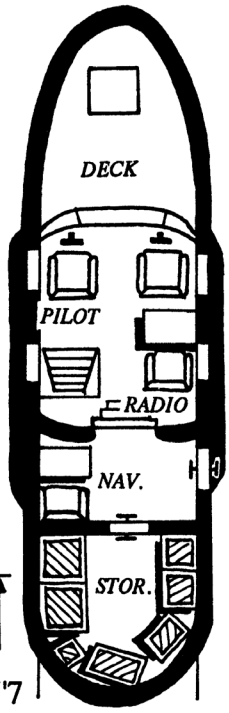
PACIFIC ♦ CLIPPER

The Pacific Clipper - A Brief History

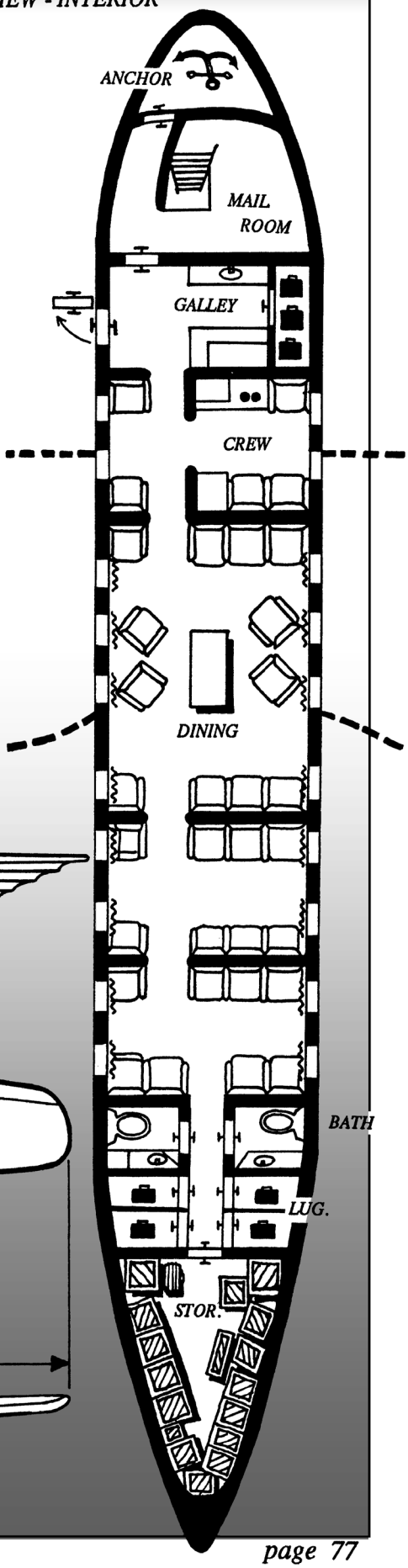
The Clipper Airplanes first began commercial flights in 1936. By today's standards, the planes were a luxurious mode of travel with sleeping berths and fine food. A typical flight from San Francisco to Hong Kong lasted about 7 days and cost $1600.00 (round trip). This included food, and lodging, so it should be compared with a current day ocean cruise, rather than a jet flight. As one traveled, (island hopping) there were numerous island stops for repairs and refueling.

The era of the the clippers was quite short, lasting only 5 years, as WWII stopped all passenger service to the orient. After the war, the development of large long-range jets replaced the slower Clippers. As far as is known, not a single Clipper currently exists; they were all scrapped, or crashed. However, several disappeared and it may well be that a Clipper is even now sitting idle in the secret lair of some criminal mastermind as a memento of days past.



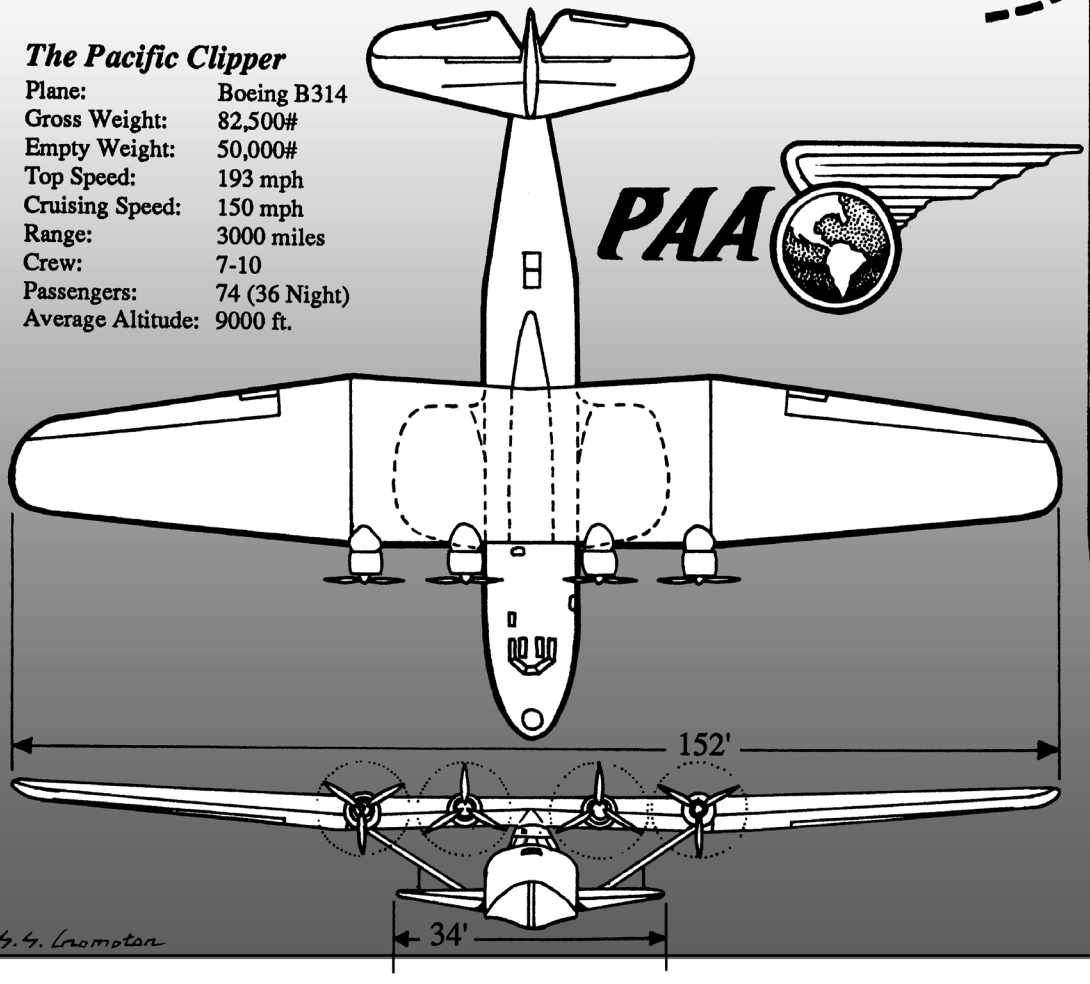


TOP VIEW - INTERIOR



The Pacific Clipper

Plane:	Boeing B314
Gross Weight:	82,500#
Empty Weight:	50,000#
Top Speed:	193 mph
Cruising Speed:	150 mph
Range:	3000 miles
Crew:	7-10
Passengers:	74 (36 Night)
Average Altitude:	9000 ft.



S.S. Crompton

MAP OF THE WESTERN PACIFIC REGION



This map of the western side of the pacific shows where Von Blau's secret island base is hidden. Once part of the German empire, this island base was built before the war as a staging area for a possible joint invasion of Indonesia by the Axis powers. Seeing that the war was lost in Europe, Von Blau made a hasty exit from Germany, travelled to the Pacific and took over the base, using his own men and converting the German soldiers at the base to pledge their loyalty to Von Blau's cause, rather then surrender to the Allies.

SCENARIO SET-UP: You can run adventures either shortly before, during or sometime after WWII. You'll need to slightly alter Von Blau's goals and allies depending on the time period you choose. If your adventure takes place before or during WWII, Von Blau could be on the island to help the Japanese secure this region and be a staging area for an attack on the US Fleet. If your adventure is after the war, Von Blau would have his own agenda with plans on revenge and the building of a criminal empire. He will be much more secretive and paranoid under those conditions, as he won't have the support of the Germans or Japanese since both are defeated powers. *(The solo has lots of ideas you can use for possible adventures.)*

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CHARACTER RECORD SHEET



Name: _____

Title: _____ Age: _____ Sex: _____ Race: _____ Nationality: _____

Employment: _____ Psychic Skill: _____ Skill Points Unused: _____

ST: _____ IQ: _____ LK: _____ CON: _____ DEX: _____ CHR: _____ SP: _____

HtoH Adds: _____ Missile Weapon Adds: _____ Level: _____

$ on Person: _____ $ Saved: _____ Wages or Dividends: _____

Physical Description and Background: _____

Languages (* native tongue): _____

Skills (Skill name/Level/Adventure Points):

SWIMMING	1				
DRIVING	1				
COOKING	1				

Education: _____

Weapons: _____

Armor: _____

Provisions (continue on back): _____

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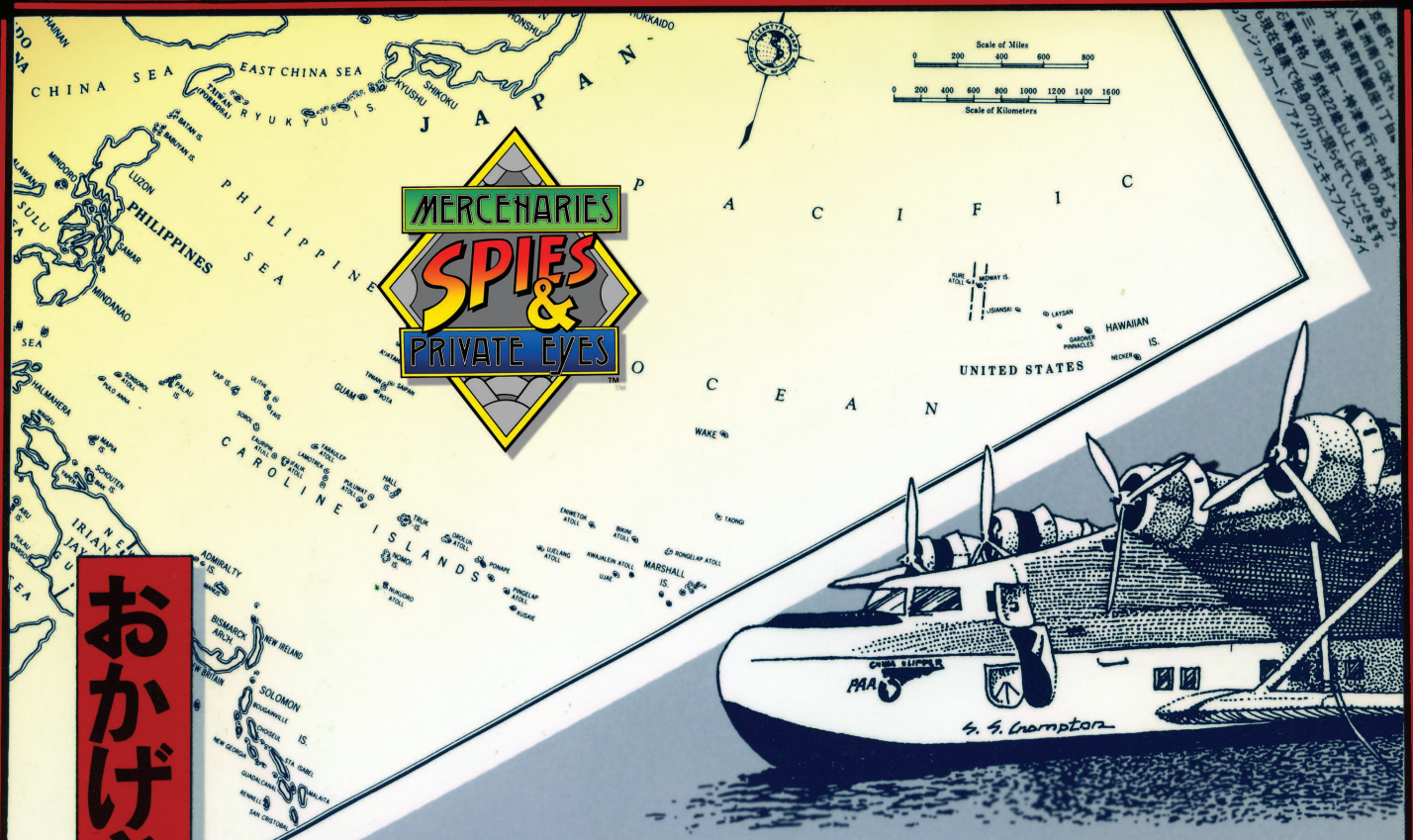
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THE CASE OF THE PACIFIC CLIPPER

Solitaire & GM Materials

by Dave Arneson

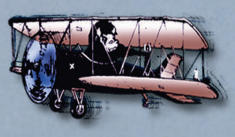
It is a quiet fall day in San Francisco. The year is 1937. The newspapers are all abuzz with news about the military buildup of Japan and the invasion of China. The offices of the Eureka Detective Agency are open for business and you're about to be handed the biggest case of your career. Juan T. Knight, the president of Pan Global Airways has just called and wants you to come down to the airfield to solve a mystery. What's happening to the pacific clipper fleet? Is it sabotage? Revenge? Maybe even for the insurance. You have no idea, but you can bet there's more to this case than meets the eye. . .

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MERCENARIES SPIES & PRIVATE EYES

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