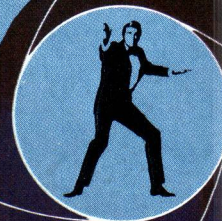


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Role Playing
In Her Majesty's
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THE MAN WITH THE GOLDEN GUN



VICTORY GAMES, INC.,
New York, NY 10001

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For Ages 12 to Adult

FOR YOUR EYES ONLY



.....URGENT...URGENT...URGENT...EYES ONLY...

CODE AZURE...CODE AZURE...PREPARE TO DE-SCRAMBLE...

MB?##@/\$\$Y/&)).....

SENDER: M.I.6. LONDON...RECEIVER: STATION F. PARIS...

MESSAGE: GIBSON REPORTED READY TO DEFECT TONIGHT...STOP...

ADVISE YOU MEET HIM ASAP AFTER HIS ARRIVAL IN PARIS...

STOP...SPEED REQUIRED IN CASE OF KGB INTERVENTION...STOP...

LONDON AGENTS IN AREA...USE AT YOUR DISCRETION...STOP...

END TRANSMISSION.....

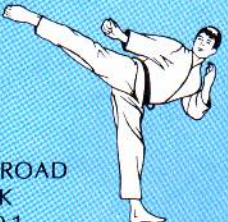
PASSENGER TICKET AND BAGGAGE CHECK		ISSUED BY TRANS-ORIENT AIRWAY, LTD			VG TRANSPORTATION TICKET		
PASSENGER'S NAME/COMPANY CHULA / TAGOMI TEMPLE		NOT TRANSFERABLE		DATE OF ISSUE 1 OCT		ELSPETH TRAVEL AGENCY HONG KONG OFF 168	
FROM HONG KONG	CARRIER TOA	FLIGHT 312	DEPT TIME 3:00PM	AAR TIME	DATE 4 OCT	NOT VALID AFTER 31 DEC	
TO BANGKOK, THAILAND	TOA	312		5:30PM			
TO — NULL —							
TO — NULL —							
TO — NULL —							
FARE 89.76		FARE DETERMINATION 5 OCT HNGKNG / BNGK 89.76					
TAX 7.24		AIR CODE L717		SERIAL FORM NO. 700635013		BAGGAGE CHECKED/CARRIED PCS WT	
TOTAL 97.00						PAYMENT FORM	
CONTROLLER 0912515139						TOUR CODE NO.	

GM NOTE: Cut along lines and give props to players as indicated in text.

Tagomi Temple of the Martial Arts



CHULA
HEAD INSTRUCTOR

KRUNG THEP ROAD
BANGKOK
Tel: 215110-1



HAI FAT ENTERPRISES

Rama V Rd., Bangkok
TEL: 212613



IMPORT/EXPORT

Silk, Cotton, Semi-Precious and Precious Stones,
Silverware, Nielloware, Bronzeware,
Pewterware, Ceramics, Jewelry

OFFICES: Hong Kong, Sydney, New York City, Kowloon

October 3

Hai Fat, President
Hai Fat Enterprises
Rama V Road, Bangkok

Dearest Mr. Fat,

Congratulations on your efforts so far in our project. News of Gibson's kidnapping has just reached me, and I am quite pleased with its efficiency, though I suspect the use of M.I.6 was not your idea totally.

Though we are on the verge of success, let me remind you that all your original instructions regarding conduct and secrecy are still to be obeyed to the letter. These instructions may seem puzzling at times, but be assured that all will become clear as to why you have been ordered to behave in this manner.

Shortly after the Solex is in place and the station is operational, I will pay you a visit. Expect your share of this venture's profits to be significantly higher than you originally anticipated. Our organization is very pleased with your work. We will discuss future mutual endeavors when I see you.

Most Sincerely
Dr. Isa Nakahara
Dr. Isa Nakahara

P.S. Destroy this letter after reading it.



Interoffice Memo



HAI FAT ENTERPRISES

TO: MR. FAT
FROM: CHAN-YOO-LAM
RE:

① BE AWARE THAT ANDER'S MISTRESS
ARRIVING ON STM TO PICK UP
BULLETS. TAGOMI SHOULD HAVE
THEM HERE BY THEN.

② SHIPMENT OF SPARE ELECTRONIC
PARTS FOR THE DAI NYU STATION
COMING IN A FEW DAYS. IS LAST
SHIPMENT— BE READY TO
LEAVE FOR ISLAND SOON.

HER MAJESTY'S SECRET SERVICE



MINISTRY OF INTELLIGENCE DEPARTMENT 6



SUBJECT: Solex Agitator

BACKGROUND: The Solex Agitator is the design of Professor Frederick Gibson. Gibson has been working for the past 10 years on a solar power system that will, theoretically, operate at 95% efficiency. The complete solar power system will offer a practical solution to the world's energy crisis and will only be surpassed by the development of a workable fusion plant.

The Solex Agitator is the last component necessary to make Gibson's solar power system fully operational. The Solex Agitator is a solar cell that converts radiation from the sun into electricity. It is inserted at the base of a solar radiation collector and produces electricity at a remarkable 95% efficiency, at least Gibson has so claimed.

There are rumors to the effect that Gibson has been experimenting with the Solex Agitator as the basis for some kind of weaponry. Once the Solex Agitator is finished, it should be examined thoroughly for its military benefits.

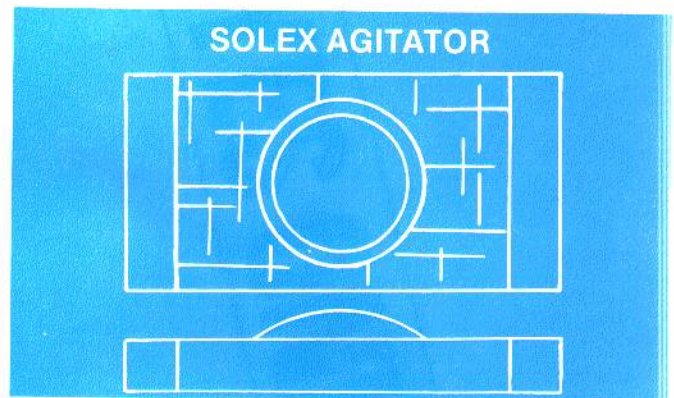
SPECIFICATIONS: 4¼"×3"×1"; 13.28 ounces;
composition unknown

COMMENTS:

I have seen some of Gibson's experiments and believe the Solex Agitator will have worldwide technological impact. I am somewhat dismayed at Gibson's cavalier work methods, since he has told me he keeps few notes and keeps all his data inside his head. The accompanying blueprint is all Gibson will release to us at this point.

Keep the man well guarded at all times. He is simply too precious a resource to lose.

Q



Tagomi Temple of the Martial Arts

Remember to see Chu about bullets
in Macau. Will be ready on October
4th Deliver to Mr. Fat on the 5th.

HER MAJESTY'S SECRET SERVICE



M.I.6

MINISTRY OF INTELLIGENCE DEPARTMENT 6

TOP SECRET
Classified
Information

SUBJECT: Francisco Scaramanga

Age: 32

Weight: Unknown

Height: Unknown

BACKGROUND: Only son of Enrico and Marcella Scaramanga. Father owned circus and acted as ringmaster. Mother of English descent and was circus snake charmer. At age 10, he became trick sharpshooter for circus. Disappeared after he killed policeman who shot his pet elephant when the animal went rogue.

Scaramanga travelled with several crime organizations and was known to be a Rio gunman at age 15. Was recruited by KGB in Rio and trained in Europe as professional assassin. Left KGB for freelance assignments.

Known as the Man with the Golden Gun because he uses golden bullets fired from a pistol also reported to be made of gold. Charges one million dollars per assassination and has never been known to fail assignment. His method is to send a 24-karat gold bullet to his victim to inspire fear and cause victim to make errors of judgment.

An attempt was made to eliminate Scaramanga in 1981. Operative 002, Michael Herman, died in Beirut in this attempt. The golden bullet retrieved from the body confirmed Scaramanga as 002's murderer.

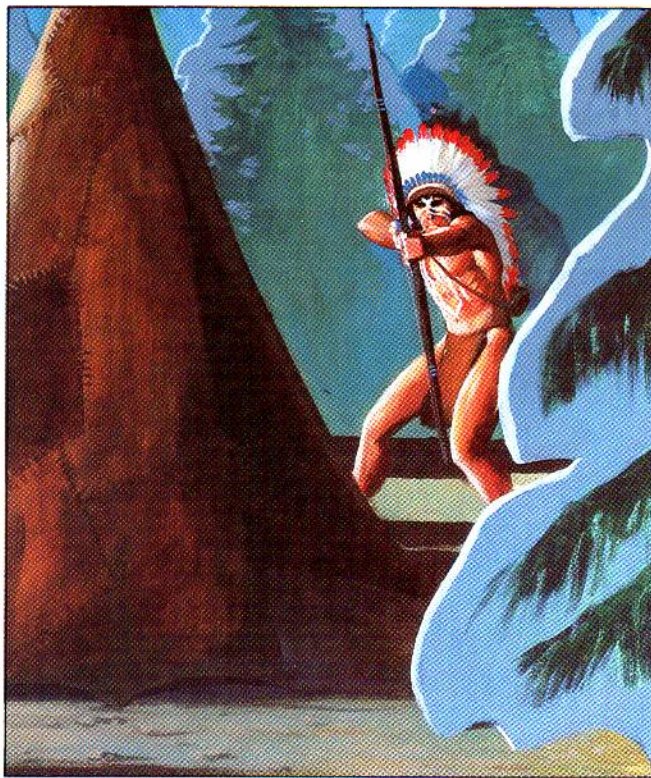
Scaramanga's appearance is not known. He is highly secretive and has eliminated all records containing data on his appearance. His only known distinguishing characteristic is a superfluous papilla (nipple).

NICKNAMES: Paco, "Pistols"

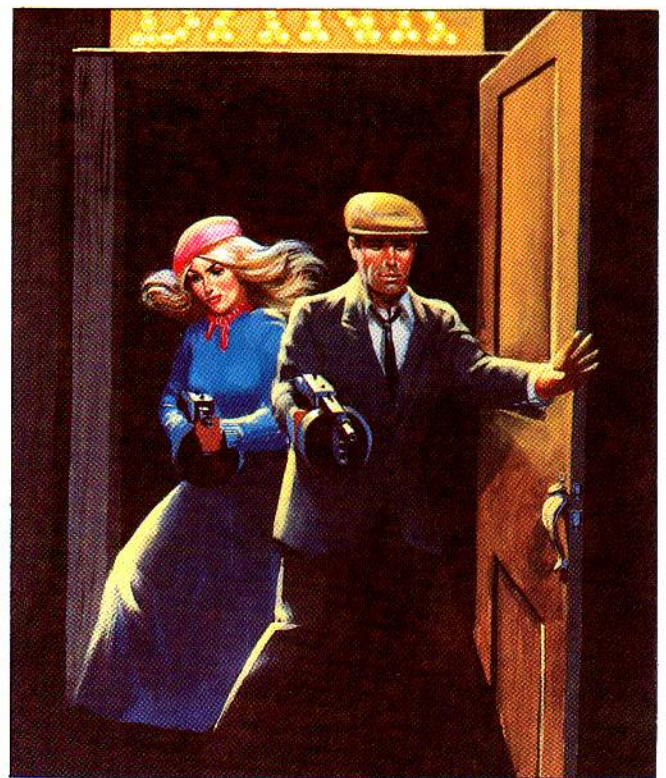
COMMENTS: Scaramanga is a highly effective assassin who has never failed. It is reported he has never needed more than one bullet for a kill. Scaramanga has never associated with any M.I.6 operatives or with operatives of any friendly agencies. Extreme caution is recommended for all but the most experienced M.I.6 operatives.

ATTACH PHOTOGRAPH TO DOSSIER

No photo available

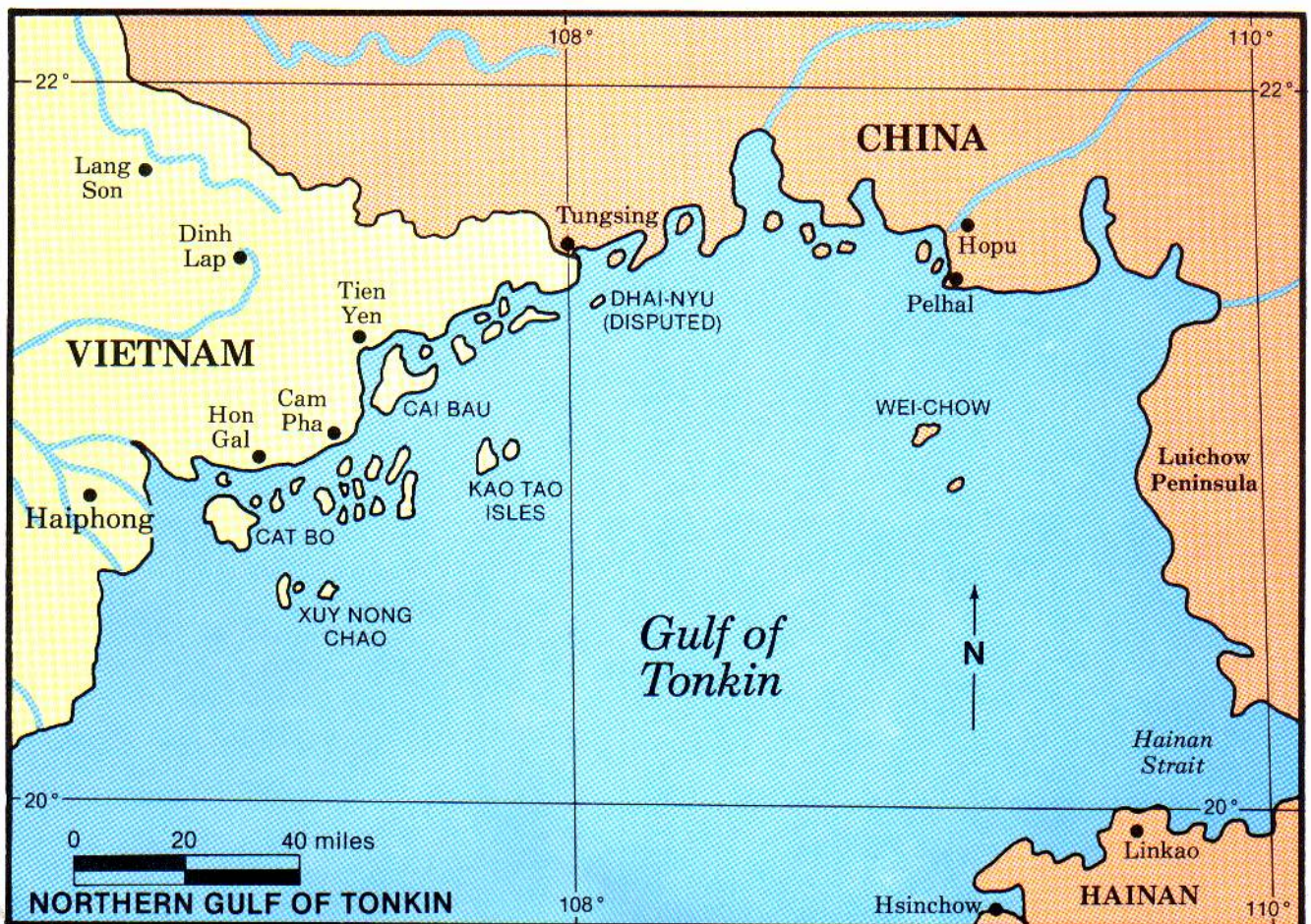


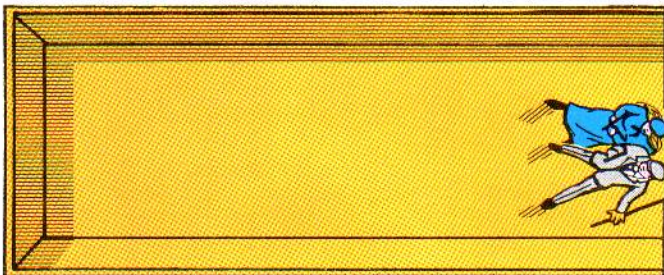
Area 4: Teepee and Apache Indian



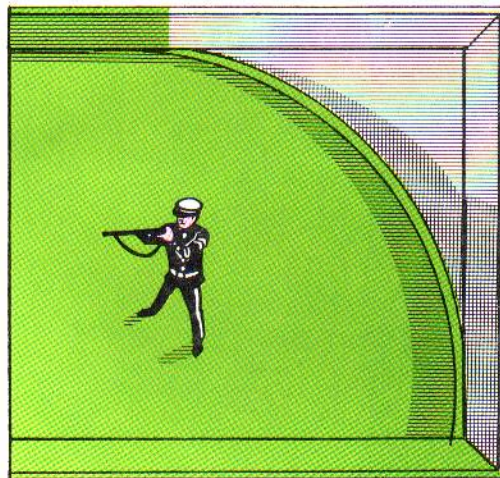
Area 7: Bank with Bonnie and Clyde

GM NOTE: Cut along lines and give props to players as indicated in text.

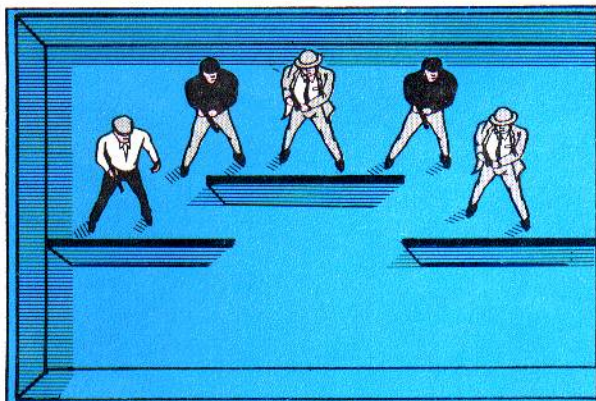




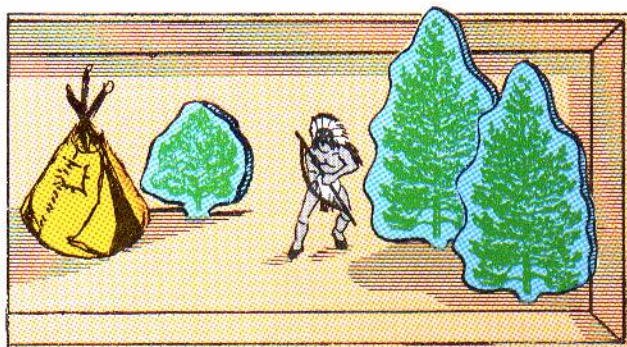
AREA 7: BANK WITH BONNIE AND CLYDE



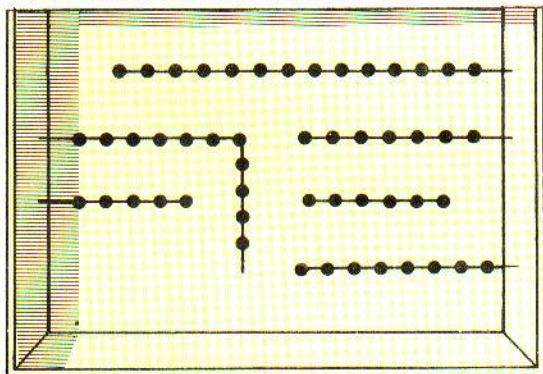
AREA 3: WHITE HOUSE AND MARINE



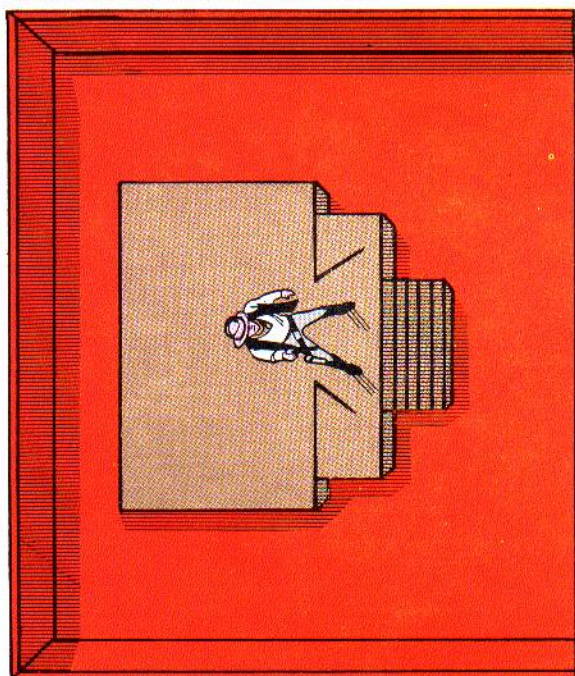
AREA 9: AL CAPONE AND GANGSTERS



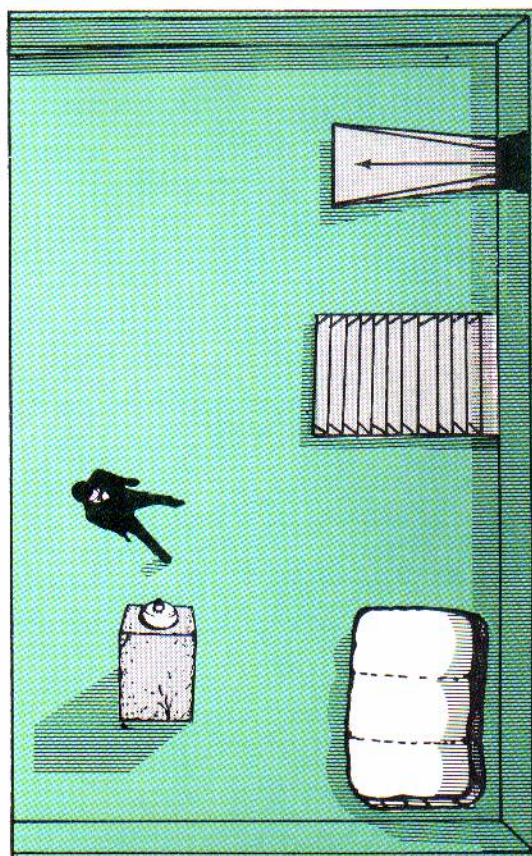
AREA 4: TEEPEE AND APACHE INDIAN



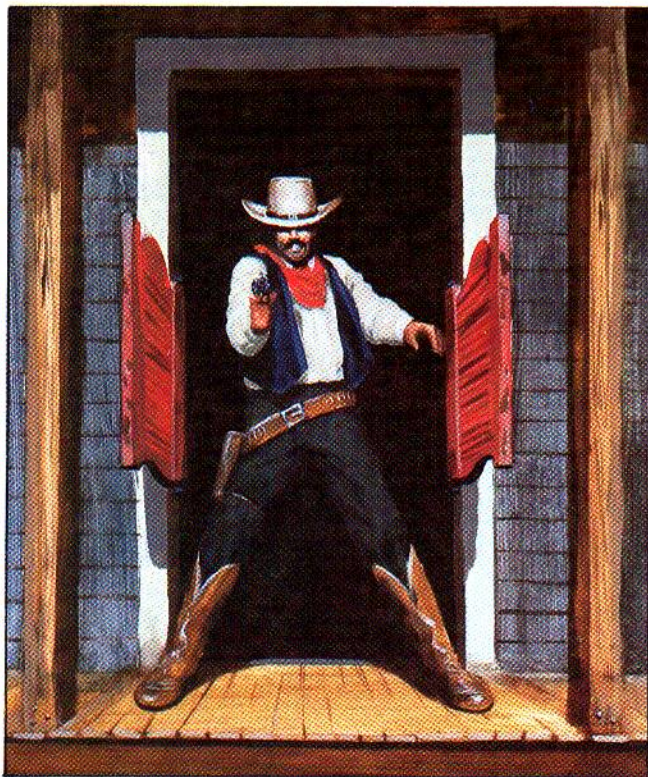
AREA 6: TILTING ROOM WITH RAILINGS



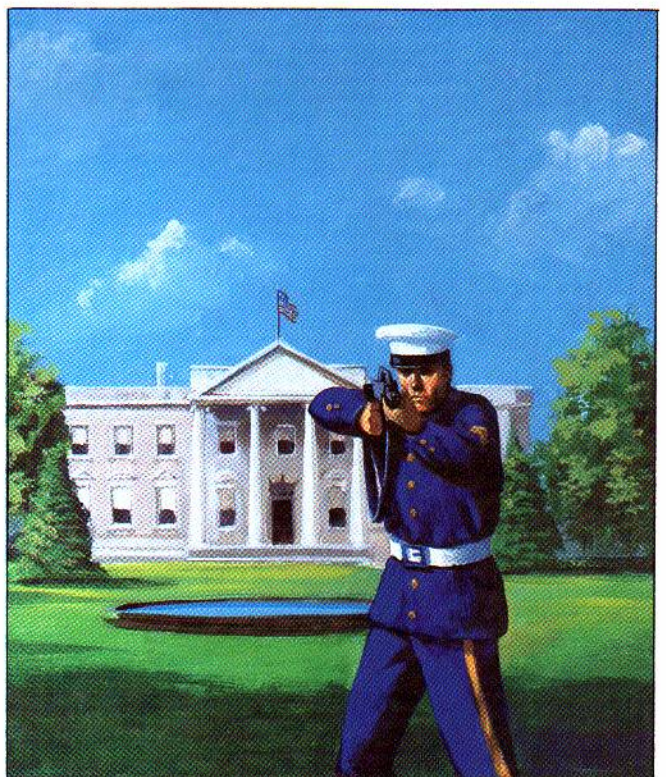
AREA 2: SALOON WITH GUNSLINGER



AREA 13: WAX REPLICA AND PEDESTAL

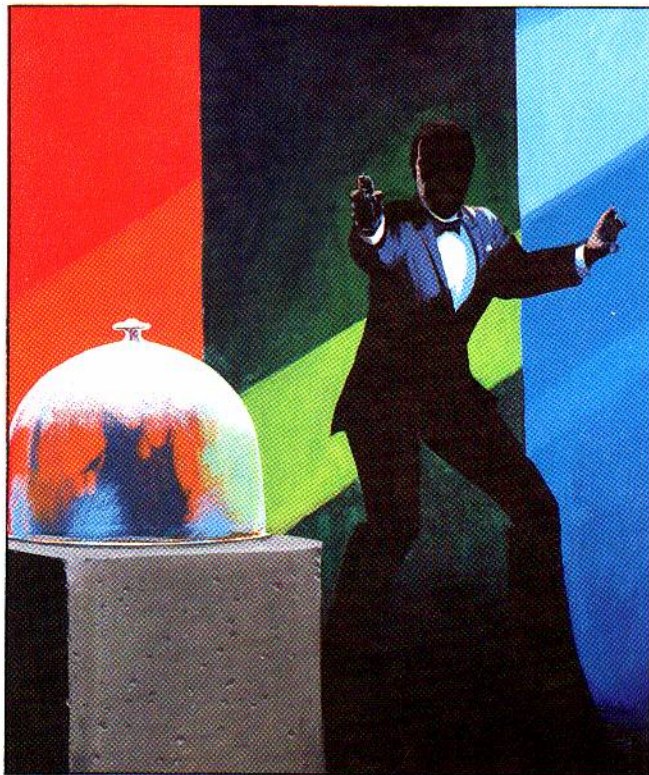


Area 2: Western saloon with gunslinger

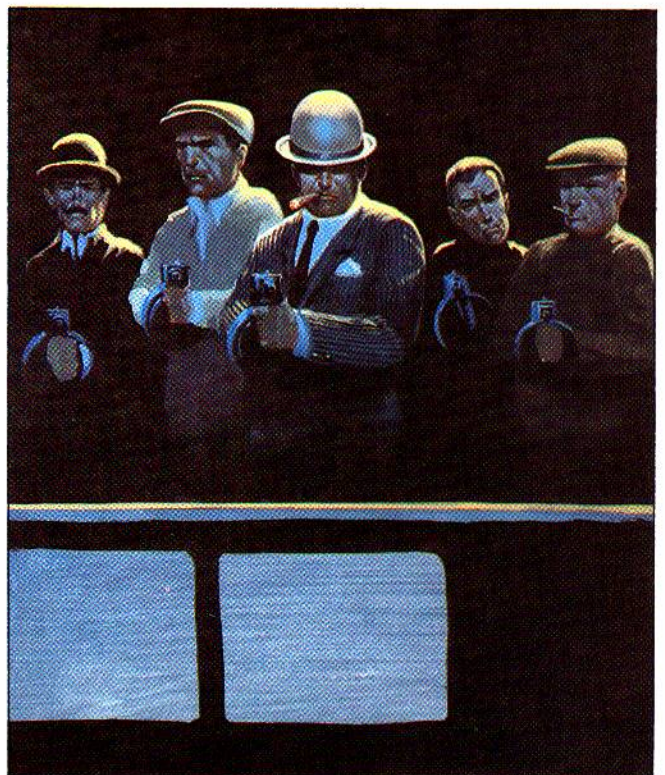


Area 3: White House and Marine

GM NOTE: Cut along lines and give props to players as indicated in text.

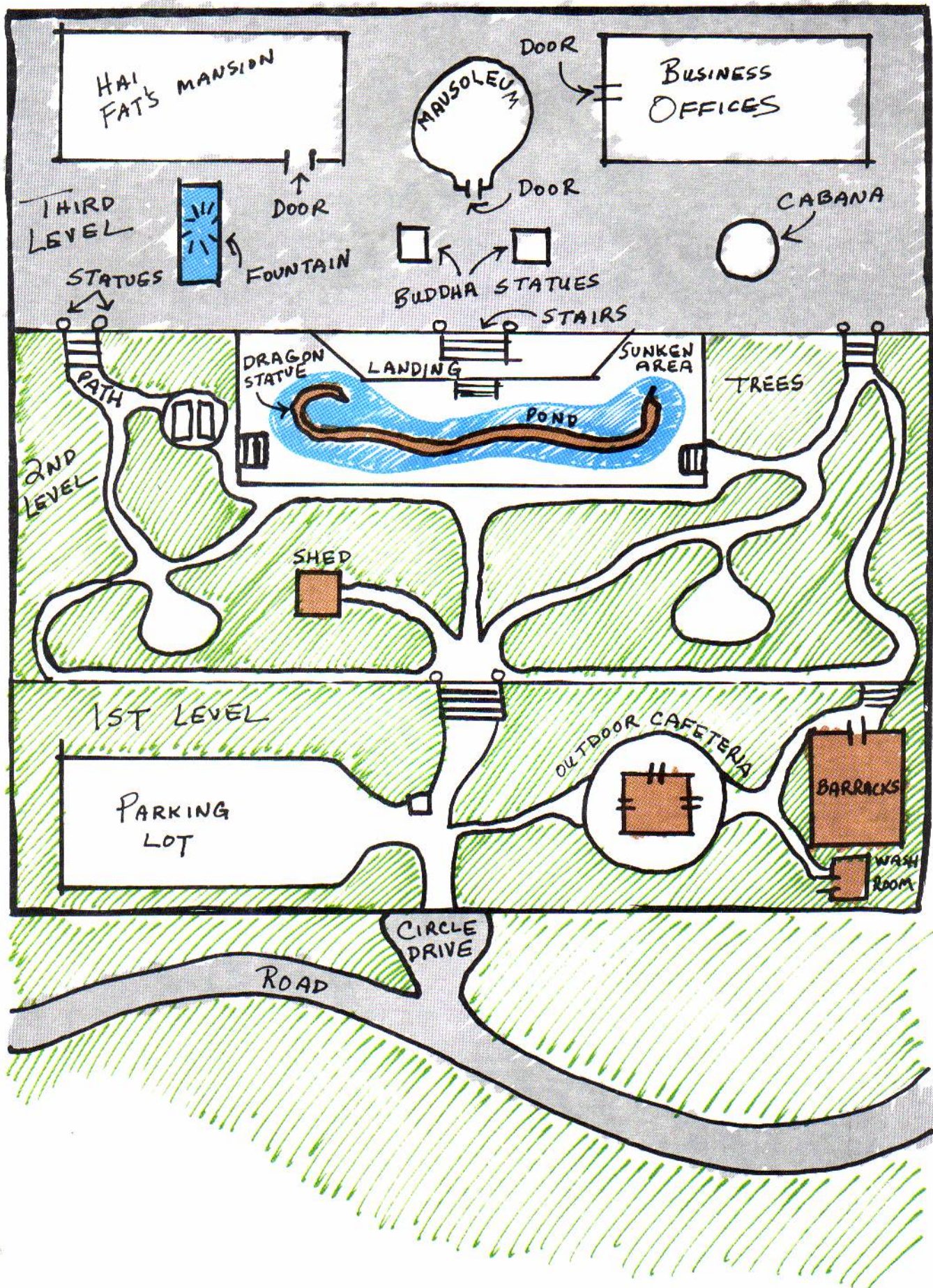


Area 13: Wax replica and pedestal



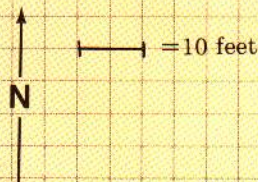
Area 9: Al Capone and gangsters

TOP SECRET
Classified
Information



KEY:

AREA	DESCRIPTION (MAZE EASE FACTOR)
1	Room with skeleton (8)
2	Western saloon with gunslinger (7)
3	White House and Marine (8)
4	Teepee and Apache Indian (9)
5	Maze (not app.)
6	Tilting room with railings (not app.)
7	Bank with Bonnie and Clyde (7)
8	Mirror maze (special)
9	Al Capone and gangsters (7)
10	Trick stairs (not app.)
11	Door with slide (not app.)
12	Twisting door and foam mat (not app.)
13	Wax replica and pedestal (8)

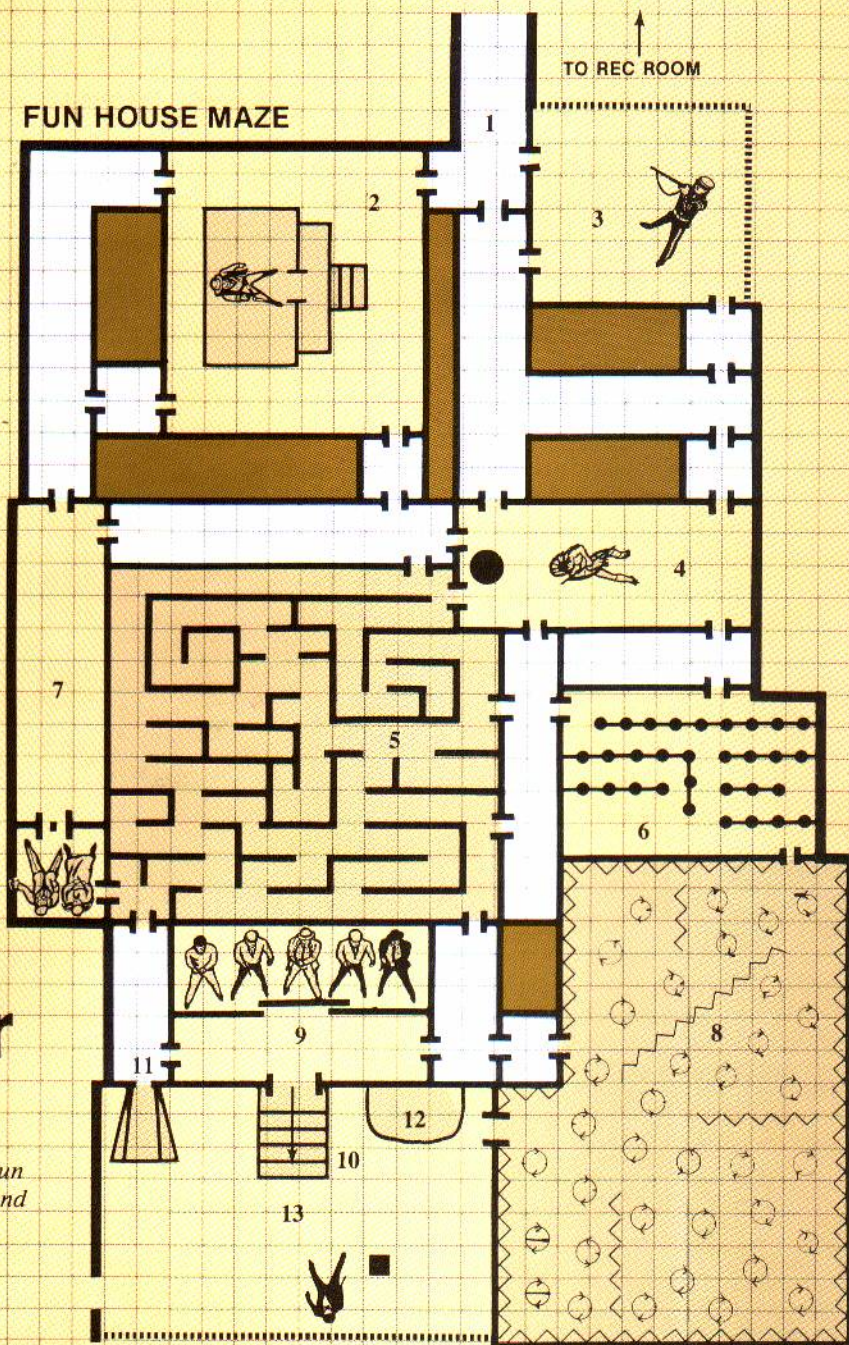


Gamesmaster Screen

This screen is part of *The Man with the Golden Gun* Adventure Module, a supplement to the *James Bond 007* Game.

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3501303



MISSION TIMETABLE

Sunday (Sept. 30): Scaramanga, Anders and Chula waylay the French M.I.6 Station House operative and learn of the characters' and Gibson's arrival in Paris. Scaramanga kills the French operative with a golden bullet and goes to Bangkok to talk with Hai Fat.

Monday (Oct. 1): Anders, as Saida, contacts the characters at Chez Sirene and convinces them to kidnap Gibson.

Tuesday (Oct. 2): Gibson arrives in Paris at midnight. Before 8 A.M. the characters kidnap him and deliver him to Anders (as Saida). Anders and Chula fly Gibson to Hong Kong, a 24 hour flight. Scaramanga flies to Hong Kong and takes the hydrofoil to Macau.

Wednesday (Oct. 3): Anders takes Gibson via Scaramanga's junk to the island. Chula takes the hydrofoil to Macau in the afternoon to pick up the golden bullets in the Casino de Macau at 7:00 P.M. Scaramanga is present at the Casino to observe the transfer, and then flies to Bangkok. Chula stays at the Man Va Hotel in Macau overnight.

Thursday (Oct. 4): Chula takes the hydrofoil back to Hong Kong and catches a 3:00 P.M. flight to Hong Kong, arriving at 5:30 P.M. He goes to the Tagomi Temple.

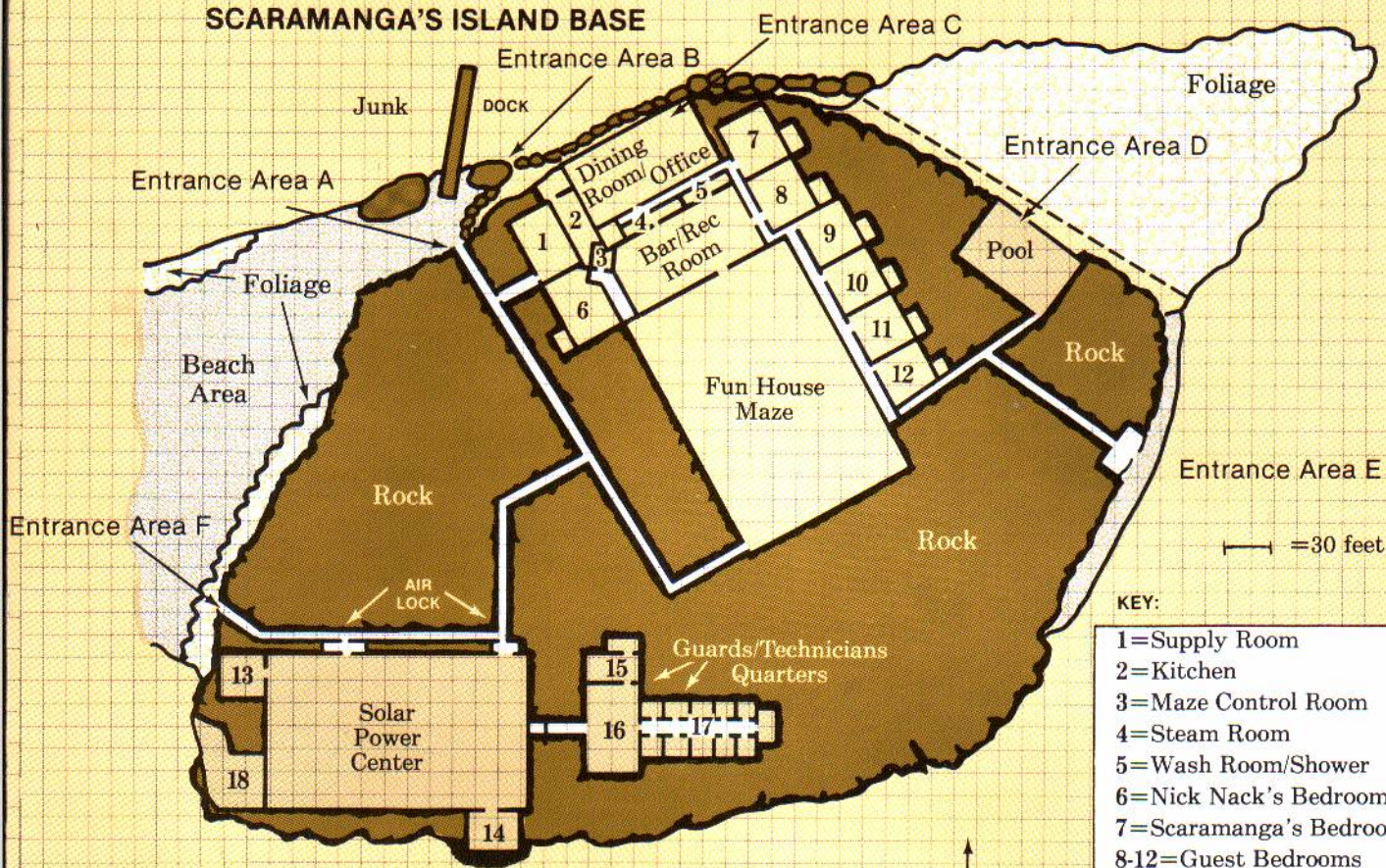
Friday (Oct 5): Anders returns to Bangkok in the morning. Chula brings the golden bullets to Hai Fat's estate. Anders picks up the bullets in the afternoon and returns to the Erawan Hotel for the night.

Saturday (Oct. 6): Scaramanga picks up Anders and the bullets at the hotel that morning. They escape via the car-plane conversion to the coast, where a Hai Fat Enterprises jet flies them to Scaramanga's island. Scaramanga contacts intelligence agencies about the Solex Agitator.

Sunday (Oct. 7): Scaramanga awaits the arrival of the characters.

Monday (Oct. 8): Scaramanga sells the plans to the Solex Agitator to the highest bidder.

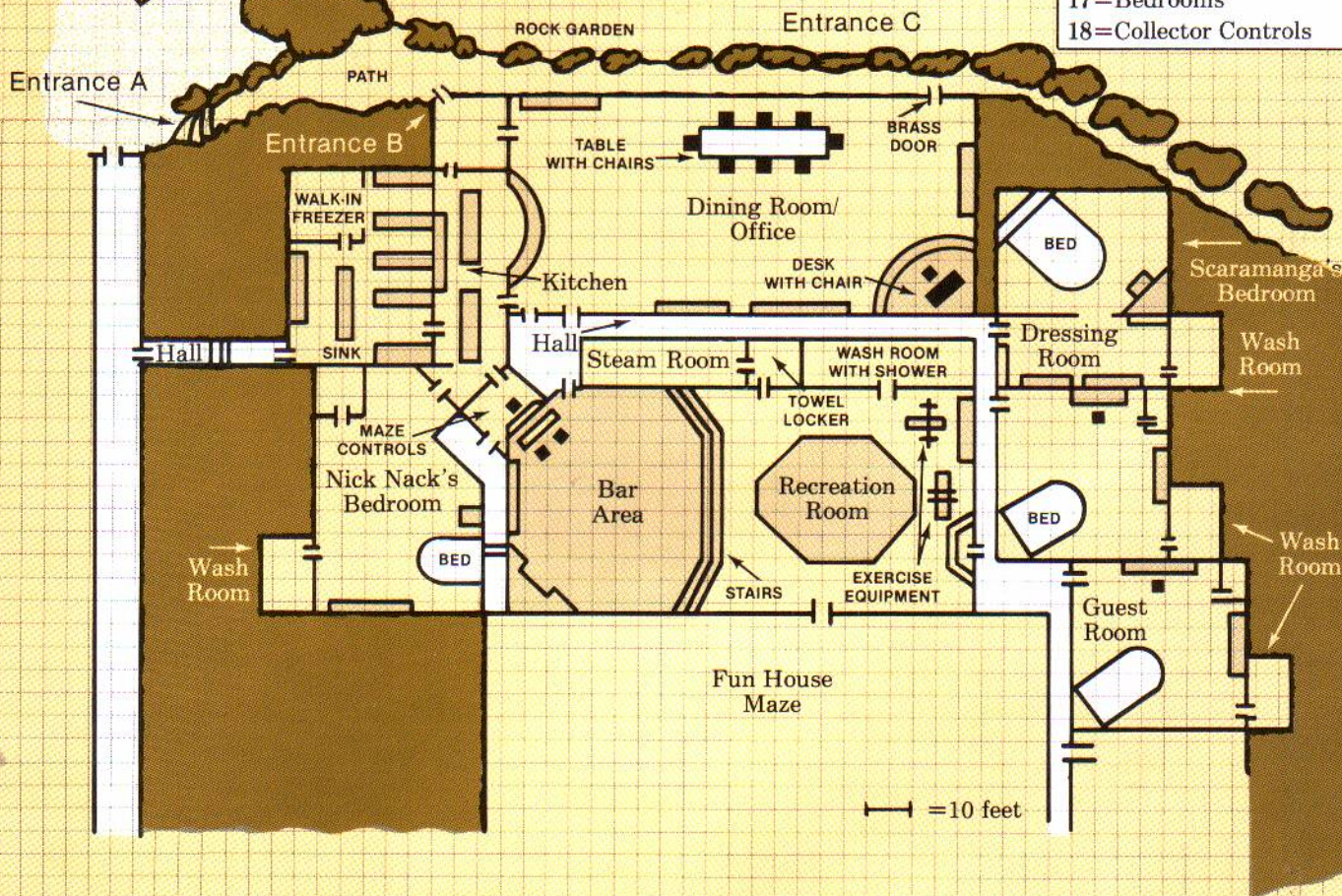
SCARAMANGA'S ISLAND BASE



KEY:

- 1=Supply Room
- 2=Kitchen
- 3=Maze Control Room
- 4=Steam Room
- 5=Wash Room/Shower
- 6=Nick Nack's Bedroom
- 7=Scaramanga's Bedroom
- 8-12=Guest Bedrooms
- 13=Repair Room
- 14=Temperature Control Room
- 15=Cafeteria
- 16=Kitchen
- 17=Bedrooms
- 18=Collector Controls

LIVING AREA OF SCARAMANGA'S ISLAND



Gamesmaster Guide

THE MAN WITH THE GOLDEN GUN

An Adventure Module
for the *James Bond 007* Game

CREATED AND PUBLISHED BY VICTORY GAMES, INC.

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ADVENTURE DEVELOPMENT

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Part I: Introduction and Briefings



A. Introduction

The *Man with the Golden Gun* Adventure Module can be played by up to four players, using one “00” rank, two Agent rank or four Rookie rank characters and a Gamesmaster. You should be thoroughly familiar with the adventure before running it. Underline or high-light the important details so you can find information you need quickly.

Note: *The information in this booklet is for the Gamesmaster’s eyes only. If your players have read this adventure, you will have to make alterations to keep them from anticipating events. Guidelines for making changes are in Part IV: B. Altering the Adventure.*

This adventure differs from the plot of the film. If the players follow the events of the movie, they will find their characters off track and may fail the mission. Also, the descriptions of some of the NPCs differ from those in the *James Bond 007* Game and the *For Your Information* Supplement. These changes have been included due to the alterations from the movie plot.

This booklet is organized to help you run the adventure smoothly. The “Briefing for the Characters” starts with a teaser mission in Paris; a second briefing is in Part

III: C. The Second Briefing with M. The “Briefing for the Gamesmaster” explains Scaramanga’s plans and the actions of the major NPCs. The “Notes on the Adventure” include an outline of the adventure, notes about the props and maps, and suggestions on how best to run the adventure.

Backgrounds and game information about the major NPCs are given in Part II. For reference, you may write down the information for each NPC on an index card or a copy of the NPC card in the *James Bond 007* Game. Part III describes the major locations in the adventure. Part IV explains what the characters must do to succeed at the mission, and gives guidelines for altering the adventure. Part V gives you information about Bangkok. Information about Paris and Hong Kong can be found in the *James Bond 007* Game.

There are eight sheets in the Mission Envelope that provide maps and clues for the players. The center two pages of this booklet contain maps and floorplans of major locations. The stand-up Gamesmaster Screen contains a layout of Scaramanga’s island stronghold, floorplans to his fun house maze, and a timetable for the mission.

B. Briefing for the Characters

The characters are busy in their offices on this sunny and warm first of October. The lack of assignments lately has put M into a somewhat sour mood, and he has made a pointed request for the characters at least to look as if they were busy. Thus, the special attention to paperwork and memos detailing such exciting information as the amount of wheat shipped to the Soviet

Union, the number of ships sighted near Gibraltar, and the changing of the Field Emergency Code word to Code Azure. (The Field Emergency Code is used to contact agents on assignment. They are to drop their current assignment and take orders from the person who gave the code word.)

At 11:10 A.M., a message arrives. M wishes to see the

characters at once. Once at M's offices, Moneypenny sends them immediately in.

"Good day," M greets them through a fragrant cloak of Cavendish, "I finally have some work for you.

"We've received some reports recently that certain supposedly classified weapon plans have materialized in at least five intelligence services on the other side of the Iron Curtain. Our leads were a bit thin, but we may have found the culprit.

"His name is Jean-Luc Durand. No one seems to have any solid intelligence on him, but there have been enough rumors about him to convince us that he's the source of the leaks. It seems his specialty is acting as a funnel for the exchange and sale of national secrets from one country to another. Works out of a nightclub called the Chez Sirene in Paris. You're to find out whether he is Soviet-allied or merely a neutral parasite.

"You're booked on the two o'clock flight arriving in Paris at 4 P.M. local time. Your assignment is fairly simple — spend the evening at Chez Sirene. It's located on the east bank of the Seine in arrondissement 15, on Rue Linois.

"You are to stay in the background and photograph the clientele, particularly those who go in and out frequently. The nightclub is very popular with foreigners, and would seem a perfect drop point. Normally we'd assign someone from Station F in Paris to this assignment, but they're rather busy with an important conference of physicists that will take place in a day or so.

"This may not be the most exciting project you've been on, but it is important. I don't expect any danger, and I certainly don't want you getting involved with anything that would draw attention to yourselves. Just photograph the patrons tonight and come back tomorrow. Any questions?

"You'll be using this standard miniaturized camera disguised as a cigarette lighter." M will show the characters the lighter. "The French Station House will provide you with a car at Charles de Gaulle Airport. A camera will be in the glove compartment."

M will be extremely calm throughout the briefing, since the assignment is a simple surveillance. M will insist that he has nothing else for the characters to do presently and that they should consider this a working vacation.

As they are about to leave the office, M will say, "Oh, if anything else comes up while you're in Paris, I'll contact you through official channels, probably using Code Azure. Otherwise, I'll see you here tomorrow."

Note: *You should emphasize Code Azure in M's briefing so the characters will understand it when they are in Paris. It is important that the characters believe the surveillance is the main point of their trip. The information about Durand, which is false, has been leaked to M.I.6 by Scaramanga, who intends to dupe the characters. You must make the mission seem somewhat trivial for the characters so they will be taken by surprise by Scaramanga's plan.*

C. Briefing for the Gamesmaster

Francisco Scaramanga, one of the world's top assassins, plans to use the characters to help him kidnap Professor Frederick Gibson and his Solex Agitator, a solar cell that works at 95% efficiency. The obvious thrust of the adventure is Scaramanga's stealing the Solex. But the adventure is more complicated, and to fully understand it some background is necessary.

NO HONOR AMONG THIEVES

Marcel Dupre, leader of TAROT's assassination section, has a personal vendetta against Scaramanga. Scaramanga was a regular freelance assassin under Dupre. The egos of both men led to such friction that Scaramanga stopped working for TAROT. The animosity between the men never abated.

The opportunity for Dupre's revenge on Scaramanga came when Dr. Isa Nakahara, leader of TAROT's Research and Development subsection, learned that Professor Gibson was close to perfecting the Solex Agitator. If TAROT possessed the Solex, the organization could sell the plans to the highest bidder. Oil producing countries might even pay to keep the plans secret. Either way, it would mean huge profits at low risk.

The benefits for TAROT would go beyond money, however. During his research, Gibson also developed the Solar Gun that can convert the energy of the sun into a

powerful laser-like beam. The gun, like his power system, could not be operated without the Solex.

Marcel Dupre promised he would get the Solex for TAROT. Incidentally, he would also have his revenge on Scaramanga at the same time. Dupre planned to have Scaramanga steal the Solex, and then Dupre would step in and take the solar cell. Working through the Thai businessman Hai Fat, Dupre put his plan into motion.

Hai Fat had worked with TAROT before, though not as a member of the organization, and agreed to help. Fat contacted Scaramanga and proposed a deal. Construction was begun on a solar power station on Dhai Nyu, Scaramanga's island in the Gulf of Tonkin. When Gibson perfected the Solex, Scaramanga would kidnap the scientist and steal the Solex and any plans. Fat and Scaramanga would then duplicate the cell, keeping one while selling the other to the highest bidder. Scaramanga agreed to the proposal.

To keep an eye on Scaramanga, Dupre ordered Fat to introduce Andrea Anders to Scaramanga. Fat was not told that she was a TAROT agent, since he might accidentally betray the woman's purpose: to kill Scaramanga once the Solex is ready for installation. Anders has pretended to be meek and submissive to Scaramanga.

Scaramanga is not easily fooled. He suspected Fat



and Anders from the beginning and confirmed that they both worked for TAROT. He has played along because it amuses him, but he intends to kill them when he has the Solex. Scaramanga also decided to involve M.I.6 to try to force a duel between himself and Bond, a man he most admires. (See Scaramanga's background for what to do if Bond is not a Player Character.)

The weak strand in the intricate web of double-crosses is Fat. He is a veteran of many illegal operations besides his work with TAROT. Fat realizes that the odds grow shorter with each operation and his enthusiasm is quickly fading. He wishes to turn legitimate but fears retribution. At some point during the mission, the Player Characters may be able to enlist Fat's aid, but he will not endanger himself.

THE KIDNAPPING

As the characters begin the mission, the plan to kidnap Gibson is all set. In order to dupe some M.I.6 agents into doing his dirty work, Scaramanga ordered Anders to seduce a member of the Paris Station House in order

to gain inside information. The seduction was successful, and the operative revealed everything Scaramanga needed. In return, Scaramanga had Anders pass on false information to M.I.6 about Durand leaking top secrets.

The evening before the characters arrive in Paris, Scaramanga had Anders lure the seduced operative to her apartment. The operative was captured by Chula and tortured to reveal the correct code word (Code Azure) and the time Gibson and the characters would arrive in Paris. The operative was killed with one of Scaramanga's golden bullets (as a calling card) and his body hidden until the kidnapping was completed. A fake message from M.I.6 was prepared for the characters.

Scaramanga also contacted a KGB agent with information that Gibson wishes to defect and M.I.6 plans to prevent the defection. He has revealed this information so that an attempt will be made to capture the Solex even if the agent does not believe Gibson is defecting. The KGB pursuing Gibson will also add weight to the story about Gibson's defection and will keep the characters off-balance. Scaramanga then flew off to Bangkok.

D. Notes on the Adventure

GENERAL COURSE OF THE MISSION

While the series of events will depend heavily on the decisions of your players, the optimum course of the adventure, as described below, will prove to be the most efficient and entertaining for all involved. If the players are going too far off track, you may have to force an encounter to give them an important clue.

The kidnapping of Gibson in Paris is somewhat like a teaser. The characters should believe their trip is a simple reconnaissance mission, but there should be a hint in their briefing that they may be needed for other assignments while in Paris. The true mission does not begin until after Gibson has been kidnapped and the second

briefing with M (see Part III: C. The Second Briefing with M, below).

Sunday, September 30: Scaramanga, Anders and Chula waylay the French M.I.6 operative and learn the code word and the arrival time of the characters and Gibson in Paris the next day. Scaramanga kills the operative with a golden bullet; he then flies to Bangkok to confer with Hai Fat.

Monday, October 1: The characters have their briefing with M about their routine assignment in Paris. They fly to France and investigate the Chez Sirene. The characters will be contacted in Chez Sirene by Andrea Anders in her Saida disguise. She will convince them that Gibson plans to defect that night and they must stop him.

Tuesday, October 2: The characters will be able to pick up Gibson either after midnight at the airport or later in his hotel room, and get Gibson to the rendezvous point on the Seine River. There Anders will take Gibson and the Solex Agitator away, leaving the characters behind. A Hai Fat Enterprises jet flies Anders, Chula and Gibson to Hong Kong as a smokescreen to throw off any pursuers, but an informant recognizes Gibson and sells the information to M.I.6. The characters will learn of the death of the French M.I.6 Station House operative and will be ordered to Hong Kong. The flight from Paris to Hong Kong takes 24 hours.

Wednesday, October 3: Anders, Chula and Gibson arrive in Hong Kong sometime after midnight. Anders continues with the drugged Gibson to Bangkok, where the drugged scientist is sent via Scaramanga's junk to his island. Chula stays in Hong Kong overnight in order to pick up the golden bullets in Macau later in the day.

The characters arrive in Hong Kong a few hours later. They will either be picked up at their hotel at 7:00 A.M. or will be met at the airport (depending on what time they left Paris). Their contact, Mary Goodnight, drives them to the *Queen Elizabeth*, where they have their second briefing with M. They are told about the golden bullet. M will explain that the bullets are probably made by a master weapons maker, Lazar, in Macau.

The characters will meet Lazar later in the day and will learn that he has a new batch of golden bullets that are to be delivered to Scaramanga. Lazar will pass off the bullets that evening to Chula in the Casino de Macau. Chula will return to the Man Va Hotel in Macau for the night. In Chula's room, the characters will be able to find clues about Hai Fat Enterprises and the Tagomi Temple of the Martial Arts in Bangkok, plus a ticket to Bangkok in Chula's name. They will probably put a tracer on the bullets at some point in Macau to follow them to Scaramanga.

Thursday, October 4: Chula takes the hydrofoil back to Hong Kong and leaves on the 3:00 P.M. flight for Bangkok, arriving there at 5:30 P.M. Thailand time. Taking a taxi from the airport, he reaches Tagomi Temple at approximately 6:30. The characters may investigate the temple at this point and find clues connecting the temple with Hai Fat Enterprises. The characters may be discovered at the temple; if so, they will be forced to participate in a fight to the death on the next morning. They will be able to escape and then take part in a boat chase through the Floating Markets of Wat Sai.

Friday, October 5: In the morning, a limousine takes Chula and the golden bullets to Hai Fat Enterprises. The characters will be able to follow the golden bullets either by a tracer or by observing Chula's movements. The characters will investigate Hai Fat's estate, where his business offices are located. There they will find a letter from Dr. Isa Nakahara to Hai Fat and a note about Andrea Anders picking up the golden bullets. The characters will meet Hai Fat at some point and may be able to convince Fat to give them some light assistance. Andrea

Anders will arrive at Hai Fat Enterprises to pick up the golden bullets. She will take them back to her hotel room to await contact from Scaramanga. The characters may approach Anders to have her help them set up Scaramanga when he calls for her outside the hotel.

Saturday, October 6: Scaramanga, expecting a trap, instead has Anders go to the hotel's underground parking garage, thereby avoiding the characters. The characters will probably pursue him in a car chase (resulting in the leap over the canal). But the characters will not prevent Scaramanga from escaping via his car-plane conversion. Scaramanga and Anders fly to the coast, where another Hai Fat sea-plane is waiting to take them to the island. The characters will know of Scaramanga's final destination either by the tracer or by a map indicating Dhai Nyu as Scaramanga's island base.

Sunday, October 7: The characters arrive on Scaramanga's island, where they will be captured and given a tour. Anders will steal a fake Solex Agitator and will attempt to escape in the character's plane. Scaramanga will demonstrate the working Solar Gun by destroying the plane. The characters will be offered a chance to fight a duel to the death in the fun house maze. If they survive the duel, they will have to retrieve Gibson (if he is still alive) and the Solex Agitator to complete the mission successfully.

Note: Since players often display great ingenuity, they may come with alternatives to the structure of events given above. This is to be expected. Use the information given here as a guideline to assist you when things are getting out of hand. Strong deviations on the players' part may force you to move NPCs and clues to keep things going.

PROPS AND MAPS

Included with this adventure is a Mission Envelope containing 8 sheets that provide clues to be handed out to the players during the mission. The clues are described below, and the locations where they should be found are indicated, plus back-up locations if the characters miss them. If the characters are far off-course, you may have to improvise a method for them to find a vital clue. Some of the sheets will have to be cut apart.

Sheet 1: 1) Fake M.I.6 message; given to the characters by disguised Anders at Chez Sirene in Paris. 2) Chula's airline ticket and two business cards; found in Chula's room at the Man Vu hotel, or on Chula's person for the characters to find by a Pickpocket attempt.

Sheet 2: The M.I.6 dossier on Scaramanga; given to the characters during their second briefing with M on the *Queen Elizabeth* in Hong Kong.

Sheet 3: 1) M.I.6 evaluation of the Solex Agitator; given to the characters during the second briefing with M. 2) A memo from Tagomi to Hai Fat regarding Scaramanga's bullets; found in Tagomi's office, or on his person if necessary.

Sheet 4: A hand-drawn map of Hai Fat's estate; given to

the characters by Lt. Hip or Mary Goodnight before they enter Hai Fat's estate.

Sheet 5: 1) Hai Fat Enterprises interoffice memo, and 2) a letter from Nakahara to Hai Fat. Both props are found in the safe of Hai Fat's estates or in Hai Fat's private office on his estate.

Sheet 6: 1) A map showing the location of Scaramanga's island; found either at the place where Scaramanga's car was converted into a plane or, if necessary, in the glove compartment of the deserted car. 2 & 3) Two scenes from the fun house maze; used in conjunction with the four scenes on Sheet 7 (see below).

Sheet 7: 1-4) Four scenes from the fun house maze (plus the two scenes on Sheet 6) are used as the characters move through the fun house maze. As a character comes up to one of the exhibits in the maze, you should flash the scene at him but not actually give him the prop. After the character has reacted to the scene (by firing a gun), you can hand him the scene.

Note: *If you are running the characters one at a time through the fun house maze, the other players should be out of the room. You do not want the players to anticipate what their characters will find in the maze.*

Sheet 8: A floorplan of the fun house maze is included on this sheet. Cut out the maze along the indicated lines. As a character enters a section of the maze, place one of the rooms before the player. The floorplan of the fun house maze should be used in conjunction with the scenes inside the maze on Sheets 6 and 7. You will be able to reroute the maze as you wish as each character goes through it.

The Gamesmaster Screen contains three maps: one shows the overall layout of Scaramanga's island stronghold, another shows the main living quarters on the island, and the third shows the floorplans of the fun house maze. The fun house maze floorplan is used with Sheets 6, 7 and 8; it will help you decide how to change the layout of the maze as each character runs the maze. The Mission Timetable is also on the screen.

The center two pages of this booklet contain other maps, floorplans and layouts of the important locations in the adventure. Also included is a city map of Bangkok (in Part V: Thrilling Cities), a schematic of the Floating Market of Wat Sai (to be used in the chase when the characters flee the karate school), and a small map of Macau. Throughout this booklet are scenes of various locations that can be shown the characters when they enter these places. Be sure to mask the illustrations so that the player do not see the text.

IMPORTANT NOTES FOR THE GM

1. For the adventure to work, Professor Gibson and the Solex Agitator must be kidnapped by Scaramanga's people. For the kidnapping to succeed, the Player Charac-

ters must believe that Andrea Anders is actually an M.I.6 agent disguised as Saida and that the message to prevent Gibson's defection is true. In the event the players decide to have their characters check with London about Saida, you should have the M.I.6 officials tell them the truth — they know nothing about Gibson defecting. In this case, the characters should be told to play along with the plan to learn what is really happening. If the characters spend all their time keeping track of Saida, you can have the KGB agents successfully kidnap Gibson and then have Scaramanga's people steal the professor from them. It is not advised that you actually have Scaramanga become involved in the kidnapping, except as a last resort; the first time the characters meet him should be in Asia (except for the brief interlude at the Casino de Macau; see Part III: D. Lazar's Workshop.)

A key to making the kidnapping successful is how you role-play Gibson. You can make him snappish and surly to the characters and unresponsive to their questions, or, if you are good at role-playing, you can play him as a confused and addled person who misinterprets anything said to him that is outside the realm of physics.

2. The structure of the adventure involves the characters tracking down Scaramanga by means of his golden bullets. You will have two things to juggle here — on the one hand, making sure that the characters stay on the right path, and on the other, not letting them get too far ahead of things. Lt. Hip, Mary Goodnight and even Sheriff J. W. Pepper are available to help you speed up the characters' investigations or to act as impediments.

3. Of major emphasis in this adventure is the characters' interactions with the NPCs. Lazar, Andrea Anders and Hai Fat will not fight the characters themselves, but will interact in a helpful or obstructive manner. Chula and the karate school students are available for the chases and combats, until the characters reach Scaramanga's island. The driving forces to the characters' wanting to find Scaramanga are the trick he played on them in kidnapping Gibson and the resulting chagrin for them as M.I.6 operatives. You should stress whenever possible the mystique of Scaramanga as a master assassin. Hai Fat will stress his fear of Scaramanga, and Andrea Anders will pretend the same. The characters should always have a sense of paranoia in that they never know where or when Scaramanga will appear.

4. The duel to the death in the fun house maze should be handled carefully by you. It is recommended that for parties of more than one character, each be run through the maze separately until one of them defeats Scaramanga and finds the Solex. This means you will need to have each player alone when running the maze. If the first character eliminates Scaramanga in the maze, you can add to the adventure by having TAROT agents arrive on the island to retrieve the Solex which they assume Anders has taken from Scaramanga.

Part II: Non-Player Characters



The NPCs in this chapter have two part descriptions. The first part contains Characteristics, Skills, appearance, and personal description. The second part gives background and personality, along with suggestions on how to role-play the NPC. Every NPC has a idiosyncrasy or two that will aid you in role-playing him or her.

Each NPC has interaction modifiers that are used along with the rules in the "How to Use Non-Player Characters" chapter of the *James Bond 007* Game. If you are rolling the NPC's initial Reaction to a character, use the Reaction modifier in this adventure. The Persuasion, Seduction, Interrogation and Torture modifiers are cumulative with any other modifiers normally applied to that interaction. The interaction modifiers will help you

differentiate one NPC from another; you can change or ignore them as you wish.

Note: *These modifiers are used only when a Player Character performs interaction rolls against an NPC, never the other way.*

If the players question an Ease Factor that is low because of one of these special modifiers, you should explain the difference by using some aspect of the NPC's personality ("She seems friendly" or "He acts sullen and uncooperative" or something similar). You should not tell the players what modifiers have been given to each NPC.

Many of the backgrounds for the NPCs can be found in the *James Bond 007* Game. The information below is designed to enhance role-playing these NPCs.

A. Enemies



FRANCISCO SCARAMANGA

STR:8 **DEX:**13 **WIL:**9 **PER:**11 **INT:**9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (10/22), Charisma (5/14), Driving (10/22), Electronics (5/14), Evasion (11/21), Fire Combat (15/27), Local Customs (10/21), Piloting (9/21), Seduction (2/9), Sixth Sense (10/20), Stealth (10/19)

ABILITIES: Connoisseur, First Aid

HEIGHT: 6'4"

WEIGHT: 210 lbs

AGE: 32

APPEARANCE: Attractive

FAME POINTS: 10

SURVIVAL POINTS: 8

SPEED: 3

HAND-TO-HAND DAMAGE CLASS: A

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 101-150 pounds

WEAPON: The Golden Gun

FIELDS OF EXPERIENCE: Mechanical Engineering, Rare Collectibles

WEAKNESSES: None

IDIOSYNCRASIES: Extremely arrogant; fascinated with killing.

INTERACTION MODIFIERS: Reaction (-3), Persuasion (-4), Seduction (-2), Interrogation (-3), Torture (-3)

BACKGROUND: Scaramanga's background can be found in the *James Bond 007* Game.

Scaramanga has become extremely arrogant as a result of his successes. He sees life as a slick game to be won by the individual who rises above the herd to assert his superiority. Killing is his way of demonstrating his superiority, and the act of murder fascinates him.

Scaramanga has been so careful about not letting people know his physical appearance that he is not afraid of being seen in public (though never under his real name). After all, who could recognize him? He abhors disguises and will kill anyone who can identify him. The only exception is someone he respects. It is well known, though, that he has an extraneous rudimentary papilla (a third nipple).

Scaramanga respects people who are master craftsmen, with a style and grace of their own — in short, those who remind him of himself. This includes the cream of hit men, gangsters, and secret agents. Though he may respect and admire an enemy, he will not hesitate to kill anyone threatening to interfere with his plans. He will approach a respected enemy and suggest the person leave him alone to avoid the obvious consequence of death, but people who have not earned his respect will simply be murdered.

Those who have earned his respect, yet must be killed, are accorded what Scaramanga considers a great honor: a duel to the death in Scaramanga's fun house maze, which is located on his island hideaway. This is usually used by Scaramanga to keep his talents sharp. Scaramanga's valet, Nick Nack, has standing orders to surprise him with challenges. Specifically, Nick Nack arranges for hit men to come to the island to kill Scaramanga. Nick Nack has a large stake in these deals, since he will inherit the island if Scaramanga dies. The confrontations inevitably end in the fun house maze.

Nick Nack arranges these confrontations often since his boss is always more amenable and pleasant afterward. Scaramanga is positively joyous when he has met and defeated someone whom he considers almost his equal. Obviously, no assassin has yet been able to survive against Scaramanga.

An important ingredient in the movie was Scaramanga's respect for Bond as a fellow assassin; he even had a wax image made of 007 to place in the fun house maze as inspiration. If Bond is being used as a Player Character, then this plot device can remain the same. If Bond is an NPC, there are some options you can implement to retain this plot device.

If one of your players is running an "00" rank character in the adventure, you can transfer Scaramanga's admiration from Bond to that character. In this case, Scaramanga decided to involve M.I.6 to force a confrontation with this character, rather than with Bond, as stated previously in the Briefing for the Gamesmaster.

You can arbitrarily choose which character has this honor bestowed upon him or use the following method. Before the adventure begins, add up the "00" character's Characteristic Values, Skill Levels, Fame Points, and current Hero Points, and if the result is *more than* 421 (Bond's total), then Scaramanga respects the character rather than 007. That character's wax likeness will then be in the fun house maze, and Scaramanga will be extremely courteous to this character, cordially inviting him to participate in a duel. Or you can simply give this "honor" to the character with the highest total.

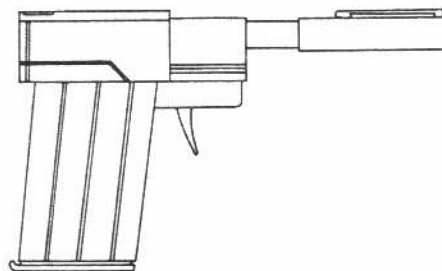
The other way is to make the characters earn Scaramanga's respect through play. Initially, Scaramanga will be Opposed to the Player Characters. You should carefully note the actions of the characters and judge if they are being especially heroic. If any character stands out in bravery or technique, his or her deeds will become known to Scaramanga, whose Reaction can change all the way to Neutral, depending on how impressive you judge the character's actions to be. A Neutral Reaction from Scaramanga means he will avoid killing the character if possible, at least until they enter the fun house maze together in an enjoyable (to Scaramanga) duel to the death. In this case, the statue in the fun house maze is still of Bond.

As an optional inclusion from the film, Scaramanga believes that a physical encounter with a woman prior to a kill will improve his aim. To reflect the psychological effects of this belief, you may, if you wish, give him a -1 Ease Factor modifier to all Fire Combats without such a preliminary (especially if the Player Characters are all Rookie rank).

The Golden Gun

The Golden Gun is a gold-plated pistol whose components are disguised as a pen, a cigarette case, and a cigarette lighter when disassembled. The pen becomes the barrel, the case the chamber, and the lighter the butt.

The golden gun fires a special 4.2mm bullet with a high gold content. It spreads on impact to increase damage against a live target. It is an extremely accurate weapon, but has one major disadvantage in that it holds only one bullet at a time. The Attributes for the golden gun are:



PM	S/R	AMMO	DC	CLOSE	LONG
+2	1	1	G	0-6	30-45
CON	JAM	DRAW	RL		
+1	99	0	2		

The golden gun's special ammunition increases the Wound Level against living targets by one.

It takes seven Action Rounds to assemble the gun in a manner that will not draw attention. Make a Stealth roll for Scaramanga and give any observers the appropriate roll as per the Stealth rules in the *James Bond 007* Game. Any attempt to speed up the assembly gives a better chance to notice it. Determine how quickly Scaramanga will assemble the gun. If it is less than seven rounds, then Scaramanga's Stealth receives a negative Ease Factor modifier equal to the difference between the assembly time in rounds and the seven maximum. Even

working at his fastest, Scaramanga cannot assemble the gun in less than three rounds.

Scaramanga will always fire Specific Shots to increase damage by two Wound Levels, and he will Take a



ANDREA ANDERS

STR:3 **DEX:**5 **WIL:**5 **PER:**4 **INT:**5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (7/12), Disguise (7/12), Driving (4/8), Fire Combat (6/10), Gambling (5/9), Hand-to-Hand Combat (5/8), Local Customs (6/10), Riding (5/9), Seduction (7/13)

ABILITIES: First Aid

HEIGHT: 5'7"

SPEED: 1

WEIGHT: 125 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 31

STAMINA: 24 hours

APPEARANCE: Striking

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 10

CARRYING: 60-100 pounds

SURVIVAL POINTS: 1

WEAPON: Browning HP 1935

FIELDS OF EXPERIENCE: Fine Arts, Jewelry

WEAKNESSES: Greed

IDIOSYCRASIES: Moods can change suddenly; pretends to be very shy and timid.

INTERACTION MODIFIERS: Reaction (-3/-6), Persuasion (-4), Seduction (-2), Interrogation (-4), Torture (-2)

BACKGROUND: Miss Anders is minimally known to law enforcement bureaus in Europe and the Far East. No charges were ever leveled against her, but she was asked to leave several countries as persona non grata. She became involved in smuggling heroin out of Cambodia until her employers proved too bloodthirsty for her liking. She escaped and traveled among the countries of the Indian Ocean for some time. She soon fell into the role of a traveling companion to wealthy Indonesian businessmen and potentates. She suffered through their attentions, hoping something better would come along.

She fell in with Marcel Dupre and was recruited into TAROT. She has acted as his eyes and ears several times and operates by disguise, seduction and treachery. Her latest assignment has been to act as Scaramanga's passive mistress until he acquires the Solex Agitator and has it installed in the Solar Gun, at which point she is to kill him and take the Solex for TAROT. She was introduced to Scaramanga by Hai Fat at Dupre's orders. She has no idea that Scaramanga knows she works for TAROT.

The Player Characters will first encounter Anders when she is posing as an undercover M.I.6 operative, in

Bead whenever possible. Under most circumstances, Scaramanga has an excellent chance to hit, and any hit he makes will either be an Incapacitation or a Kill.

the guise of the belly dancer Saida at Chez Sirene. As Saida, she will have her long, brown hair pinned up under a wig of short, black hair, and she wears latex appliances to change the shape of her face. Consider this Disguise a Quality Rating 1, so it should prove difficult for the characters to recognize her when they meet her later as Anders.

The next time the characters meet her, Anders will be Scaramanga's mistress. In this guise, she uses her own name, but has an entirely different personality, acting passive and submissive. She will even act depressed and desperate when not around Scaramanga, as though she wants to get away from him. She will recognize the characters when she meets them again and will allow them to contact her. She will play the characters against Scaramanga, hoping that they will kill the assassin for her. If she discovers that Hai Fat is helping the characters, she will report this news to Scaramanga, who will most likely kill Fat.

The -6 Ease Factor interaction modifier for Reaction is based on her knowledge that the characters are M.I.6 agents. In any Seduction attempts on Anders, apply a +4 Ease Factor modifier to her WIL roll. If she successfully resists, she will pretend to go along with the Seduction. If questioned about Scaramanga's plans, she will pretend ignorance, and if asked for Scaramanga's description, she will be vague (assume Scaramanga's Fame Point total to be 70 for purposes of any Fame rolls after her description).

The characters should not suspect that Anders is planning to double-cross Scaramanga. Her identity as a TAROT agent will not be known until she pulls a gun on Scaramanga and attempts to shoot him, once the characters have reached the island hideaway.

But there is a way for the characters to catch on. Anders wears an unusual lipstick called Savage Scarlet, manufactured by a company located in Asia and sold only in the Far East. She will wear this lipstick in Paris and in Asia. After spending some time with her as Anders, each character should be given a PER roll (-2 Ease Factor modifier) to notice it is the same color as the lipstick used by Saida.

If questioned about this, Anders will act hurt and upset, saying that Saida is one of Scaramanga's people and that the dancer stole her lipstick when in Asia and never gave it back. Should the characters find the Browning in her purse, Anders will continue her act and claim that she carries the gun for self-defense and that, if Scaramanga knew this, he would kill her. She might even show them the gun to appear more convincing. Anders will continue her weak and innocent act until she tries to kill Scaramanga. She will, at that point, be quite willing to kill the characters as well.



HAI FAT

STR:3 **DEX:**4 **WIL:**6 **PER:**5 **INT:**5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (3/9), Driving (3/7), Electronics (3/8), Local Customs (4/9), Science (4/9),

ABILITIES: Connoisseur, Photography

HEIGHT: 5'8"

SPEED: 1

WEIGHT: 160 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 58

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 70

CARRYING: 60-100 pounds

SURVIVAL POINTS: 3

WEAPON: None

FIELDS OF EXPERIENCE: Board Games, Chemistry, Computers, Economics/Business, Fine Arts, Golf, Mechanical Engineering, Space Sciences

WEAKNESSES: Greed; Superstition

IDIOSYNCRASIES: Extremely mild-mannered and soft-spoken, even when extremely angry.

INTERACTION MODIFIERS: Reaction (0), Persuasion (0), Seduction (-1), Interrogation (-2), Torture (0)

BACKGROUND: Hai Fat's money is the result of his grandfather's clever manipulations of emotions and mar-

riages. His grandfather arranged for certain marriages that created a common link among families of wealthy landowners, shipping magnates, and manufacturers. Some marriages brought in some less noble types, such as smugglers and panderers. The result of all these weddings, combined with his grandfather's iron rule, was that Hai Fat became heir to a vast array of holdings. He has built these into a vast Asian empire, with interests both legitimate and not. He has dealt with TAROT before but not as a formal member of that organization, so he does not know all their dark secrets.

As stated in the "Briefing to The Gamesmaster," Fat has become worried about his illegal operations, especially those connected with TAROT. The deal to dupe Scaramanga, as proposed by TAROT, is one he most strongly regrets, but he cannot see any safe way out of it. Though he would deny the fact, he daily consults the *I Ching*, an Oriental fortune telling system, to see if the fates will be kind to him; lately, they have suggested doom. Hai Fat is rather concerned about his future.

If the characters attempt to convince him to help in exchange for immunity, they have a fair chance. Any help he gives will be somewhat nebulous and indirect. He is too frightened of Scaramanga and TAROT to risk his life. He will never directly confront anyone, leaving physical violence to Chula and the karate school students.

Fat's attitude toward Anders is one of mild suspicion and confusion. TAROT did not tell him why they wanted Anders to become Scaramanga's mistress, since the organization did not want any possible chance of compromising her mission. He takes her pretty much at face value, as a weak mistress, but he has some suspicions. He will mention this fact to the characters only if they ask him directly.

NICK NACK

STR:2 **DEX:**4 **WIL:**5 **PER:**7 **INT:**6

SKILLS: None

ABILITIES: Connoisseur

HEIGHT: 3'1"

SPEED: 1

WEIGHT: 72 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 29

STAMINA: 24 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 5

CARRYING: 60-100 pounds

SURVIVAL POINTS: 2

WEAPON: Derringer

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: Fiercely vengeful; will react violently to anyone making fun of his size

INTERACTION MODIFIERS: Reaction (0), Persuasion (-1), Seduction (+1), Interrogation (-3), Torture (+2)

BACKGROUND: Nick Nack worked as a clown in the Scaramanga circus (see Scaramanga's background in the *James Bond 007* Game) and the two youths became friends. Nick Nack lost touch with Scaramanga after the sharpshooter fled the circus. Once Scaramanga became a



well-paid assassin, he sent for Nick Nack; since then, the midjet has acted as his chef and valet.

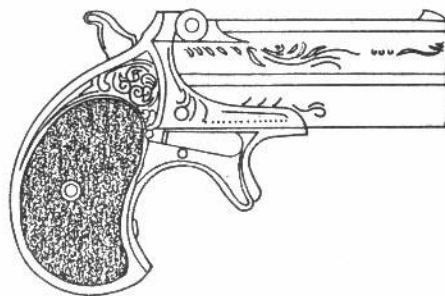
Nick Nack often acts as a scout or snoop for Scaramanga, helping occasionally to set up kills. His most enjoyable task is operating the fun house maze on Scaramanga's island. Knowing he will inherit all that the master assassin owns, he makes the maze as challenging as possible. The maze is as much a game of wits between Scaramanga and Nick Nack as it is between the master assassin and his prey.

With players who remember the film, having Nick Nack appear early can prove disastrous, since his size makes him readily noticeable. The characters would be able to follow Nick Nack to Scaramanga too soon. An early appearance by Nick Nack could disrupt the course of the mission, so he should not appear before the characters are in Bangkok.

Nick Nack will recognize the characters if he makes his PER roll, based on a character's Fame Points. If given the characters' description by either Anders or Scaramanga, he will automatically know who they are. If one of the characters is the one Scaramanga admires, Nick Nack will know him from the wax likeness in the fun house maze. Once he recognizes a character, Nick Nack will do nothing more dangerous than Tail him or warn Scaramanga, Chula or Hai Fat.

If Nick Nack has been severely slighted by a character, he will consider it a matter of honor to get revenge. If an aggrieved Nick Nack survives the mission, he can appear to make an assassination attempt whenever you feel it appropriate. Needless to say, Nick Nack the assassin is much less adept than Nick Nack the cordon bleu.

Nick Nack always carries a derringer. The Attributes for the pistol are:



PM	S/R	AMMO	DC	CLOSE	LONG
0	2	2	E	0-2	9-13
CON		JAM	DRAW	RL	
-5		99	0	3	

Note: Nick Nack, due to his diminutive size, receives a +3 Ease Factor modifier to all Stealth attempts. In Hand-to-Hand Combat he can attack only from the lower midsection down, unless he is standing on something or has a long weapon. Without a long-handled weapon, he will not be able to deliver a Knock Out blow against a standing opponent. Since he has no skills, Nick Nack receives a -3 Ease Factor modifier to all attempts using skills.

CHULA

STR:11 DEX:15 WIL:9 PER:9 INT:7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/16), Charisma (8/17), Driving (4/16), Evasion (8/21), Fire Combat (3/15), Gambling (6/15), Hand-to-Hand Combat (12/23), Interrogation (3/10), Local Customs (5/14), Pickpocket (6/21), Sixth Sense (10/18), Stealth (8/17)

ABILITIES: None

HEIGHT: 5' 10"	SPEED: 3
WEIGHT: 170 lbs	HAND-TO-HAND DAMAGE CLASS: B
AGE: 24	STAMINA: 28 hours
APPEARANCE: Attractive	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 2	CARRYING: 151-210 pounds
SURVIVAL POINTS: 3	WEAPON: None

FIELDS OF EXPERIENCE: None

WEAKNESSES: None

IDIOSYNCRASIES: When he thinks he has the upper hand, he wears a wry grin; otherwise, he shows no emotion.

INTERACTION MODIFIERS: Reaction (-1), Persuasion (-2), Seduction (+1), Interrogation (-3), Torture (-1)

BACKGROUND: Chula is one of the best fighters at the Tagomi Temple of the Martial Arts, and he is held in awe by all the other students. While being an expert in martial



arts, he does not have the mystical stoicism associated with practitioners. He has the arrogant pride of the young, and enjoys exhibiting his talents whenever he has the opportunity.

Chula is rather mercenary and does not mind doing other people's dirty work. Since the Tagomi Temple is owned by Hai Fat Enterprises, he takes most of his orders from Fat, or by phone from Scaramanga. He has never met the assassin face to face.

If Chula is ever in a position where he must fire a gun, he prefers to use a Smith & Wesson .38.

LAZAR

STR:4 DEX:7 WIL:8 PER:10 INT:9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Charisma (4/12), Demolitions (6/15), Driving (3/11), Electronics (6/15), Evasion (5/10), Fire Combat (10/18), Hand-to-Hand Combat (4/8), Science (4/13), Stealth (4/12)

ABILITIES: First Aid

HEIGHT: 5' 5"	SPEED: 2
WEIGHT: 130 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 55	STAMINA: 28 hours
APPEARANCE: Normal	RUNNING/SWIMMING: 25 minutes
FAME POINTS: 37	CARRYING: 60-100 pounds
SURVIVAL POINTS: 2	WEAPON: H&K VP70

FIELDS OF EXPERIENCE: Chemistry, Forensics (specifically Ballistics), Mechanical Engineering

WEAKNESSES: Agoraphobia

IDIOSYNCRASIES: Continually boasts about and shows off his achievements.

INTERACTION MODIFIERS: Reaction (-1/-2), Persuasion (0), Seduction (-1), Interrogation (0), Torture (+3)



BACKGROUND: The world of espionage is not composed entirely of organizations. There are freelancers who want the most up-to-date equipment available and custom-designed equipment made to their specifications. Lazar fills this need. He is a master gunsmith who lives in Macau.

As a young boy in Portugal, he was apprenticed to the village blacksmith, since his agoraphobia forbade his working in the fields. His natural aptitude made him a quick study, but making horseshoes, hasps, and hinges did not satisfy his desire to make intricate mechanisms. The turning point in Lazar's life came when a man brought him a rifle that misfired. The man could not afford to send the rifle to Lisbon for repairs and so he brought it to Lazar as a last resort. Lazar became fascinated by the mechanism and accepted the challenge readily. He repaired the mechanism, forging and shaping the replacement parts himself.

His interest in armaments now piqued, Lazar joined the Portuguese Army and eventually managed to get

himself transferred to the ordnance section where he could work on firearms to his heart's content. An officer who could not raise his right arm because of nerve damage ordered Lazar to come up with a usable weapon. Lazar built a gun whose grip extended straight back; the officer could fire it by squeezing a trigger placed behind the hammer with his thumb.

After leaving the army, Lazar found his services would command a high price. He has set up his shop in Macau, since he no longer has to look for work. The shop may seem cramped and tiny, but it is perfectly suited to his needs and keeps his fear of open places under control.

Lazar works for whoever can meet his price. He does not care whom he designs his pieces for — good or bad. He considers his dealings with customers absolutely private; of course, without this policy of confidentiality, he would lose all his business and probably his life. It must be stressed that, although Lazar works for people of questionable ethics, he does an equal amount of work for the "good guys." Lazar is a completely neutral character who will have to be Persuaded to help the characters.

His help will be in the form of information. Lazar does work for Scaramanga, supplying the golden ammunition. All his dealings have been through intermediaries, so he has never seen Scaramanga. To find Scaramanga, the characters will have to find how Lazar gets the golden bullets to the assassin (see Part III: D. Lazar's Workshop).

If a character asks Lazar for some equipment, anything other than standard equipment will take at least a month to deliver. Whether or not he will be inclined to help the characters in the future depends on how well they treat him and how much money they offer him. If they threaten him, he will be Antagonistic toward them in the future.

Note: *Lazar has a split rating for his Reaction modifier. The modifier to the left of the slash is used with people who are unknown to him, and the modifier to the right for anyone in the espionage business. Use the first modifier until he learns the characters' identities, and then re-roll his Reaction once he learns the truth.*

B. Allies

MARY GOODNIGHT

STR:5 **DEX:**7 **WIL:**7 **PER:**7 **INT:**5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (6/13), Charisma (5/12), Cryptography (3/8), Driving (3/10), Evasion (4/10), Fire Combat (4/11), Hand-to-Hand Combat (5/10), Lockpicking and Safecracking (4/11), Piloting (5/12), Science (3/8), Stealth (3/10)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5'5"
WEIGHT: 115 lbs

SPEED: 1
HAND-TO-HAND DAMAGE CLASS: A

AGE: 31

APPEARANCE: Striking

FAME POINTS: 21

HERO POINTS: 4

STAMINA: 28 hours

RUNNING/SWIMMING: 25 minutes

CARRYING: 60-100 pounds

WEAPON: Walther PPK

FIELDS OF EXPERIENCE: Microphotography

WEAKNESSES: None

IDIOSYNCRASIES: Eyes have a friendly but somehow vacant look; does not work well under extreme pressure.

INTERACTION MODIFIERS: Reaction (+2), Persuasion (+1), Seduction (+1), Interrogation (0), Torture (+2)



BACKGROUND: Goodnight's background is given in the *James Bond 007* Game. It is assumed that for this adventure she does not yet have the Electronics skill and that, after almost frying an M.I.6 agent (see Part III: M. Escaping the Island), she was quickly trained in the skill.

When the characters meet Goodnight in this mission, she will be working as a field assistant for higher level M.I.6 operatives. She will meet the characters in Hong Kong and explain her position as their assistant.

Being new to the field, Goodnight is rather naive, but well meaning. In addition to providing assistance, she will also provide comic and romantic relief. If any of the male characters have previously encountered her in your campaign, she will be ready to revive any romance that might have existed. In the film, she and Bond tried repeatedly to have a moment of quiet together, but were interrupted by the needs of 007's mission; you may wish to duplicate this during the mission for the sake of comedy.

Goodnight can be essential to the adventure as a means of keeping things going along the right track. If the characters are accomplishing things too easily, a well-placed fumble by her can give them a challenge and provide laughs. On the other hand, if the mission is not going well or the characters are off track, an action or naive revelation by Goodnight can redirect them.

She always carries one special bit of equipment with her — a tiny homing device built into one of the buttons on her clothing. If she is captured, she can be tracked down via the device, which is the equivalent of an Echo tracer with a life of up to one month. The characters will need special tracking equipment to follow her; this will be provided, along with a sea-plane, by Q (see Part III: C. The Second Briefing with M).

LIEUTENANT CHONG SUN HIP

STR:9 **DEX:**8 **WIL:**9 **PER:**10 **INT:**9

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (3/12), Charisma (4/13), Driving (5/14), Evasion (4/12), Fire Combat (4/13), Hand-to-Hand Combat (11/20), Local Customs (4/14), Sixth Sense (4/13), Stealth (5/14)

ABILITIES: Connoisseur, First Aid, Photography

HEIGHT: 5' 10"

SPEED: 2

WEIGHT: 160 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 27

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 20

CARRYING: 101-150 pounds

HERO POINTS: 5

WEAPON: Walther PPK

FIELDS OF EXPERIENCE: Golf

WEAKNESSES: Close Personal Tie

IDIOSYNCRASIES: None

INTERACTION MODIFIERS: Reaction (+1), Persuasion (0), Seduction (0), Interrogation (-1), Torture (-1)

BACKGROUND: Hip's background is given in the *James Bond 007* Game.

Like Goodnight, Hip is meant to assist the characters while they are on their mission. Since he has fairly advanced skills, he should not appear often, unless the characters are in extreme danger. You may wish to avoid having the characters meet Hip until he can help them with a surprise rescue.



He is on assignment in Bangkok for this mission, awaiting orders from M. He will be told to keep an eye on the characters, though he will not actively help them unless they are in trouble. When he appears, he will have, at your discretion, his two nieces with him (see Part III: F. The Tagomi Temple).

Hip can also be used in conjunction with Mary Goodnight to keep the character going in the right direction. It is important that the characters never become dependent on either Hip or Goodnight to do their thinking or fighting.

PROFESSOR FREDERICK GIBSON**STR:**4 **DEX:**5 **WIL:**7 **PER:**8 **INT:**14**SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Charisma (4/11), Driving (2/8), Electronics (13/27), Science (14/28)

ABILITIES: None**HEIGHT:** 5'11"**SPEED:** 1**WEIGHT:** 170 lbs**HAND-TO-HAND DAMAGE CLASS:** A**AGE:** 45**STAMINA:** 28 hours**APPEARANCE:** Normal**RUNNING/SWIMMING:** 25 minutes**FAME POINTS:** 45**CARRYING:** 60-100 pounds**HERO POINTS:** 0**WEAPON:** None**FIELDS OF EXPERIENCE:** Chemistry, Computers, Mechanical Engineering, Military Science**WEAKNESSES:** Acrophobia**IDIOSYNCRASIES:** Voice is high and squeaky; concentrates so much on his work he seems forgetful.**INTERACTION MODIFIERS:** Reaction (-1), Persuasion (0), Seduction (-1), Interrogation (+1), Torture (+4)**BACKGROUND:** After graduating from Queen's College in Cambridge, Gibson devoted himself to the study of solar energy and its applications for both social and military use. His findings have been used in many solar power devices, and he is considered the world's foremost theoretician on the subject.

Gibson's ultimate dream is now a reality. The recently completed Solex Agitator uses solar energy at 95% efficiency, making it the single most valuable breakthrough of the century. The prototype for the



Solex has just been completed, and no other models exist. Gibson plans to bring the prototype to the international conference of physicists in Paris and reveal it there. He has been working feverishly to complete a working Solex, and has not had time to complete his notes on his work. He is paranoid of others stealing his ideas and believes his memory is the best place to keep his discovery. He is the only one who knows how the solar cell works.

Once he has been spirited away by Scaramanga's people, Gibson should have no contact with the characters until they reach Scaramanga's island. He will know little about the island's layout, other than the room in which he is being kept. His extreme fear of high places will prevent him from actively helping the characters recover the Solex.

SHERIFF J. W. PEPPER**STR:**7 **DEX:**5 **WIL:**5 **PER:**7 **INT:**6**SKILLS (SKILL LEVEL/PRIMARY CHANCE)**

Boating (2/8), Charisma (2/7), Driving (7/13), Evasion (4/10), Fire Combat (5/11), Hand-to-Hand Combat (4/11)

ABILITIES: None**HEIGHT:** 5'10"**SPEED:** 1**WEIGHT:** 230 lbs**HAND-TO-HAND DAMAGE CLASS:** A**AGE:** 52**STAMINA:** 24 hours**APPEARANCE:** Normal**RUNNING/SWIMMING:** 10 minutes**FAME POINTS:** 2**CARRYING:** 101-150 pounds**HERO POINTS:** 1**WEAPON:** None**FIELDS OF EXPERIENCE:** Law**WEAKNESSES:** None**IDIOSYNCRASIES:** Mouth is usually filled with chewing tobacco; has a heavy Southern accent.**INTERACTION MODIFIERS:** Reaction (0/+3), Persuasion (-1), Seduction (0), Interrogation (-1), Torture (-1)**BACKGROUND:** Pepper's background is given in the *James Bond 007* Game.

In this adventure, the characters can encounter Pepper virtually any time you decide is appropriate. In the film, Pepper was a spectator during Bond's escape from the karate school and a passenger during the car chase after Scaramanga. It is suggested that Pepper somehow

pop up at any point the characters are about to enter a chase in Bangkok, where he and Maybelle are currently vacationing.



Note: Pepper is given two interaction modifiers for Reaction. The modifier to the left of the slash is used when Pepper does not know the characters' identities, and the modifier after the slash when he knows they are secret agents. If the characters have encountered Pepper during a previous mission in which he provided aid, the sheriff will automatically be Friendly. If he has not met the characters before, determine his Reaction normally until he knows they are M.I.6 agents, at which point he will become Friendly.

Part III: Places and Events



A. The Chez Sirene, Paris

As described in the meeting with M, the characters will arrive at Charles de Gaulle Airport in Paris at 4 P.M. They will be paged and, at the courtesy desk, will be told that there is a car waiting for them in the parking lot. In the parking lot will be a non-modified Renault 18i, arranged for by the French M.I.6 Station House.

The Renault 18i has the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	50	100	400	2	5

Inside the Renault in the glove compartment is a special camera. It looks like a cigarette lighter and requires the normal Ease Factor 5 Photography roll to operate. A roll of film in the camera has 20 shots, two of which are included for the whole evening. Instructions for the characters are provided with the camera.

Once the characters reach Paris, they should be encouraged to go right to Chez Sirene in order to photograph as many patrons as possible. If the characters do some extra investigating on Durand, they will discover he is currently involved in many shady deals, but contacts will be unable to reveal more information in the time the characters have to probe. The characters should get to the nightclub before six o'clock.

PHYSICAL DESCRIPTION

The Chez Sirene is an extremely seedy place. Located on the Rue Linois (just south of the Boulevard de Grenelle, which is south of the Eiffel Tower on your map in the *James Bond 007* Game), it overlooks the Seine River, twenty yards away. As one faces the nightclub, the romantic vision of the Eiffel Tower can be seen behind and to the left. In contrast to this vision is a handwritten sign outside the front door that says (in French) "Live entertainment: The delightful Saida. Tonight at 10 P.M."

The interior of the place stinks heavily of cigars, and a fog of thick smoke blankets the entire establishment. Twenty tables are scattered around the club floor. There is a bar to the left of the entrance and a small stage at the rear of the building. The only doors that can be seen, aside from the entrance, are behind the bar and behind the stage.

Note: *No map of the club is provided, since no chase or combat is expected to take place here.*

The characters should begin their surveillance after they enter and sit down. You should allow them some time to take some photographs. The clientele are rather shabby and many look suspicious.

Just before 10 P.M., music will begin, and a seductively clad belly dancer will emerge from behind the curtains of the stage. She will begin a sensuous dance and will weave her way around all the tables. Any male character with an Attraction to Members of the Opposite Sex should make a WIL roll (+1 Ease Factor modifier) to prevent becoming smitten with her and beginning the Seduction sequence. (The dancer is Saida, who is actually Andrea Anders in disguise.)

Regardless of the success of any Seduction, Saida's eyes will sparkle when she looks at the characters, and she will stop at their table for a long dance sequence. If a character has made any successful Seduction rolls, Saida will slip a note into his suit pocket. Otherwise, she will simply drop the note on the table. For all female characters, Saida will simply drop the note as she goes. She will not speak to the characters during the dance.

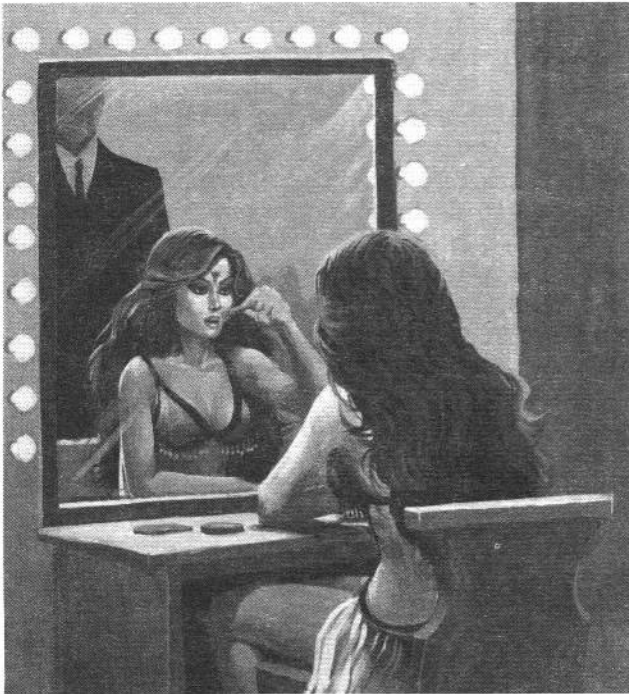
The note Saida dropped says: "Emergency. See me in my dressing room after this number. Code Azure." It is signed "Saida." The explanation for "Code Azure" is contained in the "Briefing for the Characters."

MEETING WITH SAIDA

Saida's dressing room can be reached through the door off the stage. The room is fairly bare and has only recently been occupied. Saida will be seated before a mirror, touching up her make-up. She will continue to dab at her face as she talks with the characters. (If you can handle it, Saida should speak with a light French accent.)

"Sit down, *s'il vous plait* (see-voo-play)," she will say, "and listen. We haven't much time.

"I'm the contact who learned Durand was dealing with international secrets. I used to work here as a dancer — my cover — but I've since been reassigned. London has just learned something that will mean our teaming up.



"A Nobel-prize winning scientist in solar energy will be arriving in Paris tonight. His name is Frederick Gibson. Have you heard of him?" A character with the Science skill who makes a roll will have heard of Gibson.

"He is coming here to lecture at the conference of physicists on his new breakthrough. I believe it's called the Solex Agitator, and it's going to revolutionize solar energy. This Agitator will make all the power sources we now have completely obsolete.

"Unless we work fast, we will never see it used in the West. Gibson is defecting to the Soviet Union. Our orders are to stop him. Why he is defecting we don't know. We believe he is being paid very well to do so. Here, read this." Saida will hand the players a message from M.I.6.

Note: *Hand the players the phony message from M.I.6, which is one of the props in the Mission Envelope.*

"The message reached our Station House after you were on the plane, and by the time I got my orders, you had already left the airport.

"Gibson will arrive at the Charles de Gaulle Airport at 12 o'clock tonight. He must be kidnapped before to-

morrow morning, and quietly. We must make sure we take the Solex and his plans for it as well. A boat will be waiting outside the club on the Seine, and you are to bring Gibson and his plans to it. The only question is . . . how to kidnap him?"

By this point the characters may be suspicious of Saida. Everything you say and do as Saida should make the characters feel comfortable with her and convince them she is legitimate. The bartender has been handsomely bribed to back up her story about working in the nightclub.

Saida is carrying out the first part of Scaramanga's plan to kidnap Gibson and the Solex. The decoded message she showed the characters was created by her. She will have enough background information on M.I.6 to answer any questions the characters may put to her.

If asked about her work on the Durand assignment, she will say, "I worked here for one week, trying to find out what Durand was up to, but then I was reassigned to security for the meeting of the scientists. We had heard vague rumors about Gibson and his discovery, but it wasn't until today that our mole in the KGB confirmed Gibson's plans to defect. Our own Station House operatives are spread out fairly thin to protect the scientists, and I was told you were the only operatives currently available who were qualified. So, I arranged with one of the regular dancers I know to replace her tonight so I could contact you. As soon as Gibson is safe, you can go back to observing Durand."

Saida will urge the characters to come up with a plan to kidnap Gibson. She will offer the characters the following bits of information:

1. Gibson will arrive at Charles de Gaulle Airport at 12:00 A.M. The airport is located 8 miles northeast of Paris.
2. Gibson has reservations at the Hotel Grand, located in arrondissement 17 on Boulevard Bertheir, near where it intersects the Boulevard de Clichy. A chauffeured limousine will leave from the hotel at about 11:15 to pick up the scientist at the airport.
3. KGB agents will contact Gibson sometime between his arrival at the airport and the next morning. Gibson will then disappear before 8:00 A.M. The characters must intercept Gibson before then.
4. Saida will be waiting with a boat on the Seine near the Chez Sirene; the boat will be moored under the bridge at Boulevard de Grenelle, near the Chez Sirene. The characters are to bring Gibson and the Solex to the boat. Saida will ask one of the characters to accompany her and the professor to safety; if a character has begun the Seduction sequence with her, she will choose him. (She has no intention of taking the characters along; she is only saying this to lull any suspicions.)

Saida will wish the characters good luck. She will tell the characters it is almost 10:30 and they should get going if they wish to meet Gibson at the airport.

Note: *It is possible the characters will wish to contact*

London to check on Saida. In this case, M will tell them that Saida is a fake and that he does not suspect Gibson of defecting. He will tell the characters to play along with the plan to learn what is really happening and whom

Saida is working for. He will tell them to use their own discretion. Whatever happens, you should try to involve the characters in the kidnapping of Gibson and the Solex, and make the kidnapping successful.

B. Kidnapping Gibson

The characters will have several opportunities to kidnap Gibson. They will be able to steal the limousine at the hotel, one of them taking the place of the chauffeur, and pick up Gibson at the airport. Alternatively, they can stop the limousine during the trip back from the airport and take Gibson. They could attempt to apprehend Gibson after he gets off the plane and before he reaches the limousine. Finally, they can pick up Gibson at his hotel suite. There are many possibilities.

If they come in contact with the hotel chauffeur, either at the hotel or on the way back from the airport, his characteristics are:

CHAUFFEUR

STR:4 DEX:6 WIL:4 PER:6 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (511)

HEIGHT: 5' 10"	SPEED: 1
WEIGHT: 165 lbs	HAND-TO-HAND DAMAGE CLASS: A
AGE: 27	STAMINA: 24 hours
APPEARANCE: Good Looking	RUNNING/SWIMMING: 10 minutes
FAME POINTS: 0	CARRYING: 60-100 pounds
HERO POINTS: 0	WEAPON: None

The chauffeur drives a Mercedes limousine with these Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	60	110	400	3	9

Gibson's plane will arrive on time at 12:00, and he will be in very bad spirits. The professor will proceed immediately to the baggage claim to pick up his suitcase. He carries the Solex and plans in his briefcase. He will find the limousine and take it to the hotel. Barring any attempts by the characters to kidnap him by this time, he will take a bath and then go to sleep.

If the characters kidnap Gibson, thinking he is going to defect, role-play him as a confused and angry man. He is tired from long weeks of work and paranoid about his Solex. His behavior should seem irrational and he will seem ready to defect. He will fight any kidnap attempt by the characters. It might be convenient to have him faint or fall down and be knocked unconscious to shut him up (assuming the characters do not render him unconscious).

If the characters know Gibson is not going to defect, he will help them in any way he can if they are able to Persuade him to listen to their story.

Note: It is possible one of the characters may pose as one of Gibson's KGB contacts. Obviously, the professor will have no idea of what is going on. In this case Gibson will assume the character is some confused foreign scientist

in for the conference. "We're supposed to meet tomorrow," he will grumble as he attempts to brush by. "Leave me alone for now."

The kidnapping of Gibson should be made simple and clean. However, once Gibson is in the care of the characters, you can add some excitement to the adventure with the sudden appearance of the real KGB agents, who have been tipped off by Scaramanga and are out to kidnap Gibson themselves.

THE CHASE THROUGH PARIS

When the KGB agents appear depends on when the characters capture Gibson. If the characters capture Gibson at the airport or on the way back from it, the KGB agents will begin to Tail the characters' car and, at some point, begin a chase. If Gibson is captured at the hotel, the KGB agents will appear once the characters and Gibson are in the car and on the way to their rendezvous with Saida.

The most direct route from the hotel is west along the Boulevard Berthier to the Avenue de la Grand Armee, left there to the Place Charles de Gaulle, where the Arc de Triomphe is located (landmark "3" on the map of Paris). From the Arc, the characters turn south on Avenue Kleber until they reach a sidestreet that leads them to the bridge at Boulevard de Grenelle; Saida and the boat will be waiting under the bridge.

From the airport, the characters can take Avenue Jean Jaures (arr. 19) to the Rue Lafayette, thence to Grands Boulevards and the Place Charles de Gaulle. In either case, the KGB agents will begin the chase just before the Place Charles de Gaulle.

PLACE CHARLES DE GAULLE

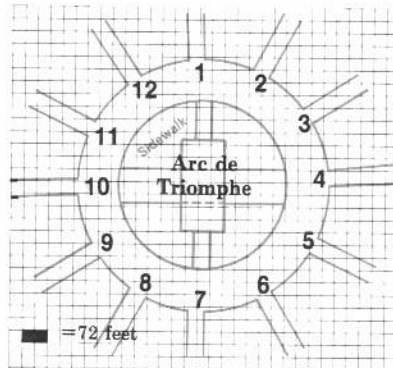
The tangled streets of Paris are dotted with many great thoroughfares, leading through or around historic monuments. Typically, these areas are the intersections of half a dozen or more large avenues and do not have traffic lights or clearly defined and separate lanes. As a result, they can be dangerous, especially during rush hours. And being dangerous, they are perfect spots for chases. No amount of exaggeration can even come close to the chaos of driving in Paris.

The Place Charles de Gaulle, a focal point of twelve avenues with the Arc de Triomphe in the center, is a large circle. One enters it and drives around until coming to the correct exit avenue. The Arc is one of France's great historical monuments, rising 164 feet into the air and ornately decorated with shields, friezes, panels, and statues that depict important moments in French military history. The space under the mammoth arch is wide enough

to permit the passage of an entire army, and there is a shrine here called the Flame of Remembrance to honor the dead. See the map of the Place Charles de Gaulle below.

AVENUE KEY:

- 1=Mac-Mahon
- 2=Wagram
- 3=Hoche
- 4=Friedland
- 5=Champs-Elysees
- 6=Marceau
- 7=D'Iena
- 8=Kleber
- 9=Victor-Hugo
- 10=Foch
- 11=Grande-Armee
- 12=Carnot



The KGB agents will only Tail the characters until just before reaching the Place Charles de Gaulle. Then they will begin the chase in earnest. Have each character make a PER roll (+3 Ease Factor modifier) to notice the Tailing KGB agents. The KGB agents will attempt Force maneuvers whenever possible to stop the characters' car. The KGB agents have the following skills and characteristics:

KGB AGENTS

STR:6 DEX:8 WIL:5 PER:7 INT:7

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (5/12), Evasion (3/10), Fire Combat (5/12), Hand-to-Hand Combat (4/10), Stealth (4/9)

HEIGHT: 5'8"-6'2"

SPEED: 1

WEIGHT: 165-205 lbs

HAND-TO-HAND DAMAGE CLASS: A

AGE: 35-37

STAMINA: 24 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 10 minutes

FAME POINTS: 35

CARRYING: 101-150 pounds

SURVIVAL POINTS: 3

WEAPON: Luger Parabellum*

* If you own the *Q Manual*, you can arm the KGB agents with Tula-Tokarevs.

The KGB agents are driving a Chevrolet Caprice. There are four KGB agents in the car.

Guidelines to help you run the chase:

Traffic: The traffic will be quite heavy around the Place Charles de Gaulle. To enter or exit the Place, a character must make a Trick maneuver (-1 Ease Factor modifier due to the heavy traffic).

Arc de Triomphe: It requires a Trick maneuver to turn onto the paved island surrounding the Arc and another to get back into the regular traffic. While driving under the arch, a character must succeed at a Trick maneuver (-2 Ease Factor modifier) to avoid pedestrians (who are always there, regardless of the time of night).

The KGB agents will never bid lower than Ease Factor 6 in the chase.

Eventually, the characters should make it to the drop-off point. Under the bridge will be Saida (Anders still in her disguise), nervously waiting in a small fishing boat. Saida will urge the characters to lower Gibson over the wall and onto the boat. Once this is done, she will give one of the characters a wet kiss on the cheek. If all the characters are female, Anders will drop her handbag and her lipstick, Savage Scarlet, will roll out for later retrieval.

The fishing boat's attributes, if needed, are:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	20	40	140	3	10

What happens next depends on the situation so far. If the characters have totally bought Anders' story, she will wave to them as she takes Gibson away. If the characters know Saida is a fake or if they want to go with her, you can have some distraction begin (such as the four KGB agents showing up, or the police arriving due to the characters' maneuvers during the chase) and allow Anders to make her getaway.

THE AFTERMATH

The French police should arrive on the scene at some point. They will immediately arrest the characters and take them to the nearest police station. A call to the local M.I.6 Station House will bring someone to get them out of jail (the process should take no longer than an hour).

Once free, the characters will be told the following facts by the M.I.6 operative:

1. The French M.I.6 agent has been discovered dead . . . shot by an unusual bullet. The truth about Gibson's kidnapping will come to light: that Saida set up the characters to help her kidnap the scientist and the Solex. The decoded message will be proven a fake, though a good copy of an M.I.6 message.
2. A paid informant has revealed that he saw Gibson being placed on a plane at a private airport outside Paris. The plane's flight plan reveals a destination of Hong Kong.
3. The characters are to go to Hong Kong and register at the Hilton Hotel there. M.I.6 will contact them with further instructions.

The characters will be able to catch the next overnight flight to Hong Kong. A French M.I.6 operative will pass by their hotel to collect their bags and get them to the airport in time for their plane. It will take the characters 24 hours to reach Hong Kong (17 for the flight and 7 for passing through the time zones).

C. The Second Briefing with M

The characters will reach Hong Kong sometime on Wednesday, October 3. If they arrive before 6:00 A.M., they will be able to get a rental car at the airport

and drive to the Hilton (see Hong Kong in the "Thrilling Cities" chapter of the *James Bond 007 Game*). When they check in, a note is waiting for them: "Have a good

night's sleep, I'll pick you up at 7 in the morning." If the characters arrive after 6:00 A.M., they will be met at the airport.

The characters' contact is Mary Goodnight, a well-meaning but inept young lady. In the morning, when the characters are waiting in front of the hotel or have passed through customs and are waiting to flag a taxi at the airport, she will screech in, cutting off an angry taxi driver. She will get out of her car, greet the characters and tell them to get in.

Goodnight's car in Hong Kong is a Renault 18i (for its Attributes, see page 16). She will drive to a dock and direct the characters into a small cabin cruiser, which she will also drive, chattering all the while about her life in M.I.6. The characters should get a PER roll (no special modifier) to notice they are heading toward the ruins of the *Queen Elizabeth*, a luxury liner that sank mysteriously in 1971.

Goodnight will dock the boat, just barely missing smashing in the cruiser's bow but scraping the paint, at the *Queen Elizabeth*. A voice will issue from somewhere in the ruins, greeting the characters and welcoming them aboard. The *Queen Elizabeth* is a Level Three M.I.6 Station House with at least 50 operatives. Intelligence operations of various types are launched and coordinated from here on a continual basis. As the characters walk through, they will notice a cockpit from a Chinese F-6 fighter being raised through a hatch. The fighter crashed in nearby waters and has been recovered.

While the Station House is highly efficient, it gives an impression of being wildly imbalanced. Since the liner has settled off kilter, the floors and walls are at odd angles, causing newcomers to feel they might stumble. Goodnight works out of this Station House and has no problems walking around. The lieutenant in charge will lead the party to an office whose floor slants upward to a large desk. Sitting at the desk is M, who will glare dourly at the characters.

"Well, come up and sit down," he will say in a gruff voice. After the agents have been seated, M will stare at them for a long moment, obviously very angry but trying to control himself. He will then begin the briefing:

"Do you fine agents realize what you have done? You have actually managed to help — not prevent — the kidnapping one of Great Britain's greatest living scientists. You have robbed the West of the decade's most important technological advancement. And you've not stopped there, oh no. You've managed to embarrass me, the entire Service for which we work, and the Prime Minister."

M will stop a moment and compose himself. He will continue more calmly, "Well, I suppose it's my fault as well. I've always stressed the importance of individual initiative in our field operatives. We depend on you to make independent decisions while on assignment.

"The people who pulled off Gibson's kidnapping set it up brilliantly. Fortunately, we have a few leads. Two to be exact. And I'm assigning the case to you. I hope you'll carry it out as well as you caused it.

"The first clue is from the corpse of a member of our French Station House. He had obviously been tortured and must have finally revealed enough about our operations to allow the kidnappers to succeed. We found this in his body."

M will toss a golden, mushroom-shaped object on the desk. It is the golden bullet used to kill the French M.I.6 operative.

M will continue: "This is a gold 4.2mm hollow-point. Only one man uses such ammunition. His name is Francisco Scaramanga. Read this." He will hand the characters the dossier on Scaramanga. (Give the players the dossier prop from the Mission Envelope and let them read it through.)

"Now, why this Man with the Golden Gun is involved with Gibson's kidnapping we do not know. Certainly he must be up to something that will benefit him directly. And since he is involved, the only way we will be able to find Gibson is by finding Scaramanga first. You'll do that by talking to the man who made this." He will indicate the bullet.

"We know of only one man skilled enough to make such precision ammunition. Lazar. He's a weapons designer who lives in Macau. You will take the hydrofoil to Macau today and locate him, and then find out how he gets the bullets to Scaramanga. Once you tracked down Scaramanga, you should be able to find Gibson. Be sure to report back afterwards.

"I cannot stress the importance of getting Gibson back. His work for the West has been groundbreaking, and we need his solar energy research. This will give you a better idea about his work." M will hand the characters the M.I.6 report on the Solex Agitator. (This is one of the props in the Mission Envelope, and it should be given to the players to read.)

"However, I must also stress the sheer ruthlessness of Scaramanga. I would be happy to have him out of our lives, but so far no one has been good enough to send against him. We sent Michael Herman, 002, against him a few months ago and he was found dead in an alleyway outside a nightclub. He hadn't even had time to get his gun out of his holster. Scaramanga is merciless and a total professional, so you'll have to be on your guard every moment."

(The next statement depends on whether Anders as Saida kissed one of the characters or she left the lipstick container behind.) "Oh, yes," M will continue, "the second lead. Not much to go on I'm afraid." M will say either: "While you were in the hands of the French authorities, there were traces of lipstick found on you; it was from, I gather, the woman who tricked you. There wasn't enough to make a lip print, unfortunately." Or M will say: "The French authorities found this lipstick dispenser at the scene of your debacle. Does it look like the shade the woman who tricked you was wearing?"

"It's an exotic shade called Savage Scarlet. Very expensive and sold almost exclusively here in the Far East. Keep your eyes open for any woman wearing this shade."

M will gesture to Goodnight. "I'm assigning Miss

Goodnight to assist you in your investigations. She is familiar with the Orient and will, I trust, prevent you from botching things up more. We will have other M.I.6 operatives available to help you as well. (This refers to Lt. Hip in Bangkok.) By the way, Q has some equipment for you. Good evening."

M will not be in the mood for idle chatter.

Q BRANCH EQUIPMENT

The characters will be guided to Q's office immediately after the briefing with M. Q will be in an agitated state, as he prefers the relative quiet and organization of his London workshop to the cramped and surreal surrounding of the *Queen Elizabeth*. Since everything has been organized at the last minute, Q will not have much beyond standard equipment to offer.

1. Each character gets a small, palm-sized radio transceiver, range 15 miles. It also picks up signals from the Avram tracers (below).
2. Each character is given a macro and micro version of the Avram II tracer. Each version is modified for a ten day lifespan; the macro version is magnetized for placement on metallic surfaces. The macro version is approximately 3 inches in diameter and 1 inch thick, making it impossible to plant on a person. The micro version is about the size of a dime. Both broadcast a signal that can be picked up by the transceivers for a distance of three miles. The signal is a regular beep that becomes louder and faster as one approaches the tracer. If a character attempts to plant the small

Avram on an NPC, apply a -4 Ease Factor modifier to the NPC's PER roll. A success means the NPC notices the tracer at some time (when is up to you). What the NPC does with the tracer is also up to you.

3. There will also be a six passenger sea-plane available in a few days that is being equipped with tracking equipment. The tracking equipment will be able to pinpoint any tracer (including Mary Goodnight's personal tracer), and will show the location of the tracer on an electronic world map built into the plane's control panel. The map is computerized and shows the location of the tracer in relation to the position of the plane. The Attributes for the sea plane are:



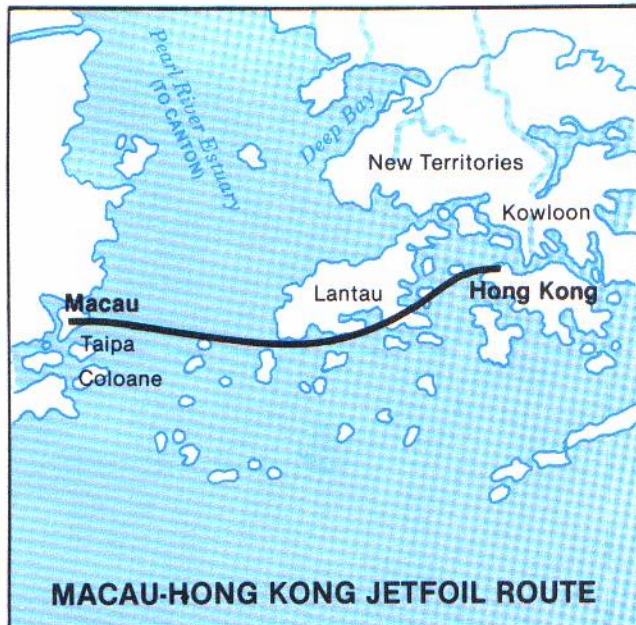
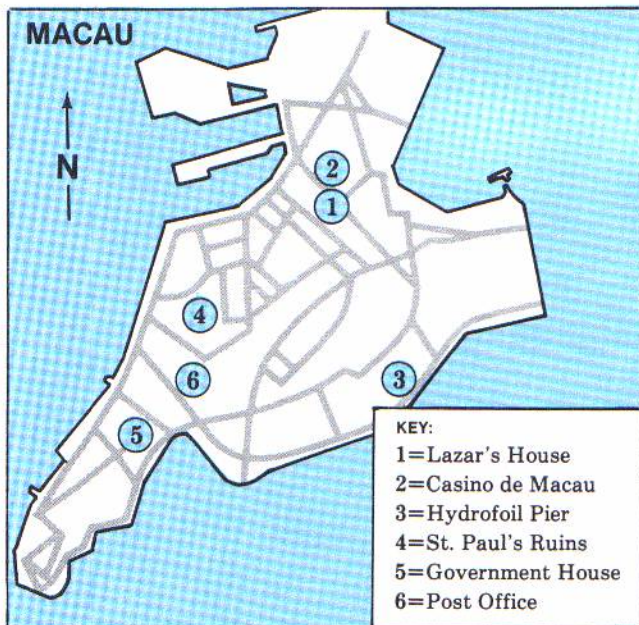
PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	170	230	1000	3	8

Note: The plane is meant to be used to follow Scaramanga to his island. It should not be made available to the characters until they are ready to go to the island.

D. Lazar's Workshop

Lazar's workshop is located in the Portuguese colony of Macau, about 40 miles from Hong Kong. The journey by hydrofoil from Hong Kong to Macau

takes about 75 minutes, and there are boats every half hour. A visitor must have a passport or valid travel document, and customs will check for firearms (the charac-



ters should use the standard briefcase with a false bottom to carry their weapons). A map of Macau and of the hydrofoil route is included on page 21.

The easiest way to locate Lazar's workshop is to ask the local populace. You can either role-play encounters the characters have with various Shady Contacts, or you can have them make Local Customs rolls to get the correct information (assume a Base Time of 2 hours).

Any successful roll will reveal that Lazar has his workshop in the basement of a house owned by the Ah Ma Chu family, located down the street from the Casino de Macau. A failure means the characters will have to try again, with a -1 Ease Factor modifier applied to the next Local Customs roll.

PHYSICAL DESCRIPTION

The house is in a crowded district usually avoided by the tourists. The family lives upstairs and Lazar has his workshop and small living quarters in the basement. The only door allows entry to the upper floor, and the family acts as a doorkeeper for Lazar. The characters must knock and then announce their business. One of the children is sent down to alert Lazar, and the visitor is then led down to the workshop.

The windowless workshop is filled with a variety of weapons, all of which have been modified in some form. The room itself is filled with a jumble of tools, half-designed weapons, and miscellaneous parts. In one corner is Lazar's bed, a small bureau, and a hot plate. There is a small wash room off the main workshop. There are no floorplan for Lazar's workshop included in the adventure, since no chase or combat should occur here. There is very little open space in the workshop, since Lazar feels most comfortable in an enclosed environment.

MEETING LAZAR

Lazar's attitude toward the characters will depend on how they approach him. If the characters present themselves as customers, Lazar will proudly show them some of his designs. His latest is a Number 4 rifle, modi-

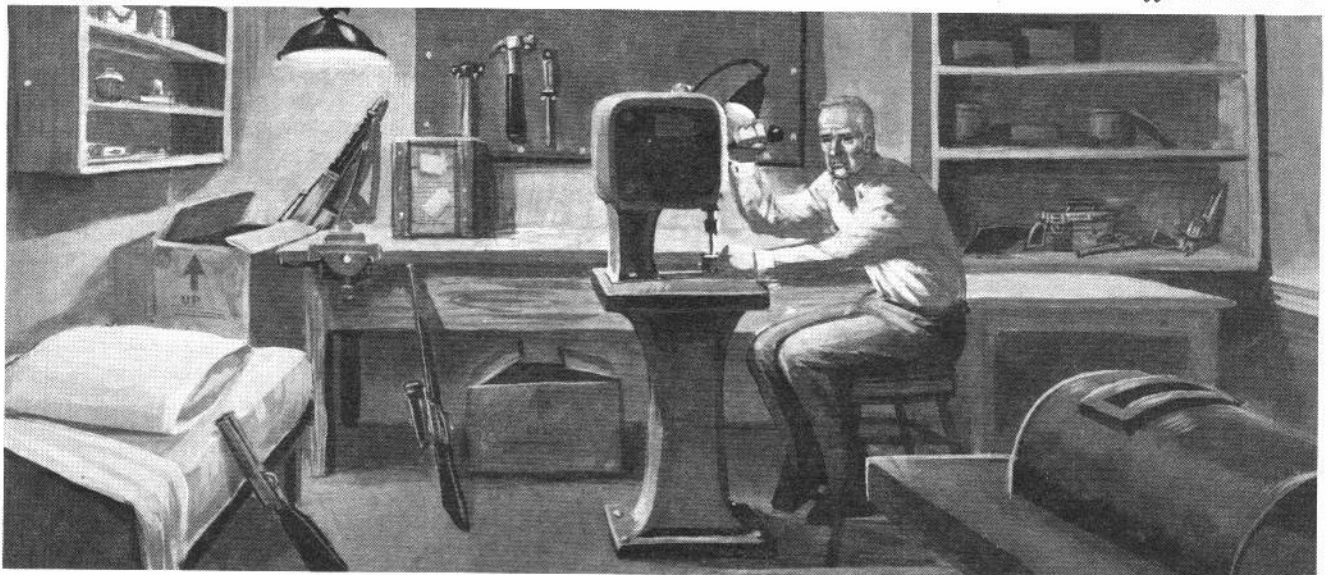
fied for use by a client who lost two fingers on his right hand. The rifle has no trigger, it is fired by squeezing the rifle's butt. Also, it is balanced in such a way as to give normal users a -1 Performance Modifier (due to the pressure of the extra fingers). The modifier can be eliminated after a few shots for practice.

Lazar will be much more brusque to characters using strongarm techniques. He holds his business dealing with a customer in the strictest confidence, like a doctor or priest. Lazar will be very reluctant to talk about any of his dealings with Scaramanga. A Persuasion attempt to get this information receives a -3 Ease Factor modifier. Lazar's Reaction to the characters should also be considered for the Persuasion attempt. The characters may Interrogate Lazar but it may take too long, resulting in Lazar missing his rendezvous at the Casino de Macau.

A successful result on Persuasion or Interrogation will have Lazar reveal the following information about Scaramanga:

1. Lazar has never seen Scaramanga in person and has no idea what he looks like physically.
2. Whenever Lazar has to deliver an order of golden bullets, he is instructed to go to the Casino de Macau and play Fan Tan at a designated table. During the course of the game, a croupier basket is lowered from the balcony overlooking the floor. In the basket is an envelope with his name on it. Lazar places the bullets in the basket and removes the envelope containing his payment. He has never seen who collects the bullets, and he leaves as quickly as possible since even the crowded casino is too open for his phobia.
3. His next delivery of bullets is to be this evening, sometime between 7 and 8 P.M. at the Casino de Macau.

Note: A character may pretend to be Scaramanga, but this will arouse Lazar's suspicions, since the assassin has a set method for picking up his golden bullets. On a successful Persuasion attempt, Lazar will willingly give the character the bullets and remark to the effect that he ex-



pected to use the usual method of delivering them. He will reveal the drop off at the Casino de Macau. The character will be stuck with the bullets and with no way to find Scaramanga unless they give the bullets back to Lazar and then follow him to the casino.

A failure at Persuasion or Interrogation means Lazar refuses to talk. The only information he will yield is that he does not know what Scaramanga looks like. The characters will have to Tail Lazar to find out how he passes on the bullets at the Casino de Macau.

No matter how friendly Lazar's Reaction may be to the characters, he will not willingly leave his workshop to accompany them, nor will he assist them in any other way. Any request for equipment by a character will take at least a month due to his busy schedule; he will not have any workable weapons in his shop, other than the modified Number 4 rifle. Lazar will never agree to give Scaramanga fake or damaged bullets (he fears for his reputation as well as for his life). However, he will allow the characters to place a tracer in the bullet pack (which is disguised as a cigarette package).

E. Encountering Chula

That evening, at 7:00 P.M., Lazar will leave his workshop to make his drop. The Casino de Macau is located only a few blocks away, so his agoraphobia will not be sorely tested.

THE CASINO DE MACAU

The Casino de Macau is a small, smoky and confined local gambling den, catering to locals more than tourists. However, there will be a dozen or so Occidental visitors, one of whom is Scaramanga (see below). Most of the games are Chinese games of chance, though there is a roulette table (using a single zero) and several blackjack tables. The most popular game is Fan Tan. The croupier plunges a cup into a pile of buttons and then begins counting out the buttons from the cup by fours until either one, two, three or four buttons are left. Bets are made before the count on how many buttons will be left.

If the characters wish to play Fan Tan, have the character decide what his bet will be and the amount. A D100 is rolled, subtracting the character's Gambling Skill Level. The final result, located on the chart below, will be either a Win, Stand, or Loss. "Win" means the character is paid according to the listed odds (with 5% going to the house). "Stand" means the character may switch his money to another bet before the next count is made. "Lose" is self-explanatory.

FAN TAN

BET	WIN	STAND	LOSE	ODDS
Straight Up	0-25	na	26-00	3 to 1
Even or Odd	0-50	na	51-00	1 to 1
Gin Bets	0-25	26-75	76-00	1 to 1
Corners	0-25	26-50	51-00	2 to 1
Divisions	0-50	na	51-00	1 to 1

For other games in the Casino, assume a minimum bet to be 10 patacas and the maximum payoff to be 3,000. The house always takes 5%. From a balcony, baskets are lowered to collect money and supply winnings and chips to customers.

Without wasting time, Lazar will proceed directly to his proper drop off table. After 10 minutes of playing, a basket is lowered in front of Lazar with his envelope and he will make the exchange. If the characters know about

this method, they will automatically notice it. If they do not, they will have to watch Lazar carefully. In this case, each character should get a PER roll at a -1 Ease Factor modifier to notice the switch. If a player states specifically that his character is watching the basket, apply a +3 Ease Factor modifier.

The man in the balcony making the switch is Chula, who has bribed the croupier. After checking the bullets, he will leave. A few moments later, Lazar will leave. Whether the characters follow Chula or Lazar they should bump into a tall gentleman wearing a white silk suit. This is Scaramanga, who has arrived to keep an eye on the situation. So that this encounter does not stand out, you should have the characters bumping into a number of tourists that night.

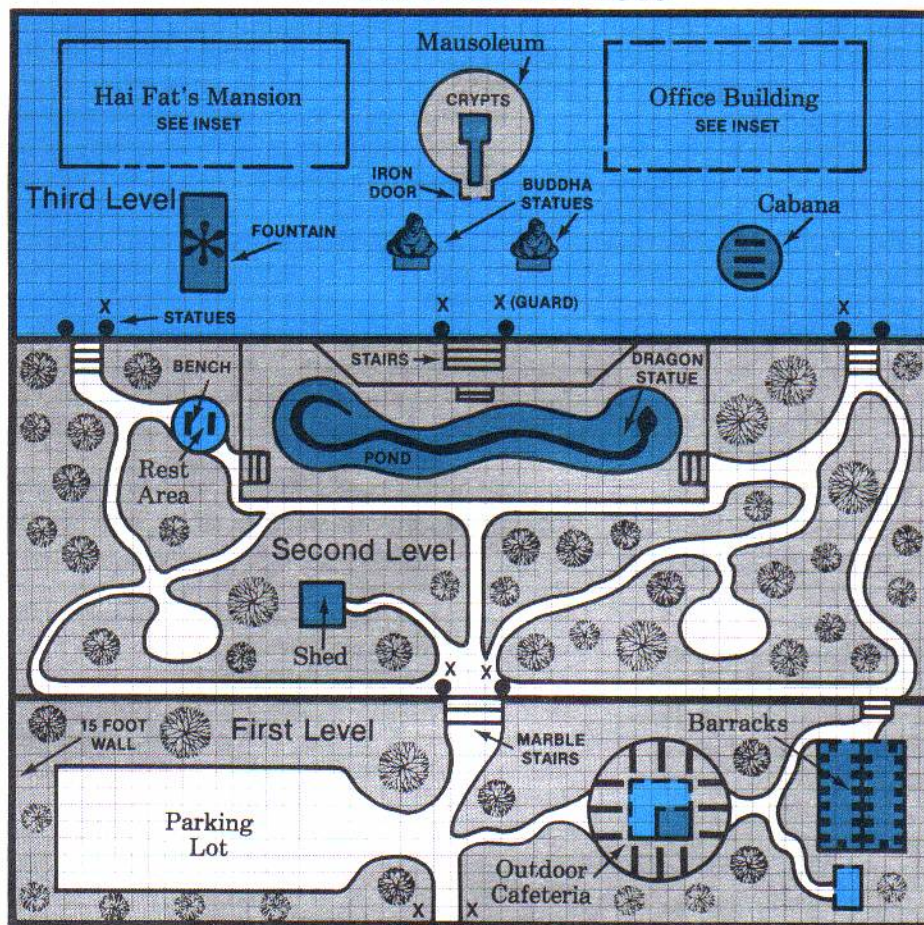
FOLLOWING CHULA

Chula will take a taxi to the Man Va Hotel in Macau, where he is staying. If the characters have placed a tracer in the bullets, he will notice it on a PER roll (-3 Ease Factor modifier), but will do nothing. Also, if he notices the characters Tailing him, he will do nothing. Once Chula determines he is being followed or tracked, he will lead his pursuers to Tagomi's school in Bangkok, where they can be taken care of. At the hotel, Chula will change his clothes and go to the hotel's dining room for a late dinner. He will leave the bullets in a locked suitcase (-1 Ease Factor modifier to Lockpick).

The characters can try to place the tracer in with the bullets if they have not already, or they can search Chula's room. Mary Goodnight should not become actively involved in searching Chula's room; she will agree to stay in her room until contacted by the characters.

Should the characters search the room, they will find one of Chula's personal business cards for the Tagomi Temple on the nighttable. They should also get a PER roll (-1 Ease Factor modifier); on a Quality Rating 4 or 3, they will find Chula's passport wallet in a drawer of the nighttable. Inside is a business card for Hai Fat Enterprises in Bangkok. On a Quality Rating 2 or 1, they also find the airline ticket indicating Chula will take the 3:00 P.M. flight from Hong Kong the next day and arrive in Bangkok at 5:30 P.M. (The business cards and airline ticket are props in the Mission Envelope.)

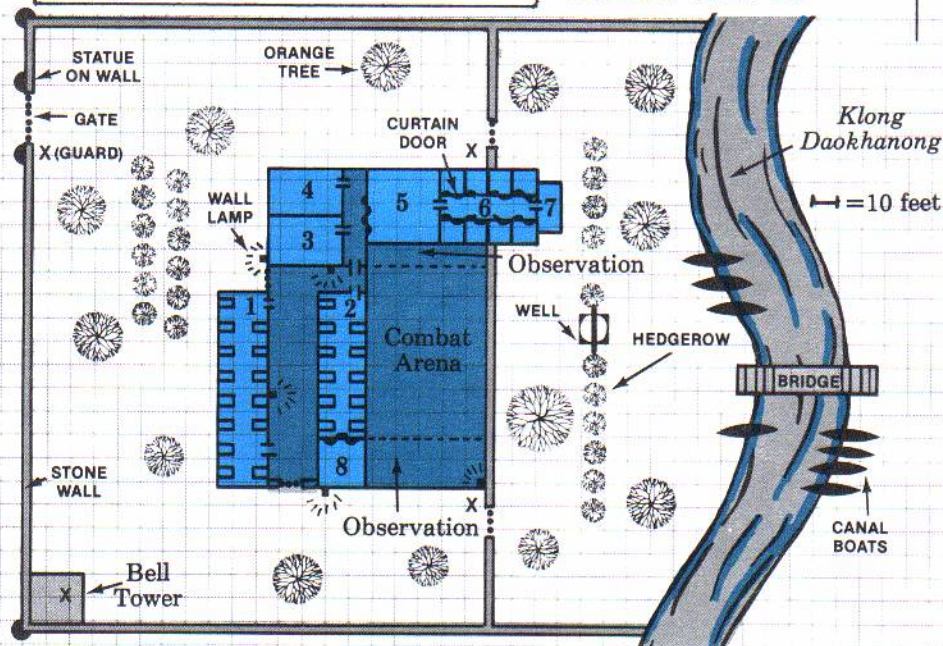
HAI FAT ENTERPRISES



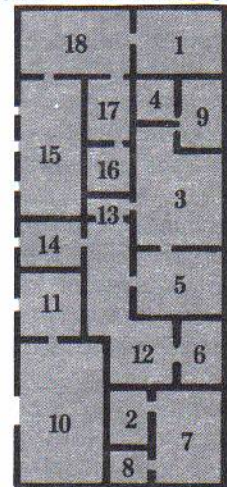
KEY TO TAGOMI TEMPLE:

- | | |
|-------------------------|-------------------|
| 1=Student Sleeping Area | 5=Class Room |
| 2=Student Sleeping Area | 6=Meditation Area |
| 3=Supply Chest | 7=Wash Room |
| 4=Tagomi's Office | 8=Class Room |

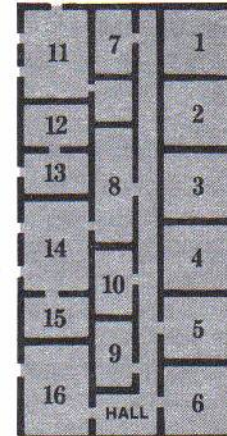
TAGOMI TEMPLE



HAI FAT'S MANSION



OFFICE BUILDING

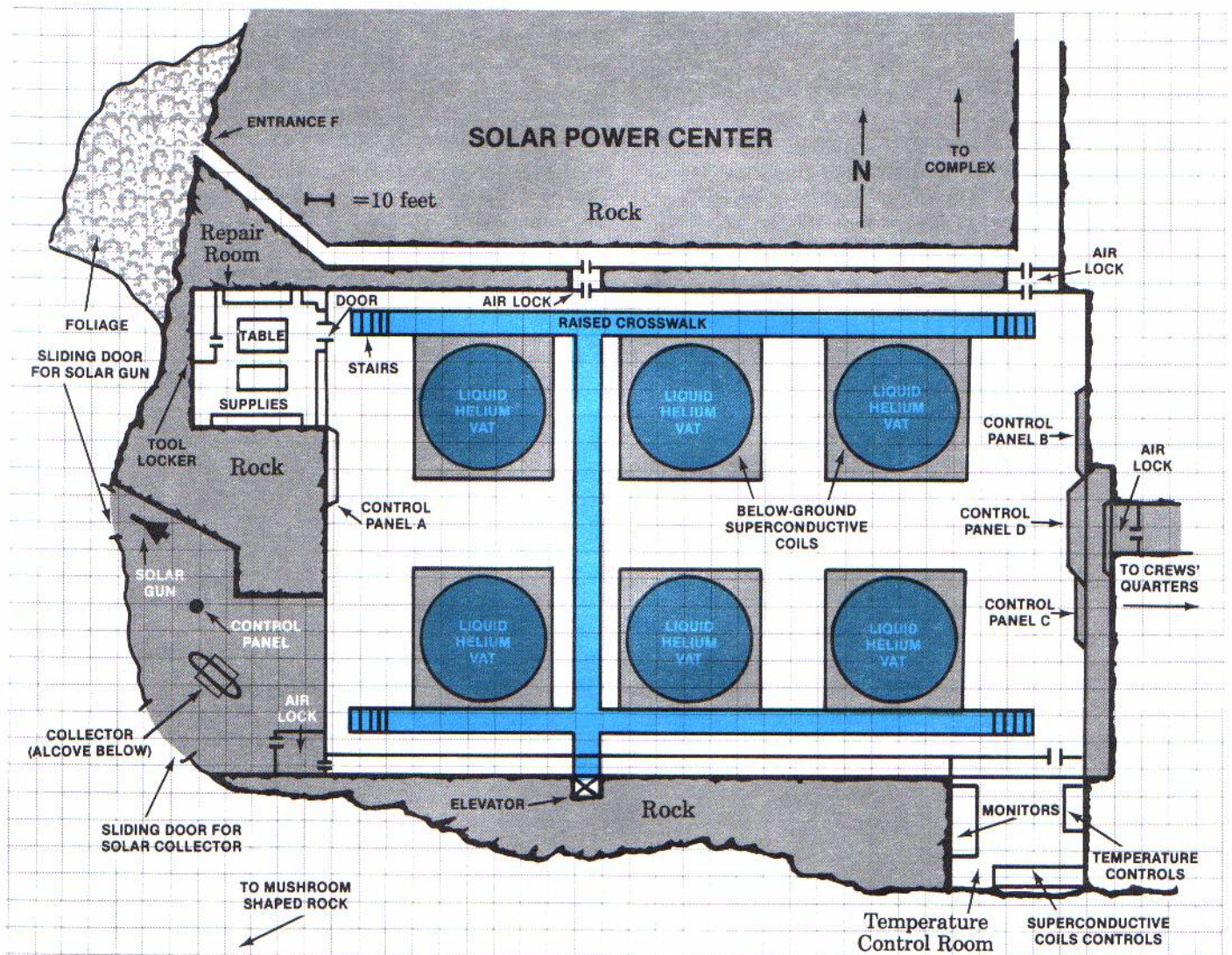
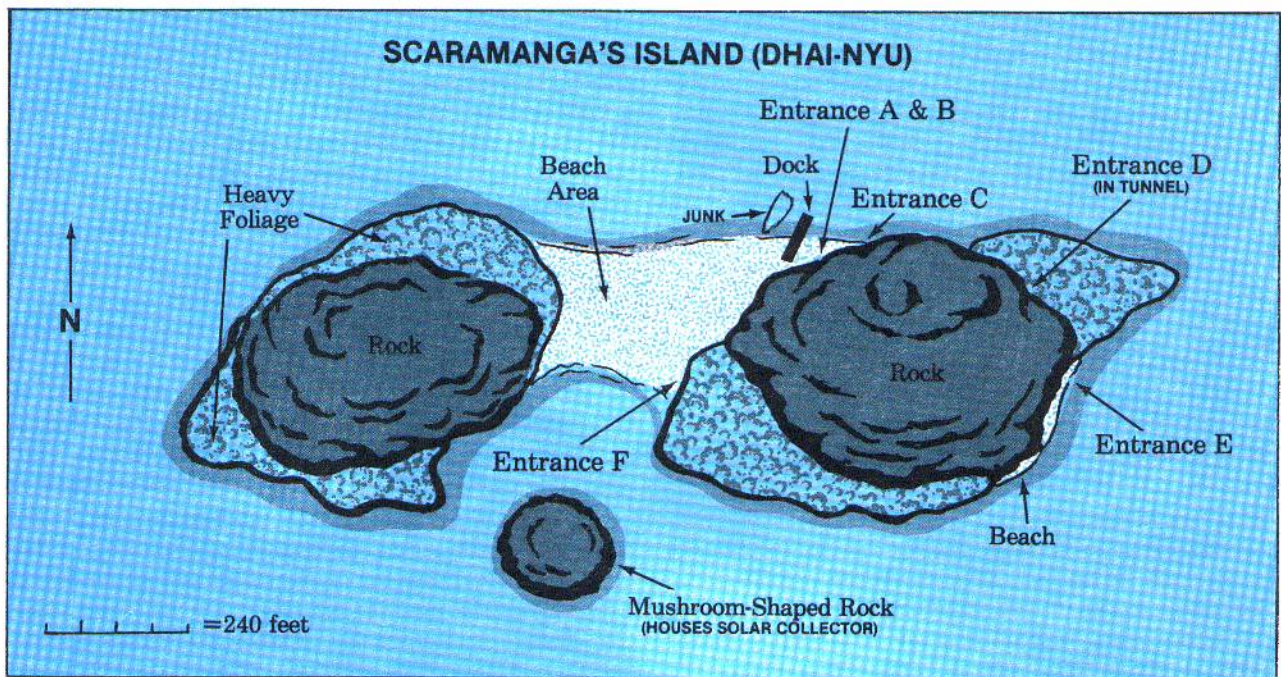


KEY TO MANSION:

- 1=Supply Closet
- 2=Wash Room
- 3=Hai Fat's Bedroom
- 4=Den
- 5=Library
- 6=Wash Room
- 7=Ling Po's Bedroom
- 8=Closet
- 9=Wash Room
- 10=Hai Fat's Office
- 11=Ling Po's Office
- 12=Living Room
- 13=Hallway
- 14=Hallway
- 15=Meeting/Dining Room
- 16=Wash Room
- 17=Cook's Bedroom
- 18=Kitchen

KEY TO OFFICE BUILDING:

- 1-6=Business Offices
- 7-9=Secretary Offices
- 10=Wash Room
- 11=Hai Fat's Office
- 12=Supplies
- 13=Tea Room
- 14=Reception Office
- 15=Wash Room
- 16=Meeting Room



The next day, Chula will take the hydrofoil back to Hong Kong and catch his flight for Thailand. If the characters Tail him back to Hong Kong and the airport, they will have one hour to arrange for travel on the same flight. Goodnight, if she is along, will tell the characters she will notify the Station House in Bangkok that they are on their way.

Note: If the characters have searched Chula's room and found the tickets, they will have plenty of time to make travel arrangements. If the characters have lost track of Chula or do not know what to do next, you can use Mary Goodnight to get them back on the right track (she will have done some investigations on her own). Apply a 10% Experience Point penalty in this case.

F. Tagomi Temple of the Martial Arts

The next stop for Chula is the Tagomi Temple of the Martial Arts in Bangkok, Thailand. Chula will take a taxi directly from the airport, arriving by 6:30 P.M. Chula is to deliver the bullets the next day to Hai Fat Enterprises.

If Chula has not discovered the Tail, he will just report to Mr. Tagomi, the elderly owner of the school. If he knows he is being Tailed, he will warn Mr. Tagomi, and a suitable reception will be prepared for the characters. In either case, from outside the school the characters should see nothing unusual going on. They will decide whether to enter the school or simply to keep an eye on it. Mary Goodnight should never become involved in sneaking into the Tagomi Temple. If the characters do not suggest something for her to do, she will suggest that she meet their Bangkok M.I.6 contact (Lt. Hip) and will leave.

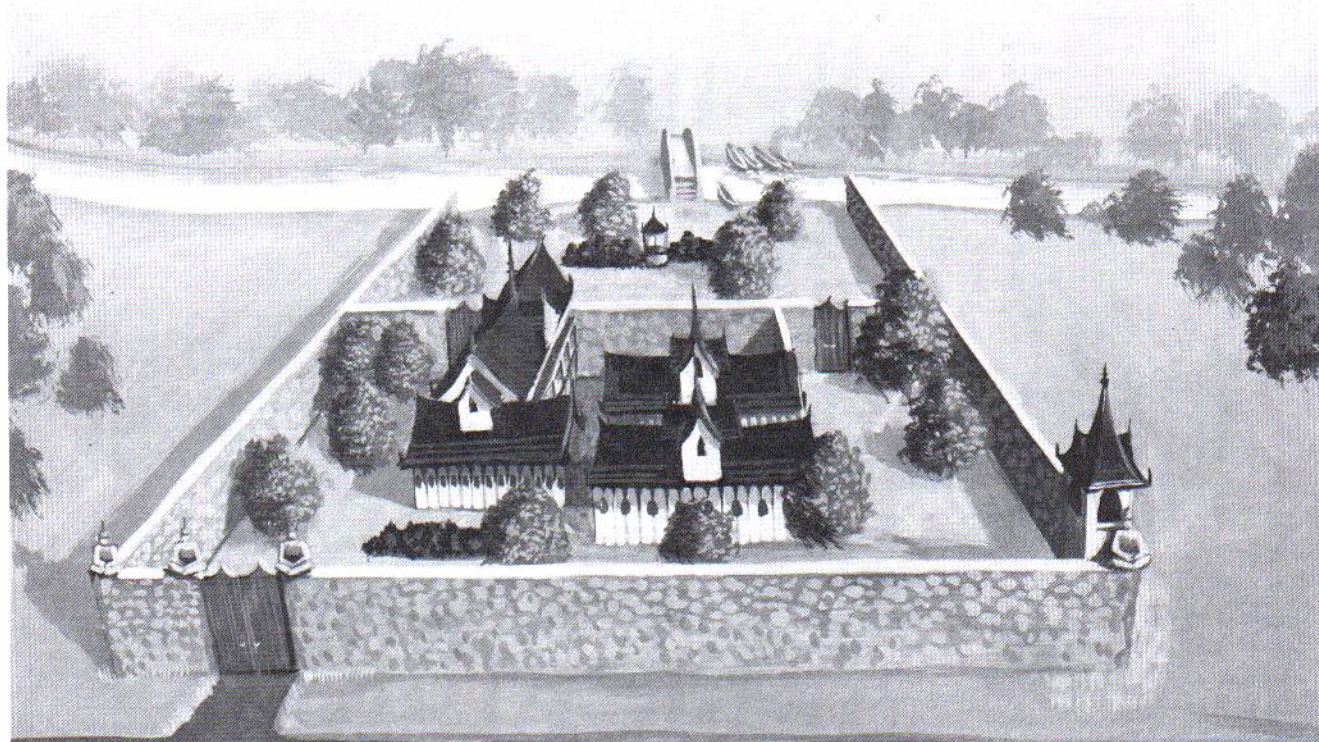
Note: If the characters enter the school, they will probably be captured and forced to fight the students, leading to an escape through the Floating Market. If they wait to follow Chula to Hai Fat Enterprises and are captured there, they will be returned to the school for the fight and escape.

GETTING IN

A decorative stone wall surrounds the school on three sides. To the east is a canal — Klong Dao Khanong — which is lined with canal boats belonging both to the school and to the produce farm on the other side. Most of the school lies within an enclosed wall, but the meditation room and wash room look out over the garden bordering the canal. See the layout of the school on page 24 of this booklet.

The stone walls are 15 feet tall. From outside the school one can see the tops of trees over the walls and a 25 foot high bell tower in the southwest corner. There is a student/guard in this tower at all times. He can easily be seen during the day time, but it requires a PER roll (–2 Ease Factor modifier) to notice him after dark.

The main gate from the road has heavy wooden doors, and there are two smaller doors in the interior wall off the garden (–1 Ease Factor modifier to Lockpick). Each door has a guard; it takes a PER roll to notice the guards (+3 Ease Factor modifier during the day and +1 at night). Picking the locks without being noticed requires a Stealth roll (–4 Ease Factor modifier during the day and –2 at night) in addition to the Lockpick



attempt. The simplest way to get in is to climb over the walls, which are more ornamental than protective. It takes a Mountaineering roll (+5 Ease Factor modifier) to get over the walls.

The guards are marked with "X's" on the map of the school on page 24. They are students armed with a nunchaku concealed beneath their robes (see below for the student and weapon statistics). They work in eight hour shifts. You should decide exactly when the guards change. Their alertness will vary. If Chula knows that the characters are after him, he will alert the guards, giving them a +1 Ease Factor modifier to all PER rolls. The guards, if alerted, will pretend not to hear the characters, but instead will follow them. There will be no attempt to capture the characters until they reach Tagomi's office and open the safe (see office description, below).

If Chula did not notice the Tail, the guards do not get any special modifiers applied to their PER rolls. The guards will try to capture and subdue the characters. Failing this, they will try to kill the characters. The moment any guard notices a character, he will yell to the other guards while getting out his nunchaku.

PHYSICAL DESCRIPTIONS

The grounds are filled with well-kept orange trees and hedgerows. During the day, students wander around the grounds and the guard in the tower can see most of grounds quite clearly. Any Stealth attempt during the day receives a -4 Ease Factor modifier. After 7:30 in the evening, most students are inside the main buildings. At night, oil lamps cast light out to a 25 foot radius. Stealth attempts at night receive a -2 Ease Factor modifier because of the lamps.

Note: A character can use these lamps as thrown weapons, increasing his Hand-to-Hand Damage Class by one. A lamp can be thrown a number of feet equal to half the character's STR. On a Quality Rating 1 or 2, the lamp lands on target. On a Quality Rating 3 or 4, the lamp lands near enough to spray oil on the target. On a failure, the lamp misses. Since most of the school has paper walls and wooden frames, a fire will start, distracting the students. An unlighted lamp will not start a fire. It takes one Action Round to light a lamp.

There are eight motorized canal boats along the banks of the canal. The boats are light, knife-shaped craft designed for moderate travel along the canal. For information on their use, see Part III: G. The Canal Chase, below.

Mr. Tagomi, the owner of the school, looks ancient and frail. However, he is still a fine fighter, and his wizened appearance belies his abilities. He will not be afraid to join in combat, and his fine fighting abilities should surprise the characters. He usually has two students with him at all times.

There are 25 students attending the school. During the day they spend their time in meditation, in classes, or doing exercises. By 9:00 P.M. they are asleep in their sleeping areas.

The students and Mr. Tagomi have the following skills and characteristics:

STUDENTS/TAGOMI

STR:9 DEX:9 WIL:9 PER:7 INT:5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Boating (4/12), Driving (3/11), Evasion (4/12), Fire Combat (2/10), Hand-to-Hand Combat (10/19), Stealth (6/13)

HEIGHT: 5'4"-6'0"

SPEED: 2

WEIGHT: 135-190 lbs

HAND-TO-HAND DAMAGE CLASS: B

AGE: 18-30

STAMINA: 28 hours

APPEARANCE: Normal

RUNNING/SWIMMING: 25 minutes

FAME POINTS: 0

CARRYING: 101-150 pounds

SURVIVAL POINTS: 1

WEAPON: Nunchaku

The nunchaku is described in "Capture and Combat," below.

Student Sleeping Areas: Each area contains 20 floor mattresses and are usually occupied only during evening hours. With 7 students on duty as guards, there will be 18 asleep from 9 P.M. until 5 A.M., split between the two sleeping areas.

Meditation Area: Off the hallway are eight small cubicles closed off by a bead curtain. Each has a silk pillow and a candle. Passing by an occupied cubicle requires a Stealth roll (-1 Ease Factor modifier).

Classrooms: Classes are held in this area. The rooms are bare, except for floor mats and several blackboards. Bead curtains cover the entrances (there is a wooden door leading to the meditation area in the north classroom). It takes a Stealth roll (-1 Ease Factor modifier) to pass the curtained door without being seen.

Supply Room: The wooden door is always locked (+1 Ease Factor modifier to Lockpick). In the room are food supplies and groundkeeping equipment. If a character makes a PER roll (-1 Ease Factor modifier), he will notice the boxes shipping labels say "Hai Fat Ent., Bangkok, Thailand."

Tagomi's Office: This is both the business center of the school and Tagomi's personal quarters. In the northwest corner are his sleeping mat, hookah (Tagomi enjoys a pipe of opium at bedtime), a large wall hanging, and a cabinet with an oil lamp on it. The south side of the room is the office. There is a modern desk with a chair, a hand calculator, a filing cabinet, and a safe. The wooden door is always locked (there is no special Ease Factor modifier to Lockpick it).

Inside Tagomi's office are several things the characters will find interesting. In the drawer of the cabinet by the sleeping mat is a memo concerning the transfer of Scaramanga's golden bullets to Hai Fat (one of the props in the Mission Envelope). The characters should be encouraged to discover this prop before tackling the safe.

If the characters open the safe (-1 Ease Factor modifier for Safecracking), they will find 20,000 bahts (39 bahts equal one pound), business papers, and seven ounces of opium. Characters studying these papers who do not have the Economics/Business Field of Experience must make an INT roll (+3 Ease Factor modifier) to dis-

cover the connection between the school and Hai Fat Enterprises; any character with the Field of Experience will know this automatically. Any character with a Dependence on Drugs weakness must make a WIL roll to resist taking the opium from the safe and using it as soon as possible. Use of opium gives a -1 Ease Factor modifier to all rolls and lasts for four hours.

Tagomi has protected the safe with a silent alarm and a gas sprayer, intended to render any would-be thieves unconscious. Before opening the safe, the characters should make an Electronics roll (-2 Ease Factor modifier) to notice the alarm and gas trap and deactivate them. Failing this, they should get a Sixth Sense roll (-2 Ease Factor modifier) when they open the safe to detect the gas before it knocks them out; the silent alarm will still go off, and Tagomi, Chula and the students will attempt to capture the intruders. If the characters fail the Sixth Sense roll, they will all be rendered unconscious by the gas in 10 seconds.

Note: *The characters should be allowed to find the memo from Hai Fat about the golden bullets before setting off the silent alarm and gas grenade. The silent alarm and gas grenade can be moved to the cabinet by the sleeping mat if the characters open the safe first. In the event the characters are captured before they can investigate the school thoroughly, you can have the memo arrive for Tagomi during the fight. He will get it to Chula as soon as possible, and Chula will then leave immediately.*

Combat Arena: This area has no roof. The ground is covered with a large mat to cushion the falls of students during practice sessions. To the north and south are observation areas, which have eaves over them; here Tagomi and the other students sit and watch the fights in the open area. There are sitting cushions in the observation areas, and along the north wall are various weapons used during practice — quarterstaves, tantos and nunchakus. Since the school's meals are served in this area, the south wall is lined with cooking utensils and a kerosene cooking stove.

The west wall, which leads to one of the sleeping areas, is extremely weak, having the consistency of balsa. The east wall is stone and is 10 feet high. It takes a STR attempt (+4 Ease Factor modifier) to burst through the weak west wall, and a Mountaineering attempt (+2 Ease Factor modifier) to get over the stone wall.

CAPTURE AND COMBAT

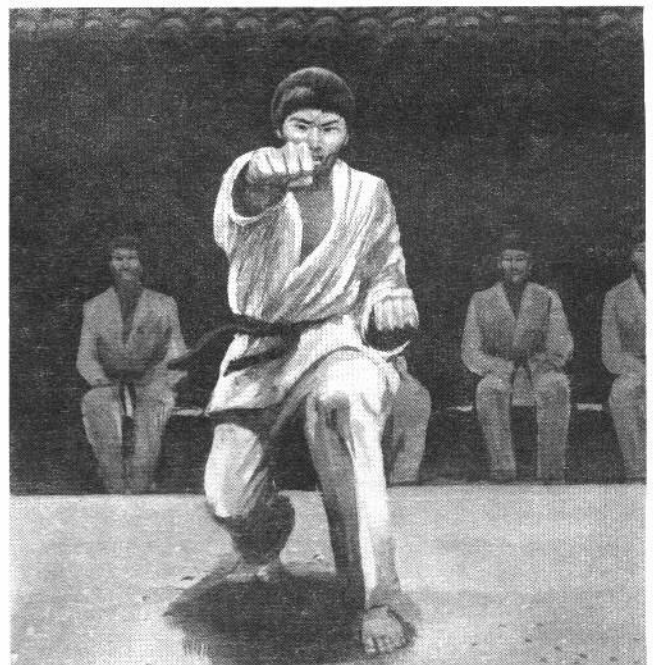
It is quite likely the characters will be captured at some point, either at the Tagomi Temple or at Hai Fat's estate. When this occurs, they will be forced to have combat with the karate school students. They will be disarmed and kept under heavy guard (2 students per character) until the combat is to take place.

If the characters are captured at the school before meeting Hai Fat, Tagomi will send a message to Fat to explain what has happened. Hai Fat will order the characters killed. Tagomi will carry out this order by forcing the agents to duel with his students. The duel will be to the death.

All members present at the karate school (except those on guard duty) will assemble in the northern observation area. There will be 19 students and Chula (unless he has been killed or injured earlier). Tagomi will preside over the duel, his face expressionless the whole time.

If the characters have been rendered unconscious (by the gas grenade or other means), they will wake up on comfortable silk pillows. They will be served an invigorating tea by several attractive Oriental women (provided by Hai Fat to keep the students happy). While they drink and recover their senses, they will see two students walk to the center of the combat arena and bow to all spectators (including the characters). Two tantos will be handed to each combatant, distributed by students holding silk-lined carrying cases for the weapons. As the characters look on, the students will fight to the death.

Following this first duel, the body of the loser will be dragged off and a new student will walk into the arena alone. After performing various warm-up exercises, he will turn to a character (your choice) and beckon him to rise. It is suggested that the character selected have the highest Primary Chance in Hand-to-Hand Combat and have a healthy amount of Hero Points. A hesitant character will be encouraged by the maidens to go forward.



The characters at this point may decide that discretion over valor is the best idea. Students armed with tantos will stand before the beaded curtains at the entrances to the arena, preventing the characters from departing.

The duel will be Hand-to-Hand. The students will not use weapons unless the characters manage to grab one for themselves. The *tanto* is a Japanese sword: +2 to the Damage Class, no Draw adjustment. The *quarterstaff* is a hard wooden pole six feet long: +2 to the Damage Class, -1 Draw adjustment. The *nunchaku* consists of two rods joined together by a chain: +2 to the Damage Class, no Draw adjustment. Each weapon has a Performance Modifier of 0.

The dueling character is expected to conduct himself politely during the fight, which includes bowing to Tagomi and his opponent before the battle begins. On the first fight only there is a chance to score an easy victory. The student, skilled but naive, will bow, taking his eyes off the character. At this point, the character may deliver a blow without any negative modifiers for his opponent's Speed. After this, no student will take his eyes off the character. The duel will continue until the character or the student is Incapacitated.

After the first character has completed his fight with a student, the next best character (Hand-to-Hand skill and Hero Points) will be called up to fight another student. You can continue to have the characters fight the students one at a time until one of three things occurs: the characters are Incapacitated, the students are all Incapacitated, or the characters decide to make their escape.

ESCAPING FROM THE SCHOOL

The characters will have to escape at some point. There are two ways available: either through the thin wall or over the 10 foot stone wall. If the characters did not notice that the thin wall is breakable, you can give them another chance now (or remind them). If the agents make it through the thin wall or over the stone wall, the students will sit stunned for one Action Round and then

give chase, pursuing the characters via the same escape route. If Chula is around and still mobile, he will be in command. Assume the chase to start at either Medium or Long range, depending on how much aid the characters need.

The fastest escape route is the canal. However, if no character has the Boating skill, you should encourage them to use another form of escape; likewise, the characters may head off away from the canal. Across the road from the Tagomi Temple is an insurance agency office building with a full parking lot. As the characters approach the parking lot, they will notice several people just getting out of their cars. The characters may want to "borrow" a car to escape.

For the sake of simplicity, assume all cars stolen by the characters and karate students to be Hornets, with the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	50	90	250	2	4

Use the maps of the Floating Market (below) and of Bangkok (page 48) for running the chase in cars.

Note: If Tagomi and Chula are killed, a student will assume leadership (his skills and characteristics should be somewhere between Chula's and an average student's).

G. The Canal Chase

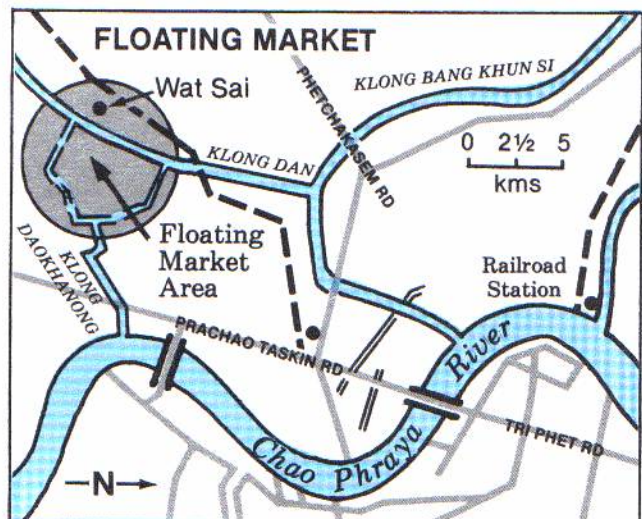
The most exciting chase will be in the canal boats through the Floating Market of Wat Sai. There are eight canal boats on the shore of the canal. Seven of them can hold two people without problem. Passengers beyond that number give a -1 Performance Modifier to the craft. There is a large boat, however, one that can hold six without penalty. The boats are small dugouts with motors at the back. They have the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	10	15	80	0	1

It takes one round to start the vehicles, during which time the pursuing karate students may close in on the characters. However, the propellers on the motors are mounted on long poles, and the poles can be pivoted out of the water and the propellers used to attack up to six opponents per round (the motors cannot physically be lifted and used as a weapon). The propellers can be used in Hand-to-Hand Combat (-2 Ease Factor modifier), and have a Damage Class F. To speed things up, make one roll for the character's attack and assume all targets take the same damage. Even if none takes any damage, each must make a WIL roll (-3 Ease Factor modifier) before trying to approach close enough to fight (this applies only to the first round after the propeller attack). It takes a DEX roll (no special Ease Factor modifier) to get past the propellers, and once an opponent gets by, the character can no longer attack with the propellers.

A character in the boat may wish to use the propeller as a weapon during the chase. To do so requires a Force maneuver. If the propellers are used this way, they can only strike at boats or opponents to either side or to the rear, and only at Close range. Also, only one target can be attacked per round, all other pursuing craft can close that round, and the characters cannot Flee.

At least six students, led by Chula (if he has survived), will join in the chase. They will take the larger canal boat if they can. If you have more students in the chase, they will have to use the smaller boats. Optionally, since



all the karate students are familiar with the canals, you can have every boat pilot get a +1 Ease Factor modifier to his rolls.

After three rounds of chase, the characters will run into the Floating Market. Here the farmers and produce distributors bring their boats filled with goods to sell (these boats do not have motors). They congregate in a circular system of klongs (canals), where canal taxis and tour boats pass by. Passengers buy fruits, vegetables, and even kitchen utensils without having to leave their boats. The characters and the students will have to maneuver around these obstacles.

Roll a D6 once every two Action Rounds to determine what obstacle the characters have encountered. If the characters are in several boats and split up, you can roll separately for each boat. The number in parenthesis after the obstacle is the Ease Factor modifier to the Trick maneuver that must be made to avoid having an accident. This modifier is applied to the Ease Factor that was bid for that Action Round of the chase. Thus, if the character driving the boat bid a 5 and encounters a tourist boat, he will have to make an Ease Factor 4 Trick maneuver to avoid a collision. Use the table below to determine the nature of the obstacle.

OBSTACLE TABLE

D6 ROLL	OBSTACLE (EASE FACTOR MODIFIER)
1	No encounter
2	Sampan (-1)
3	Tourist boat (-1)
4	Bridge support (-1)
5	Jam (-2)
6	Sheriff J. W. Pepper

Sampan: One of the many produce sampans has moved in front of the characters. A collision means both boats have taken damage according to the Mishap Damage Chart. On an Incapacitation or Kill result, the sampan and canal boat sink and the Player Characters are

thrown into the water. It takes one Action Round to swim to the shore. The pursuing boats with the karate students will have to avoid the sinking sampan.

Tourist Boat: The characters are in danger of colliding with a boat larger than theirs. Only the characters' canal boat will take the damage indicated on the Mishap Damage Chart. The characters should be allowed a DEX roll (no special Ease Factor modifier) in this case to jump into the tourist boat rather than landing in the water.

Bridge Support: The heavy wooden support beams of a bridge are in the characters' way. The canal boat takes damage according to the Mishap Damage Chart, but there is no chance for the characters to jump into another boat. They will have to swim ashore (one Action Round).

Jam: Ahead is a complete jam of sampans, lasting for D10 rounds, with only a narrow path for a boat to get through. This obstacle applies to all boats in the chase. A Failure means the boat crashes into the jam and takes damage according to the Mishap Damage Chart. On a Quality Rating 3, 2, or 1, the characters manage to get through the jam. On a Quality Rating 4, they are forced to stop in a crowd of boats so thick that the water cannot be seen. Instead of waiting for the jam to alleviate, characters or NPCs may attempt walk across the sampans. If this occurs consider the characters' and students' sampans to be at Medium range. Continuing the chase on foot requires a Trick maneuver (-1 Ease Factor modifier) every round to avoid falling into the water. For Combat, halve the movement rate for anyone crossing from boat to boat. At the beginning of each round each combatant must make a DEX roll (+2 Ease Factor modifier) to keep his balance.

One advantage of fighting on the sampans is the variety of weapons to pick up. A paddle gives a +2 Damage Class modifier; a melon can be thrown (-1 Ease Factor modifier and +1 to the Damage Class); knives can be found; and baskets can be stuck over an opponent's head with a successful Specific Blow. The now-hooded victim



must make a DEX roll every round to keep his balance, and can do nothing until he removes the basket, which requires a DEX roll (+3 Ease Factor modifier).

Sheriff J. W. Pepper: Same as the tourist boat, except that among the passengers are Sheriff J. W. Pepper and his wife Maybelle. If the characters avoid the boat, Pepper and his wife will be drenched with water. If the characters jump into the tourist boat, they will land directly on top of the couple. If Pepper recognizes the characters in his lap from a previous mission, he will be happy to assist them. Pepper, however, has no weapon but his mouth. He should attract so much attention from his bellowing that Chula and the students will decide to leave the characters alone for the present.

In the movie, Bond managed to slice through Chula's boat by broadsiding it. This is possible if the NPCs are in the large canal boat. The character must perform a Quick Turn maneuver to turn into a side canal, then rev up the engine and rush the large canal boat, cutting it cleanly in half. The pilot of the boat must make a Force maneuver (-2 Ease Factor modifier) to do this.

ENCOUNTERING LT. HIP

To try to get to shore, the characters must make a Trick maneuver (-2 Ease Factor modifier) to get around the various sampans in their way. Once on the ground, the terrain will consist of various storage shops and very crowded streets. Students still following the characters will have to make the same maneuver.

The characters may be wounded by now, and may require some help. This is the perfect point to introduce Lt. Hip and his nieces. Hip is the M.I.6 contact in Bangkok, and he followed their trail to the Tagomi Temple. He saw the boat chase beginning and followed on shore.

Hip will pull up in his Mercedes 380SEL. The Attributes for the car are:

PM	RED	CRUS	MAX	RGE	FCE	STR
+1	5	60	110	450	3	7

Accompanying Hip are his nieces, Cha and Nara. The nieces have a STR of 6, a Hand-to-Hand Combat Skill Level of 8 (Primary Chance of 14), and a Speed of 2. You can give them Hero Points if you wish. Hip and his nieces will help the characters as long as the number of students does not outnumber them by more than 3. Otherwise, Hip will have the characters jump in his car and roar off.

If the characters do not immediately sneak into the karate school to investigate it, Hip will show up with Goodnight at the first convenient opportunity. If the characters are taken to the school after visiting Hai Fat's estate, Hip will show up as described above.

Lt. Hip will offer the characters any assistance they need while in Bangkok. He will be available to drive them around and provide them with information (especially about Hai Fat's estate).

H. Hai Fat Enterprises

The next link in the trail of the golden bullets is Hai Fat Enterprises. Chula, if he is still alive, will deliver the bullets to Hai Fat's estate the morning after he reaches the Tagomi Temple. The characters should be able to pick up Chula's trail, either by following the tracer placed in with the bullets or by investigating several other clues that lead to Hai Fat.

The other clues include the business card in Chula's wallet, the crate labels in the supply room of the Tagomi school, and the papers in Tagomi's safe. If the characters have not found any of these clues or they are stumped, Lt. Hip or the Bangkok authorities will give them information that connects Hai Fat with the school.

There are several important clues to be found at Hai Fat's estate. A letter from Dr. Isa Nakahara to Hai Fat implicates him with the kidnapping of Gibson and the Solex. There is also an interoffice memo about Andrea Anders coming to pick up the golden bullets and about electrical equipment to be used for the Solar Gun. Of even more importance is Fat himself, who may be willing to help the characters.

GETTING THERE

Hai Fat's estate, where Hai Fat Enterprises is located, is on Rama V Road, about 20 kilometers north-east of Bangkok. The estate is palatial and is completely

closed off to the public by stone walls. A layout of Hai Fat's estate is included on page 24 of this booklet.

Any investigating before approaching the estate will reveal that Hai Fat Enterprises has a completely clean record. There have been suggestions that warehouses belonging to competitors of Hai Fat have an odd habit of burning down, and some allegations of mob activities associated with Hai Fat, but nothing has ever been proved.

The characters can either break into Hai Fat's estate secretly or walk in undercover as businessmen or even as Scaramanga. (Bond tried this in the film; his rationale was that, since Scaramanga kept his appearance secret, Fat had never seen him. Bond was wrong, though his thinking was sound.) Hai Fat has met Scaramanga and knows what the assassin looks like. If a character pretends to be Scaramanga, Hai Fat will pretend to be surprised at finally meeting the famous assassin, but will defer any conversation until dinner that night. After dinner, the character will be captured. (See "Encountering Hai Fat," below.)

The characters may decide to sneak into Hai Fat's headquarters, especially if they have already been captured at the karate school. They may wish to scout out the estate from one of the nearby foothills near the estate. Lt. Hip, as soon as he hears the characters are

going to investigate Hai Fat, will offer to draw them a map of the estate. (This hand-drawn map is one of the props in the Mission Envelope.)

PHYSICAL DESCRIPTION

Hai Fat's estate is very ornate and attractive. It is built on sloping ground and consists of three ascending levels. The entire estate is surrounded by a 10 foot high stone wall. The only entrance is on the first level, and has heavy iron doors. The first level is dotted with trees and has a parking lot, housing for guards, and an outdoor cafeteria protected from rain by an Oriental cabana. A wide pathway leads up marble stairs to an arch decorated with two gold-plated statues of roaring lions.

The second level is a huge garden, with winding pathways, several rest areas, and a huge pond. The sunken pond is made of marble, passersby often stop to gaze into its languid depths. Most interesting is the enormous statue in the pond — a snake-like dragon over 260 feet long. The garden area is also filled with Oriental statues, though these are painted and significantly smaller. Three marble staircases lead up through more arches to the third level.

The top section of the estate is covered with large marble tiles. There are two large buildings on the level, Hai Fat's mansion in the northwest corner and his business offices in the northeast corner. In the center is a large mausoleum. This level also contains a fountain, an open-air cabana, and two statues of smiling Buddhas.

If the characters observe the estate for a time, they will see that the estate has an ample supply of guards. The locations of eight guards are marked on the map on page 24; in addition, there is a guard on the first and

third levels and two on the middle level, patrolling the grounds. There are three 8 hour shifts for guards (a total of 42, though about a third will be asleep at any time); during the evening and night shifts an extra guard patrols each section. The guards are armed with AKM's. If you wish, you can have extra guards (armed or not) wandering between the first level cabana and their barracks. The guards have the following skills and characteristics:

GUARDS

STR: 7 **DEX:** 8 **WIL:** 6 **PER:** 7 **INT:** 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Driving (3/10), Evasion (4/11), Fire Combat (6/13), Hand-to-Hand Combat (5/12), Stealth (3/9)

SPEED: 1

RUNNING/SWIMMING: 25 mins.

HAND-TO-HAND DAMAGE CLASS: A

CARRYING: 101-150 pounds

STAMINA: 28 hours

SURVIVAL POINTS: 1

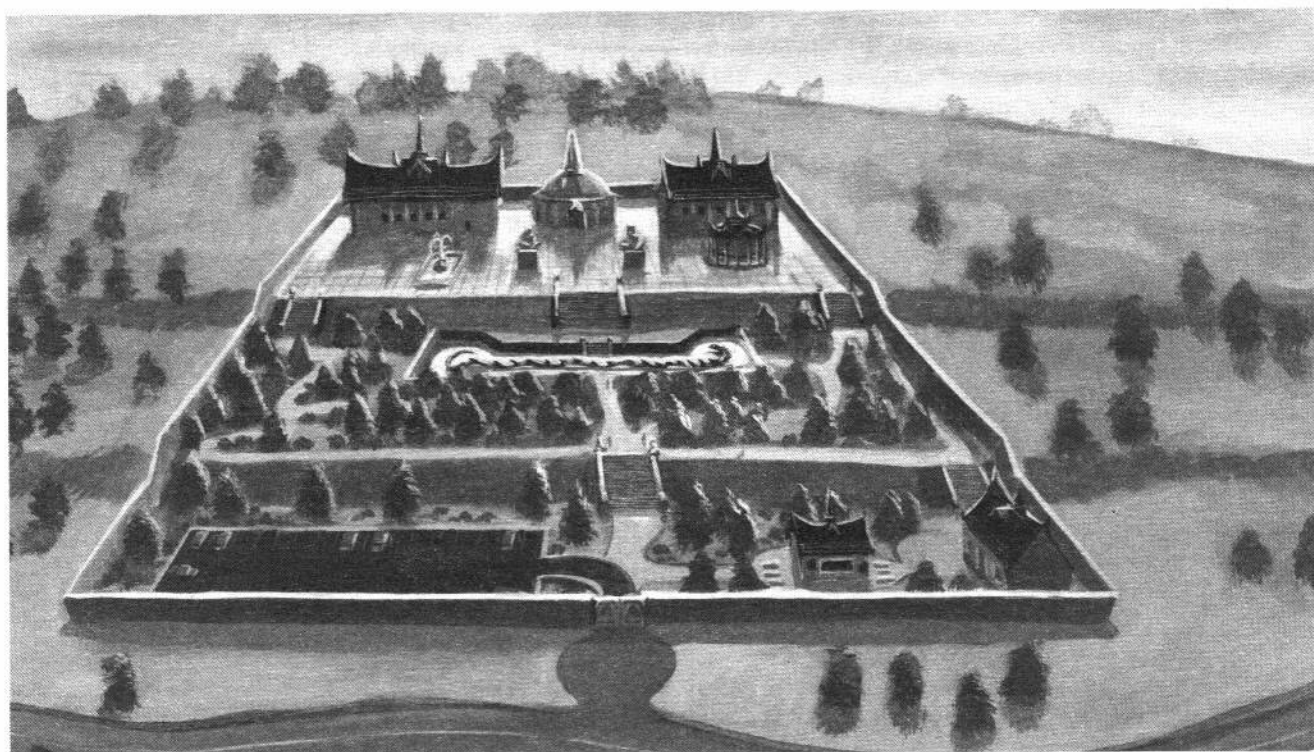
LAYOUT OF THE ESTATE

The Wall: From the road level, a person can see the tops of trees and buildings over the 10 foot high wall. There are no trees anywhere near the wall, so a character will have to make a Mountaineering (+3 Ease Factor modifier) roll to get over it. The iron doors to the estate require a Lockpick attempt (-2 Ease Factor modifier) to open. Note that there are guards just inside the gate.

First Level

Parking Lot: During the day, there are anywhere from 12 to 25 cars in the lot; at night, there are four cars for the staff to use. In addition, Hai Fat has his Mercedes 240D in the parking lot; its Attributes are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	60	100	475	2	6



Outdoor Cabana and Barracks: The cabana serves as the mess hall for the guards and groundskeepers. The food is cooked inside and served on tables under the cabana. There is a small storage room containing kitchen and food supplies. The cabana is kept lit all night and serves tea and food to the guards. The barracks are the sleeping quarters for the guards; there are always 14 guards asleep here in the barracks.

Second Level

The Garden: The second level is 15 feet above the first level, and the wall separating the levels extends up another 5 feet. Climbing this wall is the same as climbing the wall that surrounds the estate. Anyone within 10 feet of the wall should get a PER roll (–2 Ease Factor modifier) to notice the floodlights built into it; these bright lights are turned on only if intruders are on the grounds. At night, the grounds are illuminated with lamps (–1 Ease Factor to Stealth attempts), but they leave many areas in darkness. The pool area is always brightly illuminated. During the day, the trees can be used to hide behind (no special Ease Factor modifier applied to Stealth attempts).

Along the pathways are various garden statues, each brightly colored. The statues are mostly of Oriental figures from different mythologies, time periods and countries. There is a small shed near the center of the garden in which the groundskeeper keeps his tools, chemicals, and a tractor lawnmower.

The Pond: This area is serenely beautiful, and the dragon statue is impressive as its body dips and rises from the water. The pond is 10 feet deep and is stocked with imported fish. If the characters wander by the pond during the day, they will see an Oriental woman (Good Looking in Appearance) skinnydipping in it. Her name is Chew Mee, and she is the girlfriend of Fat's male secretary, Ling Po. Chew Mee will be very friendly to the characters but will know nothing of value. During night hours, the pool is brightly lit with floodlights.

Third Level

Mansion: The largest building on the estate is on the third level. This is Fat's mansion where he lives, with a cook and his private secretary having their own rooms in the mansion. The main doors are open during the day but are locked at night (–2 Ease Factor modifier to Lockpick).

Hai Fat stays in the building most of the time. In the day he can be found in his office or the meeting room, and at night in his personal quarters. Ling Po, Fat's personal secretary, has his office near the main door and meets any visitors entering the building; he has an alarm button in his desk, which he will push to summon guards if he notices any intruder in the building. If it becomes necessary, use the Civilians Table in the "How to Use Non-Player Characters" chapter of the *James Bond 007* Game to generate his skills and characteristics.

Hai Fat's office, in the southeast corner of the building, has two entrances, one door opening through Ling Po's office and a sliding glass door opening off the

grounds. Both entrances have alarm systems (–2 Ease Factor modifier to an PER roll to notice and a –3 Ease Factor modifier to an Electronics roll to deactivate). If the alarm system is tripped, it will bring 20 guards within 30 seconds.

There are several major clues to be found in Hai Fat's office. In his locked files (–1 Ease Factor modifier to Lockpick) are papers that connect Hai Fat with various illegal activities, including drug smuggling, white slavery, and mob coercion. Additionally, the bottom file has a letter from Dr. Isa Nakahara to Fat, congratulating him about the kidnapping of Gibson. On Hai Fat's desk is an interoffice memo concerning Andrea Anders picking up the golden bullets and the arrival of spare electronic parts. (These two props from the Mission Envelope should be handed to the characters as they are discovered.)

Note: *You may wish to place these props in Hai Fat's office in the Office Building on the estate, depending on where the characters decide to search first. In the event the characters are captured early, you can move the props so they can more easily be found. For example, if the characters are captured and brought to Hai Fat's office, you can have the memo and letter on Hai Fat's desk. During Hai Fat's questioning of the characters, you should allow one of the characters the chance to read these props.*

Ling Po has private quarters in the mansion, which he shares with Chew Mee. Also, Fat's chef has his own living quarters near the kitchen area. Both Ling Po and the chef will be Antagonistic toward anyone breaking into the mansion, especially at night.

Hai Fat's personal quarters take up the rest of the mansion. His quarters are beautifully decorated within Oriental paintings and statues. By his bed Hai Fat keeps a copy of the *I Ching* (an Oriental fortune telling oracle). If the characters manage to Stealth into the bedroom at night, they will find Hai Fat pouring over the latest reading. He will be extremely upset, for the reading indicates doom (see "Encountering Hai Fat," below).

Office Building: The other large building in the northeast corner of the estate is the corporate headquarters for Hai Fat Enterprises. The main door opens into the reception area, and guests must stop here in the day to state their business. The receptionist's initial Reaction will be Antagonistic toward anyone she does not know. Her WIL is 6 for purposes of Persuasion, and on any result other than "Y," she will press an alarm button on her desk to summon guards.

Hai Fat has another office in this building, but uses it infrequently. There are six other business offices and three secretary offices in the building. There are no real clues in these offices. However, a character with the Field of Experience in Business/Economics who spends 10 minutes examining the records in each office will discover that millions of dollars have been diverted from Hai Fat Enterprises into a science project. A character making a Science roll (–1 Ease Factor modifier) will be

able to determine this science project has something to do with solar power research.

The office building uses an alarm system similar to that found in Hai Fat's mansion. It requires a PER roll (–3 Ease Factor modifier) to notice the alarms and an Electronics roll (–4 Ease Factor modifier) to deactivate it. The alarm will bring 20 guards, armed with AKM's, within 30 seconds.

Note: *The letter from Nakahara to Hai Fat and the interoffice memo can be located in Hai Fat's office in this building, if you so wish.*

Mausoleum: The third large structure on this level is the Fat family mausoleum. The door is made of heavy iron and is always locked (–2 Ease Factor modifier to Lockpick). Inside are several crypts for various members of Fat's family. There is also a space for him, but the death date has not yet been inscribed and there is, of course, no body.

Cabana: There is a small open-air cabana on this level. During good weather, Hai Fat often sits in the cabana to do his office work.

ENCOUNTERS

If the characters are on the estate, you can use the table below to determine any encounters they may have while there. If they have come as businessmen, roll for an encounter once every two minutes; if they are sneaking on to the grounds, roll once every 100 feet. The first column is used during daylight hours and the second column during the evening and night shifts.

Before an encounter occurs, you will have to decide how hostile the NPC is toward the characters. If Hai Fat is not aware the characters are M.I.6 agents, his people will be Neutral towards them as long as they are in the guise of visiting businessmen. If Fat is aware of the characters' real identities but wishes to trap them, his people will be Opposed, but they will take no direct action unless so ordered. If the characters are sneaking on to the grounds, then the Guards and others will be Antagonistic and will attempt to capture the characters.

ENCOUNTER TABLES

Daytime		Nighttime	
1D6 ROLL	ENCOUNTER	1D6 ROLL	ENCOUNTER
1	No encounter	1-2	No encounter
2	Office Worker	3	3 unarmed Guards
3	Andrea Anders	4	1 armed Guard
4	Hai Fat	5	2 armed Guards
5	2 unarmed Guards	6	3 armed Guards
6	2 armed Guards		

Office Worker: A secretary or manager from the office building is out for a stroll or running an errand. They will stop to ask the characters if they need help. Assume her WIL to be 6 and all interaction modifiers to be –1. The worker will report the characters if they cannot convince him they belong there.

Unarmed Guards: The guards are off duty, but they will know immediately the characters do not belong there. They will shout for help while attempting to subdue the

characters. The guards can be avoided at night by characters making successful Stealth rolls (no special Ease Factor modifier).

Armed Guards: These guards are patrolling or investigating the report of intruders. They are armed with AKM's, and will try to capture the characters. The guards will resort to Fire Combat only at night, since they do not want to disturb the company personnel.

Andrea Anders: Anders has come to pick up Scaramanga's bullets. She has left Scaramanga's bronze AMC Javelin in the parking lot. She will pass close to the characters. Unless the characters try to hide (Stealth, –3 Ease Factor modifier), she will see them. She will recognize them from Paris and attempt to engage them in conversation. If asked who she is, she will say that she is a friend of Hai Fat. She will act the sad and exploited mistress of Scaramanga. In any event, she will encourage future meetings with the characters. She will even give them her address at the Asia Hotel in Bangkok.

Note: *The characters can make a Fame roll to recognize Anders. They should also get an Ease Factor 2 PER roll to recognize her as Saida. Anders will be wearing her Savage Scarlet lipstick; a player asking about Anders' lipstick color should be told it is the same color as that worn by Saida.*

Hai Fat: Hai Fat and either an armed guard or his secretary Ling Po have been encountered. See "Encountering Hai Fat," below, for details.

ENCOUNTERING HAI FAT

The characters will have several ways to meet Hai Fat. If Hai Fat encounters the characters on the grounds of the estate through a random encounter, he will call for the guards if he assumes they are intruders. If he knows their real identities, he will become very pleasant and invite "these unexpected visitors" to dinner. He will seem to accept any explanation they offer as the truth.

Should the characters approach as businessmen wishing to talk a deal, Fat will agree to meet them for dinner. Hai Fat will recognize the characters if they have already been captured at the Tagomi Temple and he will attempt to capture them. Otherwise, make a Fame roll for Fat to see if he recognizes them. If the result was a "?," the characters must make a Persuasion attempt to convince Fat they are whom they say they are. A "Y" result on the Persuasion attempt means the characters have convinced Hai Fat of their cover identities; a "N" result means they have blown their cover; and a "?" result means Hai Fat is still suspicious (note down the Quality Rating of the Persuasion roll that gave this result).

If Hai Fat is still suspicious, he will attempt to trip up the characters. The Quality Rating of the Persuasion roll indicates the number of times Hai Fat will attempt to trick the characters. You can either role-play the encounter with Hai Fat, making up the questions he will use to test the characters, or you can have the characters make a roll, using the appropriate skill or characteristic,

to see if they answered correctly (Ease Factor 3 for each question). If they fail on any question, they have blown their covers.

Once Fat knows who they are, he will still have them to dinner. This will give the characters a chance to Persuade Fat to help them. During dinner Fat will drop little hints that he is wearying of his life of crime. If the characters fail or do not try to Persuade Fat, he will have them attacked by sumo wrestlers on their way out.

While passing down onto the second level the characters will be attacked by the wrestlers. There should be one wrestler per character. They have the following skills and characteristics:

SUMO WRESTLERS

STR: 14 **DEX:** 9 **WIL:** 10 **PER:** 6 **INT:** 5

SKILLS (SKILL LEVEL/PRIMARY CHANCE)

Evasion (6/17), Hand-to-Hand Combat (10/24),
Stealth (3/13)

SPEED: 2

RUNNING/SWIMMING: 25 mins.

HAND-TO-HAND DAMAGE CLASS: C

CARRYING: 211-280 pounds

STAMINA: 28 hours

SURVIVAL POINTS: 1

The sumo wrestlers will attempt to subdue the characters either by Restrain or a Knockout. If the wrestlers seem likely to lose the battle, they will be joined by armed guards. If you wish, Nick Nack can make an unexpected appearance (as he did in the film). Nick Nack will be armed with a trident, adding +2 to his Damage Class, and will try to Knockout a character with it (he must stand on something at least three feet high to accomplish this).



Note: If the characters have not been involved in the duel to the death at the karate school, have them sent there by Hai Fat. Only if the characters have escaped from the school should you let them try to convince Hai Fat to help them.

It may happen that the characters will simply wait outside the Tagomi Temple and Hai Fat's estate, using the tracer to follow the golden bullets. If they have not done any active investigations of Hai Fat's estate, then Fat will find the tracer in the bullets and will send out his guards to scour the area. The guards should be able to surprise the characters and capture them. Hai Fat will then have them to dinner.

I. Encountering Andrea Anders

Andrea Anders is the next link in the trail of the golden bullets. She will arrive at Hai Fat's estate, pick up the bullets, and return to her room at the Erawan Hotel in Bangkok. The next morning she will rendezvous with Scaramanga and they will head off to his island.

The characters have several ways to meet Anders. They may encounter her while prowling around Hai Fat's estate (see the Encounters in Part III: H. Hai Fat Enterprises). Anders will gladly begin talking with the characters and will reveal where she is staying. She will then pick up the bullets and return to her hotel.

Otherwise, the characters will be able to follow Anders from Hai Fat Enterprises to her hotel via the tracer in the bullets. Until the next morning when she has the rendezvous with Scaramanga, she will be available to interact with the characters.

If the characters did not place the tracer, they may have lost track of the bullets by this point. The transfer of the bullets from Hai Fat to Anders will take place outside the mansion and can readily be seen by a character with binoculars. If the characters somehow miss the exchange, you can have Goodnight or Hip follow Anders to her hotel and then contact the characters with this information (assessing an Experience Point penalty).

Anders will be very approachable at the hotel. She will drop off the bullets in her room and go down to the bar for a drink and dinner. She will wait around the bar for a few hours and then go back to her room for the night. If Anders is at all aware of the characters, she will make herself available for conversation.

Anders intends to use the characters for her own ends while pretending to help them. She receives a +4 Ease Factor modifier to her WIL rolls during the Seduction sequence. She will play along with the Seduction even after she passes her WIL roll, but she will not be totally truthful. She will tell the character that she is Scaramanga's mistress and that she hates him and wishes him dead. She will appeal to the character to protect her by killing Scaramanga and will tell him when she will rendezvous with Scaramanga the next day. She will even go so far as to give the location of Scaramanga's island. Her intention is to have the characters kill off Scaramanga, and then she will take the Solex Agitator for TAROT, killing either the characters or Scaramanga, whoever is still alive.

As long as she successfully resists the Seduction, she will never admit that she played Saida in Paris. If questioned about her lipstick, she will say that Saida stole a

tube of Savage Scarlet from her. The ease of the Seduction and her adamant denial of being Saida may clue the character that Anders is not being totally truthful.

In the event that Anders is successfully Seduced and the re-rolled Reaction is Friendly or Enamored, she will reveal everything, including her connection with TAROT and her Disguise as Saida. She will agree to help the characters in any way, including helping them capture Scaramanga the next day and telling them the location of his island. She will try to stop Scaramanga from escaping Bangkok (which will lead to her instant death at Scaramanga's hands).

If the characters only attempt Persuasion, Anders will still follow her initial plan of leading them to Scaramanga, no matter what the actual result of the Persuasion attempt. She will tell them to meet her at the front desk at 10:00 A.M.



J. The Car Chase Through Bangkok

Anders and the golden bullets are to be picked up by Scaramanga just outside the hotel at 10:00 the next morning. She will tell this information to the characters. It is assumed they will try to trap Scaramanga. They may decide to stake out the front of hotel, waiting in their car or just inside the front door until Scaramanga arrives.

What Anders has not foreseen is that Scaramanga does not trust her and has set up an alternate plan. Scaramanga has rigged the elevators in the hotel. If Andrea enters the elevator alone, Scaramanga will drop down from above and take her to the basement parking area where he will shove her into the car and drive off. If anyone is with Andrea, Scaramanga will gas the elevator occupants. This is the same gas that is used at the school. The character should get a PER roll (-3 Ease Factor modifier, Sixth Sense failing that) to notice the gas. If not they are rendered unconscious within seconds. Scaramanga will then bundle Andrea into the car and drive off. If there is any resistance by the character, Scaramanga will kill him, unless you have determined that character to be the one that Scaramanga admires. In this case Scaramanga will just attempt to knock out the character or get away holding Andrea hostage.

Mary Goodnight will be available for capture by Scaramanga (her personal tracer may help the characters find Scaramanga's island). If she has not been given a definite assignment, she will wander down into the basement parking lot, notice Scaramanga and Nick Nack, attempt to place a tracer on the Javelin, and be captured. She will be unceremoniously dumped into the trunk and taken away.

Scaramanga, Nick Nack and Anders will get into the Javelin and drive away. They will pull out of the garage and pass the characters at the front door. You can have Anders signal to the characters as the car passes. Scaramanga's features will not be discernible in the interior shadows. The characters should never get a good look at him.

The characters will either be driving Goodnight's Renault 18i or will be on foot. The Attributes for the Renault are repeated below:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	5	50	100	400	2	5

You can have Sheriff J. W. Pepper become involved in the chase if you wish. If the characters are staked out in a car, Pepper will just happen to saunter by and will come over to offer — loudly — his assistance or to scold them for the chase on the canal. Pepper can offer an amusing diversion while Scaramanga takes Anders away. Pepper will jump into the car with the characters and enjoy the chase.

If the characters do not have a car, Pepper will just happen to be waiting for Maybelle outside the hotel in a Chevrolet Caprice Classic (see the Equipment chapter of the *James Bond 007* Game for its Attributes). Pepper's car can be commandeered by the characters for the chase through Bangkok.

The first six rounds of the chase will involve fairly heavy traffic. You can have an obstacle appear every other round, using those appearing in the Chase chapter of the *James Bond 007* Game or creating your own. None of the obstacles should be worse than Ease Factor 3 as they are meant to slow the characters down and allow Scaramanga some lead.

After the fifth round of the chase, the Bangkok police will become involved in modified Caprice Classics with the following Attributes:

PM	RED	CRUS	MAX	RGE	FCE	STR
0	4	60	130	375	4	10

The police have a Driving Primary Chance of 10. Another police car will become involved every fifth round. They will try to end the chase by stopping the characters and Scaramanga. The characters are closer.

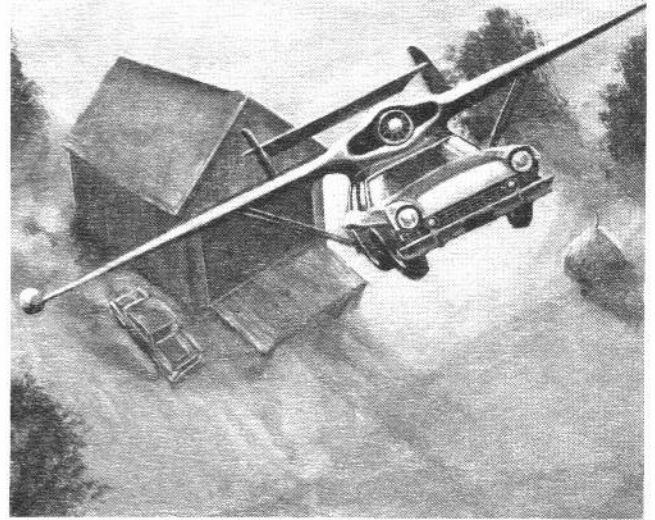
Scaramanga will attempt to Flee until he reaches Extreme or Long range, when he will attempt a Quick Turn. This maneuver will put him on the opposite side of a canal from the characters. The characters will either have to back track for two rounds to find a bridge, or they will have to jump over the canal. Just ahead of the characters is a twisted, broken bridge; it is the only means the characters will have of crossing the canal and keeping the chase going.

Jumping the bridge is rather complicated; because the structure is twisted, the car must roll in midair to land correctly on the opposite side. It requires a Trick maneuver to jump over the bridge. If the characters go first in the round, there are no additional modifiers to the maneuver; if they bid last, apply an additional -2 Ease Factor modifier if the police can catch up with them and interfere.

If the characters make it over the bridge, their range is now Extreme +1. However, they will not have lost track of Scaramanga since there is only the one main road and a side road. They will be able to tell which road Scaramanga took by the dust trail his car left behind.

The dust trail leads to an abandoned farm. Scaramanga's car will not be in sight, but a PER roll (no special modifier) will indicate the car was driven into a large warehouse near the farmhouse. The large door the car drove in through is locked (-1 Ease Factor modifier to Lockpick), and a small door on the other side is barred. The windows of the warehouse are filthy and impossible to see through.

Scaramanga's car has been converted into a plane while inside the warehouse. The process takes only a few rounds as the wing assembly is lowered from the ceiling and hooked to the car body. A false door at the back of



the warehouse will fall open, and the car-plane will rush out, gathering speed across an open field for take off. By the time the characters drive around the warehouse, Scaramanga's car-plane will have lifted off and be out of range.

If the Attributes for the car-plane are necessary, they are:

PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	180	240	300	3	9

Scaramanga will fly the car-plane to the southeast coast of Thailand. There he will abandon the vehicle and transfer to a Hai Fat Enterprises sea-plane, which will fly him to his island near the Chinese/Vietnamese border.

K. Scaramanga's Island

Scaramanga's island, Dhai-Nyu, is located near the Chinese/Vietnamese border, about 750 miles from Bangkok. The island's ownership is disputed, but both countries allow him free use of the island and offer some protection in return for occasional favors.

GETTING THERE

There are several ways to find the island. The tracer with the golden bullets will not be removed until after Scaramanga reaches the island. If Goodnight was kidnapped, her tracer can lead the characters to the island. Either Anders or Fat can tell the characters the location and name of the island. If the characters still do not know the name of the island, the Thai police will discover the map in the abandoned car-plane and radio this information to M.

Note: Whenever the characters are about to go to the island, hand them the map of the Gulf of Tonkin from the Mission Envelope.

As mentioned in their second briefing with M, a sea-plane is available for them. The plane will be sent wherever the characters request. The characters should be discouraged from using other forms of transport (mini-sub or power boat). Both Vietnam and China will have patrol boats in the area, and such transport would take much longer than the aircraft. To avoid radar detection by either the Vietnamese or Chinese, the character flying the plane must make five consecutive Piloting rolls (-2 Ease Factor modifier). Any failure means Scaramanga will know the characters are coming. The plane will not be attacked. Goodnight can accompany the characters to the island if she has not already been abducted; Lt. Hip should not accompany the characters unless you feel they need the extra firepower.

The island looks just like the other deserted islands except for the large junk moored to a dock. It is composed of two large (200 foot), rocky outcroppings connected by a stretch of beach. Dense foliage surrounds the outcroppings (-2 to any Mountaineering attempt).

There is a 100 foot mushroom-shaped rock just off the island. This rock houses the solar reflecting panels for the Solar Gun. The only safe place to beach the sea-plane is on the southern beach area. The northern beach area is rocky and will tear out the plane's pontoons.

A welcoming committee composed of as many karate students/guards as there are characters (or more if you wish) are on the beach brandishing AKM's and holstered Smith & Wesson .38's. The guards serve to keep the characters at bay until the duel in the fun house maze. As soon as the characters de-plane, the guards will disarm them, and lead them inside to the dining area, where Scaramanga will be waiting. Any attempt to resist the guards will result in a nasty bit of gunplay or an early demonstration of the Solar Gun for the characters.

Once in the dining area, the characters will see Nick Nack with a tray laden with fluted glasses and a bottle of Dom Perignon '64. As the small valet proffers the tray, a shot will ring out. The cork in the bottle will pop out, spraying bubbles all over the tray. Scaramanga will make himself visible and apologize for the vulgar display. The players should be reminded of their brush with him in the Casino de Macau. He will place the target pistol on the tray, wave his arms to show he is unarmed (he still has the disassembled Golden Gun) and invite the guests for a tour of his island and dinner. Goodnight and Anders will be invited to join the tour. The guards will follow at a safe distance, their weapons always trained on the characters.



PHYSICAL DESCRIPTION

Entrances: There are six entrances to the complex, marked by letters on the map of the island of page 25. Entrance A has sliding glass doors and is used to move supplies from the dock to the kitchen area. Entrances B and C have brass doors (as do the rest of the entrances on the island) and lead into the dining room. Entrance D opens

off the pool into a natural tunnel (cracks in the ceiling allow light to enter) to the small beach on the east corner of the island. Entrance E goes from the small beach into an airlock connecting with the pool and the rest of the complex. Entrance F, hidden by foliage, leads from the main beach to the solar power center; Scaramanga, Nick Nack and the guards are the only ones who know of this entrance. All the doors in the complex are operated by "Open/Shut" buttons.

Bedrooms: Scaramanga's bedroom is larger than the others and has a dressing room attached to it. Nick Nack's bedroom adjoins the kitchen area, everything here is scaled down to his size. Guests (Gibson, Anders and Goodnight) get their own rooms near the master bedroom; these doors are locked with numeric keypad locks (-4 Ease Factor modifier to an Electronics roll to open a door).

Bar/Rec Room: The rec room area is filled with exercise equipment and has a padded mat on the floor. A steam room and a bathroom are off the rec room. The well-stocked bar area has several easy chairs. There is a carnival shooting gallery that Scaramanga uses for practice. A concealed entrance to the fun house maze is in the south wall.

Maze Control Room: Just behind the bar is a small room with the controls Nick Nack uses to monitor and run the maze. It requires an Electronics roll to figure out how the controls work. There is a peephole that allows Nick Nack to look into the rec room/bar.

Kitchen: This area is Nick Nack's domain with everything scaled down to his diminutive stature. It is a fully stocked kitchen with lots of cooking utensils, pots and pans, stoves, sinks, and a walk-in freezer.

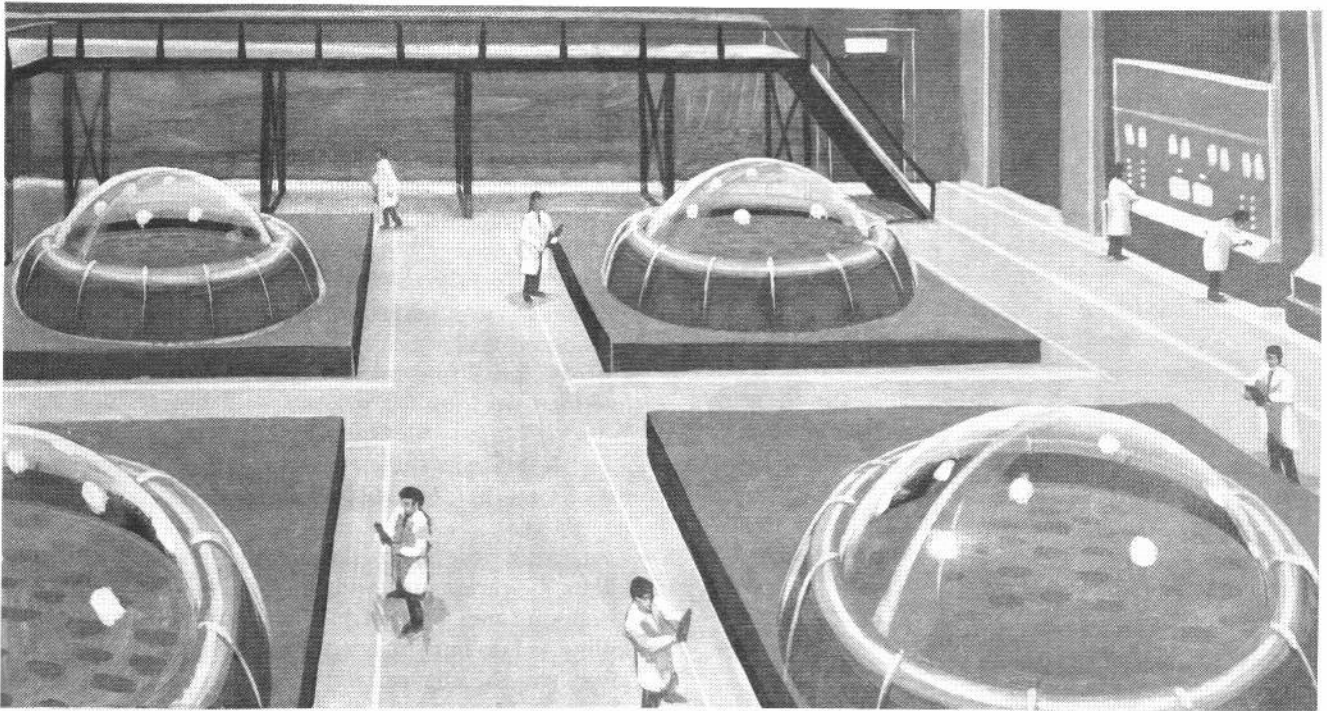
Guards/Technician Quarters: The one Technician and the karate students stay here. Each guard has his own room, and there is a small kitchen where the guards cook their own food. The only entrance is through the solar power center.

Pool: The indoor pool is used during cool or wet weather when Scaramanga feels he needs the exercise.

Solar Power Center: Scaramanga's proudest possession, it "can almost run itself." The entrance to the huge, efficient and quiet center is by pressing a button to open the airlock. The Technician usually works at Panel B, and Gibson, if alive, will be here.

The room has six large vats, covered with glass domes; each vat contains liquid helium, which cools the superconductive coils underneath the vats. There are raised catwalks alongside and above the vats. The glass domes are rather brittle and will shatter if something the size of a human body falls on them from the catwalks. Such an impact will smash the coils causing an explosive overload.

There are three control panels on the main level and a fourth panel on the upper level. These panels control the power in the whole complex, including the Solar Gun. A character must make an Electronics roll to figure



out how the control panels work; it is possible to blow up the whole island by means of these panels.

There are two small rooms off the center. The repair room contains tools and electronic equipment. The other room monitors the liquid helium and controls the air supply inside the complex. Shutting off the controls makes the air in the complex unbreathable within three hours. An elevator leads from the ground floor to the upper level. West on the upper level catwalk leads to the airlock for the solar collection room. Going east on the catwalk leads to control panel D.

Solar Collection Room: Scaramanga will end his tour at the control panel. He will press a button that opens a sliding door in the southwest corner revealing the mushroom-shaped rock, which Scaramanga will tell the characters to watch. As he manipulates the controls, a pair of reflection panels will rise out of the mushroom-shaped rock and fan open. The sun's light will be reflected into the room, focused on a burnished steel device hanging from the ceiling over a rectangular pit. The light is focused in a tight beam into the pit, the Solex Agitator is installed in the pit, augmenting the beam's power and controlling its storage. Another sliding door opens in the west wall. This door looks down over the sea plane on the beach.

The Solar Gun is in the northwest corner of the room. The Solar Gun has the following Attributes:

PM	S/R	AMMO	DC	CLOSE	LONG
+3	1	na	3×L	0-100	250-400
CON	JAM	DRAW	RL		
na	99	-4	na		

The 3×L Damage Class is used against living targets, indicating the target takes three wounds at the

indicated level when hit. Vehicles take damage at Damage Class L normally. Do not increase the damage at Close range, but do decrease the Damage Class by two at Long range.

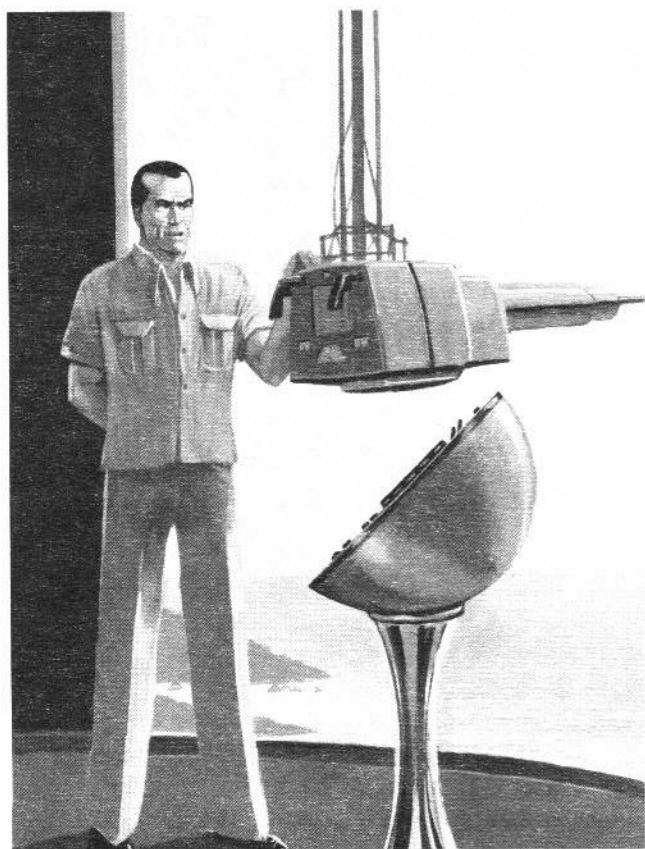
DEMONSTRATING THE SOLAR GUN

Andrea Anders, if alive, will pull her gun on Scaramanga and stick it in his ribs. Scaramanga will play along with her, telling any guards not to interfere. Anders will tell Gibson or one of the characters to get the Solex Agitator from the rectangular pit and toss it to her. Being careful not to get too close, she will drop the Solex into her purse and exit through the airlock, closing it behind her. She will hurry down to the beach to steal the characters' plane.

The characters will probably be surprised to see Scaramanga laugh. He will order the guards to keep their guns on the characters and pull out another Solex Agitator from behind a control panel. He will explain it is the real one and the one Anders stole is a fake. He will have Gibson or a guard place the Solex in the pit and warm up the gun.

"Poor girl," he will say. "She's with TAROT. I knew that all along. I assumed she would try something ridiculous. Now watch, as I demonstrate that I am indeed the Man with the Golden Gun." As she starts the plane's engines, Scaramanga will aim the Solar Gun and, with a flip of a switch, he will blow the plane (and Anders) to bits.

Note: If Anders is already dead, Scaramanga will have to satisfy himself with blowing up the empty sea-plane. In the event a character interferes with Anders' attempt to steal the Solex, Scaramanga will thank him; he will then



have Anders taken down to the dock and thrown in the water. As she swims away, he will use the Solar Gun on her.

Once he has demonstrated the Solar Gun, Scaramanga will invite the characters to dinner. Goodnight will also be invited to join. Gibson will be sent to his room or kept in the solar power center to work.

SCARAMANGA'S SPEECH

Over dinner, Scaramanga will talk about his life, concentrating on the elephant incident (see Scaramanga's background in the *James Bond 007* Game) and on his fondness for killing. If one of the characters has impressed him, Scaramanga will spend most of his time talking to him.

"Now that my Solar Gun is working," he will explain, "I intend to sell the plans to the highest bidder. I've already contacted various intelligence agencies, including my old nemesis TAROT, with my offer. By tomorrow, I will be wealthy beyond belief. It's a pity you insist on working for peanuts — a hearty 'well done' from her Majesty the Queen and a pittance of pension.

"Apart from that, we are the same." The characters may object that they kill only on specific orders from the government.

"And you insist those you kill are themselves killers," Scaramanga will answer. "Come, come, you disappoint me. You get just as much fulfillment out of killing as I do but you are more frustrated. Why, if I had given you the chance, you might have killed me at the Casino in Macau, but I doubt it. Yes, I was there and saw you. The English don't consider it sporting to kill in cold blood, do they? "I could have shot you down when you landed, but that would have been ridiculously easy. You see, like every great artist, I want to create an indisputable masterpiece once in my lifetime. The death of (one/several) M.I.6 operatives *mano a mano* (face to face) will be mine. A duel between Titans. My golden gun against your pitiful (Walthers/other personal weapons). You will have six shots. I only need one."

If, on the other hand, none of the characters has impressed him, Scaramanga will simply tell them that he needs some target practice.

L. The Fun House Maze

The pivotal moment in the adventure is the duel in the fun house maze. The characters will be run through the maze one at a time, starting with the character with the highest Fire Combat Primary Chance and most Hero Points or the character you have determined Scaramanga most admires. You should warn the characters that success in the mission means they must retrieve the Solex Agitator at all costs. They should also be warned that their characters' death are definitely possible.

Since you will be running each character through separately, you can end the session and start the next one with the first character to run the maze, or if it is early in the session, have the extraneous players just leave the room. None of the players should be aware of what happens to the others in the maze. The characters not involved in the current duel will be locked in the guest bedrooms. Guards will be stationed outside their doors until their turns in the maze come.

Before a character begins the duel, Nick Nack will tell him it is to the death; to the winner belongs the Solex, which is somewhere in the fun house. An Incapacitated character will be removed by guards, and Nick Nack will kill him later. Nick Nack will warn the character that he will not abide any cheating or delays. To keep things active and even, Nick Nack will not allow a character or Scaramanga to lie in ambush; if either side does not keep moving, Nick Nack will take great pleasure in announcing where the stationary person is hiding.

A character may attempt to sway Nick Nack's loyalty through Persuasion only before he enters the fun house. Only one Persuasion attempt should be allowed, and should have a -3 Ease Factor modifier. On an "N" or a "?" result, Nick Nack will announce an ambush by the character. On a "Y" result, he will not.

Start the duel directly after dinner. Scaramanga will invite the character into the rec room for a drink but will excuse himself and leave. The character will find the

doors in the rec room locked. After a few minutes, Nick Nack will enter with the character's personal weapon but with only six bullets. After urging the character to kill Scaramanga, Nick Nack will leave.

RUNNING THE MAZE

Determine each character's Maze Reaction Primary Chance by adding his PER and WIL and dividing by two (round fractions down). The Maze Reaction is rolled for the indicated displays. If the character rolls a Quality Rating 4, he has fired one bullet. If the result is a failure, he has fired one or more (up to the maximum of the character's Speed or the Shots per Round of the weapon).

Example: *Bond enters the maze and is confronted with the cowboy at the saloon door. The player running Bond rolls the dice against Bond's Maze Reaction Primary Chance (13) at an Ease Factor of 7. The roll is 85, below the 91 Success Chance, so Bond automatically fires off one round at the mannequin. If the roll was above 91, Bond would have fired off two shots, the maximum he can shoot with his Walther. If Bond was using a Ruger Blackhawk .44, the most shots he could so fire would be 1, the maximum with that weapon. If he used a H&K VP-70, he would fire three shots. In this case, the faster gun could be a liability to a character.*

Some of the displays have mannequins that have weapons and can fire at the characters. The mannequins fire only when the character is in the position to activate the display. After rolling for the character's Maze Reaction, check to see if the mannequin's fire hits the character. For example, if the mannequin has a 35% chance to hit the character, it will do so on a roll of 1-35 on D100. The damage done by the mannequin is also listed; if the character expends a Hero Point, the mannequin misses. If the character does fire at the mannequin because of his Maze Reaction, resolve his Fire Combat first. Any damage better than a Stun will destroy the mechanism and prevent the mannequin from using its weapon. Nick Nack (you) can determine from the control room whether a mannequin fires a blank or live round.

Note: *The mannequins are meant to use up the character's ammunition and his Hero Points. When the character has a Light Wound and/or is low on Hero Points, you should have the rest of the mannequins fire blanks. Also, except for the Walther PPK in the "00" mannequin's hand, the weapons are built into the mannequin and cannot be removed and used by the character.*

One of the sheets in the Mission Envelope gives floorplans to some of the areas. Cut this sheet as indicated and hand out a section as the character enters it. No doors are indicated on these floorplans. The doors in the maze are also controlled by Nick Nack. They can be automatically locked, swung open, or hidden behind sliding panels to look like part of the wall. In this way, you can control the choice of paths for the various characters going through the maze and cut off any at-

tempt for them to back track. Also included in the Mission Envelope are six pictorials of scenes from the maze. When a character enters an area, flash the correct pictorial to the player. After any combat is resolved, you can let the player look more closely at the pictorial. Some areas do not have pictorials.

Floorplans of the maze are included on the Gamesmaster Screen. Use these floorplans to keep track of Scaramanga's location in relation to the character. You should decide where Scaramanga will move in the maze before having the character make his choice as to movement. When Scaramanga is near the character is up to you, but the character should go through four areas before the assassin shows up.

When the character and Scaramanga can see each other, perform a Stealth roll for each. If both receive the same Quality Rating, their first shots are unmodified. Otherwise, the one with the better Quality Rating has a +1 Ease Factor modifier applied to his first shot.

Note: *This procedure is used only if both persons are moving. If the character or Scaramanga is waiting for the other to pass by, he can remain unseen until the victim passes. When the victim comes into view, the attacker must make a Stealth roll (-3 Ease Factor modifier) to Take a Bead. If the Stealth is successful or the PER roll fails, the victim should get a Sixth Sense roll to detect danger. If the victim does not detect the danger, the attacker automatically shoots first. In all other cases, make a Speed Roll.*

If Scaramanga misses with his one shot, he will head directly for the wax mannequin in Area 13. Failing that, he will attempt to leave the maze by the nearest exit. It takes 5 Action Rounds for Scaramanga to reload and re-enter the maze.

Throughout the duel, Nick Nack will be watching via closed-circuit television cameras located along the walls and ceiling. There is no way to avoid being seen as long as the character is on the surface of the maze. If a character attempts to destroy a camera, Nick Nack will reveal his location to Scaramanga. Nick Nack will harass the character during the duel, doing his best to break his concentration.

The way to get around the cameras and Nick Nack is to go below the maze. There are several hatches in the floor of the maze that allow access to this area; the character can see a hatch when he is within 15 feet of it. The hatches open easily from either above or below the maze. Underneath is a network of pipes and girders. DEX rolls (+3 Ease Factor modifier) must be made every 10 feet along this support to crawl through it. A character will fall 75 feet to the stones below only on a roll of 100; otherwise, a Failure means he drops a few feet and loses his weapon. The weapon is lost for the rest of the duel. Once the character is back in the maze again, roll D100 every round; on the first roll of 1-15, Nick Nack has sighted the character again.

Each duel will continue until the character or Scaramanga is either Incapacitated or Killed. An Inca-

pacitated character will be removed from the maze to be dealt with later; a character who is Killed will replace the skeleton in Area 1. If Scaramanga is Incapacitated, he should be allowed to escape (perhaps to be met again) while the character retrieves the Solex Agitator. If he is Killed, his body should later disappear. In either case, the character has succeeded in the mission.

Scaramanga will use First Aid to reduce his Wound Level by one after a duel before inviting the next character to participate. He will not enter the maze with anything worse than a Light Wound, and he will delay selling the Solex until the duels are over.

Note: Nick Nack is supposed to eliminate any wounded characters after the duel. You may wish, after a duel or two, to allow the characters waiting for the next duel a chance to escape before any wounded character is killed. See Part III: *M. Escaping the Island*, for suggestions.

LAYOUT OF THE MAZE

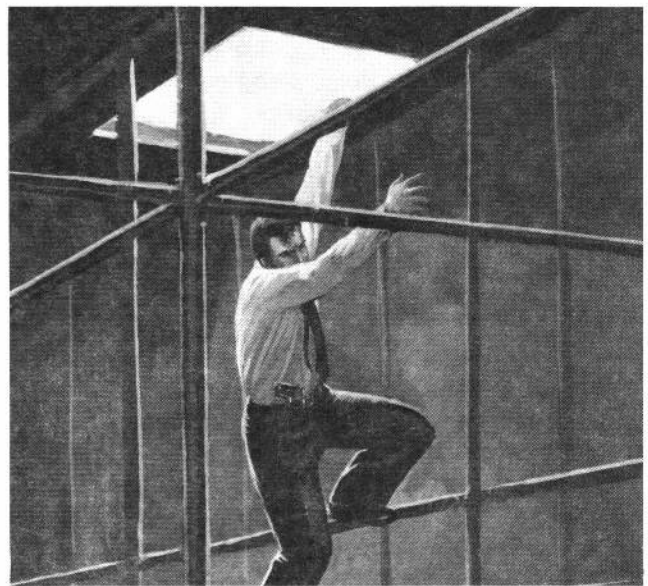
Entering the Maze: (*Maze Reaction Ease Factor: 6*) The duel begins in the bar/rec room shortly after Nick Nack delivers the character's weapon. The lights will blink off and glow a deep shade of red. A spiral image with Scaramanga's laughing face in the center will be projected on the east wall. After the roll, a laughing Nick Nack will invite the character to enter the maze. A door will open in the south wall, and the corridor beyond it will be dark. Nick Nack will encourage a reluctant character to enter by releasing tear gas into the rec room. Once the character is inside the maze, the door will shut.

Area 1: (*Maze Reaction Ease Factor: 8*) The area is dimly lit with red light. Shrieks of maniacal laughter will fill the area, and a skeleton will drop a few feet in front of the character (this could be the body of a dead character as well). The area becomes dark after the Maze Reaction roll, so characters will have to feel their way to the door.

Area 2: (*Maze Reaction Ease Factor: 7*) The lights come up on a replica of a saloon from the Old West. Cheerful player piano music can be heard inside. The wooden doors of the saloon swing open to reveal a gunslinger mannequin with gun in hand. The mannequin has a 35% chance to hit the character and does Stun damage. There is a hatch to under the maze inside the saloon. It requires a PER roll (-1 Ease Factor modifier) to notice the hatch.

Area 3: (*Maze Reaction Ease Factor: 8*) The walls of this area are painted to resemble the White House and environs. In the center is a mannequin of a U.S. Marine with an M6. The Marine mannequin has a 40% chance of hitting the character and will inflict a Light Wound.

The east wall looks about 20 feet further away than it really is (this illusion of depth is built into the display). A character heading in that direction will bump into a pane of clear glass; beyond the glass is a five foot space. If the character feels along the glass or makes a PER roll, he will notice that in the northeast corner of the room there is space to get around the glass and crawl under the maze.



Area 4: (*Maze Reaction Ease Factor: 9*) Between the curtained walls are cut-out pine trees, a full-size teepee and a mannequin of an Apache Indian. He will fire an arrow at the character (30% chance to hit, doing Stun damage). There is a hatch inside the teepee, requiring a PER roll (-1 Ease Factor modifier to see).

Area 5: (*Maze Reaction Ease Factor: Not Applicable*) This area is really a maze. The walls are painted in garish hues and the constantly changing, stroboscopic lights are confusing to watch. Any Fire Combat here receives a -2 Ease Factor modifier. The southwest corner of this area has a small opening into the underside of the maze.

Area 6: (*Maze Reaction Ease Factor: Not Applicable*) When the character enters this area, the door slams shut behind him and the door farthest away opens invitingly. As the character starts across the room, the floor will tilt sharply and suddenly in different directions each round. The character must make a DEX roll. On a Quality Rating 1, 2 or 3, he has managed to move 10 feet, holding on to the railing in the room. On a Quality Rating 4, he merely drops his weapon if he is carrying it in his hand. If the DEX roll is a failure, he falls and must spend a round getting up. A rising character receives a -2 Ease Factor modifier to his DEX roll.

Area 7: (*Maze Reaction Ease Factor: 7*) At the end of a long dim hallway is what seems like a normal door. When the character is within 15 feet of the door, a "Bank" sign will light up over the door. The door will fly open and mannequins of Bonnie and Clyde will burst out, machineguns blazing (40% chance to hit, doing Light Wound damage). There is another hatch to beneath the maze inside the doors (-2 Ease Factor to a PER roll to notice).

Area 8: (*Maze Reaction Ease Factor: Special*) This is a confusing mirror maze. The interior walls of the area are lined with mirrors, and there are 12 two-sided revolving mirrors. If Scaramanga and the character are here at the same time, it will be difficult for them to determine the real person from his mirror images.

Both should make PER rolls before firing. On a Quality Rating 1 or 2, the actual person is sighted. On a Quality Rating 3 or 4, it is an image in the mirror. Scaramanga will fire his one bullet only on a result of 100; if the character fails the PER roll, he must make his Maze Reaction roll at an Ease Factor of 2 (otherwise, he makes it at Ease Factor 8).

This procedure is repeated every time the character or Scaramanga moves past two mirrors. If the character decides to stop moving, he may take a round to try determine where Scaramanga is actually standing. Give him an INT roll (-1 Ease Factor modifier). On a Quality Rating 1 or 2, he has figured out Scaramanga's real location and may try to shoot him between the mirrors. The same procedure applies to Scaramanga. Firing between the mirrors has a -2 Ease Factor modifier applied. (The mirrors are tough and will not shatter at the gunfire.)

Area 9: (*Maze Reaction Ease Factor: 7*) A cardboard cut-out of a Packard obscures the dark alcove. When the character passes by it, the cut-out falls over, revealing mannequins of the famous gangster Al Capone and four henchmen with Tommy guns in hand. The gangsters have a 45% chance of hitting the character and will cause a Light Wound. Behind the gangster mannequins is another hatch to below the maze. It takes a PER roll (-2 Ease Factor modifier) to discover.

Area 10: (*Maze Reaction Ease Factor: Not Applicable*) These trick stairs are activated by light sensors (-3 Ease Factor modifier to a PER roll to notice) at the top. When tripped, the stairs form a slippery ramp. The victim is not hurt by the stairs, but will have to spend a round getting up at the bottom. Scaramanga knows the stairs and uses them to trick an opponent; he hits the sensors and slides down. It takes a DEX roll (+2 Ease Factor modifier) to slide down without tripping and counts as Zigzag movement if successful.

Area 11: (*Maze Reaction Ease Factor: Not Applicable*) When a character goes through this door, he enters a

pitch black hallway. A few steps into this hallway, the floor suddenly gives way. The character slides into Area 13. If he succeeds at a DEX roll (-1 Ease Factor modifier), he has managed to land rolling and to get to his feet. Otherwise, he must spend a round rising after making his Maze Reaction roll for Area 13.

Area 12: (*Maze Reaction Ease Factor: Not Applicable*) This door out of the mirror maze can be hidden by a panel, but it does not open. A character twisting the door knob will activate the door-trap. The door spins vertically, scooping up the character and tossing him onto a foam pad in Area 13. If he succeeds at a DEX roll (-2 Ease Factor modifier), he has managed to roll off the pad and get to his feet. Otherwise, he must spend a round rising after making his Maze Reaction roll for Area 13.

Area 13: (*Maze Reaction Ease Factor: 8*) This open area has two objects: a pedestal that contains an object of interest to the character (extra bullets, another weapon, the plans to the Solex Agitator, or the like) and the wax replica of James Bond or the "00" character Scaramanga admires. The pedestal has a glass cover over the object and it is booby trapped. At your discretion it can squirt an irritating substance in the character's face (lasting for an hour and giving a -1 Ease Factor to any task involving PER), an electric shock (giving a Stun or Light Wound), or it will drop a net from the ceiling (a DEX roll to avoid or four rounds to remove).

The wax replica has a Walther PPK in its hand, but this mannequin cannot shoot. The character may decide to remove the replica and take its place. It takes three rounds to hide the replica in a corner, don its jacket and take its place. If Nick Nack has been observing the character, he may object to this maneuver (at your discretion). When Scaramanga walks in, the character must make a Stealth roll (-1 Ease Factor modifier) to keep from being detected. You can apply other negative modifiers if the character's Appearance differs greatly from the wax replica's.

M. Escaping from the Island

Debeating Scaramanga in the fun house maze is central to completing the mission since he is carrying the Solex. If the adventure has been particularly trying on the characters, you can have them collect the Solex from Scaramanga, round up any allies and depart in Scaramanga's junk. If the characters have had it fairly easy through the adventure, or Scaramanga is Incapacitated or Killed early during the duel in the fun house maze, you can have the characters fight their way off the island or have the Solex in Scaramanga's pocket be another phony.

The guards will still be around, and Nick Nack will take over command and attempt to kill the characters. The last character in the maze will have to get out and let the other characters out of the guest bedrooms. It will take Nick Nack 10 minutes to gather and organize the

student guards and begin the assault. During this time, the characters and their allies should be able to get together and reach the solar power center. Gibson, because of his fear of heights, will not be willing to join the characters in the solar power center.

Retrieving the Solex Agitator involves climbing into the rectangular pit and removing the electrical connections to the Solex (+2 Ease Factor modifier to an Electronics roll). You can add a bit of excitement to the situation by having Goodnight accidentally activate the reflection panel. The reflected solar energy will almost fry the character in the rectangular pit. Goodnight will fumble with the controls for a minute, while a cloud will obscure the sunlight, making it look as if she turned it off. Just as the character removes the Solex, the beam will flash on again, nearly searing him a second time. In

neither instance should the character be in real danger or be harmed; this is simply meant to delay the retrieval of the Solax.

If the characters are still having too easy a time, a team of TAROT agents, led by Marcel Dupre, can attack the island. They will arrive by sea-plane. Either use the Guards and Soldiers Table in the "How to Use Non-Player Characters" chapter of the *James Bond 007* Game for generating their skills and characteristics, or use those of the KGB agents in Part III: B. Kidnapping Gibson. A big combat will give you a chance to blow up the Scaramanga's island. The simplest way is to toss someone over a catwalk railing through the glass dome protecting the liquid helium. The entire electrical systems within the solar power center will begin to short-circuit. After 5 minutes, the other vats will begin to explode, causing Light Wounds to anyone in the power center; within 10 minutes the room will collapse and the island start to explode.

The same result can be caused with the control panels in the solar power center. A Science or Electronics roll (+1 Ease Factor modifier) will cause the panels to short-circuit, with the result described above. The timing of the explosions can be adjusted by the character. Once the explosions start, all the guards and TAROT agents will get out while they can. Nick Nack, seeing his dream die, will be mad enough to try to take on the characters on his own aboard the junk.

SCARAMANGA'S JUNK

There is one safe way to get off the island, whether the solar power center explodes or not. Scaramanga has a specially designed junk at the dock of the island. On the outside the junk looks like a decrepit but functional

sailing vessel. It can use sails to move, or it can use the motors below deck. (See the deck plans for the junk on this page.) The junk has the following Attributes:

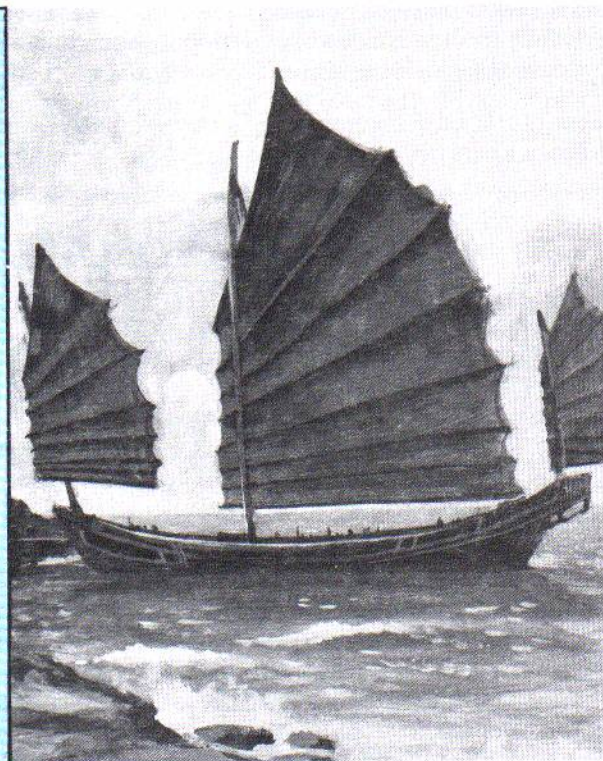
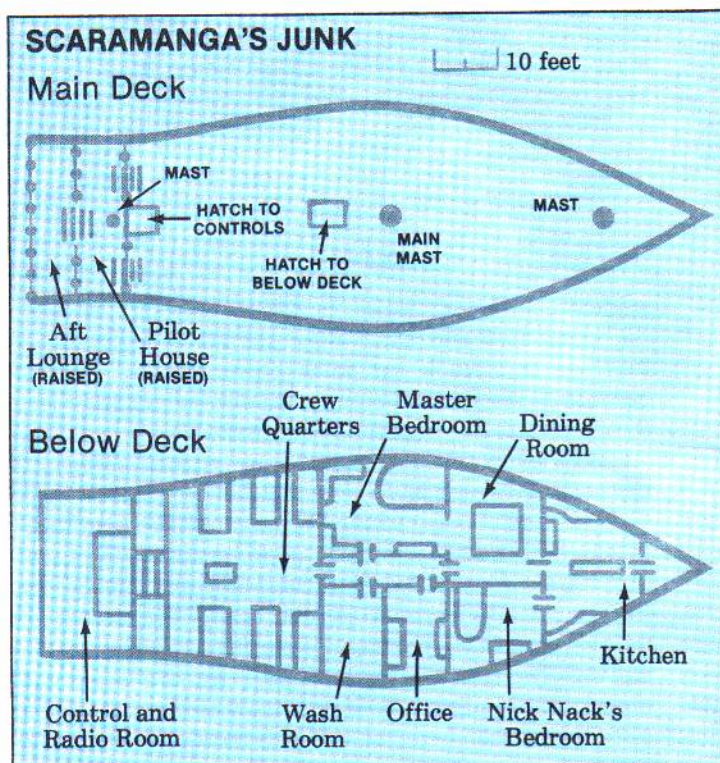
PM	RED	CRUS	MAX	RGE	FCE	STR
-1	5	8	10	na	6	45
0	4	20	35	1000		

The first line is used when the junk uses its sails, and the second line when using the engines.

Below deck are the bedrooms and living accommodations. As befits Scaramanga, the interior is beautifully and tastefully decorated. Throughout this deck are hidden doors and niches and tiny passageways which Nick Nack can use to crawl around unnoticed.

When the characters think they are safe and relax, Nick Nack will strike. He will launch a knife attack from many hidden hatches. Nick Nack has a +3 Ease Factor modifier applied to all Evasion attempts, a +3 modifier to all Stealth attempts, and a +1 modifier to all Hand-to-Hand Combat within the below deck (remember to take into account the -3 Ease Factor modifier for his lack of skills). As a last resort, he will climb up onto the bar and begin hurling bottles of fine wine at the characters. The destruction of good vintages should be more worrisome than the actual attacks.

Note: Nick Nack should not be allowed to kill any character, just to cause them extreme annoyance until he is caught. In the film, Bond captured Nick Nack by using a suitcase as a shield and then hung him up on the mast inside a lobster cage. The characters may use whatever means they wish to stop Nick Nack, but they should be prevented from throwing him overboard.



Part IV: Adventure Information



A. Consequences

Success in the mission requires the characters first to recover either Professor Gibson, the Solex Agitator, or the plans to the solar cell (preferably all three), and second to eliminate Scaramanga. The recovery of the solar power cell is of utmost importance; if the characters have eliminated Scaramanga but forget the Solex, they have failed the mission and will be told to go back and retrieve it (which could be the basis of another mission).

Unlike other Bond adventures, the consequences of failure are not world-shattering. The loss of the Solex Agitator will be a major inconvenience to the free world, but the technology will not be absolutely lost (unless the invention is bought by a group — say, a world oil cartel — interested in seeing the idea lost). The consequences of failure for the characters, however, will be fatal.

IF THE CHARACTERS SUCCEED

TAROT's plans to acquire the Solex Agitator for their own uses will be foiled if the characters succeed. The loss of the Solex will not be as devastating to the organization as the loss of the island complex they built for Scaramanga. Should the characters depart without destroying the island, TAROT will move in and take it

over. Since there was no love lost between Scaramanga and TAROT, the loss of the assassin will have no effect on TAROT's future plans.

In the event Scaramanga is Incapacitated and not Killed during the duel in the fun house maze, you may wish to keep him alive to reappear later in your campaign. Assume that one of the student guards rescues him from the maze and takes him away in a small power boat conveniently hidden in the foliage near the eastern beach area of the island. Once Scaramanga recovers, he will want to get his revenge on the characters, and this could be the start of a new mission.

IF THE CHARACTERS FAIL

Failure in this mission will probably mean death for the characters in the fun house maze.

Scaramanga will sell the plans of the Solex Agitator to the highest bidder (you can decide whom this will be). His reputation will be enhanced, and he will continue his role as the world's master assassin, since he enjoys his occupation. Marcel Dupre and TAROT will be even more determined to get their revenge on Scaramanga, which might lead to a mission where TAROT and M.I.6 are working on a common goal.

B. Altering the Adventure

1. *The Man with the Golden Gun* Adventure Module will be particularly difficult for Rookie rank characters. A minimum of three Rookies should undertake the mission, and you might wish to build up their Hero Points

early in the mission before they tackle the karate school or Scaramanga's island. The mission works very well with a party consisting of characters of mixed ranks. An Agent or "00" rank character should accompany one or

two Rookie characters on the mission. If your party consists of three Agent or two "00" rank characters, it is suggested you increase the skills and characteristics of the karate students and other opponents in the mission.

2. Mary Goodnight and Lt. Hip will help you balance the mission. If the characters are stuck as to what to do next, a helpful hint from Goodnight or Hip will get them on the right track again. Goodnight also will be available to offer comic obstacles if the characters are having too easy a time in the mission. Neither NPC should initiate major actions unless so ordered by the characters or if you feel the characters are hopelessly stuck. Goodnight should accompany the characters throughout the mission; Hip should be of assistance primarily in Bangkok and should accompany the characters to Scaramanga's island only if they are Rookies.

Sheriff J. W. Pepper should appear when a little

levity is needed. He should never actively assist the characters and should never leave Bangkok.

3. If your players are familiar with this adventure, you will have to make some alterations to keep them from anticipating events. Some suggestions for alterations are as follows:

- Nick Nack is in league with TAROT to recover the Solex, and Anders is simply Scaramanga's mistress.
- Hai Fat is the murderous mastermind behind the mission, and Scaramanga is simply his Privileged Henchman. TAROT is not involved in the mission.
- Move the Tagomi Temple and Hai Fat Enterprises to Hong Kong and Lazar's workshop to Bangkok. Relocate the island complex anywhere you wish and force the characters to track it down.

C. Further Adventures

1. If Scaramanga is alive at the end of the mission, he will want his revenge on M.I.6 and the characters. His island complex will no longer be safe, so he will have to build a new one. However, after a few assassinations at a million dollars each, he will soon have the working capital to build a new complex wherever he wishes.

2. If Hai Fat is still alive at the end of the mission, he can be promoted by TAROT to head operative in the Far East. He will still have the karate students as his muscle-men and Chula as his Privileged Henchman (assuming

he is alive). Lt. Hip could become the first target.

3. Lazar's special abilities with weapons may attract TAROT's attention. Lazar may become a pawn, like Gibson, in a power struggle involving the Solar Gun. Rescuing Lazar could be the key to a new mission.

4. Unless it has been destroyed, Scaramanga's island complex will still be available to the next interested party. Hai Fat and/or TAROT may take over the island as a headquarters for a plan against Hong Kong, Japan or the People's Republic of China.

Part V: Thrilling Cities



Bangkok, Thailand

Bangkok offers a vivid mixture of East and West. Sited on the Chao Phraya River, the city has nearly 5 million inhabitants. The graceful Thai architecture — house with sloping roofs, beautiful and serene Buddhist monasteries — contrasts sharply with the city's great blocks of concrete buildings, modern hotels, air-conditioned department stores, and sprawling shopping centers. Unfortunately, with the modernization of the city has come noise and air pollution, causing much of the city's former charm to disappear.

The capitol of Thailand was established by King Rama I in 1792, on the western side of the river (called Thonburi). The main part of the city, and the most Westernized, is on the east bank. Bangkok ("the place of olives") is the Western name of the city, which is known in Thai as Krunghthepmahanakhornbowornrattanakosinmahintarayuthayamahadilokpopnopparatratchathaniburiromudomratchaniwetmahasatahn (usually shortened to Krungh Thep — "city of angels").

The city was also called the Venice of the East because of the many natural and man-made canals (klongs). Many of the canals in the city proper have been covered over with streets, but the canals on the west bank of the river still teem with farmers in their small boats. The Floating Market of Wat Sai is lined with small shops, Thai-style houses, timber yards and orchards of coconuts, betel-nuts, oranges and other fruits.

Bangkok is one of the great trading centers of the east. Businessmen come from around the world to buy Thai silk and cotton, bronzeware, pewterware, and nielloware (an alloy of silver, copper, lead and sulphur used as inlay on silver objects), ceramics, Rattan furniture, woodcarvings and other Thai artwork, and ready-made

and custom-tailored clothing. There are numerous fine restaurants, international cultural and social events, movies in many languages, a modern art institute, and the unique Thai classical drama (*lakhorn*), masked dance-drama (*khon*) and Thai boxing (in which almost anything is allowed).

One of the most interesting sites to visit is the Grand Palace, which seems like a miniature walled city. It contains several early royal residences and offers the golden spires and richly ornate classical Thai art intermingled with European Renaissance architecture. Also in the grounds is the famous Wat Phra Kaeo, the Chapel of the Emerald Buddha. When visiting any of the 400 *wats* (temple monasteries) in Bangkok, visitors should remove their shoes and behave respectfully.

HOTELS: Since it is an international business center, there are numerous good hotels in Bangkok. All hotels catering to Western tourists have air conditioning and modern bathrooms.

- **Oriental (48 Oriental Ave.)**

Features: The best hotel in Bangkok and one of the great hotels of the world, the Oriental has accommodated the rich and the famous. Many great writers — Joseph Conrad, Somerset Maugham, Noel Coward, among others — have included the hotel in their works. The 406 rooms of the hotel all have views of the Chao Phraya.

- **Bangkok Peninsula (155 Rajadamri Ave.)**

Features: The Oriental's closest rival, the Bangkok Peninsula has 424 rooms and offers a full range of restaurants and entertainments. For a change of pace, a visitor can drop by the Snake Farm a few blocks away; venomous snakes are milked here every day to make snake bite antidotes.

- **Erawan Hotel (494 Rajadamri Ave.)**

Features: With 250 rooms, this hotel is smaller than the ma-

for tourist hotels, but it offers the graciousness and intimacy reminiscent of the Colonial period. The British Embassy is a block away on Rama I Road.

RESTAURANTS: Bangkok is filled with restaurants offering cuisines from around the world. Of special interest are the many food stalls that offer specialties — Indian curries, rice and noodles plates, Chinese dishes, and Thai delicacies.

- **Sarn Daeng** (*Ratchadamnoen Klang Ave.*)
One of the great Thai restaurants of the city, their fish dishes are varied and excellent. One of the best dishes is *tawt man pla*, fried fish cakes.
- **Laikhram** (*Soi 49, Sukhumvit*)
A bit off the beaten track and therefore not usually visited by foreigners, this restaurant offers real gourmet Thai food. Some of the best dishes include *haw mok haw* (thick fish curry steamed with mussels in their shells), *som tam* (spicy green papaya salad), *khao man* (rice cooked with coconut milk) and *ba* *toei* (pandanus leaf).
- **Bussaracum Restaurant** (*35 Soi Pipat*)
English and Thai menus are featured here. Each dish is prepared as ordered and is made from fresh ingredients and freshly ground spices. Thai music plays softly in the background to accompany the meal.

MONEY: 33 Bahts equal one pound.

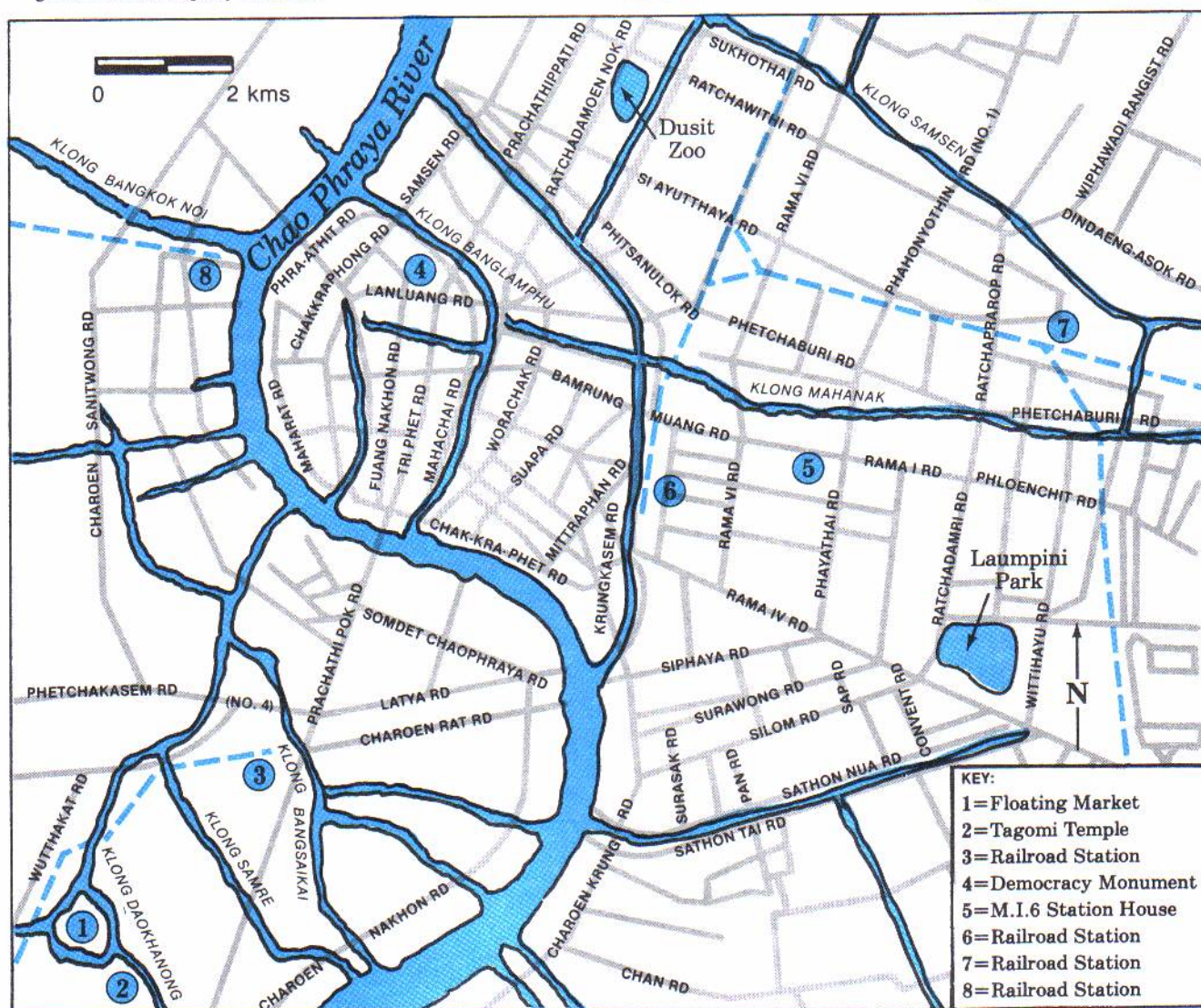
COMMUNICATIONS: Local, long distant and international calls can be made directly from major hotels with little difficulty. Phone call are much more difficult to make from outlying areas.

LANGUAGES: Thai, English

GETTING AROUND: Rental cars, taxis and buses can be taken from Don Muang Airport into the city (a 25 kilometer ride). Buses run frequently in Bangkok, but they are usually crowded, especially during rush hours. Local taxis are cheap, but the fare should be settled on ahead of time since there are no meters. Unless one is familiar with the road system in Bangkok, visitors should rely on taxis. Samlars (three-wheeled vehicles) abound but should only be used for short journeys. The bicycle rickshaw samlars are slower but also much quieter than the motorized versions (called tuk-tuks).

EQUIPMENT: Ease Factor 7

INTELLIGENCE AGENCIES: The KGB, M.I.6 and the C.I.A. have Level 2 Station Houses in Bangkok.



THE MAN WITH THE GOLDEN GUN

The next golden bullet has your number on it!

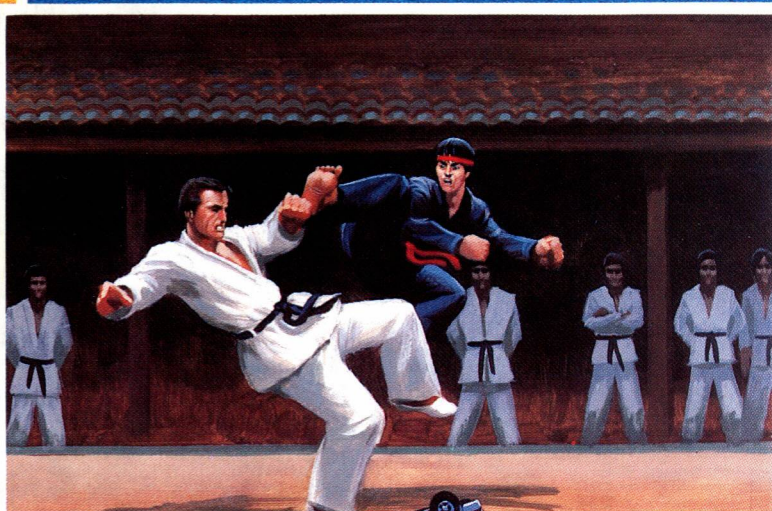
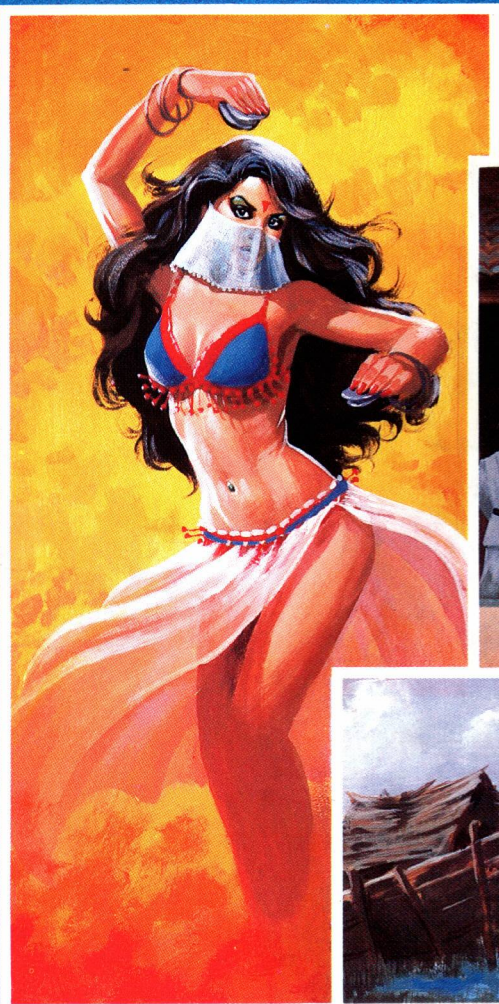
BRIEFING: Francisco Scaramanga — the Man with the Golden Gun — is the world's consummate assassin. His fee: one million dollars. His signature: a golden bullet. His specialty: a single shot to kill his victim. Now Scaramanga is after a brilliant scientist and his Solex Agitator, and with it he will be able to create the ultimate firearm — a solar gun that uses the energy of the sun as its projectile. The master killer must be stopped before he can unleash his new golden gun against the free world.

MISSION: M.I.6 has assigned you to protect the Solex Agitator and to stop Scaramanga. The trail of the golden gun leads you to the mysterious Orient, where Scaramanga has gathered his powerful assistants to stop you at any cost. Even if you manage to find Scaramanga, you must confront him in the ultimate test of your skills — inside his maze of death!

The Man with the Golden Gun Adventure package contains:

- An illustrated 48-page Gamesmaster's Guide with complete instructions on running an adventure.
- An Agent's Briefing Dossier from M.I.6 with 8 Mission Sheets that provide clues and maps for the players.

- A stand-up screen containing maps of the locations where the enemy is waiting.



ADVENTURE DESIGN
Brian H. Peterson
GAME SYSTEM DESIGN
Gerry Klug



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WARNING: Assuming this
adventure is exactly like
the movie can be dangerous
to your character!

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MAN W/GOLDEN GUN