

# **SOLO ON SIMIOLUS**

## ***AN INTRODUCTORY SOLITAIRE ADVENTURE FOR FORESIGHT***

The following is a solitaire adventure for ForeSight (see, the sub-title is right!), primarily intended to familiarise a player with the basic systems in rules sections [1.0], and [3.0]. Read these first!

Throughout the adventure, references to page numbers will appear. These refer to the location of detailed information on the subject. If you have other problems, consult ForeSight's index.

Finally, this adventure may be played with any character, but it is assumed, for purposes of its use as a tutorial, that you will be playing with the sample character (Srikkanth) given in the Designer's Commentary (at the back of the ForeSight rulebook). Either way you start without any equipment. When you END the adventure, see the FINAL NOTES, on page 13.

**START AT PARAGRAPH -0-.**

## INITIAL SITUATION

-0- 6:55pm May 10th, 2453AD (Earth); 4:90 adjusted (pre-dawn), Simiolus City, Simiolus

You are attached to the Federal mission on Simiolus. You live in a house in the capital, several kilometres from the Federal enclave surrounding the base of the newly built Tower installation.

You are in bed, and have only had six hours sleep (the shorter Simiolan days don't help...). This morning seems like any other morning, the first sunlight is warming the mist above the city, and the air has its characteristic chill, despite your home's heating system. Your visiphone (or PTU, standing for personal telecommunications unit) begins ringing with a tone characteristic of official calls...

### Options

- Ignore the call, pull your adjustable headrest over your head, go to sleep: 1
  - Answer the visiphone (you look terrible): 2
  - Put your caller on hold, wander off, have a shower, etc., and then answer: 3
- 1- They seem insistent. Continue as before (go to 4)? Or answer (go to 2)?
- 2- "Hi there. This is Kirt, the director's liaison officer?" A cheerful and handsome countenance greets your tired gaze.
- He waits for you to figure out what the heck he's talking about. The director is in charge of the Enclave's administration. (Go to 10.)
- 3- The tone of your visiphone changes, to indicate that your caller wants to talk now. Do you answer (go to 5), or do you have that shower (go to 12)?
- 4- Oh well. Eventually they stop ringing, although a "You were called and should call back" light comes on. Of course insomnia isn't one of your problems, and you don't discover this until 5:75 that morning: you notice it as demonstrators tear down your front fence, stomp on your shrubbery, smash your aircar's windows and accessories (with laser cutting equipment, as necessary), and finally smash down your door and enter your house. As you're being dragged away, kicking and screaming (or calmly accepting your fate) you notice the little light, and cast your mind back, but something hits you hard on the head, just as your visiphone smashes into little pieces (and its little light goes out). You wake up, heavily wounded, in the intensive care section of the 7th Day Adventist Hospital 48h later. END OF ADVENTURE.
- 5- "Sorry to disturb you." – (You notice less than subtle sarcasm) – "This is Kirt, liaison for the director of enclave. Where the hell have you been?"

You make a fumbling reply. (Go to 10.)

-6- "Great. You may get us out of a bind then. Just go to the consulate" – (that's in the commercial district) – "and pick up anyone there. Most of the consular staff are here already, but the consul herself, and an agricultural officer, are unaccounted for. See you soon." He hangs up. (Go to 20.)

-7- "Danger pay? You must be joking..." (Go to 9.)

-8- Bad move. (Go to 4.)

-9- "Listen, if you don't want to do this, then come back to the enclave for your own safety. We'll get someone else to play the hero..." Do you retract your request, and agree to the mission (go to 20)? Or do you decide that discretion plays the better part of valour (go to 13)?

-10- "There is some pretty nasty rioting taking place outside the enclave at the moment, and we can't reliably get anyone in or out " – (the picture fades a bit, then returns, with a loss of quality) – "...are you still there? Right. We've lost our line to the hospital" – (that would be the 7th Day Adventist hospital, on the far side of town) – "and apparently the downtown consulate is besieged. Security expects things to get worse as the day wears on, so the director suggested that you might pop into the consulate and pick up anyone stranded there, and then, if things look tough, get the heck back to the enclave; otherwise, take a look around and give the director a report on what exactly seems to be going on. Okay?"

Options:

- Agree to the mission: 6
- Demand danger pay: 7
- Say "Those goons can take care of themselves." Hang up and go back to bed: 8
- Tell Kirt (the guy you're talking to) that you aren't a spacetrooper: 9

-11- You see the Interplanet Transit Authority logo appear on your screen (little spaceships ply routes along a latticework of shipping routes, spaceports orbit planets, and so forth), and realise that you have been put on hold. Eventually a person you vaguely recognise answers.

"Hello. Ah [Your Name]. Where the heck have you been? We've been trying to contact any Federal personnel in town." (Go to 10.)

-12- When you return from the shower the visiphone has ceased ringing. One of its buttons is lit, this button has "Call Back" written on it. Do you press it (go to 11)? Or go back to sleep (go to 4)?

-13- "I understand. Good luck." (Go to 20.)

- 20- The question is, what should you take? Looking at the mess that has filled your house ever since your cleaning robot broke down two weeks ago, the question becomes what can you find? Make a Search roll using your suburban – SU – familiarity (if you're playing Srikkanth, then this means your SC (success chance) = PCS (24 for Search) x EF (E+3 = 6; no modifiers) or 144. Roll D100: if the result is less than or equal to 14 (a QR1), then you get all the stuff listed below; 15-28 (QR2) indicates that you get six of the seven items; 28-72 (QR3) indicates that you get five; 73-99 (QR4) indicates that you get four; 100 (QR7) indicates that you get only one. In any case you already have your ID/credit card, which also gives you access to your aircar.

(Also, see pages 210, and 301-2)

Things (see [6.0])

A kevlar jacket (covers chest, and arms)

TL8 Standard Emergency Medical kit (weighs 500g)

Stun Pistol (750g) see [4.0]; requires battery

500g TL8 battery pack (suitable for stun pistol)

5W headset/[armoured] helmet radio

Remote Probe

Kevlar trousers (cover legs and abdomen)

Gathering your belongings (those you can find) you get into your lift, and ascend to the landing platform on the roof of your house. There sits your aircar – no sportster, but as serviceable as anything on this planet. You identify yourself to its security system, and get into it.

"Executing TAKEOFF procedure," says the attractive (yet genderless) voice of your onboard computer. "Prepare for liftoff." The primary look-down display reads "PURGE", and the head-up displays flicker to life. Your house, and the suburb below, dwindle to doll-size, and you rise into the dawn-lit mists.

As you rise you try to contact the enclave for some more information, but the exchange is busy and puts you on hold ("...and apparently all phone lines to the western districts are non-functional. Sorry my call signals are all lit up" – [click]. Everyone seems to be using radio transceivers, so getting through to anyone could be difficult, and the channels are hardly secure. (Go to 21.)

- 21- You are in your aircar, high above the wealthy residential suburb in which you live (going home would be unwise, though).

Options

- Go to commercial district: 22
- Go to middle class residential district: 23
- Go to government district: 24
- Go to the consul's house (also in this suburb): 40

-22- You are in your aircar, high above the commercial district.

Options

- Go to wealthy residential district (where you live): 21
- Go to enclave district: 25
- Go to industrial district: 26
- Go to entertainment district: 27
- Land near a shopping mall, where a lot of people seem to be milling about: 50
- Land on the roof of the consulate: 60

-23- You are in your aircar, high above the middle class residential district.

Options

- Go to entertainment district: 27
- Go to commercial district: 22
- Go to wealthy residential district: 21
- (If you haven't already taken this option) Go to the aid of some motorists you can see being mobbed by demonstrators, below: 80

-24- You are in your aircar, high above the government district.

Options

- Go to wealthy residential district: 21
- Go to enclave district: 25
- Go to commercial district: 22
- Land on the lawn in front of Government House: 90
- Land outside the President's Palace (where some fighting seems to be going on): 100
- Land next to Chez Pierre, the well known French restaurant: 110

-25- You are flying towards the Federal Tower Enclave, whose airspace is subject to rigid security at the best of times. If this is your first visit to this district, then go to 30, otherwise...

Options

- Go to commercial district: 22
- Go to government district: 24
- Go to transport district: 29

-26- You are in your aircar, high above the industrial district.

Options

- Go to commercial district: 22
- Go to lower-class residential district (above which you can see smoke): 28
- Go to transportation district: 29

- Land at the Union Halide poison gas factory: 120
- Land at the UESR-built Thermonuclear Power Plant: 130

-27- You are in your aircar, high above the entertainment district.

Options

- Go to commercial district: 22
- Go to middle class residential district: 23
- Go to lower class residential district (above which you can see smoke): 28
- Land in the stadium, where you can see soldiers: 140
- Land near the stadium: 141
- Land outside the Opera House: 150

-28- You are in your aircar, high above the lower class residential district; the air below you is thick with smoke.

Options

- Go to industrial district: 26
- Go to commercial district: 22
- Go to entertainment district: 27
- Investigate a burning tenement which seems to be on fire: 190
- Land at the Seventh Day Adventist Hospital: 200

-29- You are in your aircar, high above the transport district.

Options

- Go to industrial district: 26
- Go to commercial district: 22
- Go to enclave: 25
- Land at the airport, which seems to be under government control: 160
- Land at the docks, where some street-fighting is taking place: 170
- Land outside The Greasy Spoon nightclub and café: 180

-30- You fly towards the Federal Tower Enclave, following the rigid commands you receive from Air Traffic Control automatically. The tarmac outside the Central Administration Building is ahead. Make a Scan roll at +2 (the environment is urban, so Srikkanth's SC = (E+3+2 [=6]) x PCS (=22) = 132. Scan only succeeds on a QR3 or better, so you need to roll  $\leq 66$ ).

If Scan roll successful (if Srikkanth, rolled 66 or less): 31

If Scan roll unsuccessful (rolled 67 to 100): 32

-31- You depart your reverie to realise that your radar has picked up something moving towards you at high speed. A missile of some sort. You have to react quickly. You cut your engines, causing your aircar to plummet towards the ground (you hope the missile will lose its tracking, or simply be unable to follow).

- The automatic pilot wants to take over, but you can see the missile homing towards you. Make an air vehicles roll at -1 (it's quite difficult). The gravity on Simiolus is light (LT), giving Srikkanth a BEF of 5, minus one equals 4. So you have to roll less than  $4 \times 21$ , or 84. Successful (go to 33). Unsuccessful (go to 34).
- 32- There is a huge explosion. Your aircar has been struck by a small guided missile (they come in tube launchers). The missile was probably fired by a demonstrator, but this is no time to speculate. Your aircar's hi-tech construction makes it intrinsically strong, but flying on three engines is no fun. Make an air vehicles roll at -2. The gravity on Simiolus is light (LT), giving Srikkanth a BEF of 5, minus two equals 3. So you have to roll less than  $3 \times 21$ , or 63. Successful (go to 33). Unsuccessful (go to 34).
- 33- You pull out of your dive just in time to smash the underside of your aircar on the tarmac. Some technicians come out and congratulate you on your escape. Somewhat shakily you leave your aircar (which, like your nerves, is somewhat the worse for wear). (Go to 35.)
- 34- Oh dear, your aircar plunges to the tarmac, out of control. Safety parachutes pop out, and automatic over-rides seize control. Too late. Paramedics cut your body(/ies?) from the wreckage of your aircar, and resuscitate it (them) in the Enclave's small but advanced medical facility. You need extensive surgery, but are alive, and can remember enough of your adventures to bore several generations of grandchildren. (Go to 199.)
- 35- You are on the landing tarmac outside Central Admin. You may enter the administration building (go to 36), or go aloft in an aircar from the motor pool (go to 25).
- 36- The open-plan ground-floor foyer of the Central Admin building is crammed with bewildered tourists, hastily assembled personnel, off-duty clerks and liaison people, security officers, robots, and locals trying to get away from the mobs outside. Through the tinted windows you can see base security troops holding off large crowds of violent demonstrators, the fruits of the Authorised Habitation Zone Act (see ForeScene).
- A liaison officer ushers you to an upstairs meeting room.
- If you have both the agricultural officer and the consul with you, go to 37; if you have only one, go to 38; and if you have neither, go to 39.
- 37- The director is all smiles, "Well done [Your Name], very well done. I must rush." She pulls her beeper from her pocket and disappears down a corridor, leaving you (and the consul and agricultural officer) alone in the meeting room. You are awarded 6 Merit Points.

END OF ADVENTURE.

- 38- The director smiles, but seems distracted. "Good to see you're okay [Person you've rescued]. No sign of [Other person] I suppose? Oh well, must rush." She pulls her beeper from her pocket and disappears down a corridor, leaving you (and the consul and agricultural officer) alone in the meeting room.

Options

- Go back, and try to rescue the other person: 35
  - END THE ADVENTURE, collect 2 Merit Points.
- 39- You sit down in one of the comfortable chairs in the empty meeting room. A visiphone rings, and you (for lack of anything else to do) get up and answer it. The caller is an attractive male with a professional tone:

"Hello, my name is Stephenson, a correspondent for the Federation Week in Review. We want to know if there's any truth to the rumour that the consul, and agricultural officer, and two security personnel sent to rescue them are missing, and presumed dead..."

END OF ADVENTURE.

- 40- You land on the consul's back lawn, next to the family swimming pool. The three family dogs, genetically engineered for greater intelligence, and speech capacity, greet you in a friendly manner. "Oh look – Arf – it smells like [Your Name]. The mistress isn't home, and the children aren't going to be back until the weekend." You recall that the consul has been permitted to have two children – an uncommon privilege.

Patiently (they're not that smart) you explain that you would like to know where the mistress is, and that your requirements are urgent.

They say that they think she went to the consulate, but they haven't seen her for over a day.

Options

- Thank the dogs and leave: 41
  - Search the house: 42
  - Ask the dogs if you may search the house: 43
- 41- "Bye – Arf – Woof" – etc. The dogs run back into the house. You rise back into the sky (go to 21)
- 42- The dogs watch you very carefully. The house is unlocked, and inside you discover it to be extremely untidy (the dogs have locked the cleaning robot in the



basement – you can hear it making extremely polite requests to be extricated). What are you looking for? You may choose only one of the above options.

- Papers? Make a (SU) search roll. If successful: 44
  - A weapon of some sort? Make a search roll at -2. If successful: 45
  - Nothing in particular? Go to 46.
- 43- "Of course. You don't think we're lying?" The dogs seem a little miffed. Make a Charisma roll (no modifiers for AP). If unsuccessful, go to 42, otherwise, the dogs perk up when you suggest that they could help you look for something important. What do you want them to find? Choose one of the following.
- Papers? Go to 44
  - A weapon? Go to 45
  - Nothing in particular? Go to 46
- 44- You discover a sheaf of papers labelled "Alleged Destabilisation of Simiolus Government by Union Halide Corporation: ISCW Inquiries Pertaining". Much too boring to read, but the upshot seems to be that the aforesaid corporation may have deliberately sparked the current unrest, and that the consul was aware of the ISCW's curiosity regarding this matter, in particular of an ISCW operative (the Agricultural Officer) having been assigned to the case. COLLECT THE LETTER "U". (Go to 41.)
- 45- You discover a TDaspistol in a simuleather case on a bookshelf next to a complete collection of John le Carré's novels. The case also contains a 500g battery pack. (Go to 41.)
- 46- You find nothing of great interest, but you could try releasing the cleaning robot (go to 47) or just leaving (go to 41).
- 47- The little robot seems overjoyed to escape the cellar, and immediately sets about tidying and dusting, and scolding the family canines. The dogs make no secret of resenting your interference, and wander off to sulk. Disappointed, you turn to leave. Make a (SU) scan roll, and if successful (remember, you need a QR3 or better, ie. a roll of  $\leq SC/2$ ; see pages 301-2) go to 48, otherwise go to 49.
- 48- You notice that the robot has uncovered an interesting looking document (go to 44).
- 49- You climb back into your aircar, and leave the consul's house far below (go to 21).
- 50- You hover near a shopping mall, and realise that the people you saw from above are looting the shops. Make a Recall/Law, or Recall/History roll, or (lacking

these) an EF5 IN roll (see pages 301-2). If successful, go to 51, otherwise go to 52.

- 51- Traditionally, looters, and anyone mistaken for them, are shot. (Go to 52.)
- 52- Do you land (53) or take your leave (22)?
- 53- Your aircar settles to the ground, in a cloud of dust raised by its jets from the uncleaned streets. You notice shapes through the cloud of dust, and these resolve themselves into the forms of looters, armed with cone rifles from a sporting goods store. Make a Scan roll (UR) and if you get a QR2 or better go to 59. Otherwise, go to 54.
- 54- "Okay now, get out of your aircar slowly," says one of the five looters. You sigh, and flip the "activate security procedure" switch on the dash.

#### Options

- Get out of the aircar, with your hands in plain sight, etc.: 55
  - Take off, full thrust: 56
  - Gun the bastards down with whatever you have handy: 57
- 55- You can scarcely conceal your amusement, as they clamber into your aircar. The onboard computer immediately realises what is going on, and pumps anesthetic gas into the passenger compartment. With some small difficulty, you pull them out of your car, and relieve them of their four (unloaded) cone rifles, and eighty clips of ammunition (you can keep them, or remove their firing mechanisms, and leave them). Realising the folly of having landed here in the first place, you quickly depart (go to 22).
  - 56- You leave them scattered and confused on the ground below. (Go to 22.)
  - 57- Not a great decision (especially if you're playing Srikkanth, who only has speed 2). Fortunately for you, only one of the looters has actually figured out how to load her gun. Her Initiative PCS is 20, and her Initiative roll achieves QR4. She's slower than you (lucky, huh?). So if you make an urban Initiative roll of QR3 or better, or have a higher PCS and draw even, then you'll be able to plug her (the others will be taking cover, rather than pretending to shoot for your benefit). Otherwise, roll D10, and if you get a 1 or 2, you chose the right target (if you select a larger number of candidates, then it works in an obvious fashion). You still have to hit of course, but if you do, whether or not she is incapacitated or stunned, she is assumed to miss her shot. By the way, the stun pistol, and any weapon which does I damage, won't fire through your windscreen, so you'd better have something else... ([4.0] covers combat.)
- You hit her (by whatever means), and then take off: 56
  - You miss: 58

- 58- She doesn't. She fires a burst through your windscreen, and causes you considerable discomfort. You wake up, heavily wounded, in the intensive care section of the 7th Day Adventist Hospital 48h later.

END OF ADVENTURE.

- 59- These guys haven't figured out how to load their weapons yet, and are hoping to bluff you into giving them your aircar. (Go to 54.)

- 60- Your aircar gently plops down onto the roof of the four-storey Federal consulate in downtown Simiolus City (or perhaps has already done so).

Below, you can hear demonstrators shouting anti-Federation slogans. Beside your aircar is an elevator door, with buttons beside it.

Options (if the consul is with you she will insist that you get moving – fly off to 22)

- Identify yourself to the building security system, and enter the elevator: 61
  - Take a look at the demonstrators below: 62
  - Fly away: 22
- 61- "What floor shall I take you to [Your Name]?" enquires the elevator. Select your destination...
- Fourth Floor: 63
  - Third Floor: 65
  - Second Floor: 70
  - First (Ground) Floor: 75
- 62- They seem very irate. One of them is brandishing an automatic rifle. You decide that such a view is best left to tourists with a deathwish. (Go back to 60)
- 63- The fourth floor comprises a computer room, and adjoining operator's console, which also provides (currently unavailable) communication links with the enclave. You can return to the elevator (61), or search about in the operator's room (64).
- 64- Unfortunately, you find nothing of interest, but the panels pertaining to security systems inform you that the building's integrity on the ground floor has been breached, and that there are intruders abroad in the ground floor section, moving towards the stairwell. Gingerly removing any armaments you possess from their confines, you return to the elevator (go to 61).
- 65- You emerge on the third floor, in front of the consul's liaison officer's (that's 25th century for receptionist) desk. A "please wait, or consult the desk-robot" sign is

flickering. You may ask for the current whereabouts of the consul (66), or search the consul's office (67).

- 66- "She was here only a few minutes ago, I believe that she took the elevator to the second floor. She will probably be back soon, and if you wish I can play some music or flatscreen movies for your entertainment, while you wait." You hear strains of muzak emerge from somewhere, unfortunately you can't pin the exact location down, and destroy it, so you can search the consul's office (67) or return to the elevator (61).
- 67- The door to the consul's office is on "auto-open", so you can walk right in. On the immaculate polished synth-teak desk is a local street directory. It has been opened to show the industrial sector of the city. The desk PTU is currently on directory (as in telephone directory) mode, and all the references on the screen begin with "U".
- Options
- Return to the elevator: 61
  - Search the desk drawers: 68
- 68- Hmm. They don't seem to want to open. You could try to force them (69) or return to the elevator (61).
- 69- "And what do you think you're doing?"

Rapidly, you fabricate an explanation. The consul, who seems a little ragged, and is carrying a DEXAX needle projector in her right hand, makes an exceptionally good Empathy roll (see [2.2] and [3.2]), and raises her right eyebrow. (See pages 407-8; DEXAX needlers are nasty, right?)

"I see. Well, we may as well get going."

Henceforth, the consul is with you. She will have nasty things to say about your conduct, so you will lose two MPs (on top of any other awards). You may, however, yet salvage something by conducting yourself in a better fashion for the remainder of this adventure. In any case, plugging her will probably be unsuccessful, and will definitely have far worse ramifications. If you've picked up Jacobson, go to 185.

"Jacobson" – (that's the Agricultural Officer) – "is over at the Union Halide plant, in the industrial sector. We'd better get moving."

She beats you to the elevator. (Go to 60.)

- 70- The elevator doors slide open to reveal the glories of the second floor, where the consulate's clerical staff work (when they work). Apart from the semi-open plan offices, there are three other rooms, a waiting room (71), a cafeteria (172), and a toilet (173).
- 71- The waiting room has an escalator leading down, but it isn't working (and you don't want to walk, do you?). Anyway, this room is occupied by [1] the consul, who is in a Mexican standoff with [2] some demonstrators armed with automatic rifles. The question is, were you aware of the intruders' presence (you'll know if you were)? If so, go to 72; otherwise, make a Scan roll (see pages 205, and 301-2), and a Stealth roll (UR), and add their QRs. If you get a total  $\leq 7$ , then go to 72. Otherwise, go to 174.
- 72- Realising the situation, you prepare your weapon (or already had it prepared), fire a shot into the demonstrators (accuracy is irrelevant, so roll only if you like notching your gun), and jump back out of the room, hit the deck, whatever. A series of huge reports echoes through the building, and the consul steps over and pats you on the shoulder.

"Just in a nick of time," she says, helping you to your feet.

Henceforth, the consul will be with you. The consul will be with you, Luke, always! If you've picked up Jacobson, go to 185.

You notice a PTU starts buzzing, and go over to answer it. You flick the "receive" switch, and see Jacobson (the Agricultural officer) at the other end. He is about to say something, and you notice him glance to his side...

"Holy shee..."

His face disappears from view, and you see a blurred figure, possibly him, running down an alley in the background, pursued by several others.

Make a Search (UR) roll, and if successful go to 73. Otherwise, go to 74.

- 73- "Wait a second," you say, "that's the Union Halide plant in the Industrial district..."

COLLECT THE LETTER "R"

You and the consul quickly return to the roof (60).

- 74- The consul looks at the screen for a moment. "That's the Union Halide plant in the Industrial district. We'd better get going."

She grabs you by the shoulder, and drags you to the elevator, and goes to the roof (60).

- 75- The elevator opens onto the ground floor hallway, which seems deserted. You can enter the foyer (76), go behind the information desk (77), look at the public library (78), take an escalator up (71), or return to the elevator (61).
- 76- The foyer has been vandalised, and the front doors smashed in. The crowd outside is being held off by government troops. You can go to the public library (78), the information desk (77), or the hallway (75).
- 77- The information desk is currently unoccupied. The robot deskminder has been scragged by demonstrators (is this murder?). You can return to the hallway (75), the foyer (76), or the public library (78).
- 78- You are in the library, placed here for the public's convenience by the Federation Information Service. There are several electronic bookreaders with copies of Federation Week in Review, the all too comprehensive weekly newspaper, scattered about. One of the copies of FWIR is open at MegaCorporations: Pragmatists or Criminals? This catches your eye. COLLECT THE LETTER "U". Anyway, you can go to the hallway (75), the foyer (76), or the information desk (77), or you can glance through the article (79).
- 79- A number of MegaCorporations are fingered by the author of the article, including Knightsbridge Engineering, Union Halide, and Luckheedless Spacecraft Systems. The article is pretty dry reading though. COLLECT THE LETTER "C". (Go to 78.)
- 80- You shed some altitude to get a better look at the situation, and realise that the people in the car have been identified (perhaps mistakenly) as Federal citizens. The people in the crowd are shaking the car, since the people within have wisely locked it, and are hoping to sit out their plight.

#### Options

- Lean out of the car, and fire a few shots into the crowd: 81
  - Hover above the mob, and "dust them off" with your jets: 82
  - Leave: 23
- 81- Bad move. As you may have noticed, the local citizenry seem to have no trouble procuring "sporting weapons" and devices for "home defense". A number of such locals proceed to return fire, and you are forced to depart. BUT: any rolls involving flying your aircar must subsequently be made at -1 (on top of any other modifiers) since their shots have damaged your car's plumbing.

#### Options

- Dust off, as mentioned earlier: 83
- Leave: 23

-82- Well done. You fill a number of demonstrators' lungs with local dust, and generally discomfit them. The occupants of the car make off while the going's good. Another notch in your boy scout woggle, you rise into the upper atmosphere (23).

-83- Make an Air Vehicles roll (at -1, remember?, LT gravity; see pages 204, and 301-2). If you succeed, go to 82. Otherwise, you overstrain one of your aircar's engines, and have to make a forced landing (embarrassing, huh?). Now, the question is, were you firing a stun pistol (go to 84), or something capable of more permanent harm (go to 85)?

-84- You can tell these folks have a sense of humour, just look at those big grins on their faces... Now, fortunately, your aircar is insured, since it seems to be "lost" – no identifiable bits of it can be found, and your health was insured – so you get a private hospital bed for the duration of your recovery (about a month).

END OF ADVENTURE.

-85- Hmm. Well, I won't go into details, but your funeral was quite an affair. The consul was there (whether or not she was with you in the aircar, a consul's gotta be resourceful...), and so was the Agricultural Officer. The director of Enclave said some very nice things, and some of them were even about you (but none of the ones made in public). Ah well. You may think this is cruel (on my part) but this is how I release all the pent up emotion I get from not firing indiscriminately into crowds...

END OF ADVENTURE.

-90- Your aircar comes to rest on the lawn outside Government House. This dignified building seems to be worse for wear. A number of windows are broken, and there are unsightly bullet holes all over the plaster façade.

Options

- Exit aircar, and stride into the place with your fingers hovering over the butt of any artillery in your possession: 91
- Exit aircar, and nonchalantly wander into the place: 92
- Up you go, into the wide blue yonder: 24
- Call out "Anyone still alive in there?": 93

-91- Metre after metre you walk. You breathe in, and breathe out. Your uncannily sharp gaze flicks left, and flicks right. A movement at the periphery of your vision attracts your notice.

Options

- Hit the deck, roll, and fry the beggar: 94
- Ignore it: 95
- Examine it carefully (then, maybe, fry it): 96

-92- Well, the place could use some decoration (the bloodstains are rather grim), and the only sorts of cabinet postings the officials you can find could take would be subterranean, but unless you're into dead bodies, there's no excitement to be found in this part of town. Try the Opera House, maybe.

COLLECT THE LETTER "M"

Options

- Search everyone's pockets for matchbooks: 97
- Cast an "Ask the Dead" spell: 98
- Leave, via aircar: 24

-93- No reply...it's quiet...too quiet. (Go to 90.)

-94- A brilliantly executed manœuvre, you only muffed one thing: you missed. Lucky really – the Simiolan Squirrel is a protected species. You get up, and dust yourself off. (Go to 92.)

-95- You hear a sound behind you, should you turn around (99)? Or not (92)?

-96- A cute furry animal, which is (alas!) protected. It also has sharp teeth. (Go to 92.)

-97- They all seem to have matchbooks from a place called "Chez Pierre". Apart from that, nothing. (Go to 24.)

-99- No. (Go to 96.)

-100- Outside the President's Palace you can see signs of fighting. The troops guarding the palace, in their fine blue and white "SpaceForce" uniforms seem to be exchanging shots with grotty looking rebels (equipped with cone rifles) in the shrubbery.

You recall that the predominant backgrounds of local settlers are Chinese and Spanish, resulting from the original, rival colonies. The current government is more or less run by the slightly more numerous Chinese, and the rebels seem to be predominantly Spanish. So perhaps the unrest isn't entirely a result of the government's acquiescence to the unpopular Authorised Habitation Zone Act (see ForeScene)... COLLECT THE LETTER "I"

Since there seems little constructive that you can do here, you might as well take off (24).



-110- You land on the rooftop landing pad of Chez Pierre (how many restaurants have their own aircar landing pad? Well...lots actually, but not on this planet). A number of vehicles similar to yours are also parked here. A group of four bearded men in tight suits, wearing reflective sunglasses, and eating junk food, are guarding the elevator door (or waiting for it to open – who knows?). A French flag flutters in the breeze (French?).

#### Options

- Try to get past the guards to the elevator by pointing your gun (if any) at them: 111
  - Try to connive your way past the guards: 112
  - Try to learn something from the guards: 113
  - Fly away: 24
- 111- Before you can utter the magic words "megajoule battery" they point automatic weapons at you, and recommend that you take a flying... They had Spanish accents. (Go to 24.)
- 112- "You're welcome to go in [Spanish Honorific suitable for your age and gender]," replies the nearest guard. He even presses the "down" button for you (what a guy!). You can smile, and hop back into your aircar (24), or (shudder) take the elevator (114).
- 113- Make a Charisma roll (they are male heterosexuals, or will at least pretend to be – you work out which modifier is suitable). If you succeed, go to 115; otherwise go to 112.
- 114- The doors open, and you step in. The elevator takes you to the ground floor. Of course, you may be having second thoughts, in which case, make a Search roll (UR), and if successful, go to 116, if not, or if you're not having second thoughts (I'm crediting you with first thoughts), go to 117.
- 115- "Listen amigo, we're not after any trouble. But the guys in there are pretty touchy." (Go to 112.)
- 116- You notice a hatch in the ceiling of the elevator, and think you might be able to make it. Make a Climbing roll, or an EF = E+G-1 (ie. E+G+1-2) roll against (ST+AG)/2 if (like Srikanth) you have no such skill. ("E" is UR, and "G" is LT.) If you succeed, go to 118, otherwise, or if you elected to remain as you were, go to 117.
- 117- The elevator doors open, and you are face to face with a large number of Chinese bodyguards who seem – somehow – tense. Further into the room you notice the President and some generals playing bridge. They nod to you politely. You

explain hastily your Federal affiliation, and say good-bye. COLLECT THE LETTER "N"

When you return to the roof you exhibit minimal courtesy to the guards on the roof, and make your way into the heavens: 24

- 118- The elevator doors open, and you see through the crack beneath you a bunch of armed bodyguards pointing their guns into the elevator. They seem puzzled, and trigger-happy. As a precautionary act, they lock the elevator in its current position. You (perhaps wisely) decide to wait it out.

When the troubles subside thirty-six hours later, you re-emerge a changed person. You decide to entitle your memoirs "Starving in a French Restaurant." (Go to 199.)

- 119- One appears to have been killed by a crushing blow to the chest, while the other was electrocuted. You return, somewhat nervously, to your aircar: 120.
- 120- The Union Halide Poison Gas Factory is not one of Simiolus' greatest tourist attractions. Even the rats seem to have found better places to live, and the nearby river is reported to frost glass bottles dipped into it. You, having far greater intelligence, so you claim, than rats, have chosen to land nearby.

#### Options

- Go up to the front entrance, and demand admission: 121
  - Go up to the front entrance, and request admission: 122
  - Attempt to bluff your way in: 123
  - Enter a nearby visiphone booth for a quick costume change (or something else?): 124
  - Take off: 139
- 121- "Admission Denied." Furthermore, the first three options under 120 will no longer be available to you, return to 120 with this in mind.
- 122- "Admission Denied." (Go to 120.)
- 123- "Hello, I'm here for my appointment with Attel Malagate, one of your research chemists..."; you deftly weave an intricate web of balderdash, and are admitted.

Unfortunately, the plant itself is pretty unexciting (if there are skeletons in the cupboards, you can;t find the right ones to poke in), and you soon are reduced to concocting schemes for convincing someone to tell you the way out.

Eventually, you leave (go to 120).

- 124- The visiphone booth has been vandalised – there are melted holes and stains characteristic of vapourised plastic on the side wall of the booth. The visiphone is still on, its camera facing towards you, down an alley to your rear. You may:
  - Return to your aircar: 120
  - Go down the alley: 125
  
- 125- You cautiously walk down the alley, and eventually come to a four way intersection. Make one of (your choice) a Scan roll, or a Search/Tracking Roll (you'll need to have the Tracking field, of course – see pages 205, 206, and 301-3). The "E" is UR.
  - Failed (whichever). You may as well return to your aircar: 120
  - Made your Scan roll (QR3 or better, remember?): 126
  - Made your Search/Tracking roll: 127
  
- 126- You notice signs of a struggle. A broken knife lying in a gutter, a bloodstain, hastily covered over with litter, and a watch with some skin on its metal band. Unsatisfied, but lacking further courses of action, you return to your aircar. COLLECT THE LETTER "A". (Go to 120).
  
- 127- You notice some drag and scuff marks, and follow them to a doorway, set in an alcove beside a large garbage hopper.
  - You knock on the door: 128
  - You hold your nose, and open the hopper: 129
  - You can return to your aircar: 120
  
- 128- Deep inside the building, someone shouts "There's nobody in." You test the door but it seems beyond your ability to force.
  - You can open the hopper: 129
  - You can return to your aircar: 120
  
- 129- You open the hopper with queasy (or, perhaps, cold-blooded?) anticipation. Inside there are two corpses which you don't recognise. If you can, make a Search/Emergency Medical or Diagnose/Standard Medical roll at +1 (to the BEF; +2 if you have the Emergency Medikit; see pages 204, 206, and 301-3). COLLECT THE LETTER "A"
  - Successful: 119
  - Unsuccessful, or beyond your abilities, their effects absent, return to your aircar: 120
  
- 130- Speaking of things with a glowing reputation, the UESR Funded Thermonuclear Power Plant supplies all of Simiolus electrical power needs. The plant is surrounded by an electrified and barbed "Y" fence, about six feet high. This brilliant piece of security technology has had its Achilles' heel found out. Someone has driven a truck through the fence.

Options

- Walk into the compound through the gap in the fence: 131
  - Do a low altitude fly-over of the compound to see what's going on inside: 132
  - Up, up, and away...: 26
- 131- There are two major buildings in the compound. A two-storied box-shaped building with lots of reflective glass frontage, and a parking lot in front of it, and a huge concrete block with a strange venting system on it, starting about five metres above the ground.
- Options
- Inspect the glass building: 133
  - Inspect the concrete building: 134
  - Back to the aircar: 130
- 132- You notice some people doing something on the roof of a large vented concrete building.
- Close in for a better look: 135
  - Radio the authorities, or the Feds: 136
  - Leave: 26
- 133- The glass building seems secure. A guard walks over, eyeing you very suspiciously. You decide to stick to the truth – you saw a gap in the fence, and were concerned, and so on, and so forth. The guard looks at you inscrutably through his/her reflective visor, perhaps radioing for instructions, and then leads you firmly to the front gate (if this is your second time then you get arrested, and stuck in jail, etc. but I'm assuming a bit of sense on your part, here). (Go to 130.)
- 134- The only way in would seem to be via a vault door assembly, and penetrating this would take some time, even if you had the right equipment. Make a Scan (SU) roll.
- Successful (QR3 or better): 137
  - Otherwise, you may as well return one more to the breach: 131
- 135- They have backpacks and climbing equipment. Make a Search (SU) roll (unless you've been here before, in which case you overlook the same things you overlooked before).
- If successful: 138
  - Otherwise, you may as well go: 132
- 136- "Yeah, yeah. Who cares if a bunch of idiots raise their flag on top of the power plant? As long as they don't molest anyone, we've got other problems."
- "Thanks for your concern, anyway." [Click] (Go to 132.)
- 137- You notice the tail end of a rope being dragged up the side of the building, until it disappears. You can see nothing more from down here. (Go to 131.)

-138- You realise that their packs are extremely light. Why would they be light? you ask yourself, unless they're filled with DEXAX (see explosives, in [6.0]). Quickly, you contact the authorities, and tell them of your suspicions. They are very grateful, and tell you that your message will be passed on to plant security. COLLECT THE LETTER "N".

You receive a Merit Point. (Go to 26.)

-139- You (and any companions) re-enter your aircar, and notice that someone was lying in the back seat.

"I don't believe they spotted me," says Jacobson, when you relocate your jaws, "Why don't we return to the Enclave?"

If the consul is present, she offers to press the take-off button for you. (Go to 26.)

-140- Now that you think about it, landing in the Stadium would probably not be a great idea. There seem to be a lot of armed people inside the grounds, herding a lot of unarmed people about. The armed people are giving you the old "the people you meet when you don't have an anti-aircraft missile" look, and you decide to...

- Gain some altitude: 27
- Fly around the outside of the stadium: 142

-141- You poke about the stadium, looking for a car to land on, and see a lot of people, mostly fairly young, being herded off trucks by armed men in paramilitary uniforms (but not those of government troops). Make a Scan roll (SU; see pages 205, and 301-2); if you succeed (QR3 or better) go to 143, otherwise, you may as well leave: 27.

-142- You see trucks full of kneeling people, with armed persons standing over them, driving to the stadium. The trucks don't look particularly comfortable, and none of the people are carrying soccer team colours, or banners. Besides, it's the wrong day of the week. Make a Scan roll; if you succeed (QR3 or better) go to 143, otherwise, you may as well leave: 27.

-143- You notice a truck threading its way through the streets on the far side of the Opera House, towards the stadium. the truck seems to be on its own. You can investigate (144), or get the hell out of there (27).

-144- You fly upwards, and then come at the truck out of the sun, just like in the old movies. There seem to be several soldiers riding in the back, and the passengers are all kneeling. The soldiers appear to be less than pleased about your presence. Some aim guns at you, while others hide their faces (casting your mind back, you can recall no such local customs). While the soldiers are so distracted, a struggle takes place, and several soldiers are disarmed by their prisoners. After a brief firefight, the soldiers exit, stage left.

Options

- Fly off into the sunrise (who was that masked pilot?): 27

- Question the ex-prisoners: 145
- 145- They are quite willing to speak to you. They tell you that the majority Chinese-dominated government has fallen, and that it has been replaced (at least for the time being) by a Spanish-dominated government. Since this sort of thing has happened before, they were hardly surprised when resistance groups quickly formed; the fact that the resistance groups had been set up by the new regime came as more of a surprise... COLLECT THE LETTER "S".
- If you return to the Enclave with this information you will earn 4 Merit Points. (Go to 27.)
- 150- When you near the Opera House, you realise that it would seem that the show isn't going on. While you are thinking of another way to spend the evening, you have a chance to make a Scan roll (SU). If you achieve QR3 or better, go to 143; otherwise, reluctantly, you leave for less cultured climes (like the upper atmosphere), go to 27.
- 160- Simiolus City Airport is only open to military air traffic at the moment, and you suspect that even if you are allowed to land there, they may commandeer your aircar, which may make it difficult to get out again. Wisely, you elect to steer clear of the airport. (Go to 29.)
- 170- You can see signs of fighting in the docks. You can see puffs of smoke and vapour from weapons either firing at, or striking their targets, a few laser flashes, bangs, and ionisation sparks, as well as the occasional figure dashing from building to building. Since there is nothing down there of interest, and quite a large degree of risk involved in landing, you elect to remain aloft (go to 29).
- 171- If this were a long adventure, involving lots of exercise, which it isn't, then this would be a good move (there's nothing particularly wrong with the cafeteria's food). As it is, you haven't had breakfast, so it's just good role-playing. Anyway, you return to the office area munching on a sandwich or something, and a cup of something hot (go to 70).
- 172- The cafeteria is closed, although there is an automatic food preparation and dispensing machine. You can order a "meal", or a drink of some kind (but a sign on the machine warns you to avoid the coffee), in which case go to 171. Otherwise you may as well return to the office area (go to 70).
- 173- You relieve yourself, or do whatever it was that you wanted to do in the toilet, but discover nothing of great interest (70).
- 174- Fortunately for the consul, your appearance distracts her assailants long enough for her to gun them down with her DEXAX needler. Unfortunately for you, one of them fires his rifle into you. Roll D10: if you get a 1-4 the burst hits you in the legs or abdomen, while a 5-9 indicates a hit in the arms, or chest, and a 10 indicates a hit in the head.

- The location struck was covered by kevlar, or impermasuit: 175
- The location struck was unprotected: 176

-175- You suffer a medium wound (wound level: 2; wound status: medium wound) which causes you a -2 modifier to all activity (ie. any task you perform has its EF reduced by two, until you recover, ie. until after the adventure finishes. NB: using the rules in [3.0] – see pages 301-2 – so that  $EF\ 1 - 2 = 0.25$ , and  $EF\ 2 - 2 = 0.5$ , and so forth). BUT if you have the emergency medikit, then the consul patches you up to light wound (wound level: 1; wound status: light wound, -1 to all activity). If you've picked up Jacobson, go to 185.

During your recovery, the consul is distracted momentarily by a telephone call.

"That was Jacobson" – (the Agricultural Officer) – "He's at the Union Halide plant."

She helps you into the elevator, and to the aircar, and you take off (go to 22).

-176- The wound incapacitates you, and you collapse to the floor. The consul drags you to the aircar, and flies you to the Seventh Day Adventist Hospital, where you wake up six hours later. Your conduct earns you two merit points (the consul gets promoted to ambassador).

END OF ADVENTURE.

-180- It seems calm around the Greasy Spoon Nightclub and Café.

Options

- It's been a day of thirsty work, so you decide to land: 181
- No rest for the wicked; off you go: 29

-181- In you go. Slimy Arnold, the proprietor, wipes his face off on his apron, and points you to a corner table, near a pair of evil-smelling sailors who chain-smoke cigars comprising a mixture of marijuana, tobacco, and saltpetre.

Options

- Purchase and smoke some of the stuff the sailors are having: 182
- Have a stiff drink: 183
- Have something refreshing: 184
- Leave: 29

-182- More or less harmless recreational drugs leave you feeling woozy. You're at -2 for the balance of this adventure. Ie. reduce the EFs of any task you are called upon to perform by two (using the rules in [3.0] – see pages 301-2 – so that  $EF\ 1 - 2 = 0.25$ , and  $EF\ 2 - 2 = 0.5$ , and so forth). You'd better get going: 29

-183- You have a couple of drinks, and then realise that you need to be alert. Arnold gladly supplies you with a cup of coffee (well, it looks like coffee) and an anti-alcohol pill. Five minutes, and you're back to normal, give or take a headache. (Go to 29.)

-184- Your drink arrives in a rather foggy glass, and you drink it somewhat dubiously, and leave with a strange feeling in the pit of your stomach. You feel quite unwell as your aircar accelerates into the heavens (go to 29).

-185- You inform the consul that Jacobson is waiting for you on the roof.

"Well done," she says. "At least you've done something right. We'd best be off."

You both saunter to the elevator. (Go to 60)

-190- As you fly above the burning tenement you see hundreds of people milling out in the streets. The fire brigade is nowhere in sight, and you can see several people standing on the top of the tenement, trying to escape the flames.

Of course you react immediately, and attempt to come to a hover in the turbulent air above the burning building. Make an Air Vehicles roll at -1 (as well as any other modifiers you've built up; remember, the gravity, "G", is LT).

Options

- Failure: 191
- Success: 192

-191- The aircar bangs hard into the side of the building, severely damaging its finish, and before you and the autopilot are able to stabilise it, and make another attempt, a sheet of flame engulfs the top of the building. You make another attempt, and are able to rescue only two of the people who were on the rooftop. (Go to 193.)

-192- The people on the roof clamber into your aircar heedless of your warnings of overloading. The engines strain, but fail to keep you aloft, and the aircar spirals nauseatingly into the ground. A safe, but graceless landing. You have saved six people from the flames. One of them, a child, runs to the arms of his parents, who thank you many times. (Go to 193.)

-193- After you land, to let off your beneficiaries, a student approaches you.

"Are you from the Federation?"

Without making an Empathy roll, you realise that you have nothing to fear from the young man, and nod.

"Several friends of mine have been arrested, and taken to the stadium. We don't know if it's the government or the rebels, but hundreds of people are disappearing. I thought that maybe the Federation could do something about it..."



You assure him that you'll look into it, and he says that the stadium is in the entertainment district. (Go to 28.)

- 199- When you recover, you receive brief visits from the director and the consul (who survives regardless...). If you rescued both people before you crashed, then you receive four merit points; two, if you rescued one or the other; otherwise, nothing. END OF ADVENTURE.
- 200- Look, you'll be told when you need to go to the hospital. (Return to 28.)

#### FINAL NOTE

You will, during the course of the adventure, have been given some letters (what, you didn't get any? Try another occupation...). Each of these is worth half a merit point! Furthermore, if your letters can be arranged to spell the magic word "SCARNIUM", or, if you prefer, "CRANIUMS", then you have completed the adventure especially well, and gain a bonus merit point for being so lucky – I mean clever! Note that Merit Points are occupation-specific.

In any case, if you were playing this adventure with one of your own characters, then the character receives  $20 + 5 \times$  (any merit points he/she received in the adventure) EPs (being a piece of paper, I'm no good at judging role-play. Take 5 more if you ate breakfast!).

#### Credits

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