

Appendix A: Names for The Menoastikan Leagues

- 1 - X of the Y Z
- 2 - The Y Z X
- 3 - The W/W X
- 4 - W's Y X
- 5 - The Y X of the Z
- 6 - The Y X of the Y Z
- 7 - Ordo Y Z (Look up the Latin versions)
- 8 - The Y Z's of Yness
- 9 - The X of the (demon/angel/saint) W
- 10 - W's Z

	X (Group Title)	Y (Adjective)	Z (Noun)	W (Name)*
1	Brotherhood	Mystic/Spiritual	Rose	Fitzwaller
2	Order	Nameless	Cat	Kleinfelter
3	Society	Eldritch	Thorn	Mongoth
4	Masters	Mossy	Cross	Kraben
5	Cabal	Bloody	Head	Whoulheim
6	Temple	Holy	Blood	Van Heeswyk
7	Cult	Hermetic	Grail	Shnookal
8	Fellowship	Golden	Sword	Melmouth
9	Legion	Damned	Dawn	Theobald
10	Children	Secret	Dragon	Zukermann
11	Chevaliers	Fallen	Star	Froste
12	Knights	Darkest	Silence	Cornelius
13	Garden	Arcane	Madonna/Virgin	Veenhuizen
14	Church	Shrouded	Hellfire	Gorbik
15	Circle	Naughty	Book/Bible	Titheredge
16	Sect	Ancient	Mask	Woffinden
17	Faction	Black/other colour	Terror	Younghusband
18	Army	Dolorous	Crystal	Buechler
19	Covenant	Numinous	Cauldron	Rhomher
20	College	Inverted	Night	Lorkin

* Or flip through the phone book, that's where these come from



Appendix B: The Tiki Files

Below is a selection of the fringe science and occult gadgets from the vaults of the Tikimen, ZODIAC's masters of uncanny technology. These should give guidance as to the kinds of gadgets or talismans players can produce using *Gadgets* or *Ritual Magick*.

In addition, the Ref might like to arbitrarily assign some gadgets at the start of each mission. Some of the gadgets may be written into the story (like the way James Bond always has the right gadget, however unlikely the situation he is in) but players should be kept guessing as to which ones are useful and which ones are just arbitrary. It would be an abuse of the Ref/player contract to railroad an agent into a bind, just so they can use an assigned gadget so be careful of emulating the Bond formula too closely.

So, if you thought the silly gadgets that Q demonstrates look like more fun than the ones he actually gives to 007, the Tiki Lab is the place to be.

1. A pyramid covered in purple shag carpet, about 50 cm high. When properly attuned along compass lines, the pyramid reduces the sexual inhibitions of everyone who comes into the room. The more repressed a person is, the more dramatic the release.
2. Ring containing a miniaturised cocktail bar, just add water to whip up the most exotic concoctions including poisons and knockout drugs.
3. A small device which fits snugly inside the nostril. It can produce up to a hundred cigarettes, one at a time, although many people may be reluctant to smoke them. Very useful in prison. The agent may opt to ignite the cartridge and burn the entire set, producing a large smoke screen billowing from their nose.
4. A disco ball which collapses along four dimensional folds until it is the size of a jewel or cufflink. Apart from ambiance, it can produce a blinding burst of light or hover in the air for up to ten minutes producing a dazzling, disorienting light show.
5. A portable snare which is contained in either a fringed jacket or an item of macramé craftwork. It will incapacitate one person and anyone who tries to pull them out, like the tar baby (Roll endurance vs gadgets).
6. A bar coaster which contains a miniature mass spectrometer
7. False heels which can be fitted to any platform shoe. These heels contain an n-space bubble which can hold up to one cubic metre each, including a person if they scrunch up really small.
8. A glass which records the fingerprints of the holder's last sexual partner, by detecting orgone residuals. This works through gloves and fake fingerprints as it is not actually measuring physical prints.
9. A collapsible scuba/space suit which fits in either a false tooth or a nasal cartridge.
10. An instant manservant, just add water. This automaton will act like a normal manservant for an hour and will then melt. There are female versions of this gadget but they are in short supply, someone keeps taking them from the storeroom.
11. A chalk circle drawn on the back of a 1940s health & nudism magazine. Given the correct command word it turns into a ghostly potter's wheel, spinning pots and vases from material drawn from some extradimensional source. When given the 'bake' command, these items of uncanny pottery are all but indestructible.
12. A snow globe which is actually an instant pickpocket. The item stolen must fit in the snow globe and it has to be broken to get the object out. Roll Gadgets vs Covert
13. A beach ball which will self inflate to giant size. It can withstand vacuum or undersea pressure.
14. A novelty pen which writes in someone else's handwriting. To prime it you need to get them to write something with the pen. The picture of the person in the pen (you know, the ones where

their clothes fall off when you turn it upside down...) matches the person whose writing it contains, a good way to see through disguises as well.

15. A hand tooled leather wallet which contains enough money to buy one consumer item (up to a car) in whatever currency is required at the time.
16. An old soup can which, when an object is rattled inside, will call an ice-cream van to the vicinity. It sends out ELF waves back through time to the point when the van driver needed to feel an irresistible urge to drive to your location.
17. A spray can which makes a new colour whenever it is used. The colour will eventually fade to resemble a mundane pigment. Circles drawn in this reduce the price of a summoned spirit by one.
18. A hat which protects its wearer from one injury to the head. It does this at the time of crisis by placing the wearer's head in a pocket dimension until danger has passed or five minutes, whichever is longer. This may drive the wearer crazy, but at least their head is safe. They are effectively blinded.
19. A lavalamp. Who knows what it does?
20. A bubble blower which creates bubbles that trap sound, to be saved and replayed later. The bubble can contain up to 24 hours worth of sound which replays in 1:1 time, so you have to be patient to hear it all. The bubbles are very difficult to see and foil conventional microphone sweeps. Fortunately they are quite resilient and easy to transport – the need to be cut open with a sharp knife.
21. Sea monkeys! These tiny little minions can be placed in a drink to put a person under your control. The victim has to face tests of endurance to resist your commands (Roll endurance vs gadgets)
22. A pet rock. This obeys simple commands and will scuttle about on its own accord. Unfortunately we still haven't perfected a model with any kind of hand or claw.
23. Have a Nice Day! Badge. When pinned on, this sinister object emits ELF waves that actually force the victim to have a nice day, whatever their predicament. This has sometimes led to terrible self mutilation by those driven crazy by its cheerful insidiousness.
24. A cocktail swizzle stick with an antigravity generator (up to one ton).
25. Two scuttling eyeballs that can be monitored from a set of oversized

sunglasses.

26. A universal monster.
27. TV in a spray can. This can be sprayed onto a surface it can function as a two-way communication screen (if someone else has one) or it can just be used to watch the box.
28. Sex change perfume or aftershave, wears off in 24 hours.
29. A tiny mariachi band which can be placed in someone's ear while they sleep, sure to drive them crazy.
30. A bean bag which can trap people and change its beans into nasty spikes on command.
31. Insanity keyhole, comprising of a pair of small keyhole-shaped lenses. Placed in a normal keyhole it projects the image from its twin. Infamously used by agent Terwilliker who send one lens into a dimension of insanity.
32. Programmable hair styling brush. Can record up to 12 different hairstyles, will even alter length and colour.
33. A universal ticket, works in any situation where a ticket is required.
34. Loose lips. Wax lips which are invisible when placed on a glass (or backwards on your own lips). Has the same effect as sodium pentathol and can be boosted to "Tourette's mode".
35. A nose spray which makes the user intangible, but prone to fits of sneezing.
36. A torture bikini. Has settings from uncomfortable to excruciating.





37. A stink baby. An automaton which looks like an ordinary baby but can be set to release large volumes of gases – tear gas, knockout, stench, emetic.
38. A prison pen. Write down a person's name and draw bars over it. All the locks in that person's room become locked until the paper is torn up. It does not stop the person breaking doors, windows, and so forth.
39. Explosive silly putty. Can also be used to copy secret documents (in reverse, of course) and is a nutritious, if tasteless, paste.
40. Multi utility vegetarian sausage. It can be used as a cosh, a rope, a staff (with the strength of titanium enhance steel), handcuffs and other uses. Inedible.
41. Enraging guitar strings. Modified to emit low frequency waves which drive people to rage and violence, especially if played out of tune.
42. Inflammable Jesus. Set to immolate on a command word. Sprays napalm tears which make everything around it likely to catch on fire.
43. Fashion lozenge. No matter what you are wearing, as long as you suck on one of these you will look confident and sophisticated. As soon as you are not actually sucking, the effect begins to wear off so keep your sentences short. Also makes people ignore outrageous outfits, weapons and wounds.
44. A language moustache. It can be set to any one language and must be worn on the skin, not necessarily on the lip.
45. A garden gnome with inbuilt cameras, infrared sensors and weapons (choice of a mine or gas grenade). It is operated by a remote control device and emits alpha waves which make people ignore it's unlikely appearance.
46. Vertiginous jam. Soaks through the skin and makes a person feel like they are in danger of falling from a great height.
47. Puppet. A marionette hooked up to a set of neurotransmitter stickers which are placed on the victim's body (they look like bandaids). The person can then be moved by moving the puppet. Without puppeteer training, the movements are not very realistic. The jaw can be moved and a remote speaker (requiring another gadget) can be used to project the puppeteer's voice.
48. Jet boots. Needs to be fitted in platform soles or there is not enough space for the rocket fuel.
49. The Eco Bug. A sexually transmitted disease which makes people feel great empathy for the suffering of others and the plight of the environment. Unfortunately Astrolabus has found out about this one and has been developing an experimental cure for its members, which has the side effect of leaving them unable to understand or recognise rhyme.
50. Kungfu singlet – gives the wearer the appearance and confidence of a master of martial arts but, alas, no real skills except in their own mind.



Appendix C: The Space Ape Gripe

The Space Ape Gripe is an adventure designed to introduce players to the strange world of *Casefile: ZODIAC*. The story concerns the insane Dr Nibbles (aka Dr Yuri Helspedin) a scientist so unhinged by an experimental drug and by his own poor treatment of space program apes that he has come to believe that he is one of them, rather than one of the humans responsible for the experimentation in the first place. Having discovered the 'Lemarck Formula', a drug which alters brain chemistry and boosts chimp intelligence, he plans to infect the world's banana supply with it. To him it is irrelevant that the drug is poisonous to humans. To implement his insane plan, he has had to raise the capital, a process which has involved stirring up trouble between ZODIAC and Astrolabus.

Each of these Acts is broken into several categories. The first section is a brief Summary. The Story section provides just one possible version of how events may transpire – use it for guidance but be prepared for individual teams to do their own thing. Location describes the places which are available and how they might be used. The Characters are also described for quick reference. Finally, a Key Events section gives an elaboration on the sequence of events as well as some hooks to expand if necessary.

Prologue: Roller Madness

Summary

The agents meet their contact at the roller derby, awaiting the handover of secret microfilm documents. The documents are intercepted by minions of the Bee Master, an Astrolabus arch-criminal. A chase ensues but the agents finally end up with the important information.

The Story

The prologue begins in situ. The agents were sent to the *All-Girl Roller Derby* to meet someone called 'Beast' on the insistence that they would know who it was when they got there. They prowled around for a while, saw a lot of suspicious characters but realised they

had found their contact when the announcer excitedly heralded the arrival of champion team 'The Sugar Bunches' and their star player, the Beast.

The Agents debated waiting until after the game to make contact but were concerned about the number of suspicious looking characters around the place, huddled in their long trenchcoats or raincoats with big, rustling shopping bags of unknown contents. They may have just been harmless perverts but the team were not about to take the risk. Breaking into the Sugar Bunches' locker room they dressed one of their female agents as a reserve and sent her into the arena.

Meanwhile the Sugar Bunches had won one match and were about to face another team, the newly incorporated 'Queen Bees', who started to establish a reputation as the dirtiest team in the league. The team's name also rang alarm bells as the team had heard of the arch-criminal The Beemaster and his propensity for bee-themed exploits.

Sure enough, just as the exchange was to take place, both The Beast and the Zodiac agent were knocked down by a well-orchestrated multi-player foul. The canister containing the secret microfilm was caught by one of the Queen Bees who activated jet-boost skates and took off into the crowd.

The team rapidly took chase but the Queen Bee had reached the outside of the arena, which of course is located in a hovering zeppelin (what, we didn't tell you that before?). After the team won a fight with a group of male 'drones' on the gantries of the Zeppelin, she activated a bee-wing 'flight pack' and took off into the wild blue yonder. Fortunately the Zodiac agents are also well equipped with gadgets and soon captured her and the microfilm after a thrilling mid-air battle.

Location

The All-Girl Roller Derby Arena

A seedy, smelly sports arena. The all-girl feature is a big draw card for shabby looking men who look on forlornly like a dog at the window of a butcher's shop. Nevertheless, still fun for the whole family. The whole rink has been built in a zeppelin which flies from city to city across America. It also takes to the sky during matches, and projects the broadcast of the game onto the side of the balloon.

The Characters

The Sugar Bunches

More usually known around the leagues as the 'Sugar Bitches', this is the meanest, scariest and coolest group of thick-ankled women ever assembled on eight wheels.

The Beast

The star player of the Sugar Bunches. She looks like a viking princess and takes lusty pleasure in the heat of battle. She can smile sweetly while twisting someone's foot around so it points the wrong way.

The Queen Bees

A new team in the All-Girl Roller Derby Arena. Actually a team of crack female agents who work for the Bee Master and specialise in dirty tricks. After this mission, they may yet stay in the leagues for their own mysterious purposes.

The Bee Master

A mid-level arch villain. He is written up in the dossiers section and is a crazy 'themed' villain in the Avengers or Batman sense. He is, unsurprisingly, obsessed with Bees. He does not actually appear in this story, but directs his minions from behind the scenes.

Key Events

This scene should be fast and direct. Try not to embroider with too many side events.

No female agents? Well, the 'disguise' plot just became more fun.

If you are interested and have the know-how, narrating the roller-derby game might be fun (or it might just be tedious).

Once the Queen Bee leaps from the zeppelin, players may not realise that they can use a Faustian Compact on their Gadgets specialty to take chase on a flying gadget of their own. In this case the Ref should let the players know that this is possible. They may of course come up with some kind of ingenious plan anyway.

Act 1: Club d'Circe

Summary

The agents infiltrate Club d'Circe, a Marakesh resort which specialises in celebrity animals and which seems to have been involved in brainwashing its guests to commit crimes. At the club they find out that Miss Popsie, a hyper-intelligent chimp masseuse has been injecting guests with a mysterious drug. This drug is traced back to the seedy Dr D, a Russian chemist who is working for the mysterious Dr Nibbles.

The Story

Later, the Agents received a briefing on the contents of the microfilm. It appears that a number of celebrity animals have been involved in robberies and thefts, which have been covered up by the authorities under financial inducement from their sponsors and studios. A certain famous dog held up a bank with a note and a bomb with a dead-man's trigger in his mouth. A certain horse stole jewels from a country estate. A certain dolphin is involved in a blackmail scheme regarding sordid sexual exploits and a home movie camera.

Trainers are at a loss to explain these uncharacteristic behaviours. The animals are playing dumb. The only link between them is that they all vacationed at Club d'Circe a Marakesh resort which caters to animal clients and their trainers. This is also believed to be a front for Astrolabus, particularly the faction known as The Zookeepers who specialise in animal related crime (refer to the Astrolabus section of the rules for what is known publicly about the Zookeepers).

A couple of the agents were teamed with some Zodiac Beast Agents in order to infiltrate the resort. Others sought work with impeccably forged resumes. After checking out several suspicious characters, the agents found out that one of the chimp masseuses, Miss Popsie, had been injecting guests with a mysterious chemical.

Following Miss Popsie on one of her nocturnal jaunts, the team found a secret brothel in the seediest part of the city where all the prostitutes were also hyper-intelligent chimps. Mistress Popsie was the madam and it became clear that she could speak among her many talents. In a grimy basement, she ran a drug lab where the seedy Russian Dr D cooked up the formula which kept them all smart in exchange for favours which do not bear description.

When he realised that their security had been breached, Dr D took flight in a surprisingly fast golf buggy. As it turned out, it was a gadget vehicle and he led the agents on a merry chase across the rooftops, through the alleys and bazaars, and eventually into the sea. When captured, he told them what little he knew – that he and Miss Popsie took orders from the unseen Dr Nibbles who was behind the project and that the brainwashed animals were depositing money in an Astrolabus bank/ money laundering operation based out of the Zaniland amusement park in Korea.

Locations

The agents' home base for the briefing. A good opportunity to sketch out what is there for future reference.

Club d'Circe

An elegant and sophisticated international resort in Marakesh. It is run, almost exclusively, for the benefit of animal celebrities who are stressed out and in need of pampering. Known by ZODIAC to be an Astrolabus front.

Downtown Marakesh

Exoticisation and orientalism coming out of every nook and cranny. Use all the stereotypes and then twist them around. Perhaps the annoying guy who is trying to sell you a mass produced hookah is actually a local cop on the lookout for trouble makers.

The Hairy Spot

A secret nightclub and brothel hidden off the darkest and dingiest of alleyways. The prostitutes are all hyper-intelligent chimps and the clients are wealthy westerners looking for a taste of Eastern decadence. The chimps can talk and affect exotic accents but are mostly American or Russian, escapees from the space programs of those nations.

The Characters

Zodiac Beast Agents

Twiggy (ferret), Pudding (a three legged cat) or Lump (a bear cub) are all available to use if your team does not have their own Beast Agent.

Guests at Club d'Circe

Marvin (a hyperactive otter and mascot of a sporting team)

Felicity (a haughty pig, star of the sitcom 'Piggy in the Middle')

Larry (a horse who likes to pretend to be a cat, a high strung racehorse)

Munchkin (a seaworld dolphin with performance anxiety)

Bette (a has been film star dog)

Genevive DuMer

The manager of Club d'Circe, an eagle-eyed and stern taskmaster. She is beautiful and has a shock of white at the front of her otherwise dark hair. She is an Orca.

Hank

Genevive's muscular assistant. He is a loyal as a timber wolf, which is exactly what he is.

Miss Popsie

A chimp masseuse who works at Club d'Circe. Unbeknownst to her employers (or to the Astrolabus organisation) she is hyper-intelligent and is using her access to celebrity animals to inject them with Dr Nibble's intelligence drug and to brainwash them into committing crimes for his benefit. She is also the madam of the Hairy Spot brothel. She is devoted to Dr Nibbles and will die rather than reveal information about him. It is worth contriving an arbitrary escape for Miss Popsie so she can return in Act 3.

Dr D

A sad and wretched Russian scientist who works for Miss Popsie and therefore for Dr Nibbles. He used to work with chimps on the Russian space program before there was a big accident that left his colleagues all dead and him on the run, fearing the blame. He has been contacted by Nibbles, who he believes to be an enhanced chimp, in order to work for the Syndicate. As Dr D had a copy of the Lemark formula that he and Dr Helspedin were working on before the accident and he has been able to manufacture the drug.

Key Events

Don't forget a visit to the Tiki Lab before the agents leave. One good gadget might be a chapstick that makes whatever it is rubbed on smell strongly like bananas (for months and unpleasant months later...).

Feel free to make up weird happenings and suspicious peccadilloes for the guests at the resort to give players a few red herrings.



Perhaps someone is sneaking out at night for a snack or a secret tryst, perhaps a trainer has gambling debts or belongs to a weird sect...

Some agents may go after Genevieve or Hank, feel free to elaborate on their suspicious behaviour (they are Astrolabus agents after all). This might be a good opportunity for games of diplomacy and flirtation. The resort is primarily a money making/laundering operation for the Zoo Keepers.

Treat the Hairy Spot with discretion. Try not to offend your players too much. Remember that the '70s were a more libertine time...

It is worth planning out some events for the Dr D car chase in advance. Perhaps set out a sequence of different hazards and locations which he will flee through. The car has no weapons but is surprisingly fast and has 4 Air which should allow for a few different gadget modifications, such as the ability to operate over water.

If Dr D escapes or is killed, his information might be found out in another way such as an incriminating briefcase of accounts and documents. In addition, his golf cart comes from the Zaniland corporation and has Zaniland Korea insignia.

Players should be able to do research on the formula between Acts and find out that the 'Lemarck Formula' was the project of a team of Soviet space scientists headed by a Dr Helspedin assisted by Dr Dmitiri Gastov. The project was terminated when all the scientists died in a lab accident except Dr Gastov who was reported as a fugitive. The team will be able to find a photo of the scientists and confirm that Dr D is in fact Dr Gastov.

Act 2: Too Zani to be Good

Summary

The agents infiltrate Zaniland Korea in order to find out where Dr Nibbles' ill gotten gains are being channelled. After some run-ins with security, they discover that Dr Nibbles has been attempting to corner the world supply of bananas and that he owns a property, an abandoned American secret missile silo in Australia.

The Story

Dressed as tourists, the agents scouted out the Zaniland theme park outside of Seoul, Korea. Far from zany, the park provided the tamest of thrills with lame messages about being nice and respectful to authority. It is known that the Zaniland chain are a puppet of Astrolabus and a legitimate front via which to move around money. God knows what other agendas are being served by the parks intrusive banality. A few dispirited tourists wandered through the grim place, but few locals seemed to be welcome there, or able to afford the exorbitant prices.

Watching the movements of the security guards (dressed in furry mascot costumes), the agents figured out where the nerve centre of the complex was located. Under the cover of dark they broke back into that building and searched the computers for any information relating to Dr Nibbles. Interestingly enough he had been trying to corner the world market on bananas and had been channelling money from various criminal activities (including those performed by the celebrity animals) into this single minded enterprise. They also found a delivery address, an abandoned American secret missile base deep in the Australian outback.

Very little else could be discovered as alarms began to ring - the team must have tripped some kind of alarm in the computer system. Soon they were mobbed by furry security guards driving golf buggies similar to the one that Dr D had, but thankfully without the gadgets. With the well placed application of ballistic science and demolition practice the agents managed to escape the park and left its burning pastel towers behind them.

Location

Zaniland: Seoul, Korea.

A theme park run by a multinational conglomerate and media company. They seem to make enormous profits even though they chose odd locations for their parks. In reality the company is a front for the Astrolabus organisation, The Funkbusters. The Zaniland parks are extremely lame, passive and emphasise good hygiene and consumption habits. The experience is augmented by mind control drugs in the food along with hypnotic devices in the rides – all encouraging children to conform and respect adults. A visit to Zaniland can change a child's life.

The Characters

The security guards

Poor, exhausted thugs dressed in stinky mascot costumes. Bad tempered and heavily armed but not too vigilant.

Tourists

Few and far between, largely Americans from the Asian air bases. Make up characters as you need them, but their typical brassy annoying behaviour is absent – they are curiously passive and pliable.

Key Events

The team may have to compete with another Zodiac team who are infiltrating Zaniland for their own purposes. The Kitty Boys work well in this role and they do not like sharing with anyone. This friction may set up future rivalry with these most precious of secret agents.

Zaniland is a Funkbusters enterprise which means lots of mind control devices and chemicals designed to induce conformity. Players may not want to risk some of the rides such as the Tunnel of Niceness, but this can be fun.

Why have the Funkbusters built an amusement park in a location that is unlikely to draw many tourists? It is part of a bigger plan to secure corrupted earth power sites. The site was hit by an experimental Eidos bomb in the Korean war and has been contaminated by fouled eidos. Under each Zaniland, Astrolabus is growing giant creatures, 'Magdalenes', to harness this energy. You may wish to have the agents catch sight of a giant humanoid yet monstrous form engaged in walkways and gantries as they escape. Perhaps they could glimpse this on a security camera to stop them getting too sidetracked.

If you need an extra plot dimension to get things going, you might like to introduce a gang war between two local youth gangs who both want to stake out Zaniland as their territory. They are the Seoul Brothers (who model themselves on jive-talking black culture) and the Mild Ones (Marlon Brando via the Fonzie). The Funkbusters encourage this rivalry as they see both gangs are in need of the homogenisation which their facility can provide. The agents may be able to get the cooperation of one of the gangs.

It is up to you how much detail you want to play out the golf buggy battle with the security guards. If this Act has already taken a lot of time, you may wish to cut to the chase. You can always have the rival team (such as the Kitty Boys) save the agents skin.

Just to make it clear, Dr Nibbles does not work for Astrolabus but he knows about them and ZODIAC. He is deliberately using Astrolabus front organisations in order to deflect attention from himself and stir up trouble. He is also using the opportunity to sell information to both sides – he was the original source of the information in the prologue which he sold to ZODIAC and the Beemaster. Now he has made enough money to buy all those bananas, he cares little for the fate of his puppets.

Act 3: The Monkey House

Summary

The final assault on the lair of Dr Nibbles. Stealth, commando rolls and gun battles – you know the drill by now.

The Story

The agents launched their final assault on the lair of Dr Nibbles, a never-completed secret missile silo deep in the Australian outback. Here he has been stockpiling bananas, irradiating them so that they stay fresh longer (only partially successful) and injecting them with his Lemarck Formula. Any primate ingesting the formula becomes hyper-intelligent and part of Dr Nibbles' revolutionary army (so he hopes). Any human who eats the bananas will go horribly mad and probably die. The agents stealthed and fought their way through the base up to a final confrontation with the mad Dr Nibbles, actually a human scientist who had been injecting himself with his formula. He came to believe that he was, himself, a chimp.

With Dr Nibbles out of the way and the bananas blown into several tonnes of sticky yellow paste, the mission casefile could be closed. The hyper-chimps were taken into ZODIAC custody in order to be rehabilitated.

Location

The Monkey House

Dr Nibbles' silo is situated in a remote part of the Australian outback, in the desert outside of Alice Springs. This was built as a missile silo by the CIA before left-wing Australian Prime Minister Gough Whitlam found out about their schemes. He kicked the project team out of the country and the CIA set about plotting his political downfall. Left with the real estate, they sold it on the black market to Dr Nibbles' consortium. It was unfinished and comprises of a small set of underground rooms and a deep subterranean silo cone. The silo is now filled with stacked and hanging crates and cages full of bananas. Between the ever ripening bananas and the ape shit, the smell is incredible.

The Characters

Dr Nibbles

Dr Yuri Helsepedin was a scientist on the Soviet space program. His team was working on method of chemically enhancing chimp intelligence and performed many vivisections before he has some success. He became obsessed with what effect the formula might have on human subjects. Like all good scientists, he decided the only way to be sure was to test it on himself. When he got positive results – well the 'Lemarck' formula drove him insane and made him believe that he had positive results - he tested it on the rest of the team. All died except for Dr Dmitri Gastov (Dr D) who escaped, mostly sane, with a copy of the formula.

Meanwhile Dr Helsepedin became convinced that he was actually Nibbles, a chimp who he had befriended before cutting up his brain to make the formula. Nibbles freed and enhanced the Soviet space chimps which became the foundation of his revolutionary army. Soon they were freeing American space apes and other experimental primates from around the world and building a successful criminal empire which spanned the globe, including the brainwashing of celebrity animals to commit crimes.

All this is leading to one point, Dr Nibble's plan to enhance all the primates on the planet by saturating the world banana supply with the Lemarkian formula, even if this will kill or dement a large number of people in the process.

The players should be expecting Dr Nibbles to be an ape, play this up. It should be a surprise that he is a pasty paunchy man in a lab coat and a nappy, smoking cigarettes, rolling around on roller skates and basically doing other stereotyped chimp things. He will never acknowledge that he is anything other than Nibbles.

Miss Popsie

Hopefully having escaped Act 2, Miss Popsie is here to see her beloved's plans come to fruition. He has finally revealed his plans to her and, frankly, she is disappointed. The plan seems to her to be a pretty stupid one and he is likely to get killed in retaliation. She is looking for a way to get him to abandon his plans and get away before the authorities figure out something is amiss. Failing that, she is looking for her own escape route and may yet return as a hairy femme fatale in future stories.

Ape Thugs

Dr Nibbles has augmented the Lemarck Formula with powerful performance enhancers and psychosis-inducing drugs. Ever seen documentaries with angry chimps tearing little monkeys apart and eating them? That's the idea, not the funny roller skating type. They are hyper-intelligent but still prone to throwing shit.

Key Events

The players should have a choice of strategies here. They can opt for the commando, stealthy approach. They can try to infiltrate the base on some pretext, perhaps with a faux banana delivery. Subtlety aside, they can also lead a strike force of ZODIAC henchmen against Dr Nibble's minions in an explosive finale. They again, there is always the tried and true "let Dr Nibbles capture me and he will reveal his plans while torturing me" gambit.

Mistress Popsie may change sides to help the team. She loves Dr Nibble but now knows his plan is crazy. She will help the agents if they promises not to kill him.

Denouement

One way or another, Dr Nibbles has been taken down and his plans to kill the banana-loving people of the world has been thwarted. Players receive one hit for their soundtrack and the team get a chance to visit ZODIAC's base in The Habitat in the Great Barrier Reef and spend some relaxing leave time eating kelp treats and practicing self denial exercises...





MEANWHILE, AT THE CHALET
OF THE MOGGY MEN...

