

3

DOUBLE FEATURE

**MF**  
MONKEYFUN

# SPIRIT OF SEVENTY SEVEN

NINE LIVES IN THE FAST LANE  
THE GUNS OF BRIXTON



**Spirit  
OF** 77

Role Playing Game Adventure  
For 3 or More Adults  
Ages 10 and Up



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*"...It's all about the big ass laughs and monkeyfun..."*



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# Take it to the Limit One More Time!

Faster, faster, the lights are turning red! This Double Feature provides both players and DJ's alike with supplemental material that can be added to your Spirit of 77 campaign. These included adventures can be used as a starting point or as the next chapter in your long term story. Feel free to mix and match as you see fit.

## ***This Double Feature includes:***

**New Adventure:** Nine Lives in the Fast Lane - They say we're crazy but we have a good time, but what do you do when the good time turns into chaos? You crank up the music and keep it going strong with the craziest guitarist in show business, partying like there's no tomorrow. And trust us, there might not be!

**New Role:** Introducing the The Fixer - Are ya here to solve problems? Then get your tuxedo ready and think fast, you're about to become a Fixer!

**New Adventure:** The Guns of Brixton - Undercover cops, crazy gangsters and a shipment of X-Tech weapons, this isn't what you bargained for! Join the excitement and try to keep your head straight or you'll have to answer to the Guns of Brixton!

Come inside, the show's about to start! And as always, keep on truckin'!

~Bob and Dave

# The Guns of Brixton

*“You can crush us, you can bruise us. But you’ll have to answer to the guns of Brixton.”*

## The Lowdown

A lost shipment of experimental weapons drag the players into a web of dirty cops, greedy crooks, and deals gone wrong. Can the players sort things out while staying out of jail? Play to find out.

### How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ, and can be revised or ignored altogether based on the game’s direction.

### Preliminary Set-up:

**Suggested Theme Music:** “The Guns of Brixton” by the Clash

The action starts immediately in the middle of a gun-fight that has broken out at a corner supermarket in the city. The player find themselves head down in the middle of the shooting as it starts.

### Preliminary Questions

- Why were you in the supermarket in the first place?
- Where were you when you started hearing the shooting?
- What did you do first?

### Fuel Injection

For this adventure, the game action truly begins with the Fuel Injection question posted to the group:

### Who shot the undercover cop?

The players do not have to be the perpetrators of the shooting, or can be partially responsible in the midst of the chaos. In the midst of the shootout, the players stumble onto the following things:

Detective Sanchez, the undercover cop. He is lying on the floor of the cereal aisle, bleeding profusely while covered in Frosted Sugar Blasts.

A recently fired military-style experimental weapon (See Extra: MP6).

Once the shooting stops, the players will be left dead center in the aftermath as the guilty parties make a hasty getaway. Police and paramedics will quickly arrive on the scene as the players make sense of what has happened, and immediately assume the players are involved in the shooting of the undercover cop. And when cops get shot in the City, the police don’t wait for explanations before they react.

## Civilian Front

### Mr. Loopner, Owner of Loopner’s Grocery Store

**Suggested Musical Track:** “Lost in the Supermarket” by the Clash

**Description:** Mr. Loopner is the owner of the grocery store, the only eyewitness to the shootout, and the wounding of the undercover cop. Once the shooting is over and the cops sweep the scene, the news crews swarm all over him.

**Angle:** *“I run a quiet store. I don’t want any trouble.”*

#### Moves:

**Pillar of the Community** - Mr. Loopner has been on that corner for over twenty-five years. If someone attacks Mr. Loopner in public the local residents will rally to his defense, forming a makeshift small gang (1-harm, 0-armor, unruly).

#### Twists:

**DJ OPTION** - In all the excitement, Mr. Loopner has mistakenly (or perhaps accurately) indicated the players are responsible for the shootout and the attempted murder of the police officer.

**DJ OPTION** - Loopner is clamping up, saying he didn’t see anything (whether or not he did). Because of this, all the interested parties are highly motivated in convincing him to say otherwise, or say nothing at all.

**DJ OPTION** - Loopner is actually a front for the Malachi Family, shipping guns out of the grocery store. He is the one who shot Detective Sanchez.

## Dr. Dashiell Roper

**Suggested Musical Track:** “Radio Activity” by Kraftwerk

**Description:** Dr. Roper has been experimenting with new technologies, with the hope of creating a new non-lethal rifle to replace normal projectile-based weapons. To cut corners, Dr. Roper stole the technology from famed weapons creator Uziel Gal, and has no idea how they actually work.

**Angle:** “Just a few more tests and it will be perfect.”

### Moves:

**Better Than it Was** - Dr. Roper is a compulsive tinkerer, and given the chance he will quickly take apart equipment, electronics and possibly X-Tech based items. When he puts them back together they tend to act...differently.

### Twists:

**DJ OPTION** - Dr. Roper is one step away from inventing the greatest technological advancement in the 20th Century...if people didn't keep interrupting his train of thought.

**DJ OPTION** - Dr. Roper is convinced he hears voices inside machines, and given enough time in his presence, other people start to hear them too.

**DJ OPTION** - Dr. Roper believes the only way to truly solve urban crime is arming everyone and everything. For peace.

## Front - Detectives Sanchez and Palomar aka “The Blue Meanies”

**Description:** Sanchez and Palomar are two police detectives straight out of the cop-buddy shows of the 1970's, nicknamed “The Blue Meanies” on the street because of their bright blue Chevy Malibu. They were working undercover when the gunfight broke out, investigating a shipment of highly illegal military-style assault weapons in the City.

**Suggested Theme Music:** “Bahia” by Alice Street Gang

## Detective Emiliano Sanchez

**Description:** Detective Sanchez was the undercover cop accidentally shot at the grocery store. He's dressed shabbily as part of his cover, looking more like a homeless person than a cop. However, his badge is pinned to his belt, denoting him as a police officer.

**Angle:** “...Need to warn them...”

### Moves:

**Looking For a Lover Who Won't Blow My Cover -** Most local civilians were unaware that Emiliano was a cop, and treat his shooting with concern. They will provide helpful information to the players, although still keep their mouths shut around the cops.

### Twists:

**DJ OPTION** - Sanchez was working undercover on this big illegal gun shipment coming in from nearby New Brixton.

**DJ OPTION** - Sanchez and his partner recently exposed a group of dirty cops in their precinct, and now no one trusts them on the police force. They have been abandoned or maybe even targeted by their fellow cops.

**DJ OPTION** - Sanchez stumbled on the weird technologies being used by Dr. Roper and was silenced to keep the “trade secrets” quiet, without anyone knowing he was really a cop.

## Detective Louis "Pallie" Palomar

**Description:** Detective Palomar has known Sanchez since their days in the Academy. While Sanchez is the strict family man with two kids, Palomar is the swinging bachelor that his partner is always trying to straighten out. He is every 70's TV cop cliche combined into one package.

**Angle:** *"It's time for a clean-up on aisle 5....a clean-up of justice."*

### Gear:

Detective Palomar is armed with a silver-plated .44 revolver (3-harm, close, loud, reload).

### Moves:

**The Car** - Every good cop show has one. Pallie is driving a tricked-out, electric blue 1970 Chevy Malibu (looks-3, armor-1, power-3, gas guzzler).

### Twists:

**DJ OPTION** - Palomar needs the players' help to find out the truth about the shooting, and is not above blackmailing the players to get their help.

**DJ OPTION** - Due to gambling debts, Palomar was being blackmailed to assist in the illegal gun shipment and his partner got in the way. Now he's looking for a way to atone for his deeds that nearly killed Sanchez.

**DJ OPTION** - Palomar actually shot Sanchez, he has been having an affair with his wife, Inez.

## Front - The Underground

**Description:** The criminal underground is abuzz with the lost shipment of experimental rifles. Few people know anything solid about the guns, but everyone is talking about getting a piece of the action if they can.

### The Lost Souls

**Suggested Music Track:** "Ain't Nothing To Do" by the Dead Boys

**Description:** The Lost Souls are a minor-league gang that aren't very respected among the gang underground of the City. Somehow they managed to hear about the experimental rifles and are looking to score them, thinking the players are somehow responsible.

**Angle:** *"Now we're going to get some respect!"*

### Moves:

**Gang** - The Lost Souls are a medium gang (2-harm, 1-armor, disrespected)

**Get The Word Out** - The Lost Souls tend to run their mouths off a lot, and usually get the details wrong. If the player have a run-in with the Souls, other gangs and other underworld types will have heard about the encounter with all the details mixed up terribly.

### Gear:

**Colors** - All of the Souls are wearing greasy green sweatshirts with their gang logo messily drawn on the back.

### Twists:

**DJ OPTION** - The Souls are looking for payback against the Braves, a local gang that embarrassed them at a recent rumble. They believe these guns will end the Braves permanently.

**DJ OPTION** - Dangerous but effective. Word on the street has begun to improve about the Lost Souls, making people reconsider their opinions about them and whether they're heavy hitters. Unfortunately, they don't have the guns yet, so soon they'll need to put up or shut up.

**DJ OPTION** - The Souls really screwed up. They made a deal with Orlando Weiss's criminal organization for guns they don't even have. Now they're desperate to get them by any means possible.

## Front - Rudie Malachi

**Description:** Rudie Malachi is the younger brother of mobster Joe Malachi. Most people in the Malachi family think Rudie is incapable of bringing home a big score. This time, he plans to prove them wrong.

**Suggested Musical Track:** "Can't You Hear Me Knocking" by Rolling Stones

**Angle:** "I'll show them all. You'll see."

### Gear:

Rudie is personally armed with a .357 revolver (3-harm, close, loud, reload).

### Twists:

**DJ OPTION** - Rudie was brokering the deal for the weapons, borrowing heavily against the family's bank accounts. The recent theft is going to get him in a lot of trouble if he doesn't get the weapons back.

**DJ OPTION** - Rudie was buying the weapons as part of an attempted coup against his brother. The time is right but his numbers are few, he needs the weapons to even the odds.

**DJ OPTION** - The missing weapons are causing a lot of heat on the street for the Malachi's operations. Joe has dispatched Rudie to quiet things down one way or another, an assignment Rudie is eager to succeed in.

### Rudie's Thugs

**Description:** Rudie's thugs are part of the Malachi family that Rudie has been secretly putting onto his own payroll underneath his brother's nose. They're loyal for now, provided Rudie keeps footing the bills.

**Angle:** "Whatever Mr. Malachi says, that's what's going down."

### Moves:

**Team Up** - Thugs can team up to form a small gang (2-harm, 1 armor).

### Gear:

The Malachis' men are all armed with small handguns (2-harm, close, loud).

The Malachis are driving a Malachi Grocery van (1-power, 2-armor, 0-looks).

## Front - The Sleep Kings, Lou and Barry Baltimore

**Suggested Musical Track:** "The Hustle" by Van McCoy

**Description:** Lou and Barry Baltimore are well known in the City as the "Sleep Kings," the ethically questionable owners of a successful chain of mattress stores that advertise on local radio and television. They're way over their heads, dealing with dangerous people when they should be back at their main store, preparing for this weekend's big sale.

**Angle:** *"This is getting out of control. We need to shut this down."*

### Moves:

**Subway Celebrity** - The faces of the Baltimore brothers are splattered on billboards in every subway train and terminal. When faced with a group of civilians, the Sleep Kings can start reciting their jingle, causing the civilians to join in and take their side in whatever's going down.

### Twists:

**DJ OPTION** - The brothers regret ever offering to let that crazy scientist work in one of their outlets. With the FTC and the police snooping around, they've panicked and decided to lock out Dr. Roper and drop the weapons somewhere, anywhere away from them. But circumstances just won't let them.

**DJ OPTION** - The Baltimore brothers expanded too quickly and are now heavily in debt. They've decided to solve the problem by selling the experimental rifles they found to pay off their outstanding bills. They have no idea what they're doing, though.

**DJ OPTION** - Barry didn't mean to shoot Detective Sanchez, he thought he was one of those local hooligans trying to rob him last week. Lou didn't mean to take the weapons either, he wasn't thinking when he disturbed the crime scene. But what's done is done and the brothers are now trying to clean up the mess before the big, big holiday sale.

## Front - The Man

**Description:** With the shooting of a cop, the local police and city government will be in an uproar regarding the incident. The heat is going down and it will be hot.

### Special Crimes Task Force

**Description:** The shooting of a police officer in an armed robbery has warranted the creation of a special task force in order to bring the perpetrators to justice...by any means necessary.

**Angle:** *"We're going to clean up the streets our way."*

#### Moves:

**Lay Down the Heat** - As police officers, the Task Force has the ability to lay down Heat on any and all of the players.

#### Gear:

All police carry the standard .38 revolver as a sidearm (2-harm, close, loud).

All of the task force drive the standard black and white patrol car (2-power, 1-armor, 1-looks).

#### Twists:

**DJ OPTION** - The Task Force has been given strict orders by the Police Chief: justice for Sanchez by any means necessary. This has encouraged them to shoot first, then second, maybe even third...and then ask questions afterward.

**DJ OPTION** - Several members of the Task Force were suspected but never proven to be part of the corruption ring exposed by Sanchez and Palomar. They are using the task force as cover for eliminating the two squealers.

**DJ OPTION** - The task force is about to be disbanded and are looking for a big bust to put themselves back on the map. Whether it's the gun shipment or possibly just a big shoot-out that lands them on the 6 o'clock news.

## Detective Frankie Robinson - Internal Affairs

**Suggested Music Track:** "Run Faye Run" by Isaac Hayes

**Description:** Few cops are distrusted more than Internal Affairs, the special police branch tasked with investigating their fellow cops. As part of IA, Robinson isn't well-liked by his fellow officers, but they all begrudgingly acknowledge he gets the job done and knows the penal code better than anyone.

**Angle:** *"No one is above the law, not even the cops."*

#### Moves:

**Lay Down the Heat** - As a police officer, Detective Robinson has the ability to lay down Heat on any and all of the players.

#### Gear:

All police carry the standard .38 revolver as a sidearm (2-harm, close, loud).

Detective Robinson is driving a standard unmarked police cruiser (2-power, 1-armor, 1-looks).

#### Twists:

**DJ OPTION** - Detective Robinson has decided to throw the book at Sanchez and Palomar, and will hound them in order to get his collar.

**DJ OPTION** - Sanchez was Robinson's contact in the recent corruption scandal. With Sanchez's shooting, Robinson has involved himself to get some answers, thinking his recent police investigation may be responsible.

**DJ OPTION** - Detective Robinson has a gambling habit, and is in big with the local bookies. He's hoping to get a hold of the illegal weapons and quietly sell them off to square his debts.

## Locations -

### Loopner's Supermarket

**Description:** Loopner's Supermarket is an independently owned grocery store that has managed to stave off the competition from the big conglomerate chains. Loopner's is well-known for its impressive fish selection in the neighborhood.

**Features:** Grocery aisles, dairy department, checkout tellers, produce section, Checker Stamp giveaway promotion.

#### Twists:

**DJ OPTION** - One of the checkers, Gloria, recently came to the City after winning her hometown's beauty queen pageant in Nebraska. With her aspirations to become famous and stunning good looks, Gloria plans to use this shooting to her advantage.

**DJ OPTION** - The two stoners that hang outside of the grocery store are eager to set up their own "traveling marijuana stand," all they need is the vehicle to sell from.

**DJ OPTION** - The community bulletin board in Loopner's Grocery has been a secret drop point for communications between spies. All of the commotion has complicated normal espionage activities, which is bringing up tensions for everyone.

### Warehouse - Weissenberg's Fish Market

**Description:** The warehouse for Weissenberg's Fish Market is the central hub for fish coming into the City and their distribution to different locations across the City.

**Features:** Huge crates, locking dock, forklifts, ice, refrigerator room, hanging hooks, fish parts, drain.

#### Twists:

**DJ OPTION** - Weissenberg's houses Dr. Roper's secret laboratory, critical due to the lower temperatures of the ice-filled market. Due to the nature of his equipment, a sudden change in temperature would be disastrous.

**DJ OPTION** - Weissenberg's is the location of the experimental weapons since their theft. This is why all of the weapons vaguely smell like mackerel.

**DJ OPTION** - Weissenberg's is where Detective Sanchez has been stashing his secret evidence about police corruption in the City.

### Sleep Kings - Downtown Location

**Description:** The downtown location of the Sleep Kings mattress chain is considered the crown jewel for the Baltimore brothers. This is where they maintain their corporate office as well as the newest mattresses within the showroom.

**Features:** Mattress showroom, headboards, pillows, cardboard displays, office desks, polyurethane cartoon sheep, storage backroom.

#### Twists:

**DJ OPTION** - The Sleep Kings parking lot is the designated site for the big Bopper rumble between the Lost Souls and the Braves. Little do the Braves know the Lost Souls will be armed with the experimental MP6's, if they get their hands on them.

**DJ OPTION** - The Sleep Kings owe a marker to the Malachi family, and Rudie has been using their store as his makeshift headquarters as he searches for the experimental guns.

**DJ OPTION** - The Sleep Kings are hiding the gun cache in their warehouse. They're desperate to get rid of them but have no idea how.

## Extras

### The MP6

**Description:** The MP6 is a prototype assault weapon originally created by Uziel Gal, the Israeli-born designer of the Uzi assault weapon. Dr. Roper stole Gal's original designs and has been trying to replicate them while "improving on their effectiveness." However, Dr. Roper's engineering ability is not up to Uziel Gal's standards.

#### Moves:

**Prototype:** The design of the MP6 is a major break from the previous type of rifles created by Uziel Gal, taking combat to the next level. As a normal rifle, the MP6 can cause 3-harm, with the additional abilities selected by the DJ:

**DJ OPTION** - With a successful roll +Brains, the MP6 acts as a teleportation device, transporting the target fifty feet away. With a partial success, the MP6 transports the target into a peculiar location.

**DJ OPTION** - With a successful roll +Hustle, the MP6 acts as a matter disintegration ray, destroying all non-organic matter on contact (effectively leaving its target naked and disarmed).

**DJ OPTION** - With a successful roll +Soul, the MP6 acts as an emotion manipulation beam, causing its target to be overwhelmed with either fear, rage, or love.

#### Twists:

**DJ OPTION** - This batch of the MP6 was on its way to being destroyed due to a problem with its chambering mechanism, causing it to explode in the wielder's hands when overheated.

**DJ OPTION** - The MP6 is made of a bad batch of its experimental polymer that when overheated produces fumes that can temporarily knock out its wielder or cause serious harm when inhaled.

**DJ OPTION** - This batch of MP6 weapons are incomplete: they are missing the separate firing pin lock that make the weapon more safe. Because of this, the MP6 is more prone to misfire when jostled too aggressively.

## The Big Finish

By now, the players have been tangled up with the shooting investigation of the undercover cop, the missing shipment of weapons, rival criminals hunting down the experimental weapons, or potentially all three. Now's the time to wrap things up with a climactic showdown that involves the players in a dramatic finale, with multiple options for its setting:

#### **Following The Bullet's Trail**

The players have chased the guns halfway across the city and back.

**DJ OPTION** - The leaders of the City's criminal underworld, including kingpin Orlando Weiss, have decided the MP6's are bringing too much heat to the street. They are permanently eliminating anyone connected to the weapons (just to be sure).

**DJ OPTION** - The Lost Souls talk too much, and now the other gangs of the City are in a mad hunt to get their own hands on the weapons cache, leading to a Bopper free-for-all on the streets.

**DJ OPTION** - The guns' designer Uziel Gal has learned his prototype weapons are on the streets and wants the players to help bring them back to him to be destroyed.

#### **Escalation of Force**

The rifle was not Dr. Roper's only attempt at copying and "improving" a prototype.

**DJ OPTION** - Dr. Roper has realized another one of his prototypes has gone missing: his attempt at making a ballistic missile.

**DJ OPTION** - Dr. Roper believes the best way to neutralize the threat of the MP6 is through the use of a city-wide "power neutralizer" that has not only disarmed the prototypes but *\*all\** electricity in the City (including battery-driven devices). The blackout has thrown the City into chaos.

**DJ OPTION** - Only one thing can withstand the power of these weapons, a set of musical instruments created out of the same material as the MP6's. It's time for a showdown between gunfire and rock and roll!

## **Clampdown**

The shooting of Sanchez has forced the hands of the police to crack down on the City, looking for closure on the entire situation (although maybe not justice).

**DJ OPTION** - The bullet is still lodged in Sanchez. If it can be removed safely, it will provide solid evidence the players were not involved in the crime... provided they can find the MP6 it came from.

**DJ OPTION** - If Sanchez wakes up, he can correctly implicated the real shooter (provided no one silences him permanently beforehand). Now it's a race to get to Sanchez before everything goes down.

**DJ OPTION** - Sanchez has supposedly regained consciousness and has indicated in a released statement that the players are responsible for his shooting. Why is the entire situation being pinned on the players? Looks like there's another cover-up going down.



# Introducing the Fixer

*"We have exactly twenty-seven minutes before the local precinct completes their shift change. Anyone on call is finishing their paperwork, no time to stop here and ask any uncomfortable questions. So let's focus on cleaning up this Hula Donut, hiding the counterfeit printing press, and getting rid of what's left of the body. Luckily I know someone." - Dr. Sugarmann*

Things get complicated on the street fast, and the problems don't "just disappear" when the shooting stops. Luckily some people excel in cleaning up the messes by knowing the right people, keeping a level head, and always thinking three steps ahead. They may not be the best during the chaos, but they're perfect to put things back in order.

**The Fixer is a Specialty Class it can only be earned through gameplay after character creation.**

**When you have successfully cleaned up a crime scene, you may take this move on your next level up:**

**Make it Disappear** - Whether it's a murder weapon, a bag of drugs, or a dead body, you know how to get rid of anything. When you dispose of incriminating evidence, tell the DJ what you do with it and it's gone, never to be seen again.

**Once you have taken "Make it Disappear," the following moves count as Role moves for you. In addition to your normal list of moves, you may choose from this list when you level up:**

**Like It Never Happened** - When you make a phone call to deal with some recently acquired Heat for your friends, roll +Smooth.

- On a 10+, remove 1 Heat and the DJ picks 1.
- On a 6-9, remove 1 Heat and the DJ picks 2.
  - You gain 1 Heat.
  - It costs you something important.
  - It doesn't happen immediately.

**Remember What I Told You** - When Giving Someone the Third Degree, you may ask the question, "what do I need to do to get your character to tell people the story I want" without spending a hold.

**I'll Be There In Ten** - When you need to get someplace in a hurry, roll +Hustle.

- On 10+, pick 2.
- On a 7-9, pick 1.
  - You get there in record time.
  - You arrive with whatever equipment or supplies you might need.
  - No one sees you arrive.

# Nine Lives in The Fast Lane

“...They say I’m crazy but I have a good time...”

## The Lowdown

The players have been hired to watch over an out of control rock star for forty hours until the rest of the band can arrive for their appearance on a network show. What could go wrong? Play to find out.

### How to Use This Adventure:

This Adventure provides the DJ with multiple Fronts and story complications that can be used in conjunction with the player direction and input. Although additional DJ options are provided, these are intended strictly as suggestions for the DJ and can be revised or ignored altogether based on the game’s direction.

### Preliminary Set-up:

**Suggested Theme Music:** “Life in the Fast Lane” by the Eagles

The game takes place at the beautiful Tenderhook Hotel, one of the swankiest hotels in the City. The players have been hired by Larry Shoemaker, the touring manager of the Buzzards to watch over their bad boy guitarist, “Crazy” Joe Ladd. Ladd has a bad reputation for boozing, carousing, and trashing hotel rooms without a second thought. Since the players have arrived Joe has been relatively sedate (at least for Joe). Joe is currently staying in the Presidential Suite on the top floor, overlooking the City.

### Preliminary Questions

- Why did you agree to babysit this guy?
- When you arrived, what was Joe doing in the hotel room?
- What are you doing to keep him out of trouble?

### Fuel Injection

For this adventure, the game action truly begins with the Fuel Injection question posted to the group:

### Which one of you found “Crazy” Joe Ladd dead?

### Follow-Up Questions:

- Once the shock of his death has sunk in, ask the players to elaborate on the scene:
- Where did you find the body in the suite?
- What looks like the cause of death?

### Civilian Front -

#### “Crazy” Joe Ladd, Guitarist for the Buzzards

**Suggested Musical Track:** “Life’s Been Good” by Joe Walsh

**Description:** Joe Loves sex, drugs, and rock and roll; often all three at the same time. Although the rest of the band try to take themselves seriously (sometimes too much), Joe thinks fame and fortune is lark and chooses to enjoy it in the most extreme way possible.

**Angle:** *“Have a good time, all the time.”*

#### Moves:

**Take it To The Limit One More Time** - The way Joe lives his life should’ve killed him at least a dozen times over. For whatever reason, Joe simply doesn’t die because of his bad behavior. Overindulgence in drugs, alcohol, and even straight out poisons will not affect him for long.

**Peaceful Easy Feeling** - The damage Joe takes can be automatically converted to stun damage, even if it proves lethal. Joe will eventually wake up, stagger to the nearest minibar, and have a Tequila Sunrise to ease the splitting headache he gets from his latest brush with mortality.

#### Twists:

**DJ OPTION** - Joe has filled the front living room of the suite with band equipment, and is looking to do a jam session with anyone and everyone who walks through the door.

**DJ OPTION** - Joe got a hold of some bad acid and is now hallucinating that he is being targeted by a government conspiracy. He’s hiding in his bedroom with a loaded shotgun, terrified of whoever enters.

**DJ OPTION** - Joe really is dead this time, although the years of chemical intake have preserved his body to where he looks alive at first and maybe even second glance.

## Rhiannon, Groupie

**Suggested Musical Track:** “Those Shoes” by The Eagles

**Description:** When Rhiannon learned Joe was in town, she made a beeline for the Tenderhook. She has managed to sneak her way up to the top floor and Joe’s hotel room, only to discover the players with Joe’s dead body.

**Angle:** *“My love for the music is pure. It’s time to prove that.”*

### Twists:

**DJ OPTION** - Rhiannon has decided to make lemons out of lemonade and has called the local press to confess to being the one who accidentally killed Joe Ladd, whether he’s really dead or not.

**DJ OPTION** - Rhiannon has hatched a scheme to become Joe’s baby momma and milk him for as much as possible. If she can’t get Joe into the sack, she’ll try one of the players as “pinch-hitter.”

**DJ OPTION** - Rhiannon is actually Joe’s long-lost daughter, and is trying to reconcile with the father she never met.

## Larry Shoemaker, Band manager

**Suggested Music Track:** “All Night Laundry Mat Blues” by Joe Walsh

**Description:** Larry is the high-strung band manager, on his way to his fifth divorce and third nervous breakdown, as he tries to control the uncontrollable. Larry will keep calling the players to make sure Joe is okay and still moderately breathing.

### Moves:

**You Are Not Alone** - Larry has an uncanny ability to call the players to check on their progress when things are going their absolute worst. He will continually hector and pester the players as they try to resolve any difficult situation, unaware he’s making it more difficult.

**Angle:** *“FOR CRYING OUT LOUD, HE’S NOT DEAD AGAIN IS HE???”*

### Twists:

**DJ OPTION** - Joe’s friendship has been the only thread keeping Larry from hitting his breaking point under the prima donna demands of the rest of the band. Learning Joe has died will cause him to attempt to take his own life.

**DJ OPTION** - The Buzzards are contractually obligated to be on the “Saturday Tonight” program. Missing this show would open both the band and himself to massive legal trouble. Larry will enlist the players in a scheme to either fill in for Joe or possibly imitate him (or animate his body) at the show.

**DJ OPTION** - Larry has been hoping for Joe’s death for years, but his iron constitution and dumb luck keeps him living through each of Larry’s attempts on his life. He will be overjoyed to hear Joe has finally snuffed it until Joe stumbles his way back to consciousness.

## Mike Buczinski, Star of Saturday Tonight

**Suggested Musical Track:** “Fame” by David Bowie

**Description:** Mike is the breakout star of the sketch comedy television show “Saturday Tonight,” and has come to the Tenderhook to party with Joe. Mike isn’t a bad person, but will encourage Joe to act out in the worst ways possible.

**Angle:** *“Can’t come to the party? I’ve brought the party with me.”*

### Twists:

**DJ OPTION** - Mike wants to convince Joe and some of the players to help him form a blues band, and encourages them to ditch whatever they’re doing to check out some clubs.

**DJ OPTION** - Mike has accidentally been using Joe’s name to score certain pharmaceuticals on credit, and the payments have now come due.

**DJ OPTION** - In a strange reversal of situations, Joe accidentally kills Mike in the hotel room doing their famous Lone Ranger trick. Let’s hope only one person stays dead.

## Front - Hotel Staff

**Description:** Joe has been pushing the tolerance level of every hotel staff he's ever dealt with. As the premiere hotel in the City, the Tenderhook isn't going to excuse Joe's antics like the Hyatt House or the Hotel Ritz.

### Mr. Talleyrand, Hotel Manager

**Suggested Musical Track:** "Hotel California" by the Eagles

**Description:** Mr. Talleyrand has been with the hotel for over thirty-seven years and believes he has seen it all. He was warned that Mr. Ladd would be a "test" to his sense of discretion and decorum, but had hoped Joe would be somewhat more subdued. A hope ultimately proven wrong.

**Angle:** *"We will tolerate Mr. Ladd...for now."*

#### Twists:

**DJ OPTION** - Mr. Talleyrand had hoped to keep Joe sedated by a secret dose of phenobarbital in his recent room service order. Unfortunately the hotel concierge overdosed Joe, accidentally killing him. Again.

**DJ OPTION** - Mr. Talleyrand has been planning to kill Joe since the rocker deflowered his seventeen year old daughter, Constance. While the players try to deal with the Joe in one of his states, Talleyrand will make his attempt.

**DJ OPTION** - Mr. Talleyrand has secretly played guitar since he was ten, and will either kidnap or incapacitate Joe in order to take his place during the television broadcast.

## Gearshift:

**P** - Mr. Talleyrand is in the basement, scrutinizing the recent food and beverage inventory with the Shipping and Receiving team.

**N** - Mr. Talleyrand is in the lobby, sharply admonishing the baggage expeditors for not promptly clearing the lobby of unnecessary materials.

**L** - Room Services staff has informed Mr. Talleyrand about Joe's most recent "request," frustrating Mr. Talleyrand to no end.

**D1** - Mr. Talleyrand is giving a stern warning to the players and Joe that the Tenderhook is not the sort of hotel that allows "rock star shenanigans." Mr. Talleyrand will be closely watching them.

**D2** - Infuriated, Mr. Talleyrand has instructed all of the hotel's staff to not give into the insane demands of Mr. Ladd or his guests (the players). He will attempt to counteract whatever the players are attempting.

**O** - Mr. Talleyrand is contacting the police, having the expeditors forcibly vacate Joe and his guests (the players) from the building, and refusing to honor any coupons they may attempt to redeem.

## The Housekeeping Staff

**Suggested Musical Track:** "Tequila Sunrise" by the Eagles

**Description:** The housekeeping staff in the Tenderhook have a reputation in the service industry for two things: maintaining an immaculate appearance in every room cleaned and a willingness to cut someone who pushes them too far. From the hard streets of Columbia, they are certainly not going to tolerate the antics of a stupid hombre who thinks he can trash one of their hotel rooms.

#### Moves:

**You WILL Need Towels** - When provoked, the housekeeping staff acts as a small-sized gang, armed with cleaning items that serve as blunt weapons (small gang, 0-armor, 2-harm).

**Angle:** *"Do not mess up our floors, cabron."*

## Twists:

**DJ OPTION** - The housekeeping staff make a few bucks on the side as the high-priced connection for guests looking to score. As one of their biggest clients, Joe's death has set them off to clean up the situation with no loose ends.

**DJ OPTION** - The housekeeping staff are taking bets among the rest of the employees on whether Joe is going to survive his stay, complete with a huge odds board being tallied in the main service closet. The staff is not above "encouraging" certain outcomes, either indirectly (e.g. leaving the iron plugged in next to the bathtub), or directly (throwing him off the balcony when nobody's looking).

**DJ OPTION** - The housekeeping staff are paid CIA "consultants," who are currently hired to wiretap the Democratic headquarters on the 14th floor. Joe's presence at the hotel is a complicating distraction that may need to be eliminated permanently.

## Gearshift:

P - The staff is in the laundry room, struggling to fold the fitted bed sheets.

N - Housekeeping is starting their rounds from floor to floor.

L - The staff are just "out of frame," their trolleys parked in the hallway as the players walk by. They are keeping a hidden eye on things.

D1 - The staff are checking out the players. Searching their rooms if possible and asking seemingly innocent questions.

D2 - Housekeeping are supervising the players more directly, speaking directly and warning them about the rules of the hotel.

O - The housekeeping staff are tired of this nonsense, have retrieved their weapons and are aiming to cut someone.

## Front - The Man

**Description:** Every Spirit of 77 adventure includes "The Man" as a potential Front to the players. Because of Joe's frequent run-ins with the police, narcotics squad, ATF, and the Harper Valley Parent-Teacher Association, he tends to have an altercation with the law at every turn.

## Detective Princeton, Narcotics Division

**Suggested Musical Track:** "Heartache Tonight" by the Eagles

**Description:** Det. Princeton was hoping to get the high profile, low work bust of nailing Joe Ladd for possession and possibly intent to distribute. Now that Joe is dead, or at least seemingly dead, Princeton has lost the collar and actually has to put effort into getting an arrest for his quota this week. He's decided the players will do.

## Moves:

**The Heat is On** - Princeton can give any character 1 Heat when witnessing anything that could be considered illegal.

**Angle:** *"This was supposed to be an easy arrest, crap now I gotta earn it."*

**Gear:** Service revolver (2-harm, close, loud, reload), unmarked police car (1-power, 0-looks, 1-armor, inconspicuous)

## Twists:

**DJ OPTION** - Just like Michigan J. Frog from the cartoons, Joe is a letdown every time Princeton is in the same room. Joe isn't doing it intentionally, but when Princeton is in the room, Joe seems dead.

**DJ OPTION** - Princeton is going to hound the players for the murder of Joe Ladd (even if Joe is still mostly alive). Wherever they go, Princeton will keep turning up like a bad rash.

**DJ OPTION** - While in the process of arresting either Joe or the players themselves, Joe accidentally kills the Detective. Rock and roll! Whooo!

## Gearshift:

**P** - Princeton is across the street at the local Hula Donut franchise, enjoying a pineapple crueller.

**N** - Detective Princeton is calling back to the precinct, indicating he'll be picking up Joe and delivering him in fifteen minutes.

**L** - Detective Princeton is in the lobby, flashing his badge to the desk clerk to get into Joe's suite (as well as picking up her phone number for later).

**D1** - Detective Princeton is entering Joe's suite, confidently swaggering to show this "rock star" who really runs this City (and unaware of Joe's condition).

**D2** - Princeton has discovered Joe, and is becoming flustered now that his plans have been compromised.

**O** - Detective Princeton has decided to solve the situation with either a group arrest or solving it old school by planting a back-up weapon on the remaining corpses (and the players will be counted as a remaining corpse).

## The "Marihuana Seminar"

**Description:** Whoever thought it was a good idea to have "Crazy" Joe Ladd stay at the same hotel as a police seminar warning against the perils of drug use needs their head examined. The entire place is crawling with off-duty policemen, learning the warning signals and prepared to use deadly force when necessary.

### Moves:

**Everybody's Going Downtown** - The off-duty attendees of the "Marihuana Seminar" can Lay Down Heat en masse to all the players at once.

**Angle:** *"The 60's have ruined this country, it's time to bring law and order back to the City."*

**Gear:** All of the attendees still have their badges and service revolver (2-harm, close, loud, reload),

## Twists:

**DJ OPTION** - During the seminar, the guest lecturer Dr. Boren describes the appearance of the average drug user to the crowd, which naturally resembles one of the players.

**DJ OPTION** - During the seminar, a misconstrued conversation has convinced the seminar attendees that Joe is upstairs making a porn film. Disgusted (although perhaps a little intrigued), the attendees have decided to intervene.

**DJ OPTION** - Somebody swiped the demonstration materials of Dr. Boren's lecture, and spiked the seminar's coffee percolator. Now the entirety of the seminar attendees are giggling and looking for more. Wait, is there a rock star on the top floor? SWEET!

## Gearshift:

**P** - The seminar has taken a lunch break, with its attendees enjoying the nearby Howard Johnson's restaurant.

**N** - The seminar attendees are walking back to the hotel, congregating occasionally on the sidewalk for a quick smoke break before going in.

**L** - The seminar attendees are puttering about in the lobby, enjoying the free coffee and swapping stories about their recent busts.

**D1** - The attendees are scattered through the hallways, confused by the presence of the players and strange antics.

**D2** - Many of the attendees are now on alert because of the players' actions, and have decided to investigate the situation.

**O** - The attendees are convinced something illegal is occurring in Joe's suite, and have formed a group to go upstairs and deal with a potential perp.

## Front - The Haitians

**Description:** Within the hallways of the Tenderhook Hotel, a group of Haitian thugs led by the dangerous Mama Legbe are searching the hotel for Joe.

### Mama Legbe

**Suggested Music Track:** "Witchy Woman" by the Eagles

**Description:** Mama Legbe isn't a typical guest of the Tenderhook Hotel. As voodoo practitioner and unofficial "spiritual advisor" to many of the more dangerous Bopper gangs in the City, Mama Legbe creates a dark and sinister vibe whenever she enters the scene.

#### Moves:

**You Can't Hide Your Lyin' Eyes** - Mama Legbe has a knack for knowing when people are lying to her. She may not necessarily know what the truth is, but she can smell what the truth isn't.

#### Don't You Draw The Queen of Diamonds, Boy -

Mama Legbe is unsettling. Players need to attempt to Keep Their Cool when taking physical actions against Mama Legbe when she can't defend herself,

**Angle:** *"Joe, it's time for you to meet your momma."*

**Gear:** Tarot deck, silver necklace of skulls, twisted dagger (2-harm, intimate, unwieldy).

#### Twists:

**DJ OPTION** - Mama Legbe knows that Joe has been marked for death repeatedly, only to cheat the Reaper time and again. This is big mojo in her book, and she's here to investigate and possibly steal whatever is allowing this to happen.

**DJ OPTION** - Five years ago, Mama Legbe made "an arrangement" with Joe, and now she's here to collect. The details of the arrangement are sketchy, but she is demanding to see Joe alone in order to collect her debt.

**DJ OPTION** - Mama Legbe is getting out of the voodoo business and is becoming a music agent. She wants an impromptu meeting with Joe to pitch several of her new acts and is not above being "forcefully" persuasive to get her way.

## Gearshift:

**P** - Mama Legbe is collecting her boys on the other side of town and is making her way to the Tenderhook Hotel.

**N** - Mama Legbe is in the parking lot doing a mini-ritual in order to prepare herself for the interaction with Joe, involving chicken blood, a skull, and a snake.

**L** - Mama and her boys have snuck in through the employee loading dock and are making their way through the back kitchen and hallways to get to Joe.

**D1** - Mama Legbe has made her way to the penthouse floor, seeking Joe out in every suite (what she does to those answering the knock on their hotel door is unspeakable).

**D2** - Mama Legbe has found Joe's location. Nothing will be allowed to get in her way.

**O** - Mama has decided that Joe is the key to the next life, a living god unaware of his immortality. He must be ushered into his next creation. With blood.

## Momma's Boys

**Description:** Momma never goes anywhere without her three "boys": large enforcers that protect her interests, violently if necessary.

#### Moves:

**Tougher Than Leather** - Each of Momma's Boys have an additional level of Harm.

**Gear:** machete (3-harm, hand, messy) automatic pistol (2-harm, close, loud)

## Front - The Buzzards

**Description:** The Buzzards were en route to meet up with Joe for a televised performance on the late night sketch show "Saturday Tonight." They may arrive at anytime.

### "The Dans," Dan Lawry and Dan Mars

**Suggested Musical Track:** "The Cover of Rolling Stone" by Dr. Hook

**Description:** "The Dans" are the songwriting power-house combo of the Buzzards, who take themselves way too seriously. Joe was originally brought into the band as a dare, but grew to be an audience favorite much to their frustration in their shared desire to be considered "respected artistes" by Rolling Stone Magazine.

**Angle:** *"We are serious artists, man. There is a message to what we're doing."*

### Twists:

**DJ OPTION** - The Dans are furious with the players for letting Joe die on their watch. They're threatening lawsuits, careers ruined, and very serious songs written as a response. Whatever the players have as their Buzz, the Dans will threaten it.

**DJ OPTION** - The Dans arrive higher than a kite, and paranoid that the players are secretly hippie cultists plotting to kill all the members of the band. They will either call the cops, try to defend themselves, or raise as big a stink as possible in the Hotel to attract attention.

**DJ OPTION** - The Dans are delighted that Joe is dead, now they can finally focus on the concept album they've been contemplating without Joe's crazy antics as a distraction (not to mention the sympathy they'll get from the Rolling Stone article). If Joe comes back from the grave they will do whatever they can to return him right back to it.

## Locations:

### The Tenderhook Hotel

**Description:** The majority of the adventure takes place at the Tenderhook Hotel, the swankiest hotel in the City. Although Joe himself is staying in the Presidential Suite, the entirety of the hotel is available for the players as a potential location.

### Presidential Suite

**Description** - The main action takes place in the Presidential Suite. Joe has already started to trash the hotel room (as is his style), but it has yet to catch the attention of the Hotel staff.

**Environment** - Giant couch, chandelier, glass coffee table, white shag carpet, circular spinning bed, jacuzzi-sized bathtub, demolished television set, manmade hole in the bedroom wall, hi-fi stereo with quadraphonic speakers.

### Hotel Lobby

**Description** - The hotel lobby is a plush 1970's affair with mahogany decor, deep plush carpets, and the newest designs in furniture and upholstery.

**Environment** - Front desk, bellhops, luggage trolleys, potted ferns, pay phones, concierge, couches, glass elevators to the top floor.

### The Indoor Pool

**Description** - The Tenderhook features one of the few indoor pools in the City allowing guests the luxury of a warm dip even in the harshest of winters.

**Environment** - Heated pool, diving board, beach chairs, hot tub, racks of clean towels, beach cabana bar, restrooms, life preserver.

### Ryan's, the Hotel Bar

**Description** - After a disastrous experience working for the Rainbow Cruise line during its terrible incident aboard the SS Tangerine [See: Cruise Ship of the Damned], its head bartender Lester has set up shop at the Tenderhook working in the hotel bar. If anyone recognizes him, Lester will immediately deny it was him on the ship.

**Environment** - Bar counter, stools, top shelf liquor, cocktail peanuts, tables.

## The Prime Cut Restaurant

**Description** - The Prime Cut is an upscale steakhouse that also provides the room service meals to the hotel. The hotel has had offers to renovate the restaurant with a celebrity-sponsored franchise, but have yet to make the leap.

**Environment** - Salad bar, fine tablecloths, high backed chairs, host podium, waiters stations, lobby fountain.

## Halston Conference Room

**Description** - This is where the "Marihuana Seminar" is being held down on the lobby level of the building.

**Environment** - Speaker's podium, sealed displayed case of confiscated narcotics, chairs, refreshment table, large coffee percolator, empty donut tray.

## Lone Star Ballroom

**Description** - The Ballroom is a curious facet of the hotel, having not been used since New Year's Eve 1957. Staff do not like going into the ballroom and have avoided entering it for decades. Why is unknown, the employees will never talk about it.

**Environment** - Large chandelier, orchestra grand-stand, dusty tables, tarnished place settings, hanging streamers.

## The "Saturday Tonight" Taping - Studio M

**Description:** The "Saturday Tonight" Television show films in front of a live studio audience, across town at the City's television studio.

### Environment:

**Audience Section** - complete with seats and main walking aisle down the center.

**Band section** - music stands, instruments, microphones, musicians.

Cameras, sound equipment, cue cards.

**Lighting rig (above)** - lights, cabling, curtains.

**Front Stage.**

**Backstage** - hidden props, fake scenery.

## Twists:

**DJ OPTION** - Next door, there seems to be some sort of commotion at Stage E, where they're currently taping an episode of the "The Hans Limbergh Polka Hour." Something about television game show host, Ducky Harris.

**DJ OPTION** - Tonight's celebrity host, Douglas Falcone from the 1960's TV show "Space Pioneer" has decided he's going to sing a musical number and is trying to get Joe (and anyone else) to help convince the producer. Of course, Douglas can't sing a note, but don't tell him that.

**DJ OPTION** - John Lennon and Paul McCartney have decided to drop by unannounced and reunite on television for the first time in over ten years. Unfortunately no one seems to recognize them or realize the potential of the historical moment about to occur.

## The Big Finish:

By now, Joe has led the players on a merry goose chase, involving them in trouble at every turn and complicating what was once a simple babysitting task. Now's the time to wrap things up with a climactic showdown that involves the players in a madcap car crash of a finale, with multiple options for its setting:

### **Running on Empty**

It turns out Joe really is dead, his body just hasn't processed it yet. Due to the years of chronic intoxication and pharmaceutical use, his body is jumpstarting Joe back to life as it works out the residual stimulants.

**DJ OPTION** - To keep Joe alive, his body needs to be in a constant state of excitement or adrenaline. Considering his natural predilection for causing trouble, this isn't too hard to achieve.

**DJ OPTION** - Joe has actually been dead for years, and is aching for final peace by putting to rest an unresolved issue. If the players assist him in this, he will be eternally grateful (in the afterlife, of course).

**DJ OPTION** - Mama Legbe is planning to use Joe as the first wave of urban zuvembies in order to take over the Lower Belles district. She will do anything to get the secret of his drug-soaked immortality.

### **What You Like Is in the Limo**

Somehow the players need to either get Joe, Joe's body, or someone who looks like Joe to the television studio for his final performance.

**DJ OPTION** - Somehow the players need to convince both the police and the television executives that Joe has been alive the entire time and passed away in the show's dressing room.

**DJ OPTION** - Joe and the players have been chased onto the show during a live broadcast, only to be confronted by one of their adversaries before the television audience. That's good television!

**DJ OPTION** - The players get Joe to the show alright...but he's supposed to be on next week's program. Now the players need to keep Joe off the show before he messes it up during the live broadcast.

### **Check Out Anytime You Like**

The hotel has finally had enough, and they're kicking Joe and the players out of the hotel using whatever means necessary.

**DJ OPTION** - The hotel is willing to pay the players handsomely to get Joe out quietly without a scene for the press in the lobby or the police convention. Discretion is the key word, however. One photo snapped and the deal is off.

**DJ OPTION** - This really is the Presidential Suite - the entire suite has been bugged with surveillance equipment left over from the last political convention hosted in the City. After all the antics Joe has been up to, the players need to find out who's responsible fast.

**DJ OPTION** - Joe has gone nuts, speaking with hallucinations he believes to be dead guests of the hotel and has begun chasing the players around with a fire axe. If Joe is killed, the game is concluded with the discovery of a hotel photo from July 4, 1921... with Joe in the middle of the picture.