

TRUTH SEEKER WEEKLY NEWS

THE COSMOS REVEALED AS WE HAVE CRACKED CENTURIES OLD SPACE CODES
TRUTH SEEKER WEEKLY NEWS
"Your Only Trustworthy News Source"
Vol. 44, Issue 11

Top C.H.E.S.S. Installation BREACHED!!!



Staff is Working Around The Clock To Investigate Security Failure.

A Strange Looking Creature Has Managed To Bypass C.H.E.S.S. Security And Break Into A Highly Sensitive Area Of A Top Super Facility. Officials Fear The Easy Break In By The Bizarre Looking Monster Could Spill Bad News And Security Breaches Are In Full Swing. - Read About The Story In On Page 30!

PLANS TIED TO OHIO LOTTO NUMBER
TRUTH SEEKER WEEKLY NEWS
"Your Only Trustworthy News Source"
Vol. 43, Issue 14

WIL CORPORATE CEO PLANS TO RULE THE WORLD BY 2012!

LUNAR MEGA MALL!?!



In An Effort To Fund Their Secret Projects, Alien Representatives Have Embarked On A Major Marketing Campaign Designed To Attract The Ultra Wealthy Citizens Of Earth. Their Game Plan? A Moon Based Shopping Mall That Deals In Alien Technology And Luxury Items!



Extra-Terrestrial Astrology Inside!

-Wicked Scheme Will Enslave All Intelligent Life, Including Mutants!
-Shocking Report On Page 19!

A FREE V&V ACTION MAP BY STACY SMITH AND DAVE WOODRUM!



RADIO SILENCE NOW!!!
Texas Man Can Control Communication Signals Through Thought...
-Page 34

Marge, Job Guru Says: QUIT YOUR JOB AND WORK FOR C.R.I.M.E. IN TEN DIABOLICALLY EASY STEPS!!!



Learn More On Page 22

TRUTH SEEKER WEEKLY NEWS

A



ACTION MAP LOCATION

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SPECIAL THANKS AND DEDICATION...

We would like to offer a bit of special thanks and dedication to Neil McGinness and the tabloid publication Weekly World News. Without the fine weekly publication of Weekly World News the inspiration for this project would have never existed. Weekly World News was a true facet to the culture of Americana that will never be replaced. In this product we offer a humble nod of homage to this fine real world publication. To all of you at Weekly World News, we offer our thanks. You have truly enriched our lives and have made your mark on modern culture.

- Dave Woodrum, FGU Staff Writer

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EDITORIAL INTRODUCTION

When thinking about locations that should be useful for any V&V campaign, some types of locations jump out. One clear choice was the police station recently offered, while others are still in the discussion or preparation stages of development. When Dave Woodrum suggested a tabloid newspaper with its offices, the overall usefulness of the suggestion absolutely jumped out. As editor at FGU, I could not help but remember how original V&V designer Jack Herman would always check out (and sometimes purchase) tabloid newspapers in supermarkets. Jack had always commented on how such tabloids provided plot ideas for adventures. Plot ideas, possible or probable contacts with heroes and villains, alien abductions and possible secret invasions, rumors of strange doings and events - what could be more in tune with the needs of any ongoing V&V campaign.

This tabloid project includes more than the expected floor plans to an office structure and more than even the hoped for information and stats on interesting staffers with knowledge of and contacts with super-powered beings. It includes tons of adventure seeds in the form of stories extracted from the pages of the tabloid. Even tabloid covers are included (copies can be given to players) serve as lead-ins to new adventures.

We all hope that this adventure location will serve as a springboard for new adventuring and as an information source when clues dry up for the player-heroes. After all, when a new villain group begins to create havoc in any community, those who hope to restore tranquility and order need to find out as much as possible about the doers of evil, their

habits, their pasts, and their apparent goals. What better source of information is there than a news organization that is especially interested in compiling such information.

Enjoy.

Scott B. Bizar, Editor In Chief

Introduction:

Greetings once again courageous crusaders and cunning game masters! Upon the release of County Precinct Police Station Stacy and I knew that we had a tough act to follow up on. Stacy and I also wanted to take a bit of a break by reaching out in a slightly different direction for the third V&V Action Map module location. As we are both big fans of sensationalistic tabloids, we decided to pay proper homage and introduce such an ongoing tabloid for the V&V realm. When creating this gem of a location we took a bit of time to reflect upon how we could maintain the "larger than life" story selections of such a publication while fitting its presence into a modern day reality where super powers, alien encounters, and paranormal occurrences actually exist. Hence, how do you keep a tabloid less than believable in the realm of the comic book genre?

The answer was to merge a blend of comic book reality with over the top sensationalistic writing.

Our created tabloid publication, affectionately named Truth Seeker Weekly News, blends a bit of super hero genre fact with fiction. In the end Stacy and I achieved what we wanted, a working source of reporting for the V&V campaign that still manages to keep its readers' heads shaking in disbelief.

In addition to the right flavor for such a location, we also wanted to provide a bit more game "crunch" as well to increase the usefulness of the final product. In addition to a nicely detailed action location, we have included several tabloid issue covers and brief articles that serve as nice adventure ideas for future conquests. Also, since the alien "Greys" play such an important part in the tabloid culture, it was only fitting to include game stats for such encounters as well. We hope you enjoy using this product as much as Stacy and I have creating it. Game on!

Dave Woodrum
FGU Designer/Writer

A WHOLE WORLD OF POSSIBLE LOCATIONS!

At Fantasy Games Unlimited we are very excited to offer you these fine map locations for your V&V gaming experience. There is a whole world (and beyond) of possible location types to cover and we are often not sure exactly which sort of place to detail next. What would you like to see? A warehouse? A roadside motel? A secret lab? A miniature golf course? A moon base? You name it, and we just may be able to map it out for you! Send your comments and location suggestions to us at orders@fantasygamesunlimited.net or to the author Dave Woodrum at woodrumworks@yahoo.com. Be sure to include V&V Map Location Idea in your email subject line.

1. Location Background:

Truth Seeker Weekly News is a weekly publication tabloid that focuses on both truth and fabricated stories of the sensationalistic variety. While in the real world almost all of the types of stories that the tabloid runs would be considered “fake”, the dynamics of a world brimming with super powers, alien encounters, and paranormal activity allow for the tabloid’s articles to hold some validity. Still, TSW has been known to run entirely fictional stories whenever interesting real news runs a bit thin. Likewise, when the reporting staff writers are not able to get the full details, they are encouraged by their superiors to elaborate on the facts and stretch the truth as needed.

It has also been suspected that TSW may be involved in the purposeful spread of disinformation. The benefiting party or parties of such false propaganda is entirely up to needs and desires of the GM. A government agency may be behind such collaboration or there could be a criminal element influencing the spread of false reporting. If the GM so chooses, it could be possible that most articles are genuine in nature and TSW is working alone when it comes to any false or otherwise inaccurate reporting.

Truth Seeker Weekly is a small to moderate sized publication and relies on the services of external printing presses located throughout the wide scope of the tabloid’s circulation. The publication is a competitor to Power Witness Weekly, which is another tabloid that holds a considerable amount of claim in the lives of super humans and mutants. Unlike Truth Seeker Weekly, however, Power Witness tends to be more of a “gossip rag”, and thus holds a greater concentration of focus towards the personal lives of the heroes and villains. If you want to know about who is secretly dating who, then you pick up a copy of Power Witness, if you want to hear about the aliens collaborating with caped villains in an attempt to build mind control devices, then you read Truth Seeker Weekly.

2. Map Locations:

The office building of Truth Seeker Weekly News is a two-story construction sitting on a decent sized parking lot. There are numerous entrances to the parking lot and it’s a fairly common sight to see at least a small handful of vehicles parked outside at all times. Although normal operations are 8am to 5pm, it is not uncommon to find staff members hard at work through all hours of the evening. This is especially true for the staff writers, graphic editors, and layout crew.

The following sections detail the locations of the

parking areas and both floors of the building.

2.1 First Floor:

A. Main Parking Lot: This area features a few visitor vehicles scattered amongst the regular employee rides. The value and quality of such automobiles vary, as do their contents inside. The office security staff usually patrols this area once every couple of hours or so.

B. Dumpster: This dumpster is normally filled with a manner of shredded paper and other standard bits of garbage. Once in a while its possible to find some junked hardware and dead houseplants.

C. Main Entrance: This glass door serves as a main entrance to the building. For security purposes there is a security cam perched above the entrance. Next to the main entrance are a couple of soda machines featuring the typical selection of popular drinks. It’s not uncommon (30% chance) to find an “out of order” sign on at least one of these machines.

D. Side Parking: This parking area is typically reserved for employees only. The vehicles here tend to be on the upper end of the scale, with luxury sedans being the most common.

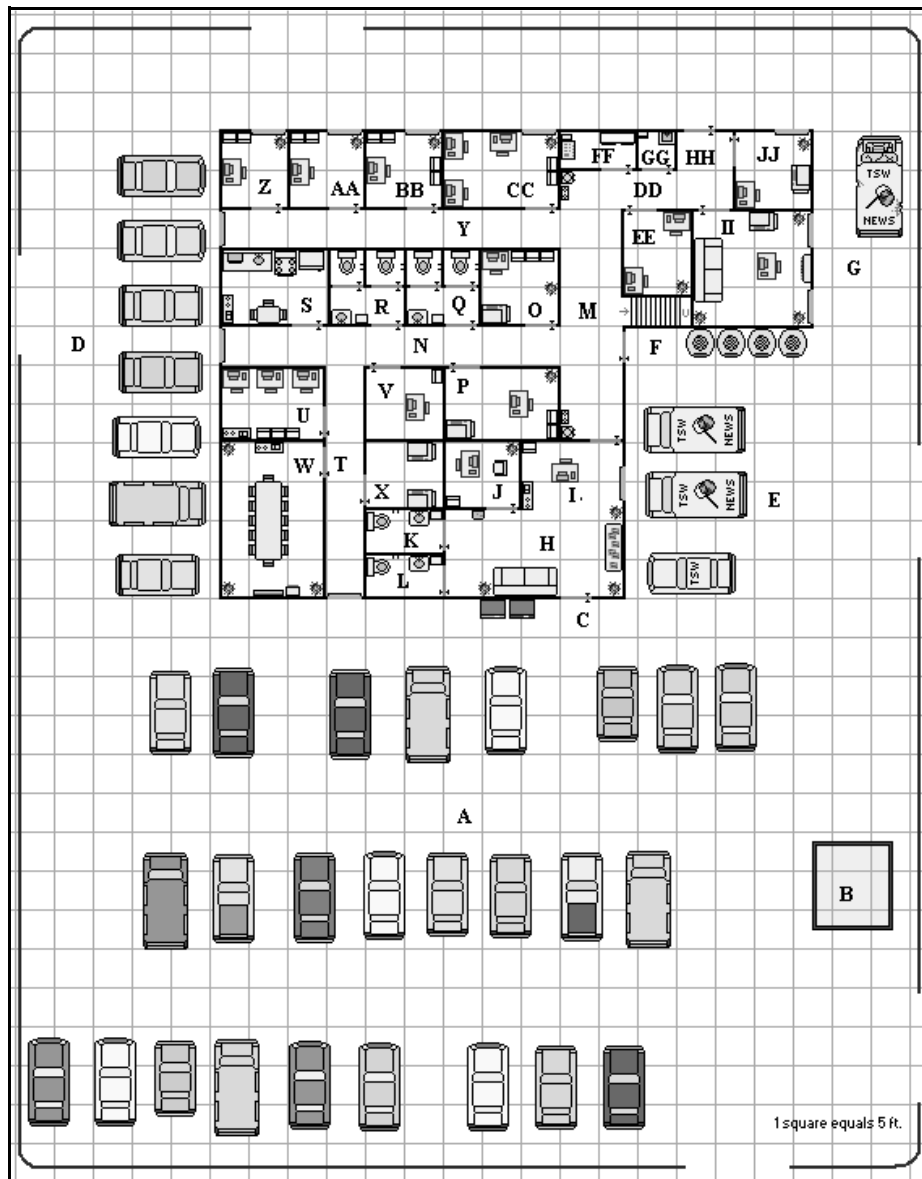
E. Company Vehicles: Two news vans and a company car are typically parked in this area. The vehicles are adorned with the Truth Seeker Weekly News logos.

F. Side Entrance: This side entrance is located next to the building’s heat pumps.

G. Junked News Van: Sitting next to the building is a wrecked news van that was caught in the middle of a recent battle between some heroes and members of C.R.I.M.E.

H. Front Lobby: This cozy room serves as the front lobby of the office building. Here one can find a nice leather sofa, potted tropical plants, water fountain, and a long wooden table that is stacked with back issues of Truth Seeker Weekly. Framed and mounted above the table are various covers of the tabloids that date back to the very first issue of the publication. This lobby connects to the receptionist area (area I), the human resources office (area J), and the public restrooms (areas K and L). Sitting between the lobby and the receptionist area is a coffee station.

TRUTH SEEKER WEEKLY NEWS OFFICE: BOTTOM FLOOR GM'S COPY



I. Receptionist Area: The front receptionist area sits just past the coffee station and features a pc workstation and a filing cabinet. Behind the receptionist area is a door that leads into the main operations of the building.

J. Human Resources Office: This is the primary office of the human resources manager. This room features a pc workstation, filing cabinet, comfortable leather chair for visitors and interviewees, and a beautiful tropical plant in an ornamental clay pot. The public relations department also borrows this area from time to time to conduct one on one interviews and meetings.

K. Ladies Restroom: This restroom has a toilet, sink, warm air hand dryer and mirror. Although similar to the men's room (area L), there are a few notable differences. The wicker basket contains cooking magazines along with TSW back issues, and the marble is pale pink instead of white. In fact, the color is eerily similar to that of something bright red that was scrubbed repeatedly but didn't completely go away. The room is extremely quiet. There is a framed, autographed picture of Shirley MacLaine over the sink.

L. Mens Restroom: This men's room has a toilet, sink, warm air hand dryer and mirror. The walls are smooth white marble except for a few odd scratch marks around the mirror. There is a small wicker basket with back issues of Truth Seeker Weekly and a few cultural magazines such as *National Geographic* and *Area 51*. An occasional odd metallic sound emanates from the air vent above the sink: otherwise, the room is so quiet it seems soundproofed.

M. Main Hallway: This is the main hallway of the building. At each end of the hallway one can find water coolers and paper cup stations. A stairwell leading to the upper floor is located in the middle of the hall and there are numerous bulletins and notices tacked along the walls.

N. Long Narrow Hallway: This long narrow hallway is fairly plain with the exception of numerous doors and a large glass window at one end of the hall. The window looks out on the side parking lot (area D). Another hallway (area T) branches off a bit past midway along the hall.

O. Bookkeeping Office: This room serves as the main bookkeeping office. There is a neat and orderly pc workstation sitting next to three large fil-

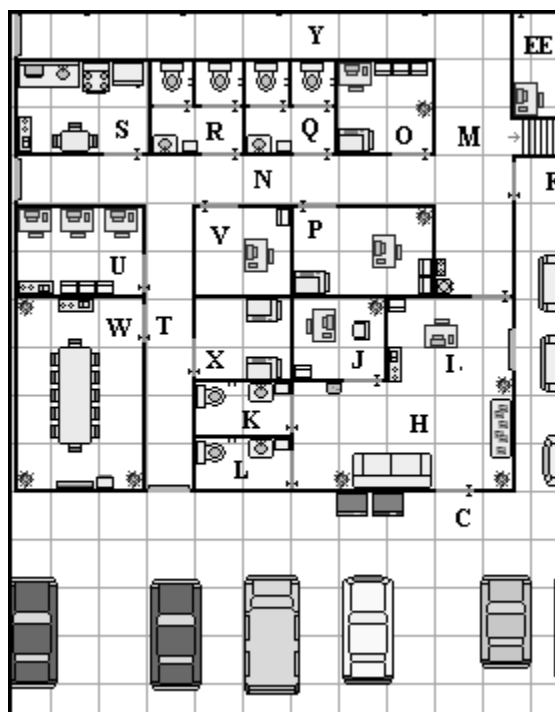
ing cabinets. A copier/printer/fax combo unit is located here as well as a potted plant.

P. Vice President's Office: Lisa Morris, the vice president of Truth Seeker Weekly, occupies this large, spacious office. Lisa's office is eloquently decorated with a variety of expensive paintings, imported vases, and hand woven tapestries. A small personal stereo usually plays a selection of soft piano music, adding to the overall sophistication of the room. The office is equipped with a pc workstation, filing cabinets, and copier/fax/printer unit.

Q. Ladies Restroom: This spacious restroom contains two toilets, a sink, warm air hand dryer and large mirror. It is done in a tasteful scheme of pale blue and yellow. On the left side of the mirror, numbers are scrawled in faint black pen: 4/1.

R. Mens Restroom: This spacious restroom contains two toilets, a sink, warm air dryer and large mirror. It is done in the same scheme as the ladies room.

S. Staff Kitchen: This area serves as the staff kitchen and break room. The area is equipped with standard kitchen appliances and furnishings, including a refrigerator, microwave oven, sink, stove, and coffee station. There is a small break room table here along with three chairs.



T. Hallway: This plain narrow hallway ends with a large window that looks out upon the main parking lot (area A).

U. Intern Staff Writing Room: This utilitarian room has everything the budding writer needs: computers, coffee and filing cabinets. Interns come here to brainstorm story ideas, catch up on events over coffee, and fact check information before running to an editor with a sensational new story.

V. Security Office: This office serves the needs of the building security. The on duty security officers can be found here provided that they are not making their regular rounds in or outside of the building. The office is equipped with a pc workstation and a filing cabinet.

W. Conference Room: This large room is used for conferences and staff meetings. Several chairs surround a large table made of fine quality hardwood. There is a large flat screen monitor at one end of the room next to a metal cabinet containing a dvd player, satellite television box, and pc tower. At the opposite of the room there is a coffee station. Potted tropical plants are located in three corners of the room.

X. Copy Room: The copy room is a hub of activity: at some point during the day, every employee comes in this room several times to grab something from the printer or make copies for meetings and markups. Not everything printed is strictly work related, but most writers, if asked, will claim the risqué picture or football scores are “for research, definitely.”

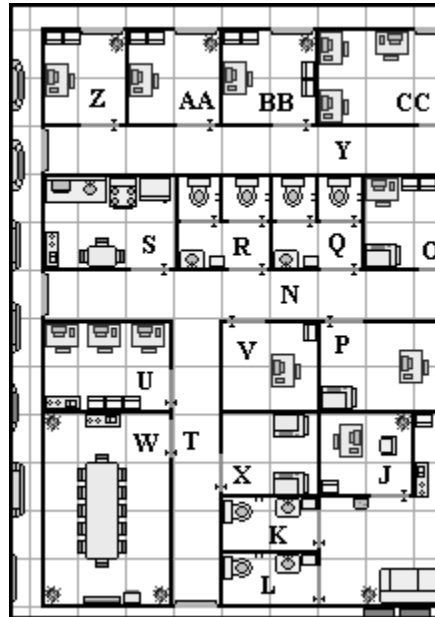
Y. Hallway: This plain narrow hallway ends with a large window that looks out upon the side parking lot (area D).

Z. Ad Manager’s Office: Tucked away in a corner, Angela Perry’s office is sparsely decorated, which is unusual for an ad exec. Other than the

latest brainstorms and awards, the walls are bare. Her office contains a computer station and filing cabinets. Stacked on top of the filing cabinets are several books with topics ranging from advertising psychology to memoirs of life coaches. There is also one thick volume on Sumerian cuneiform. There is a double window and what seems to be a brand new lock on the door.

AA. Staff Writer Office: Walter Burns, staff writer and reporter, occupies this office space. Walter has the area decorated in a variety of old sci-fi movie posters and toys. An assortment of 80’s pop and new wave music is typically playing from a small personal stereo system. A pc workstation is here along with a couple of filing cabinets.

BB. Staff Writer Office: Gary Hill, staff writer, reporter, and columnist, occupies this office space. Gary has the room decorated with a variety of sports related memorabilia. The office has a pc workstation and four filing cabinets.



C.H.E.S.S. Installation Attacked by Mysterious Force!

Authorities are at a loss to explain a bizarre being bypassing security. According to eyewitness Eli Sparkle, a creature that “looked like it was made out of tinfoil, chewing gum and electricity” disabled an electric fence, turned off the power and was heading for the main headquarters when it was assaulted by guards. The creature escaped, in Mr. Sparkle’s words, by “taking a big run and jumping over the fence like the cow jumping over the moon.” Anyone with information on this being’s whereabouts is asked to call 555-1234.

EXTRA!

CC. Junior Ad Rep/Design Office: Junior ad representatives and designers occupy this large office space. There are three pc workstations here along with a couple of filing cabinets. Several decorative magnets cover the filing cabinets. A large potted plant sits near a window that looks out to the back of the building.

DD. Hallway: This small narrow hallway connects to the main hallway (area M) and the back alcove (area HH). One of the main hallway's water cooler stations sits at the end of this hall.

EE. Shared Office Space: Another popular area, the shared office space allows employees to exchange ideas and give each other support and encouragement. This room has been the start, and end, of several relationships and has seen more than its share of gossip and backstabbing.

FF. Server Room/Supply: This room houses the main server and a cabinet of office supplies.

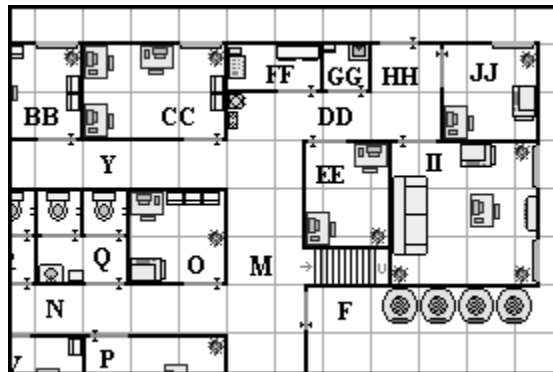
GG. Janitor Room: This janitor room contains a deep sink and cleaning supplies.

HH. Back Alcove: This open, empty hallway serves as an exit to the back of the building. A locked wooden door leading to the outside can be found here.

II. CEO Office: The president of Truth Seeker Weekly News occupies this large, lavish office. A

comfortable leather couch sits at one end of the room while a pc workstation is located directly across from the couch. Behind the workstation desk is an elaborate wooden bookshelf stuffed full of an assortment of hardback books on a diverse, eclectic variety of subjects. Beside the desk is a copier/printer/fax combo and there are three potted plants of an exotic tropical variety. Two large windows surround the desk. These windows look out towards the grounds of the building where the wrecked news van is parked (area G).

JJ. Marketing Office: Choi Yung, the manager of marketing, occupies this office. The office is decorated with an assortment of geometrical modern art themes that are primarily deep red and gold in coloration. Choi has a tidy pc workstation and a copier/fax/printer that seems to be permanently out of order. There is an overgrown jade plant sitting in a pot next to a large window.



Evil Scientist Laces Propane With Mind Controlling Chemicals

Things haven't been right in the sleepy little community of Bland, Virginia, and authorities believe that a mad scientist is to blame. "A whole of lot of folks have been acting funny lately," local citizen Mildred Huffington told Truth Seeker Weekly, "and my husband thinks that a recent batch of propane is to blame." After careful analysis of a recently delivered supply of propane, it was discovered that the fuel was laced with a mysterious chemical with mind-altering properties. "People just ain't right around here, and anyone using propane has started to walk around like zombies," Mildred tells TSW reporters. Curiously enough, those affected have been keeping their scanners and CB radios tuned to a normally dead station in which they have been receiving messages broadcast in a strange pattern of signals and noises. "I don't know what those bleeps and whistles mean," retired coal miner Jacob Benson reports, "but my son keeps walking around in a daze and says that he must do the bidding of someone called Dr. Toxicus."

C.H.E.S.S. technicians have been called in to research the incident and have reported that they think a villainous plot may be in evidence. Propane is a common fuel source that is used in everything from modern fireplaces to outdoor grills. C.H.E.S.S. techs believe that the combination of a will inhibiting drug combined with the bizarre transmissions could be used to force local citizens into doing the evil biddings of a deranged madman.

HOT OFF THE PRESS!



TRUTH SEEKER WEEKLY NEWS

"Your Only Trustworthy News Source"

Vol. 43, Issue 21

HORRIFYING!



Fire Bug Super Human Resembles British Killer Myra Hindley!



IS MYRA ALIVE?

Alarmed Witnesses Say That The Mystery Flaming Woman Looks Identical To Britain's Most Hated Killer!

- Details On Page 14!

Recent Crime Of "Pyro Myra"



**YOUR MILK MONEY?
I WANT YOUR WALLET!**

Former High School Star Jock Turns To Life Of Crime When Super Strong Thug Known As Mr. Varsity Joins Evil Mutant Gang.

**LOVE SPELLS
AND
LUCKY LOTTO
NUMBERS
INSIDE!**

-Read All About This Goon's Crimes On Page 40!



Second Floor:

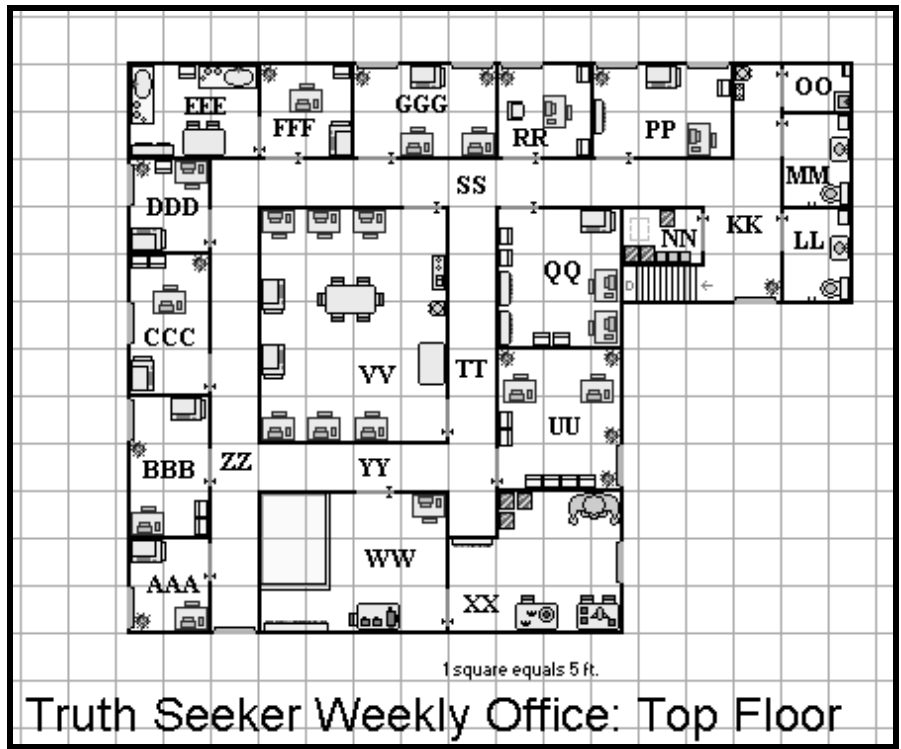
KK. Hallway: This wide hallway area features stairwell access to downstairs (to area M) as well as a water cooler station. There is a lovely potted plant sitting near a large window that looks out over the company vehicle lot (area E) and the side entrance (area F).

LL. Men's Restroom: This spacious restroom is decorated in subtle floral patterns and fancy marble tile. The restroom features a toilet, sink, mirror, and warm air hand dryer.

MM. Women's Restroom: This spacious restroom is decorated in subtle floral patterns and fancy marble tile. The restroom features a toilet, sink, mirror, and warm air hand dryer.

NN. Storage/Roof Hatch: This dusty, mostly neglected room serves as a surplus storage area. In addition to a variety of boxes and crates one can find a ladder and a hatch access to the building's roof. The office's main technician uses this hatch to check on the building's satellite and communications antennas whenever needed. A padlock secures unwanted access of the hatch for entry or exit.

OO. Janitor Closet/Hot Water Heater: This janitor room contains a deep sink and cleaning supplies. A small hot water heater can also be found in this area.



Love Child of Logrellian and US Senator Speaks! Exclusive interview with Jamie "Oola" Bennett!
 Jamie opens up to Truth Seeker Weekly about her parents, future plans and the food allergy that nearly killed her. - *In Next Week's Edition of Truth Seeker Weekly News!*

PP. Lead Graphics Editor's Office: The lead graphics editor occupies this large, spacious office. A lavish bookshelf filled with a variety of books lines one wall and contains an assortment of different subjects. A cluttered pc workstation sits at the other end and one can find a filing cabinet behind the desk area. On top of the filing cabinet is a personal stereo along with some cds. Most of the compact discs are by the intellectual new wave band Devo but looking about will also reveal select albums from Thomas Dolby, Men Without Hats, and Tears For Fears. The office also contains a printer/fax/copier unit and an exotic plant sitting by one of the two large windows located on the office's back wall. If someone snoops about the bookshelf they will find that nearly half the books are of graphics and computer design related interest while the others offer a mixture of other different topics.

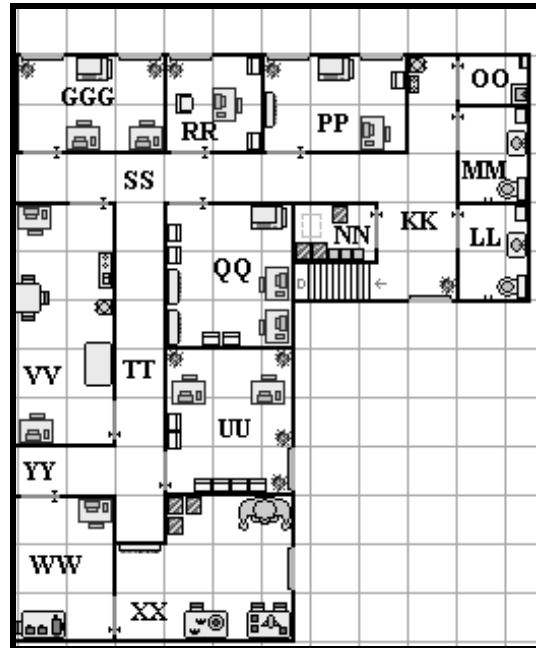
QQ. Sales Department: The tabloid sales department occupies this large office space. In this area one will find numerous filing cabinets, a couple of pc workstations, a copier/fax/printer unit, and two bookshelves containing files and past records. A small radio sits on top of one of the filing cabinets.

RR. Layout Manager's Office: The layout manager occupies this cluttered looking office. The office is equipped with a pc workstation and a couple of filing cabinets. On top of one of the filing cabinets sits a small personal stereo and an assortment of compact discs. The cds are mostly of rave and techno related interests as well as a few rock albums. A leather chair sits in front of the

workstation and there is a houseplant next to the office's window. Mounted in the middle of the filing cabinets is a large framed portrait of the 90's electronica music band Sunscreen. Various past covers of Truth Seeker Weekly are framed and hung on the wall on the opposite side of the room.

SS. Long Hallway: This simple long hallway is littered with various bulletins and notices that are tacked along the walls at eye level.

TT. Hallway: This narrow hallway is very plain in appearance and offers little of interest.



Moonshine Madness! Bad Batch Of Illegal Booze Spawns Super Mutants.

The residents of Harlan County, Kentucky are in a panic over a recent bad batch of moonshine that has purportedly caused a new outbreak in super powered mutants. According to local resident Hoover "Hooch" Blevins, a bad batch of white lightning is the culprit for a wild outbreak of bizarre occurrences. "Everything was just normal until a few weeks ago," Hoover tells Truth Seeker Weekly, "people going about their business as usual and all, and then a few of the local hillbillies started acting funny." Further investigation reveals that several of the local citizens gained bizarre, extraordinary powers after consuming a questionable run of illegally made alcohol. "Never seen nothing like it," Hoover adds, "people picking up cars, running amok in the coal fields, acting all crazy like. I hope somebody finds that still and shuts it down, 'cause we ain't too fond of all this uproar around here." Since the initial outbreak the local authorities have managed to round up at least a dozen mason jars of the tainted alcohol, but citizens are concerned that more mutant outbreaks may occur. In the meanwhile, various superheroes from around the nation have been asked to assist with controlling any disorderly residents.

**NEIGHBORS ARE
IN SHOCK!**

UU. Tabloid Archives Office: This large office area is equipped with several filing cabinets and two pc workstations. Numerous potted plants can be found in this room as well as a large window that overlooks the company vehicle parking lot (area E). If one happens to snoop about the filing cabinets then they will find that these are filled to the brim with a collection of past articles, photos, letters to the editor, and copies of previous tabloid issues.

VV. The Layout Room: This large, central area of the top floor serves as the layout room. As the production heart of each issue of Truth Seeker Weekly, the room is an active, cluttered place and its common to find staff working late hours in an effort to keep things running smoothly. Several pc workstations can be found here as well as a couple of copier/fax/printer combo units. Tacked above a coffee station is a sign saying "Drink up! You're gonna need it!" In the layout room one can also find two large tables. Both of these are cluttered with various photographs, graphical images, ad pages, and printed up articles. A battered personal stereo sits on the table near the door. Next to the stereo is a collection of compact discs. The music selections vary, from Electric Light Orchestra to Willie Nelson to Front 242.

WW. The Prop Stage: This large workstation features an elevated stage backed by plain blue cloth. A table at one end of the room contains a variety of cameras and filming equipment. Next to this table is an open closet holding a wide range

of theatrical costumes. Also in this room is the pc workstation desk of Wesley Wade, the tabloid's prop designer and staff writer.

XX. The Prop Room: The prop room contains a variety of old costumes, models, toys, and gadgets needed for making halfway convincing photographs. Standing in the far corner of the room is a life-sized model of Bigfoot. Scattered along tables are various model flying saucers, robots, aliens, space ships, and castles. There are also several modeling tools, wax, paints, and spare parts for making future props. Old crates containing a manner of past props are stacked up in one corner of the room.

If someone happens to be nosey enough to dig deep into the bottoms of the crates then they will come across a few collected "souvenirs" of past battles between super powered forces. Wesley Wade has contacts with various damage control and clean up crews and has managed to build up a small collection of items that were salvaged post battle. Wesley has used a few of these items as props for story photos in the past and a few are merely kept for his own personal interest. The appearance of such items in TSW photographs have raised a few eyebrows amongst caped crusaders and villains alike, but Wesley has managed to keep these pilfered devices hidden from those seeking to have such items recovered. Needless to say, however, Wesley has grown a bit paranoid about holding to such things and has been slowly parting with a few collected bits every so often.

Company Seeks Method To Allow Blue Collar Industry Workers To Do Their Jobs At Home.

Although the implementation of robotics on the assembly line is no new twist to the world of industry, Remote Industry Global plans to take things a few steps further. If they have things their way, it may be possible for many blue collar factory workers to perform their jobs each day from the comforts of their own homes. "What we are looking at is quite simple," explains a senior engineer, "if you have a pc at home with an internet connection, you can tell your wife to forget about having to pack your lunch each day. No more uniforms, you can go to work in your underwear for all we care!" The plans of the company is to build upgraded line robots that can perform most all industry tasks with the assistance of a home based human controller. While the controller will need to remain online with their robotic counterpart, a joystick driven pc and an online connection to the factory's server will be all that is needed to get the job done each day. Although a few critics are concerned about the potential for hackers that could manipulate the sophisticated robotic workers to wreck havoc, executives at Remote Industry Global are confident about their proposed methods. "Yeah, the robots are fully mobile and capable of doing just about anything, but we've got a secure server and a really impressive firewall to keep out intruders. Trust us, what could go wrong?"

YY. Hallway: This narrow hallway is bland in appearance and offers little of interest.

ZZ. Hallway: This narrow hallway is bland in appearance and offers little of interest.

AAA. Astrologer's Office: This lovely private office belongs to Wanda Wayfinder, the tabloid's astrologer. Wanda has her office decorated in a variety of exotic rugs, tapestries, and paintings. An exotic tropical plant sits next to her window and this plant sits in a beautifully decorated pot that Wanda claims she got in Morocco. Her workstation is cluttered with a variety of photos and odd little trinkets. An aging copier/printer unit sits in the corner of the room.

BBB. Corporate Attorney Office: The corporate attorney occupies this spacious, elegant looking office. Attorney Sam Davidson is usually in this office and quite busy on the phone. This office has a desk with pc, a couple of filing cabinets, and a copier/fax/printer unit. The office is decorated in a manner that is best described as "rustic gentleman". There is assortment of wildlife and golf related paintings hanging on the wall. Also mounted on the wall are a couple of mounted antlers that attest to Sam's fondness for hunting. A decoy of a mallard duck sits atop one of the filing cabinets. If one happens to snoop around the desk they will find a couple of small trophies that Sam won playing competitive poker along with several curious notes and articles regarding the Quebec Liberation Party and the activities of super villainess Fleur De Lys.

CCC. Public Relations Office: This lavishly decorated office is equipped with a pc workstation, copier/fax/printer unit, and a couple of filing cabinets. Reproductions of classical art hang on the walls and its not uncommon to hear a variety of softer alternative rock or ethnic music playing

from a portable stereo. This is the office space of Karen Vicars, the Public Relations Manager. Karen is usually up to her ears in work, as proven by the sea of post it notes strewn about her desk and along the edges of her computer monitor.

DDD. Columnist Office: Monique Beaumont, staff writer and columnist, occupies this office. The office is decorated in a variety of French and Canadian related themes and is equipped with pc workstation, copier/fax/printer unit, and filing cabinet.

EEE. Dark Room: This large, well-equipped area serves as the tabloid's dark room. As most traditional photography has been replaced to a digital format, this spacious area does not receive much attention and foot traffic these days. Inside this area you can find all the needed equipment and supplies for processing photographs, including a few toxic chemicals.

FFF. Head Photographer's Office: Wilma Breene, head photographer, occupies this work area. Although Wilma once held a high profile position at the tabloid agency, the change in technology and publishing standards has put a strain on her usefulness. Wilma's office is quite typical of the building standard, featuring a pc workstation, copier/fax/printer unit and a battered old filing cabinet. Hanging about the office are several framed movie posters that have an emphasis on the film noir era. A small personal stereo sits on her desk and is usually playing classical music or selections of opera.

GGG. Shared Work Area: This large office area is shared by a few of the lesser staff members, typically columnists and writers. It is equipped with two pc workstations and a copier/fax/printer unit.

Burglary Gives New Meaning to "Wreck the Discotheque"

Authorities responded to a 911 call from the Purple Kitten nightclub in Tallahassee, FL a few weeks ago to find the establishment had been completely ransacked. "I don't understand it," said owner Chad Rollins. "I've been running this place for twelve years and have never had any real trouble. Now this!" Police are searching for "a person of interest:" a man who was in the club the previous night and, in the words of Head Kitten Tina Marie: "was really creepy. He was walking around looking closely at everything like he was making notes in his head or something. He kept whispering creepy words I couldn't understand. He was just totally creepy, you know?" Marie described the man as a Caucasian, about six-foot two, two hundred pounds, with long blonde hair and a black ink tattoo of an unidentified symbol on his left cheek. Anyone with information is asked to please call 555-1234.

End Of The World Shocker!!!

DOOMSDAY PLANS TIED TO OHIO LOTTO NUMBERS!

U.S. \$1.00
Canada \$1.50



TRUTH SEEKER WEEKLY NEWS

"Your Only Trustworthy News Source"

Vol. 23, Issue 14

EVIL CORPORATE CEO PLANS TO RULE THE WORLD BY 2012!



Extra-Terrestrial Astrology Inside!

Marge, Job Guru Says:
QUIT YOUR JOB AND WORK FOR C.R.I.M.E. IN TEN DIABOLICALLY EASY STEPS!!!



Learn How On Page 25!

-Wicked Scheme Will Enslave All Intelligent Life, Including Mutants!

-Shocking Report On Page 19!

RADIO SILENCE NOW!!!

Texas Man Can Control Communication Signals Through Thought...

-Page 34



0000 XXXXX

3. Interesting Staff Members:

The following notes provide a sampling of some of the more useful and interesting staff members. These individuals represent a scattering of positions across the ranks of the tabloid and are the individuals that offer the most potential of importance to the game itself.

José Alejandro, Receptionist: An anomaly in the business world, José has been the receptionist for three years. Hired for his quick wit, polite demeanor and trilingual skills (he speaks English, Spanish and French), he is one of Truth Seeker Weekly's best liked and most valuable employees. Despite offers of promotion to staff intern writer, José says he is happiest at the desk, directing calls and chatting with the occasional visitor. Some employees joke that it's really José who knows the juicy goings on around town, but he only smiles and shakes his head. Game Stats: Staff 01

Walter Burns, Staff Writer: Walter is responsible for cranking out most of the stories about aliens, cultists, monster sightings, and Nazi themed invasions. Walter is also the father of the regularly running stories about the classic "Frogbot". Frogbot is a crude sheet metal/graphic prop of prophetic, ancient robot that is shaped somewhat like a frog. As Frogbot quickly gained a cult status amongst devoted readers, Walter's influence in the office elevated.

Despite Walter's successes, the staff writer is a bit worried that he's reached a bell curve in his success with the tabloid and things could eventually take a downhill turn. In an effort to renew himself as a savvy contributor, Walter has turned to doing more credible stories about accounts of super humans and the paranormal. In an effort to provide additional value for his write-ups, Walter has been increasing his portfolio of contacts. It is

has been whispered that Walter rubs elbows with heroes and villains alike. A few folks have even gone as far as to hint that Walter may be something of a double agent, providing inside secrets to champions and criminals in exchange for decent article fodder. Game Stats: Staff 01

Monique Beaumont, Staff Writer: the "typical charming Parisian" she is not. Monique is impatient, dramatic and complains frequently to whoever will listen. Her saving graces are her amazing beauty and knack for pushing hard and fast to get the scoop for a story. She keeps to herself for the most part and is often seen whispering into her cell phone nervously. Rumor has it that she is related to Fleur De Lys. Game Stats: Staff 03

Sam Davidson, Agency Attorney: a friendly man in his early 40's, Sam works hard for the tabloid. His sharp tongue and legal smarts have kept away more than one lawsuit. Beneath his warm demeanor, though, Sam hides a dark secret: he has a gambling addiction and owes a debt to a local crime boss. The boss has told Sam all will be forgiven with a bonus... if he can get Monique to arrange a meeting with Fleur De Lys. Game Stats: Staff 01

Claudia Evans, Intern Writer: Claudia is a young intern writer who often behaves in a naïve manner. Several of the staff have observed that Miss Evans is in fact much more intelligent than she lets on and quite a few employees are starting to wonder why the young intern puts up such an act. Claudia's naïve behavior is indeed an act, for the intern is secretly on the payroll of Power Witness Weekly, the tabloid's rival competitor. Claudia is actually working behind the scenes in an effort to steal all the best article leads for the benefit of Power Witness. So far no one at the office has caught on. Game Stats: Staff 04

Cure for Pain Discovered by Russian Scientist, Becomes a Zombie

Oleg Yakmarov, a Russian scientist living in Mobile, Alabama, was found in his lab in what appears to be a "zombielike condition," reported his research assistant Suki Sakamoto. Yakmarov and Sakamoto had been studying the effects of a substance known as Chemical Z on the human brain as a means of curing pain when Yakmarov decided to test the latest serum on himself. When Sakamoto returned to the lab the next morning, Yakmarov was "wandering around drooling and moaning and pointing at my brain," she told Truth Seeker Weekly, "before he smashed through the emergency exit." Yakmarov was last seen heading towards the swamps.

Earl Fletcher, Security Guard: Earl is one of the tabloid's most trusted security guards and also one of the most over worked. Whenever another guard quits their job or calls in, the office is able to rely on Earl to serve a bit of extra overtime. Game Stats: Staff 03

Lisa Morris, Vice President: As Vice President of Truth Seeker Weekly, Lisa Morris handles all operations when President Joe Walters is otherwise unavailable. Although Lisa started out as a mere pencil pusher for the tabloid, she managed to work her way up to second in command within a mere ten years. Although her success is officially documented as being the results of dedication and satisfactory performance, most know the realities of Lisa's rise to power. In short, Lisa kept an ongoing affair with the boss. Although she slept around to get her lofty position, Lisa has the skills needed to do the job and her role is surprisingly, though grudgingly, accepted by the others due to her executive abilities.

Joe and Lisa's adulterous relationship has died down over the last few years and Lisa has become increasingly worried about being eventually replaced by one of Joe's newer extramarital love interests in the office. The president of the company has his eye on a couple of the new female interns and Lisa has taken a hypocritical stance against relations forming between co-workers. Likewise, it is rumored that Lisa has taken outside measures to help ensure, if not utterly enforce, her continued success within the company. It is rumored that after

ending her romantic pursuits with the boss Lisa started dating an organized crime boss, that has some legitimate business holdings in the publication. If the power of the business shares does not support her role as vice president of the company, then her new lover has promised to back such persuasions up with a bit of muscle. Game Stats: Staff

04

Angela Perry, Ad Manager: Angela is a nonsense, driven ad exec who seems to be "all work and no play." Her workaholic exterior hides her secret: she is a fourth contact survivor with a race of aliens who are enemies of the Greys. Angela is working frantically in her spare time to translate writings from these aliens because she believes there will soon be a war. Her only friend at work is Walter, who uses his contacts to get information for her to decipher. She paid a secret visit to Harold Weinerstein. Game Stats: Staff 05

Karen Vicars, Public Relations Manager: Although Joe Walters is the president of Truth Seeker Weekly, it is Karen Vicars that represents the public face of the tabloid. Whenever TSW finds itself in hot water or wrapped up in the midst of a scandal, one can expect Karen to be on the scene trying to patch things up. Karen would have quit this job years ago if it wasn't for the fact that she is so well paid. Trying to make amends on behalf of the tabloid isn't always an easy, or safe, job to take on. Game Stats: Staff 02

Alien "Greys" Plan To Open Lunar Shopping Mall For Earth's Ultra Rich

It appears that the global recession has now gone intergalactic. In an effort to maintain funding for their secret project, "Grey" extraterrestrial diplomat Xi Xichta has been working with world leaders and mega corporate CEOs to construct a lavish shopping mall on the moon's surface. This mall will target the Earth's mega-rich families, and the shop fronts will mostly carry a mixture of extraterrestrial goods and consumer technology. "We plan to offer it all," explains Xi Xichta in an interview with Truth Seeker Weekly staff, "jewelry, household appliances, technology, fashion, you name it." In order to drum up cooperation with Earth-based companies, the proposed lunar mall will also feature several high-end Earth-based storefronts along with a food court that will cater to Terran tastes. "Although I'm sure many of our Earthling customers will line up to try grilled Centauri shellfish," the alien diplomat adds, "but they will still want to finish dinner off with gourmet Columbian coffee." There are also plans to export Earth's finer goods to distant star ports, and Xi Xichta hints that some lucky shoppers may eventually be able to rub elbows with visitors from numerous different worlds. "It's exciting, and we are definitely in!" says one corporate CEO who wishes to remain anonymous at this time.

Not everyone is pleased, however. "This could be dangerous, it could upset the global economy for good," responds one consumer advocate, "and besides, what if some bored housewife decides to buy a seemingly innocent alien houseplant, only to have it wreck utter damage on the Earth's fragile ecosystem." To make matters more complicated, Xi Xichta has requested that the lunar mall's security be supplemented with super powered humans. "I know he expects CHESS to be involved," reports one lone hero, "but we've got enough problems to take care of here on Earth."

Wesley Wade, Prop Designer/Staff Writer: Wesley Wade is a senior staff writer at Truth Seeker Weekly and the tabloid's chief prop designer. Whenever the outside world is having a slow week and the publication is in need of a sensational story, they turn to Wesley for the prop imagery. Although a former Hollywood studio designer, Wesley is often at a loss for a suitable prop and has relied on quite a few "donations" in the past. These items are actually stolen pieces of dropped super gear that have been recovered from former battle sites. Wesley has a few inside connections in the cleanup crews and the accounting offices at TSW have agreed to finance the collection of such goods on more than one occasion. The fact that such missing items have shown up in the cover photos of the tabloid has alerted the attention of the previous owners and the authorities on occasions. Wesley responds to such issues by destroying, tossing, or otherwise hiding such acquired items. After all, the photos are taken and their use has been achieved. It is rumored that Wesley has a small collection stashed for his own interest. He eventually plans to stock his home den with such trophies. Game Stats: Staff 01

Joe Walters, President: Joe Walters is the president of Truth Seeker Weekly. Although very active in his corporate role, Joe is a bit of a drunk and a womanizer and these flaws have caused this executive quite a few problems over the years. Joe is also the kind of person that will do anything to get a hit story and has encouraged his staff members to stoop to any means possible to accomplish such a task. As a result, Joe has made a few enemies amongst the ranks of C.H.E. S.S. and C.R.I.M.E. alike. Game Stats: Staff 02

Staff Game Stats: Below are some statistics suitable for the staff members of Truth Seeker Weekly.

Staff 01 Level: 1 Hits: 4 Power: 44 Agility: 13 Move: 34 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Weapon: nothing
 Staff 02 Level: 1 Hits: 5 Power: 46 Agility: 10 Move: 32 Dmg Mod: 0 Accuracy: 0 HTH:1d3 Weapon: nothing
 Staff 03 Level: 1 Hits: 4 Power: 47 Agility: 10 Move: 35 Dmg Mod: 0 Accuracy: 0 HTH:1d4 Weapon: club/gun
 Staff 04 Level: 1 Hits: 7 Power: 46 Agility: 13 Move: 36 Dmg Mod: 1 Accuracy: 1 HTH:1d4 Weapon: nothing
 Staff 05 Level: 1 Hits: 4 Power: 40 Agility: 9 Move: 29 Dmg Mod: 0 Accuracy: 0 HTH:1d3 Weapon: nothing

Unlucky Copper Thief Survives Electrocution And Escapes From Hospital

23 year old Blake Thompson has never been accused of being the sharpest tool in the shed, but a failed attempt to steal copper wiring from an active power station was perhaps one his dumbest of ideas. "That stupid kid thought he could cut a line of wiring and head back across the Canadian border without getting caught," reports Sheriff Richard Steele, "but, of course he never once gave a thought about the wiring being live with electricity."

In his failed attempt to cut a valuable section of copper, Blake received enough electrical voltage through his body to kill a thousand men. Somehow though, while half a nearby community went pitch black into the night, Blake Thompson managed to survive the fateful jolt with only a few minor burns. Initially unconscious, Blake was rushed to the hospital and kept under police supervision while a doctor and nursing staff examined the man's body for serious wounds. Twenty minutes later Blake woke up and found himself surrounded by police and hospital staff. Disorientated and in a panic, Blake jumped out of bed and tried to flee the unit before finding himself restrained by police and security. In a panic he raised his fist towards the cops, causing searing bluish-white bolts of electricity to shoot forth, knocking his would be captors to the floor. Although Blake's face bore an expression of astonishment, he seized the opportunity to escape.

Authorities are currently trying to track down Blake Thompson, who has now been nicknamed the "human sparkplug" by local residents. In an effort to round up this dangerously foolish hoodlum, Truth Seeker Weekly has volunteered to pass along any tips to authorities. If you suspect you know where Blake Thompson may be then please contact TSW at 555-5115.

SHOCKING!



TRUTH SEEKER WEEKLY NEWS

"Your Only Trustworthy News Source"

Vol. 44, Issue 11

Top C.H.E.S.S. Installation **BREACHED!!!**



**Staff Is Working
Around The Clock
To Investigate
Security Failure.**

A Strange Looking Creature Has Managed To Bypass C.H.E.S.S. Security And Break Into A Highly Sensitive Area Of A Top Super Facility. Officials Fear That This Easy Break In By The Bizarre Looking Monster Could Spell Out Bad News And Security Beef Ups Are In Full Swing.

- Read About The Shocking Break In On Page 30!

LUNAR MEGA MALL!?!



In An Effort To Fund Their Secret Projects, Alien Representatives Have Embarked On A Major Marketing Campaign Designed To Attract The Ultra Wealthy Citizens Of Earth. Their Game Plan? A Moon Based Shopping Mall That Deals In Alien Technology And Luxury Items!

-Page 14!

Frogbot Offers Up Ancient Bits Of Wisdom On Page 52!



4. The Greys:

“Greys” is a term that represents the popular researched alien life forms that are best described as nimble, gray to beige skinned extra-terrestrials with large, cat like eyes and a keen interest to abduct and study human beings. Although the existence of the Greys has not been proven, a growing population of people believes in their existence and this variety of alien has rapidly become the prime representative of extra-terrestrial life. As Greys often make their way into the sensationalism of the tabloid culture, we found it appropriate to present the basic information for converting them into the V&V game. Granted, although there are many hypothetical varieties of Greys, the information provided in these notes covers the most popular variant of these alien life forms.

4.1 Just Who Are The Greys?

Greys are believed to be a form of sentient, advanced alien life that have visited the planet Earth on and off for many years. This species of alien is closely tied to the theories surrounding Roswell, Area 51, and claims of alien abductions. In the interest of the abductions, it is believed that the Greys are primarily interested in medical research as well as bio-genetics. Greys are tied to the reports of cattle mutilations as well. Many individuals believe that Greys are essentially sexless and incapable of reproducing in a manner other than cloning. Many theories towards the incidents of abduction point to the possibility that the Greys are trying to produce a race of grey-human hybrids that will allow them to carry on their legacy through a more natural reproductive means.

As far as a home world is concerned, it is generally believed by some that the Greys originate from the Zeta Reticuli star system, which is roughly 39 light years away from our home star system. There are other star systems denoted towards the existence of these alien beings as well.

Although many different varieties of Greys have been reported, the Greys presented in these stats

are reflective of the most commonly reported variety of grey. This species is lighter in weight than the average human and considerably shorter. The grey alien communicates telepathically and is, on average, somewhat physically weaker, but more intelligent than most humans. In the interest of gaming balance, the average Greys presented below are typically intellectually brighter than the average man on the street, but are still within the human range of intelligence. In a culture that is comfortable with advanced technology and the typical grey will appear to be much more intelligent than most humans in the matters of science and space exploration.

4.2 Grey Racial Adjustments:

Greys tend to be somewhat smarter than humans but slightly weaker physically. For most common Greys, treat them as having a bonus of +2 to average Intelligence and a -2 to average Strength.

Grey Alignment: As the Greys are somewhat of a mystery, their exact alignment has been left out. Depending on the needs and choices of the GM, the Greys may be good, neutral, or evil. Charisma adjustments should be assigned accordingly.

Telepathy: Greys also have telepathy as a free racial power. Treat telepathy the same as you would in regards to any other character.

4.3 Super Powered Greys:

In addition to the ability of telepathy which all Greys share, it is possible for alien Greys to possess super powers in the same aspect that many humans possess such powers and abilities. Having grey mutant heroes and villains adds an interesting science fiction twist to the V&V campaign.

Grey Alien Types: There are numerous types of grey aliens, each having different statistics that are reflective of their roles in the grey society. A small sampling of such grey types is provided in the following information.

Mon Bleu! Fleur De Lys Is At It Again!

Super Villainess Fleur De Lys was spotted robbing jewelry store Le Chic at 3 AM this morning. De Lys managed to evade capture and put on diamonds valued at over \$100,000 before escaping into a black sedan and speeding away. Why De Lys would be stooping to what for her seems petty larceny remains a mystery at present. Anyone with information on her whereabouts is asked to call 555-1234.

GREY ALIEN GAME STATISTICS:

Grey Alien Type:	Lvl:	Wt:	Bsc Hts:	Str:	End:	Agi:	Int:	Cha:	Hit Mod:	Ht Pts:	Pwr:	Dmg Md:	Accu:	Carry Cap:	Base HTH:	Mov Rtes:	Det Hdn:	Det Dngr:	Weapon:
Civilian	1	90	2	8	10	12	12	10	1.144	3	42	1	1	68.04	1d3	30" ground	10	14	Nothing
Diplomat	1	80	2	7	9	12	15	15	1.248	3	43	2	1	49.72	1d2	28" ground	12	16	Nothing
Guard	1	95	2	10	12	14	12	10	2.002	5	48	1	1	104.5	1d3	36" ground	10	14	Blast gun
Master	4	90	2	8	12	12	18	17	2.341	5	50	2	1	77.04	1d3	32" ground	14	18	Blast gun
Medic	1	90	2	8	12	12	15	10	1.747	4	47	2	1	77.04	1d3	32" ground	12	16	Stun needle
Scientist	2	80	2	7	9	12	16	9	1.248	3	44	2	1	49.72	1d2	28" ground	12	16	Stun needle
Tech	1	85	2	8	10	12	14	10	1.144	3	44	1	1	68.04	1d3	30" ground	10	14	Stun needle

Civilian: This set of statistics covers the most basic, run of the mill variety of grey. Such Greys typically carry out the menial labor and grunt work of their masters. Depending on the size and function of the ship, civilian class Greys may or may not be found aboard grey space vessels.

Diplomat: An advanced grey, diplomats make up the social elite and are typically found amongst the numbers of grey exploration crews. Diplomats are likewise responsible for maintaining a form of ambassadorship with the different worlds that the Greys visit, explore, and/or colonize.

Guard: Although not quite as common as other Greys, guard class Greys exist nevertheless. These alien Greys are beefed up a bit through genetic enhancement and serve as general grunts and bodyguards for other Greys. Larger grey research vessels often have at least a couple of guard marines on board.

Master: Grey masters hold a powerful position of rule and influence. These aliens take upon the leader roles in the grey society and their sway is even greater than that of the diplomats. Very few visiting grey ships have a master on board.

Medic: Grey medics are commonly found on most all grey spacecraft. When not tending to the needs of other Greys the medics are performing anatomical and genetic research on other races of beings.

Scientist: Grey scientists take on a wide range of roles, from assisting the medics with genetic research to helping techs understand other worldly technology to studying the environment of distant planets.

Tech: Grey techs often labor under grey scientists and medics. These alien Greys are essentially the specialized variant of the civilian Greys.

Up, Up and Away with the "Greys": Greys Announce New Airline Partnership

Flying the friendly skies will soon have a whole new meaning: Diplomatic Grey Liaison Xi Xictha has announced the launch of an airline in conjunction with Zelnat Air. "We are thrilled to have the opportunity to further relations between humans and Greys this way," Xictha told Truth Seeker Weekly in a phone interview this morning. "Our species can combine our love of travel and adventure, and the incorporation of our technology by Earth will make travel faster and easier than ever." What can we expect as a result of this merger? "A whole new flying experience," said Yasmine Davidson, CEO of Zelnat. "We can't give all the specifics at this time, but we can promise a whole new way to fly that will be safe and less costly than what we currently have. In fact, in independent scientific studies, even people who are normally afraid to fly felt completely safe in 85% of our simulations." Buckle up and hang on: GZ (pronounced Gee-Zee) Air is expected to unveil its official plans by the end of the year.

4.4 Grey Weapons And Gear:

In addition to their spaceships and large technological equipment, alien Greys have numerous personal devices at their disposal. Such devices are jealously guarded, thus anyone that steals such items are often hunted down until the devices can be retrieved. Below is a small sampling of gear that grey aliens have at their disposal.

Grey Clothing: Although rather thin and metallic in appearance, grey clothing is designed to withstand harsh elements and considerable abuse. In many ways grey clothing is comparable to the skintight outfits of most super heroes and villains. Grey clothing is extremely lightweight, weighing a mere 1 pound.

Grey Spacesuits: Grey spacesuits are extremely protective, yet streamlined, making human astronaut gear look extremely bulky and primitive by comparison. A grey spacesuit also serves as a super powered device with the powers of adaptation and has its own power bank that is equal to Power 15 charges. Grey spacesuits weigh a mere 5 pounds.

Grey Armor: Typically worn by grey guards, grey armor is considered to be armor type B and has an ADR of 50. Grey armor utilizes advanced alloys that are lightweight yet extremely durable. Grey armor weighs 8 pounds.

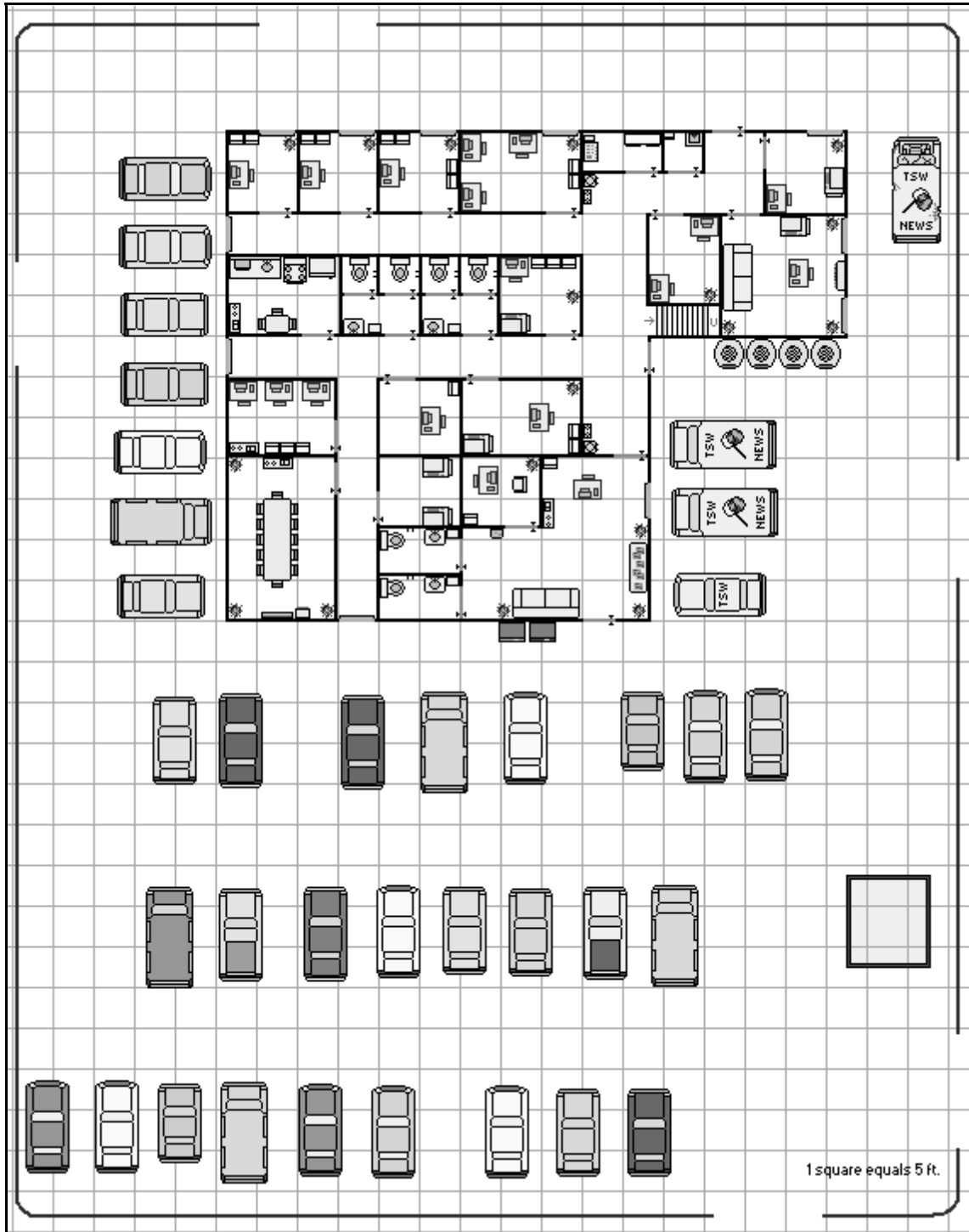
Grey Astroarmor: An advanced version of grey armor, grey astroarmor is an armor type B with an ADR of 50 and also provides the device power of adaptation. The grey astroarmor has its own power bank that is equal to Power 15 charges. Grey astroarmor weighs 10 lbs.

Blast Gun: Although a bit crude by most grey technological standards, the blast gun is never the less an effective energy pistol. Treat the attack caused by the blast gun as being the same in effectiveness and results as a power blast attack. Range equals 10 inches, damage 1d20 per shot. A blast gun has 20 points of power when the gun is fully charged. Blast guns are self charging, relying on advanced technology and the utilization of trace atmospheric energies and solar power to help boost the charging process. A blast gun recharges at a rate of 1 power point per hour.

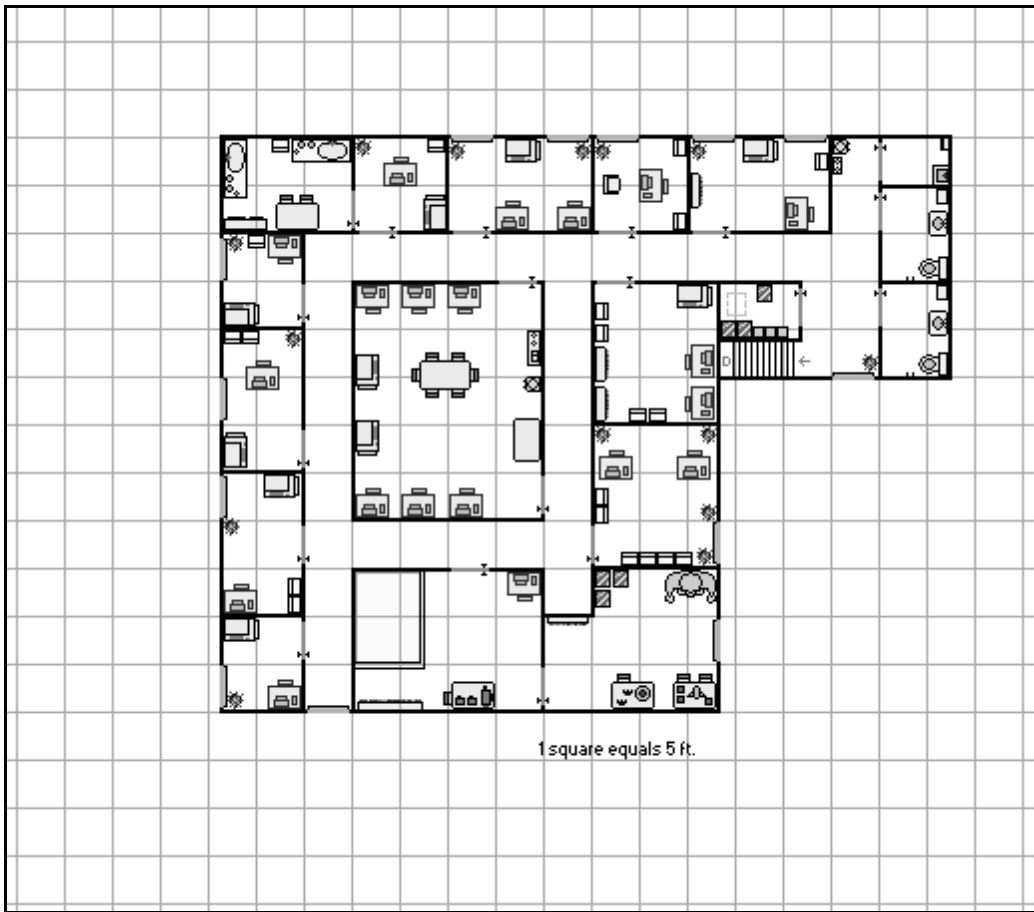
Stun Needle: Stun needles are curious melee devices used by some of the Greys as a means of subduing a target. These long grey needles have a handle that is about as thick as the grip on a regular flashlight. The grip contains a powerful charge battery and the technological components needed to induce a paralyzing charge. The stun needle is a melee attack with the following properties: to hit modifier +2, damage: HTH+ paralysis. Treat the paralysis effect as causing unconsciousness, as with the paralysis ray.

Annoyed Alien's Message To Earth: "Don't Call Us Greys".

Bristol, Tennessee- Aliens were the last thing on Floyd Barker's mind when he sat down to eat his lunch but after the first couple of bites of his sandwich, Floyd had a one of a kind encounter with an alien entity. "It was just the strangest thing," Floyd told Truth Seeker Weekly staff, "I was sitting up on a bale of hay in the barn and really starting to enjoy that wonderful potted meat with mustard when I suddenly got a voice in my head. It was like someone was speaking to me telepathically, yeah, in fact, that's what was happening, telepathy and all." Floyd said that the voice simply said "Stop referring to us as Greys." In a panic Floyd said he jumped up and turned around to find himself face to face with a tall slender alien with pale skin and dark, catlike eyes. "It was just like them aliens you see on the cover of your tabloids," Floyd added, "the ones that you call the same name I ain't allowed to say no more." Floyd reported that he was both shook up and confused by the encounter, especially since he had never made much mention of aliens before, and never recalled calling anyone a "grey". After staring at Floyd for a few seconds the alien began telling Floyd that the use of the term "grey" was derogatory and racist, and that if mankind wanted to call the visitors anything then they should refer to them by their real racial identity. "The funniest thing though," Floyd adds to his story, "the alien never would tell me what he wished to be called. I asked but he dodged the question." According to Floyd the extraterrestrial visitor in the barn continued his lecture and spoke of a disdain for alien diplomat Xi Xichta and referred to Xi as being a "pandering Jim Crow act". TSW reporters contacted Grey diplomat regarding the encounter and Xi Xichta immediately apologized on the behalf of the mysterious visitor but would not further elaborate on the situation. After learning about the incident, an unnamed politician expressed his concerns stating that such an action is unusual because it is believed that the Greys have a communal mentality in a sense and since most Greys in contact have shown no complaints about the term then the alien that Floyd Barker met could possibly be a traitor to his own people or an alien social radical with extremist views. Both the interviewed politician and Xi Xichta hope that this is an isolated, one of a kind situation as the idea of alien visitors rising up against a self perceived social injustice is rather bizarre and could have seriously damaging outcomes for human/alien relations.



**TRUTH SEEKER WEEKLY NEWS OFFICE BUILDING:
BOTTOM FLOOR
(PLAYER'S COPY)**



**TRUTH SEEKER WEEKLY NEWS OFFICE BUILDING:
TOP FLOOR
(PLAYER'S COPY)**

TRUTH SEEKER WEEKLY SCRAPBOOK:

The following pages contain various covers and articles from different issues of Truth Seeker Weekly. Feel free to use these as possible adventure teasers for your ongoing V&V campaign.

THE DARK WHISPERS OF THE COSMOS REVEALED AS... U.S. \$1.00
 MAN CLAIMS TO HAVE CRACKED CENTURIES OLD SPACE CODE! Canada \$1.50

TRUTH SEEKER WEEKLY NEWS
 "Your Only Trustworthy News Source" Vol. 44, Issue 11

Top C.H.E.S.S. Installation BREACHED!!!



A Strange Looking Creature Has Managed To Bypass C.H.E.S.S. Security And Break Into A Highly Sensitive Area Of A Top Super Facility. Officials Fear That This Easy Break In By The Bizarre Looking Monster Could Spell Out Bad News And Security Beef Ups Are In Full Swing.
 - Read About The Shocking Break In On Page 30!

Staff Is Working Around The Clock To Investigate Security Failures

Mystery Meteor Turns 100+ Residents Of New York Into Super Powered Mutants! -Updates On Page 27! U.S. \$1.00
 Canada \$1.50

TRUTH SEEKER WEEKLY NEWS
 "Your Only Trustworthy News Source" Vol. 43, Issue 34

PRO-WRESTLING HEEL TURNED SUPER POWERED ANTI-HERO!!!



Ten Years Ago Slik Slander Was Just Another Thug In The Pro Wrestling World... Now He Could Very Well Be America's Newest Anti-Hero Of Justice.
 -All The Juicy Details On Page 9!

LUNAR MEGA MALL!



In An Effort To Fund Their Secret Projects, Alien Representatives Have Embarked On A Major Marketing Campaign Designed To Attract The Ultra Wealthy Citizens Of Earth. Their Game Plan? A Moon Based Shopping Mall That Deals In Alien Technology And Luxury Items!
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EARTH'S LEY LINES ARE CAUSING RAPID EXPANSION OF SUPER POWERED MUTANTS! - SPECIAL REPORT ON PAGE 15! U.S. \$1.00
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TRUTH SEEKER WEEKLY NEWS
 "Your Only Trustworthy News Source" Vol. 43, Issue 47

STRANGE WEEK OF PEACE...

WIN YOUR OWN LUCKY CRYSTAL BALL KEYCHAIN! Details Inside!

LIVING THE GOOD LIFE OF DOCTOR APOCALYPSE
 Years After The Wicked Plans Of World Havoc, Doc Apoc Appears To Be Living Quite Well And Is Perhaps A Bit More Peaceful... Perhaps.
 -Check Out The Doc's New Crib On Page 14!




A City Normally Wracked By Violence, Bloodshed, And Criminal Exploits Has Experienced A Solid Week Of No Reported Crime Or Other Misery... While Citizens Welcome The Moment Of Peace, The Sudden Harmony Has The Local Experts Worried That A Very Dark And Sinister Plot May Be In The Works...
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BUMBLING COPPER THIEF GAINS BIZARRE ELECTRICAL
 -Shocking News On Page 12!

TRUTH SEEKER WEEKLY NEWS
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FACE ON MARS A SECRET BASE!!!



RARE DRUID AUDIO INTERVIEW!!!

Rising Electronics DJ Star And Suspected Super Type's Exclusive Interview With Truth Seeker Weekly News. Find Out The DJ's Views On Super Powers, The Music Scene, The Legal System, And The Evolution Of Morality.
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Orderly Robot Escapes From Flea Market! In Fear As Android Runs Amok! - Page 12

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ION SCHEME... Corporation Plans Birth In Five Years

WITH TOXIC FUMES. -Page 5!



NASA AND CHSS OFFICIALS CONFIRM THAT THE MYSTERIOUS FACE ON MARS IS MORE THAN JUST A NATURAL ROCK FORMATION! TOP SECRET DOCUMENTS REVEAL THAT A SOPHISTICATED SPACE LAB RESTS BENEATH THE SURFACE OF THE MARS FACE. WHO CONTROLS THIS STRANGE BASE AND WHY? TRUTH SEEKER WEEKLY REVEALS THE SHOCKING DETAILS!
 -THE TRUTH IS ON PAGE 13!



A SIDE SALAD AND SOME LEAD!

TSW Uncovers A Shocking Fact... Many of The Finest Evening Hotspots Are Run By The Members of C.R.I.M.E.!!!
 - Page 27



TOO POPULAR FOR COMFORT?
 Is Rave Revivalist Sensation Druid Audio Too Popular For His Own Good? C.H.E.S.S. Seems To Think So! -Page 19!



LOST PAGES FROM ALIEN TOME OF WITCHCRAFT FOUND IN FILING CABINET OF ARKANSAS INSURANCE OFFICE!

Middle Aged Secretary Claims To Have Discovered The Pagan Rites Of Grey Ceremonial Magic... Hidden Away Beneath Old Home Owner Claims!
 -Page 19!



R.I.N.G. Is Back! Murderous Robot Escapes From Flea Market!

U.S. \$1.00

Locals In Fear As Android Runs Amok! - Page 12

Canada \$1.50



TRUTH SEEKER WEEKLY NEWS

"Your Only Trustworthy News Source"

Vol. 42, Issue 19

POLLUTION SCHEME...

**Alien Run Corporation Plans
To Destroy Earth In Five Years
With Toxic Fumes. -Page 5!**



**A SIDE SALAD
AND SOME
LEAD!**

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**Many of The
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C.R.I.M.E.!!!**

- Page 27



TOO POPULAR FOR COMFORT?

Is Rave Revivalist Sensation

Druid Audio Too Popular For

His Own Good? C.H.E.S.S.

Seems To Think So!- Page 19!



Man Claims to Have Cracked Centuries Old Space Code!

Harold Weinerstein, an amateur cryptologist, says he was able to translate the alien signals using a combination of Sumerian cuneiform, lightning bugs and a Major Majesty decoder ring. He has submitted his findings to the FBI, CIA and C.H.E.S.S., who at this time can neither confirm nor deny any information. When asked if he could explain his work, Weinerstein said these signals "are a sign of really bad things, really."

Freaky Fruit Found at Friendly's Farm

Joe "Backswag" Friendly, owner of Friendly's Fruit Farm, found what he says is a "strawberry gone crazy" in his fields. According to Friendly, the rogue strawberry is three feet tall, still growing and "has something that looks like a face, but with no nose." So far there has been no communication from the fruit, despite his attempts to speak with it. "I reckon it might not know English," Friendly acknowledged, "but sometimes it squints at me, I swear it does." Friendly says he has notified the USDA and will continue attempting to talk to his "big ole berry."

Flying Children, Iron Shattering Burps, And Other Strange Things From Canned Goods.

"Mommy, look! I can fly!" Those were typical remarks from Martha Mayor's seven year old son, Timmy. So as any mother of a budding wannabe super hero, she was inclined to ignore him. Until she walked out in the yard to check on her flower garden and saw her son wearing a towel around his neck and doing cartwheels twenty feet in the air. "I was in shock," stated Martha to Truth Seeker Weekly staff, "I turned around and little Timmy was up in the air and fluttering around. What's a mother to do?" As it turns out, Timmy Mayor hasn't been the only child to exhibit strange abilities recently. Nine year old Molly Harris melted the dashboard of her father's vintage AMC Gremlin when flames shot out of her eyes. "It was quite a shake up for me," reported Mr. Harris, "I mean, I've spent five years scrounging up parts for my totally awesome retro ride and now it's ruined! It's ruined, I tell you, ruined! It'll take me another two years of searching junkyards to replace the dash!"

These two children aren't the only ones with strange abilities. Timmy's best friend, Neil Davenport reportedly has sonic blasting burps that can shatter large metal objects and Neil's little brother Bobby can use mind waves to force the television to play cartoons all day. What do these children have in common? They are all big consumers of the hit new canned pasta dish, Super Sam's Spaghetti Rings. "Timmy's crazy about that quick and easy meal," Martha reports, "but now I'm afraid to get him anymore until I find out what's causing his flying abilities." In an effort to conduct a bit of research regarding the new canned food product, TSW contacted Dreamcorp Foods, the makers of the popular new line of pasta. The executives of Dreamcorp Foods declined to comment, however, and instructed security to remove TSW reporters from the corporate grounds.

Midnight Wedding Brings Bats, Not Bells

Missy Honeycutt and her fiancé Ted Walker were about to exchange vows at their midnight wedding ceremony at the Open Heart Unity Church in Langdon, Maine last week when there was an objection: over a hundred of them, to be exact. The happy couple, wedding party and guests were shocked when a group of bats suddenly descended on them, flying close to their heads before screeching off into the sky. "It was scary," said groomsman Pete Jones. "All those red eyes and wings everywhere... it was like they had to hurry and go, like something had called to them." After the shaky start, the ceremony continued. Mr. and Mrs. Ted Walker, who had not chosen a honeymoon destination at that time, told Truth Seeker Weekly that wherever they went it would be "nowhere near Transylvania."

BUMBLING COPPER THIEF GAINS BIZARRE ELECTRICAL POWERS! U.S. \$1.00
Canada \$1.50

-Shocking News On Page 28!



TRUTH SEEKER WEEKLY NEWS

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FACE ON MARS IS A SECRET BASE!!!



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PAGE 13!*



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Middle Aged Secretary Claims To Have Discovered
The Pagan Rites Of Grey Ceremonial Magic...
Hidden Away Beneath Old Home Owner Claims!

-Page 19!



Corporation Seeks To Replace Global Humanitarian Workers With Sophisticated Androids

While global humanitarian relief efforts have rested on the shoulders of activists, missionaries, and specially trained volunteers in the past, Human Solution Robotics plans to change that with a new line of sophisticated service androids. "Humanitarian work has always been a tough, trying process that is only marginally adequate at best," claims Human Solution Robotics CEO Mark Haskell, "we are in the process of perfecting it." If Mr. Haskell's claims are true, the corporation's new prototype android could result in a mass production of robotic humanitarian workers. "The future is in the deployment of robotic providers," Mark Haskell adds, "they can be easily programmed to speak whatever languages are local, perform whatever duties are needed, and carry out their tasks without fear, fatigue, or stress from the trauma taking place around them." Not everyone is as impressed as Mr. Haskell, however.

"This is sick and sinister," reports social activist and humanitarian worker Nigel Frost, "relief aid requires both a human heart and human hands. Now they want to take that away and introduce an uncaring robot instead." Many other activists have other concerns about the implementation of the androids. According to a former line worker of Human Solution Robotics, the proposed androids will not only be fitted with tools and medical equipment but an impressive assortment of weapons as well. When asked about such claims Mark Haskell acknowledged the addition of such weaponry but added that such items are in the genuine interest of humanitarian work. "With almost all traumatic situations you find an element of hostility as well," Mark adds, "there are usually looters and opportunists abound. The weapons, particularly the modified riot guns, are designed to protect those in need from those that may seek to disrupt the planned humanitarian aid. You have to understand the situations that can arise before you can lay false accusations. Human Solution Robotics always has the interests of those in need at heart, and we will always be out to provide the best possible solutions when dealing with needed relief efforts."

Hate Spewing Politician Drives Transgender Crusader Into Inactive Status

Although responsible for bringing in nearly a dozen super criminals and saving hundreds of lives, transgender crusader Stella Steel has stepped down from her position of crime fighter after hearing the hate filled words of politician Walter Westing. Recently Stella has been struggling with issues of grief after her life partner of five years was killed in a nightclub shooting and Westing offered few sympathies. "Some people call the shooting a tragedy," Westing told news cameras last week, "the only real tragedy I see is the fact that Stella Steel wasn't there to be finished off as well." When pressed to explain his cold, irrational comments Walter Westing elaborated by saying "A lot of people think that this so called Stella Steel is some sort of hero. How someone can confuse an attention grubbing, sicko mutant shemale as some sort of hero is beyond me."

After hearing the comments Stella's close friends told Truth Seeker Weekly that Stella was going through some emotional difficulties and found it hard to stay active as a crime fighter. A few companions of the heroic Steel said they personally felt that the world had turned its back on someone who truly cared about the good of humanity. While Stella and her close associates chose to refrain from directly commenting about politician Walter Westing, many members of the super hero community had their own comments.

"This goes to show where some of the real evils in this world thrive," commented transgender super power duo Sonic Temptress and Ginger Transistor, "and why a scumbag like Walter Westing is allowed to remain in office is beyond me." Representatives of CHESS made an official statement declaring Mr. Westing's comments to be "arrogant, obnoxious, and showing little concern towards those who protect his own voters and citizens."

Update: The Organizer Reorganizes!
-Insiders Say Crime Boss Is Creating New Team Of Villains!

U.S. \$1.00
Canada \$1.50



TRUTH SEEKER WEEKLY NEWS

"Your Only Trustworthy News Source"

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Mr. Varsity's Criminal Mentality Revealed....

THUG POWER!!!



Evil Outlaw Mr. Varsity Is Now Recruiting Fellow Super Thugs For New Crime Group.

-Page 32



Make Room For Johnny Swinger And His Mind Altering Songs Of Love, Good Times, And Fun, Fun, Fun!!!

In The Midst Of Super Powered Music Acts, Johnny Swinger Offers His Own Spin...

"I Ain't No Rocker, No King Fiend, No Druid Audio, I'm Just Pure Wholesome Fun!"



Pyromaniac Myra Hindley Look Alike Strikes Fear Into The Heart Of London

London citizens have been afraid to venture out since a rampage of arsons and killings have taken its toll on the once proud city. Local witnesses claim that the spree of murder and mayhem is caused by a mysterious, flame-wielding woman who bears a striking resemblance to the much hated Moors murderess Myra Hindley. "I don't really believe that Myra has returned from the grave," reports local officer Sherman White, "but I have to admit that from what I've seen the physical likeness is uncanny."

According to police reports several witnesses have spotted a woman that is seemingly engulfed in flames walk the streets at nights. Any attempts to restrain this strange individual have resulted in fatal tragedy. "Oi! I tell you exactly what's it like," reports local shop owner Martha Jones, "this woman see, she lifts her arms, right, and suddenly this big blaze o' flames leaps from her fingertips and sets everything ablaze. Bloody horrible woman, bound to be a witch!" To make matters more unsettling, eyewitnesses claim that the mysterious burning woman is the spitting image of one of England's most notorious criminal figures. "Damn it all," says pub owner Nigel Richards, "that detestable Myra has returned from the grave to wreck havoc on us all! No one is safe, I tell you, no one."

Although many believe that Myra Hindley has in fact returned from the grave, a London prostitute claims to know the real story behind the mysterious woman. "Her real name is Mary Billard," claims streetwalker Rose Scarlet, "and she was a friend of mine. Her pimp tried to set light to her with gasoline after she refused to turn over fifty quid to him. That was the last time he tried to hurt one of us girls. Mary's got strange powers, that she does, strange powers indeed! She took care of the old sod right good and well, and I don't blame her a bit for it." When asked about the continued rampage of destruction, Rose offered a rather sober reply. "There's a lot of sickos out there, many of whom used to take advantage of Myra. That pimp made her do her hair up to look like Myra Hindley, on the count that there were a few desperate blokes that had a fancy for sleeping with a famous killer. She felt as if no one respected her for who she really was. Everyone wanted Myra, not Mary. So now they're getting Myra, Pyro Myra that is!"

Terror At The Flea Market: R.I.N.G. Reassembles In The Back Of Vendor's Van

Previously thought to have been utterly destroyed and remaining parts stowed away securely in an undisclosed government warehouse, the robotic menace known as R.I.N.G. has returned. It was a typical sunny North Carolina day at Myrtle's Flea Market when vendor Bob Rhinehardt heard a loud commotion of rattling and banging about from the back of his trusty blue 81' Dodge van. Suspecting that some young kids were trying to steal his goods Bob told reporters that he snuck up to the back doors with a baseball bat in hand. Before he could open the door for a surprise attack though, Bob got a surprise of his own. The villainous robot R.I.N.G. burst out of the back of the van, taking off one of the vehicle's back doors and causing Bob to be thrown several feet back in the process. Although wounded, Bob survived the encounter and eyewitnesses say that R.I.N.G. simply scanned the immediate environment and then fled the scene. While the authorities are grateful that no one was seriously injured or killed, the appearance of R.I.N.G. along with the robot's unusual behavior is a cause of great concern. First, how did the robot wind up at the flea market and second why is R.I.N.G. behaving differently than normal? Normally the robot has proven to be a homicidal menace that seldom turns down the opportunity to cause bloodshed. If R.I.N.G. was eager to flee the scene without further incident, then it could be a sign that more sinister plans are in store for the vicious android.

When asked about how he came across the parts for R.I.N.G. Bob Rhinedhardt was hesitant at first before revealing his sources. "I was offered a good deal on a few crates of old junk several months back," Bob admits, "and the owner wasn't too interested in sharing details. I gotta admit that I figured the stuff was stolen but I thought it was a bunch of old Hollywood movie props and thought little more of it. Glad I never got around to putting the pieces back together myself."

Once A Hero, Electrosity Is Now A Monstrosity

Although once a rising hero, the energy suit wearing Electrosity is now little more than a desperate criminal. Back several years ago the world became a safer place when a young man's hiking trip led to the discovery of the remains of a recent flying saucer crash. While searching the area, the curious hiker came across an unusual looking suit of armor that gave him incredible powers. Although his true identity was never revealed, Electrosity quickly proved his mettle against a number of super villains. Then the armored crusader met his match when he decided to take on the notorious thug Grand Smash, and Electrosity was buried under tons of boulders and debris. No human, normal or mutant could possibly survive a destructive battle. After surveying the mountainside avalanche, Electrosity was assumed to be dead. Although emergency workers and members of CHESS tried desperately to recover the remains of Electrosity, no trace of hero or suit was ever found and it was assumed that a pile of mountainside rubble was forever the fallen hero's grave. That is, until recently. Years after the world moved on and all but totally forgot the exploits of the brave young man, Electrosity suddenly reappeared. Older, erratic in behavior, and suspected to be suffering from amnesia, Electrosity appeared some thirty miles away from the site of the rubble and immediately set out on a warpath of crime and violence. So far the errant hero has robbed a number of businesses and laid utter waster to one research facility. Authorities are desperate to track down the rampaging Electrosity before his out of control behaviors cause more serious harm. Although now technically a criminal on the run, CHESS reports that there is a belief that Electrosity is suffering mentally and may somehow be restored to a law abiding citizen.

Villainous Thug Proves To Be Quite A Bad Sport.

It was an average slow day down at Raul's Thrifty Stop when the owner Raul Hernandez suddenly received a most unwanted customer. "Give me your loot or I'll smash your brains across the counter" is what Raul says the masked customer stated as he wielded a baseball bat made of a plain grey metal. Figuring that the moron was just another mugger, Raul grabbed his loaded 9mm pistol from behind the counter and decided to take matters into his own hands. Within a fraction of a second the bat connected the gun, causing the trusty pistol to fly across the room, smashing Raul's hand in the process. "Your wallet or your life, punk! You're dealing with Mr. Varsity himself now!" Although Raul survived the robbery his right hand is now crippled, his register unloaded, and his store smashed up as an "example" to be left behind from the strange robber in a high school varsity jacket and a professional wrestling style mask. Raul's sense of pride and courage has also been devastated, and he says that he is closing his corner store for good. "When will we ever be rid of these costumed thugs?" Raul asks with tears streaming down his face.

In an interest to help this poor businessman, the staff at Truth Seeker Weekly has set out to find out what they can about this masked thug. According to sources that wish to be left unknown, it appears that this "Mr. Varsity" was once a promising college sports star who was genetically altered during the break in of a technical college's science lab. Rather than owning up to his bad choices and devoting his newly found powers towards helping his fellow man, the self-proclaimed "Mr. Varsity" has chosen to take up a life of crime instead.

Raul's Thrifty Stop is one of nearly two dozen places that Mr. Varsity has infiltrated with his criminal actions. It is believed that his abilities have been highly advanced due to an exposure to a strange experimental chemical and the baseball bat that he carries appears to be made from some sort of bizarre metal alloy not yet revealed to the general public. If you have any information regarding this thug please contact the staff at Truth Seeker Weekly or your local authorities.



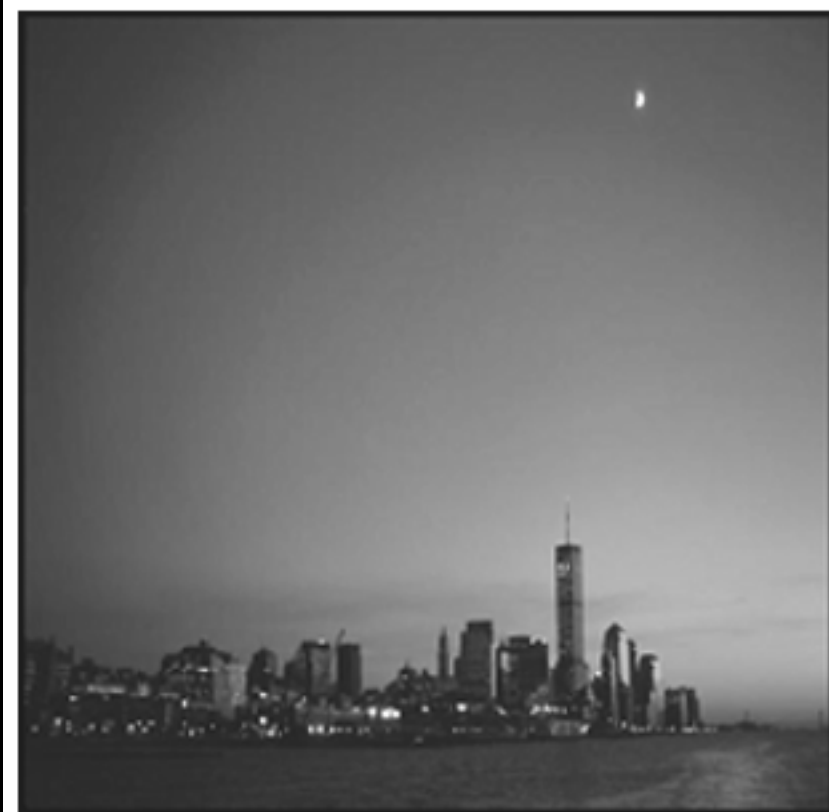
TRUTH SEEKER WEEKLY NEWS

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Vol. 43, Issue 49

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Rising Electronica DJ Star And Suspected Super Type's Exclusive Interview With Truth Seeker Weekly News. Find Out The DJ's Views On Super Powers, The Music Scene, The Legal System, And The Evolution Of Mankind.

-Page 21!



Call The PMRC! The Villains Of Popular Music Are Corrupting Our Kids Again!

Although generally staunch advocates of the freedoms of speech, media, and expression, CHESSE researchers have reluctantly issued a warning to citizens and authorities concerning two charismatic performers in the popular music cultures. Electronic dance music performer Druid Audio and horror punk rocker King Fiend have scored the interests of CHESSE for potentially dangerous behaviors. So what is their major crime against society? Being a bit too well liked by their fans it seems.

"I know this sounds somewhat petty of us," reports an anonymous CHESSE agent, "but we have reason to believe that there may be more to the sudden fan base of these two performers than meets the eye." The agent goes on to explain that there has been a notable increase in criminal behaviors amongst both musical performers' fans and many of these followers have scrawled out various messages indicating that the musicians may be backing some of negative activities.

Authorities and inside experts also admit that there are several similarities between King Fiend and Druid Audio. While their musical styles differ considerably, both are strongly influenced by elements of mysticism and the occult and both have managed to build up an extremely devoted fan base rather quickly. "One thing that you have to take into account is that it seems like these two gain their most devoted followers as a result of live performances," the CHESSE agent added, "Quite a few audience members have been witnessed leaving these shows glassy eyed and in a state that would almost be comparable to some sort of trance." To add further suspicion to the new hot musicians, authorities have confirmed that both Druid Audio and King Fiend have been in regular contacts with the now incarcerated Thom Perkins, also known as the villainous Rocker. "The Rocker has had a few years to sit and think about what made the hypnotic mind control elements of his special guitar function," reports the interviewed CHESSE agent, "it may be possible that he's figured out how this works beyond the realm of supplemented electronics and has passed this information on to Druid Audio and King Fiend. Its certainly possible that all three of these individuals have studied mystical practices and the dark arts. Hence they all have that common bond in addition to music."

Why would the Rocker be so keen to pass on his secrets? The CHESSE agent gave Truth Seeker Weekly a plausible answer. "Thom will probably be getting out of prison in the very near future and he's liable to want to make a comeback. This is something we can't prove but it's a quite possible. The music scene has changed though, and if the Rocker hopes to regain his influence, then he's got to move along with the times. What better way to do so than to recruit performers that are a bit more up to date with the current scenes and have the potential to share in such mind influencing powers?"

KEEP THOSE PRESSES ROLLING.....

Do you want to see more of Truth Seeker Weekly News in your Villains & Vigilantes campaign? While this is all we have for now this does not have to be the end of Truth Seeker Weekly. Your input as a loyal FGU gamer goes a long, long way. If you would like to see more Truth Seeker Weekly News covers, articles, and gaming information available on the Fantasy Games Unlimited website then please let us know. Your input counts at FGU! Please send all your comments regarding Truth Seeker Weekly to author Dave Woodrum at woodrumworks@yahoo.com

BUMBLING COPPER THIEF GAINS BIZARRE ELECTRICAL POWERS! U.S. \$1.99
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 Middle Aged Secretary Claims To Have Discovered The Pagan Rites Of Grey Ceremonial Magic...
 Hidden Away Beneath Old Home Owner Claims!

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**Mystery Meteor Turns 100+ Residents Of New York
Into Super Powered Mutants! -Updates On Page 27!**

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TRUTH SEEKER WEEKLY NEWS

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PRO-WRESTLING HEEL TURNED SUPER POWERED ANTI-HERO!!!



**Ten Years Ago Slik
Slander Was Just
Another Thug In The
Pro Wrestling World...
Now He Could Very Well
Be America's Newest
Anti-Hero Of Justice.**

-All The Juicy Details On Page 9!



**LIVING THE GOOD LIFE OF DOCTOR APOCALYPSE...
Years After The Wicked Plans Of World Havoc,
Doc Apoc Appears To Be Living
Quite Well And Is Perhaps A Bit
More Peaceful... Perhaps.**

-Check Out The Doc's New Crib On Page 14!



MARK I ROBOT SPOTTED HANDING OUT
COUPONS AT SHOPPING CENTER! -Page 4

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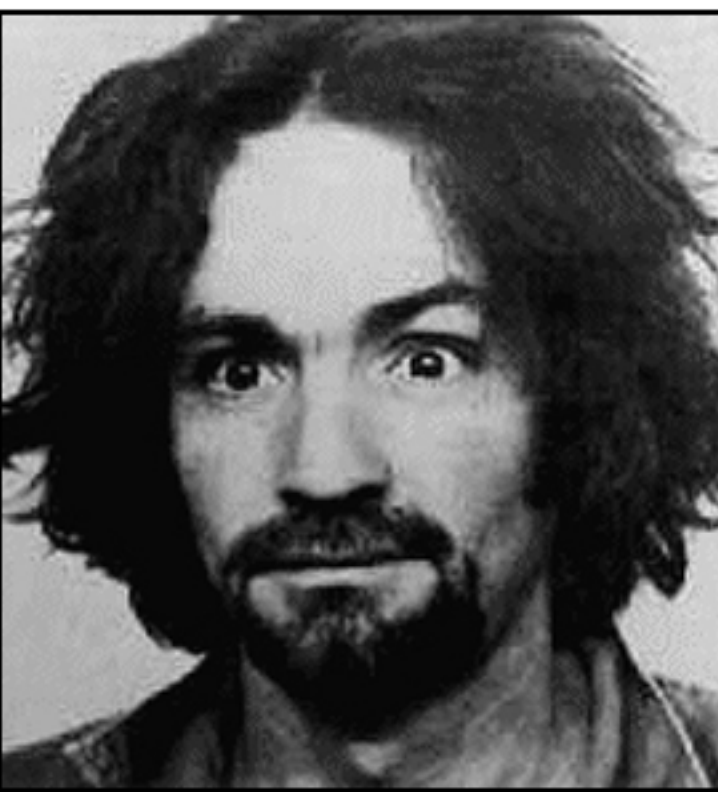
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SLIK IS READY FOR BATTLE... BUT CAN WE TRUST HIM?



**Angered By Corruption In Modern Society,
Former Professional Wrestler Slik Slander
Devotes His Life To Fighting Crime.
Despite Good Intentions There Is Quite A
Bit Of Controversy And Criticism Surrounding
This Former Ring Heel's Decision To Make
Good Of The Rest Of His Life. Truth Seeker
Weekly News Has An Exclusive Interview With
Slik Slander...**

***-Find Out What All Slik Slander
Has To Say On Page 20!***



"NOW IS THE ONLY THING THAT'S REAL!"

**NASA And CHESS Uncovered Strange
Signals From A Distant World That Cry
Out Praises To Convicted Murderer
And "Family" Leader Charles Mason...**

**Truth Seeker Weekly News
Uncovers The Shocking
Truth About The Space Cult
That Kills In Charlie's Name...**



**BIGFOOT TO APPEAR ON HUMAN RIGHTS COUNCIL...
MEETING CONFIRMED THAT YETI PART OF OUR OWN SPECIES!**

U.S. \$1.00
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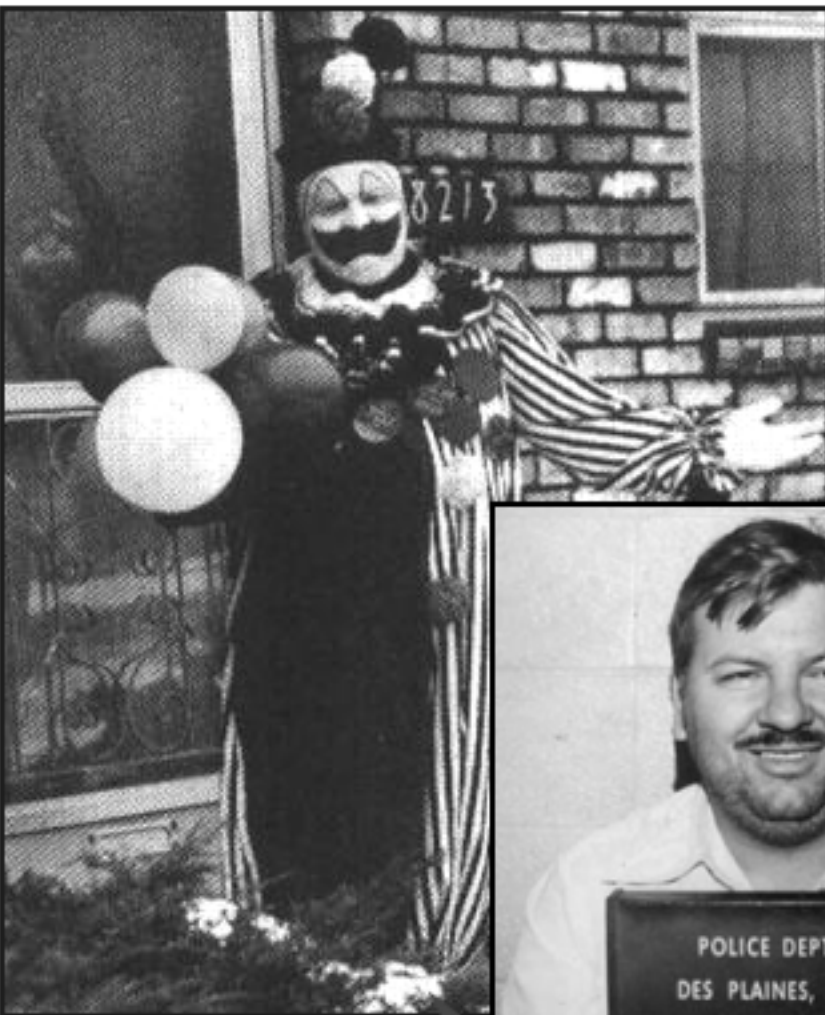


TRUTH SEEKER WEEKLY NEWS

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Vol. 45, Issue 46

POGO LIVES?



**JOHN WAYNE GACY
MAY BE DEAD...
BUT EVIL POGO THE
CLOWN LIVES ON...**



**CHESS REPORTS THAT A
SICK NEW SUPER VILLAIN
HAS BEEN SPOTTED IN A
CLOWN SUIT THAT BEARS
A STRIKING RESEMBLANCE
TO THAT OF "POGO" THE
CLOWN...**

-UPDATE ON PAGE 10!

**Mugshot Of Child Killer
John Wayne Gacy...**



MEGA RICH SPACE MALL IS NEARLY COMPLETE...

**The Worst Kept Corporate Alien Secret Will Soon Be Opening
In A Location Near the Moon's Outer Orbit. Do You Have The Cash
It Takes To Shop At The Solar System's Most Expensive Of
Shopping Malls?**

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