



HEROES

ROLE
PLAYING
MODULE

**BOOSTER
GOLD**™

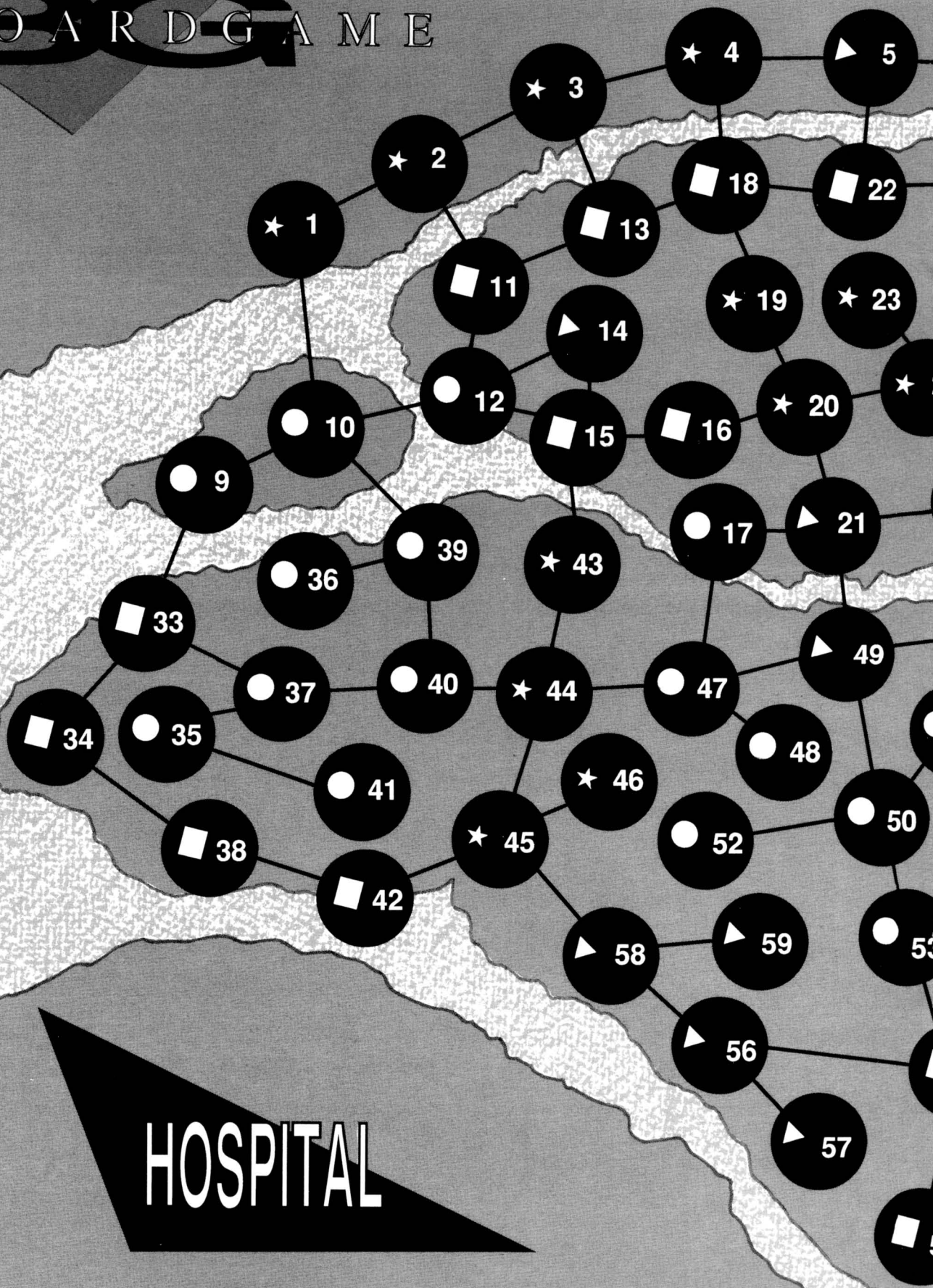
ALL THAT GLITTERS



by Greg Gorden

BOARD GAME

HOSPITAL



ALL THAT GLITTERS



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All That Glitters

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Published by Mayfair Games Inc.

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Manufactured in the United States.

ISBN: 0-912771-64-X

Mayfair Games Inc. • P.O. Box 48539 • Niles, IL • 60648



GM Background



Looking Back

The final quarter of the twentieth century saw the ascendance of the American public's need for individuals of note, those distinctive personalities or icons which embodied the individualistic hopes of America. Television, the two-dimensional video broadcasts popularized in the mid-nineteen-fifties, had become the perfect vehicle for conveying new faces and images to the nation; the person who controlled this medium had the nation in his grasp.

Commercial America soon intervened to satiate the public's phenomenal appetite for celebrities, creating new idols as soon as the old fell out of favor. The disparity between the celebrity's image and his or her true heroic mettle was primarily ignored by the people and it was this public ignorance which was later exploited by those who created the celebrities.

This self-serving cynicism and public manipulation, rampant in the last quarter of the twentieth century, had historical precedent: the European clergy of the fifteenth century, a group which perpetually masked its malevolent activities.

The seeds of destruction for this media Cult of Celebrity were sown by its own priests. One of the better known and well-documented incidents of the commercial breakdown between the sellers and the buyers occurred in the late nineteen-eighties with Mayfly Games' publicity campaign promoting a game on the then-popular hero, Booster Gold.

The small Midwestern games company, which had already developed a name for itself in the adventure gaming industry, sought to increase its hold on the market by introducing a role-playing board game designed around the exploits of Metropolis' new-found hero, Booster Gold. The popular-

All that Glitters is a DC HEROES module designed for four Characters generated using 500-1000 Hero Points. The adventure follows a publicity tour in which Booster Gold, Goldstar, Skeets, and Jack Soo promote the new Booster Gold adventure game. Faced with the dilemma of battling villains at the cost of losing valuable merchandising contracts, the Characters (and Booster Gold especially) must decide exactly what it is that constitutes a hero. They must also face the reality that with great power comes great responsibility.

The twenty-first century saw a time of social upheaval never before experienced on planet Earth. It was a time of high national and international tensions. These tensions led to an inevitable nuclear exchange. Seventeen missiles were launched during this attack, but only six reached their targets. This limited war started a downward spiral of societal events which became known as the Dark Times.

During the Dark Times, society lay stagnant. Scientific advancement was brought to a standstill; the damage wrought by the nuclear exchange caused massive informational loss. Mankind required more than a century to recover.

By the twenty-sixth century, top scientists debated as to whether or not the Dark Times could have been avoided. The rediscovery of time travel (lost since before the Dark Times) moved the debate to practical grounds. Those who believed that the Dark Times could have been avoided created a group known as Pastforce.

The ultimate goal of Pastforce was to alter the past and prevent the Dark Times by eliminating that person or those persons responsible for the calamity. A select group eventually traveled pastward, to the twentieth century, to find who exactly was responsible for the escalation and to bring him or her futureward to face capital punishment for the crime.

Only the most devoted of the Pastforce alliance were selected for the mission. The time machine was intentionally overloaded with equipment and personnel; as such, the machine's chronocircuitry was irreparably fused when Pastforce arrived in the twentieth century, leaving Pastforce stranded in the past.

As was known to the Pastforce scientists, there are three primary methods of time travel. Pastforce utilized one such method during its travel to the twentieth century. It took along another machine to use on the return trip, but this machine became damaged upon reaching its twentieth century destination.

Upon arrival, Colonel N'gai Jefferson, Pastforce's leader, began recruiting modern-day villains to aid in the mission. Most of these recruits came from the ranks of the recently-defeated 1000 Committee, a group devoted to the humiliation and defeat of Booster Gold.

Pastforce and its actions did not stand unopposed, however. A twenty-sixth century group known as the Empire of Vermont (after one of the nation-states which arose during the Dark Times) believed the causes of the

Dark Times were more complex than Pastforce reasoned. The Empire believed if history were changed, the changes could only be for the worse.

Only six nuclear warheads had actually reached their targets during the historical nuclear exchange (out of a possible total of thousands, had retaliatory strikes occurred). If Pastforce altered history, the Empire felt, the Dark Times might be avoided only to see the Earth destroyed instead. The Empire of Vermont became determined to see history remain unchanged.

Doctors Jeffrey Tsun and Robert Warren, founders and noted representatives of the Empire of Vermont, were chosen to lead two small teams into the twentieth century. Dr. Warren's team was sent first to set up an information-gathering network and monitor Pastforce's actions. At regular intervals, Dr. Warren returned a man to the future to inform Dr. Tsun on Pastforce's activities and the Empire's progress.

Eventually, Dr. Tsun was sent with a team to infiltrate and subvert Pastforce. Additionally, Dr. Tsun needed to confront Pastforce with a hero familiar with the dangers of time travel, a hero perhaps even capable of stopping Pastforce on his own. Tsun's choice was Booster Gold.

Dr. Tsun adopted a position in the Editorial department at Mayfly Games as a cover for his presence in the twentieth century. He conceptualized and undertook the design of a new Booster Gold adventure game as a way of contacting the hero.

However, Dr. Tsun underestimated Pastforce's efficiency at preserving its own plan, and Pastforce soon learned of the Empire's intentions. One by one, all of Dr. Tsun's operatives were discovered and killed; Pastforce relentlessly searched for Dr. Tsun.

Pursued by Pastforce agents, Tsun had to deliver to Dr. Warren the information regarding the location of Tsun's own time machine (as Warren's team required it to return to the twenty-sixth century. They were unable to return with their own machine, as time travel under the same transportational mode would be certain death.). Yet it was essential not to expose anyone from Dr. Warren's team. Tsun's self-imposed final mission was to accomplish three things:

- (1) Tsun had to conceal his team's time machine. He could not risk Pastforce's discovery of the machine, for it would provide the villains with another means of escape from the twentieth century.
- (2) Tsun had to inform Dr. Warren and Warren's operatives of where Tsun had hidden the time machine. If Tsun could not deliver the information, Dr. Warren's team never could go back to the future for they had already travelled pastward using Warren's machine.
- (3) Tsun had to contact Booster Gold and supply him with information sufficient to stop Pastforce.

To hide the time machine, Dr. Tsun modified the device's time warp field into a nulltime generator. Once activated, the nulltime generator altered the time machine and hid it in a space-time singularity outside of our reality, sending the machine into a nowhere-nowhen.

Dr. Tsun then constructed a two-piece, miniaturized recall device for the hidden time machine. Tsun disguised one piece of this device in the offices of Mayfly Games. The other piece Tsun placed in the actual board of the prototype Booster Gold board game.

Dr. Tsun knew he would not survive to see the final outcome of his plan. Eventually, Pastforce agents located and murdered Tsun, who was hiding in a shelter deep within the Rocky Mountains.

SUBPLOT NOTES: Defeating Pastforce is the primary objective of this module, but there is also an important Subplot.

Booster Gold is a hero with a very public reputation. The promotional tour which Mayfly Games has established will present Booster and his companions with some of the problems of marketing a hero. The subplot revolves around the ethics of a hero selling his or her image. The Characters will be faced with the need to define the term "hero" and the question of where the line is drawn between heroism and mere commercialism.

The Subplots themselves (which run throughout the adventure) should be presented seriously to the Players. This is the controversy which has made Booster Gold famous and which has provided him the publicity and notoriety he so craves. The Subplots are intended to last only for this adventure and, while they necessarily center around Booster Gold, they involve all of the Characters to some extent.

If so desired, the GM may omit the Subplot material from the adventure. However, to achieve the greatest value from the game and to most-effectively recreate the world surrounding Booster Gold, it is strongly suggested that the Subplots be included in play. Dispense additional Standard Awards for Subplot participation following the adventure's conclusion.

Flowchart

Encounter	leads to	Encounter
1		2
2		3, 4
3		4
4		5
5		6
6		7
7		8
8		9
9		10
10		11
11		12
12		13
13		14
14		15, Endgame
15		Endgame

Player Characters

BOOSTER GOLD *alias Michael Jon Carter*

DEX: 5	STR: 4	BODY: 4
INT: 3	WILL: 6	MIND: 4
INFL: 6	AURA: 2	SPIRIT: 2
INITIATIVE: 14 (17) HERO POINTS: 85		

SKILLS:

Acrobatics: 7, Charisma (Persuasion): 16, Charisma (Interrogation, Intimidation): 10, Detective: 1, Martial Artist: 3, Scientist: 3, Scholar (Business): 4, Scholar (History): 1, Vehicles: 4

EQUIPMENT:

Batteries,
Booster Suit,
Legion Flight Ring (see following for description and special rules)

LIMITATIONS:

Minor Irrational Attraction to Wealth

CONNECTIONS:

Metropolis City Hall (High), Federal Government (High), Network Television (Low)

MOTIVATION:

Thrill of Adventure (tending toward Responsibility of Power)

WEALTH:

Multimillionaire

JOB:

Professional Hero

RACE:

Human

In 2462, Michael Jon "Booster" Carter was the starting quarterback for Gotham University's league-leading football team. Booster was the greatest quarterback in the history of Gotham U; his future in the pros was assured. Yet, Booster did not have the patience to wait for his millions. Booster began to bet on sporting events, including games in which he played.

Eventually, Booster's activities were discovered and, while Booster never once threw a game, he was hounded from the sport with harsh accusations and media scorn.

Looking for a fresh start, Booster moved to Metropolis where he got a job as security guard for the Space Museum. It was here he met Skeets, a security robot and information guide developed by the Museum.

On exhibit in the museum was an ancient time machine, built by Rip Hunter many centuries before. While Booster did not know the origin of the time machine, he knew of its potential. Booster stole the time machine and some equipment and, accompanied by Skeets, set his course pastward to the twentieth century. Here he hoped to get a truly fresh start and become Earth's best-known and respected hero.

Equipment Section and Rules

Booster Gold's Suit

DEX: 0	STR: 6	BODY: 6
INT: 0	WILL: 0	MIND: 0
INFL: 0	AURA: 0	SPIRIT: 0
INITIATIVE: 0 HERO POINTS: 0		
CHARGES: 100		
COST: 5088 HPs + \$1250B		

POWERS:

Booster Shots (Starbolt): 6-20*, Force Field: 5-40*, Force Shield: 0-25*, Sealed Systems: 0-16*, Telescopic Vision: 5, Thermal Vision: 7

LIMITATIONS:

The Booster Suit's Force Field surrounds the suit only and cannot be expanded as a normal Force Field.

The Force Shield is not projectable. Additionally, the Force Shield only activates on a roll by Booster's Player of 15 or better.

* For an explanation on the Booster Suit's ability to vary its APs of power, consult the "The Variable Booster Suit" sidebar which follows.

Legion Flight Ring

DEX: 0	STR: 0	BODY: 5
INT: 1	WILL: 1	MIND: 0
INFL: 0	AURA: 0	SPIRIT: 0
INITIATIVE: 1 HERO POINTS: 0		
CHARGES: 125		
COST: 10361 HPs + \$8500T		

POWERS:

Flight: 8, Super Ventriloquism: 62 (limited signalling capability), Telepathy: 8

SKILLS:

Vehicles: 0

LIMITATIONS:

Telepathy maintains contact with the wearer only. Contact is broken when the wearer is knocked unconscious.

The ring can sense when its wearer falls unconscious while flying and uses its Vehicles Skill to keep the wearer safely floating in the air.

The Super Ventriloquism capability of the Legion Flight Ring is an SOS signal to the Legion of Super-Heroes. Booster is not aware of the ring's ability and does not know how to activate the signal.

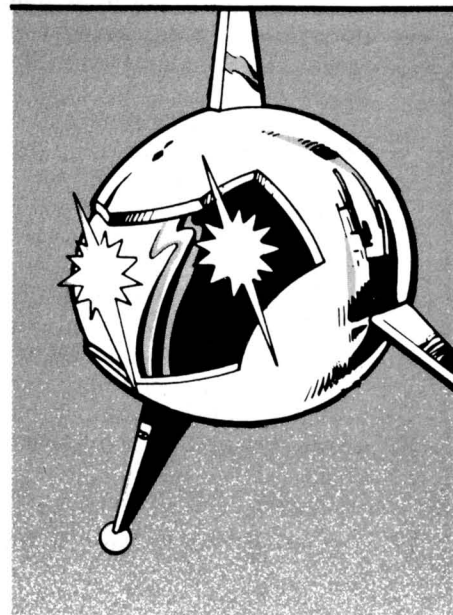
Booster Power Rods

DEX: 0	STR: 0	BODY: 1
INT: 0	WILL: 0	MIND: 0
INFL: 0	AURA: 0	SPIRIT: 0
INITIATIVE: 0 HERO POINTS: 0		
CHARGES: 100		
COST: 7 HPs + \$2000K		

POWERS:

Energy Absorption (variant): 10

Handling the Power Rods requires a Gadgetry or Scientist check at OV/RV: 2/2. If the first check fails, the handler is entitled to a second check at +1 Column Shift to the OV and a third at a +2 Column Shift (should the second attempt also fail). If all checks fail, the Power Rods will discharge all of their energy in a 25 AP (Bomb) explosion.



Additional Batteries For Booster Gold and Skeets —

Booster has a nearly unlimited supply of batteries for power. However, losing and/or conserving power is a constant problem for Booster Gold. As such, three things are evident:

- 1.) *The batteries are unstable.* The batteries which power both Booster Gold and Skeets are delicate and can rapidly discharge (explode) if not handled properly. Handling a battery requires the presence of skilled technicians (with Gadgetry or Scientist Skill rated no lower

than 4 APs) to ensure safety.

In any other event, the person handling a battery must roll an INT check versus OV/RV: 8/8. If the check fails, the battery will explode (as Bomb) with a force equal in APs to the Charges remaining in the battery.

- 2.) *Because of the batteries' explosive potential, Booster can neither carry spares nor have them delivered to him without taking preparatory measures.* Booster can have batteries transferred to a S.T.A.R. Lab, where he can reload, but this must be cleared with S.T.A.R. twenty-four hours in advance.

Spare batteries are always available at Booster Gold International in Metropolis.

- 3.) *Reloading batteries is a delicate operation, requiring one hour.* This restriction applies at all times, even if Booster runs out of energy during combat.

The Variable Booster Suit

Use of the powers in the Booster Suit and other gadgets conforms to the Gadgetry Rules presented in the Hardware Handbook, which is to say:

- 1.) Each use of a Standard Power expends one Charge per use, the Charge being deducted from the Charges available in the gadget's power source.
- 2.) Each use of an Automatic Power must be timed in APs. The AP length of time which the gadget functions is the number of Charges used.
- 3.) The Booster Suit is special. Its Powers have an AP range rather than a single value. The lowest listed AP value for a Power is the value at which Booster normally uses the Power. If Booster wishes to increase the APs of any Power, he may do so at an increased expenditure of energy Charges.

For each phase Booster increases the APs of a Power, whether the Power is Standard or Automatic, he expends additional Charges. Charge use is calculated by determining the number of Column Shifts by which Booster has increased his Power on the Action Table and referring to the following chart.

Add the Charges number respective of the Column Shifts used to one (which represents

the standard energy consumption for simply activating the Power).

Example: Booster has standard Booster Shots (Starbolts) rated at 6 APs. During a fight, Booster decides to increase one Shot to 13 APs. On the Action Table, 13 is four Columns greater than 6, so Booster expends four Column Shifts of additional energy in the attempt.

As the following chart indicates, Booster would expend a total of twenty-one charges for that blast: one for the standard energy expenditure and twenty for the additional number of charges used by increasing the Booster Shot to AV/EV: 13.

Booster may burn Hero Points after increasing a Power in such a way. In the previous case, Booster could now increase his AV/EV to 26/26 by burning Hero Points, assuming he has them to burn in the first place.

Column Shift(s)	Additional Charges
1	2
2	5
3	10
4	20
5	30
6	40
7	50
8	60
9	70
10	80

GOLDSTAR alias Trixie Collins

DEX:	4	STR:	3	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	6	AURA:	3	SPIRIT:	3
INITIATIVE:	14	HERO POINTS:	80		

SKILLS:

Acrobatics: 2, Charisma: 7, Scientist: 2, Vehicles (Air): 9, Vehicles (Others): 4, Weaponry: 7

EQUIPMENT:

Goldstar Suit (see following)

CONNECTIONS:

Booster Gold International (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Occasional Heroine

RACE:

Human

Trixie has been the receptionist at BGI since the company's inception (as Goldstar, Inc.). Trixie is quite level-headed compared to Booster's impulsiveness; they are a good team when it comes to decision-making.

Trixie would like herself and Booster to be making more serious decisions together, but she does not figure into Booster's romantic life as she would like. Sometimes Trixie feels neglected by Metropolis' most eligible hero, a feeling which is often justified.

Trixie was the first Goldstar, adopting the identity to save Booster from an angry mob. After a few rough-and-tumble adventures, Trixie found she did not much like the hero business and retired. Booster's sister, Michelle Carter, later adopted the Goldstar identity, only to be killed in the line of duty.

NOTE: For the purposes of this Booster Gold adventure (and *only* this adventure), Trixie has once again adopted the Goldstar role.

Goldstar's Suit

DEX: 0 STR: 6 BODY: 8
INT: 0 WILL: 0 MIND: 0
INFL: 0 AURA: 0 SPIRIT: 0
INITIATIVE: 0 HERO POINTS: 0
CHARGES: 80
COST: 188 HPs + \$4400

POWERS:

Magnetic Control: 8

The Goldstar suit was created by Jack Soo and derives its formidable abilities from the natural properties of Magnetism.

SKEETS

DEX: 9 STR: 2 BODY: 8
INT: 9 WILL: 4 MIND: 2
INFL: 2 AURA: 2 SPIRIT: 1
INITIATIVE: 20 HERO POINTS: 75
CHARGES: 280
COST: 738 HPs + \$21200

POWERS:

Flight: 9, Starbolt: 6

SKILLS:

Acrobatics: 2, Charisma: 3,
Gadgetry: 9, Medicine (First Aid):
9, Scholar (History): 9, Scholar
(Philosophy): 4, Scholar (Com-
puter Science): 7, Scientist: 6

LIMITATIONS:

Skeets' APs of Starbolt act as an
Effect Value only; Skeets' DEX is
used as the Acting Value of any
Starbolt attack.

CONNECTIONS:

Twenty-fifth century Space
Museum (High)

MOTIVATION:

Responsibility of Power

WEALTH:

N/A

JOB:

Security Robot/Assistant

RACE:

Artificial Life

Skeets is a product of twenty-fifth century science, created as a mobile security guard and tour guide for the Gotham Space Museum. Skeets was on duty the night Booster Carter stole the museum's equipment and traveled to the twentieth century. While Skeets attempted to dissuade Booster from time-travelling, Booster deactivated the robot and took Skeets along with him.

Skeets spends much of his time advising Booster on everything from tactical methods in battle to social

protocol at parties. A veritable storehouse of historical knowledge, Skeets realizes that Booster's presence in the past is not an alteration in the fabric of time but is merely fulfilling the dictates of history.

Skeets' records indicate that Booster's presence in the twentieth century was documented in the twenty-fifth; as such, Booster was meant to be here. Skeets is always careful to observe that Booster follows the constructs of history even as he creates it.

JACK SOO

DEX: 3 STR: 2 BODY: 4
INT: 10 WILL: 3 MIND: 5
INFL: 3 AURA: 3 SPIRIT: 3
INITIATIVE: 16 HERO POINTS: 100

SKILLS:

Acrobatics: 2, Charisma: 5,
Detective: 4, Gadgetry: 10,
Medicine: 3, Scholar (Technology,
Engineering): 6, Scientist: 10,
Weaponry: 3

EQUIPMENT:

Wonder Box (see following)

LIMITATIONS:

Serious Irrational Attraction to
New Technology

CONNECTIONS:

S.T.A.R. Labs (High)

MOTIVATION:

Upholding the Good

WEALTH:

Affluent

JOB:

Vice President of S.T.A.R. Labs' Research and Development, Metropolis. Budding hardware designer to heroes.

RACE:

Human

Jack Soo has been fascinated by gadgets for as long as he can remember. His love of analyzing and disassembling things was closely followed by an ability to reconstruct and build new things. Rather than glide through school as he could have easily done, Jack would initiate dozens of special projects and build an array of astonishing devices to aid him.

Jack Soo's natural scientific ability is coveted by S.T.A.R. Labs. Their partnership is mutually-beneficial and Jack has been given more leeway in his projects than many other scientists working for S.T.A.R.

When Dirk Davis, head of then-Goldstar Inc., contacted Jack about the possibility of building a powered suit for a female Booster sidekick, Jack leapt at the chance. The result is the pinnacle of Jack's scientific wizardry: the Goldstar Suit.

Jack's gushing optimism about technology has been tempered slightly by his recent visit to the twenty-fifth century. Jack accessed a data bank which showed him that a civilization-shattering nuclear war (the Dark Times) came at the end of the twentieth century and that mankind spent a painful time regaining what had been lost during the conflict.

Jack has come to a personal realization that building things which are smaller, faster, and more powerful than any before is not an ultimate goal. All devices should have a beneficial, constructive purpose.

Special Skeets Repair Rule: Having disassembled and rebuilt Skeets (with Skeets' help and guidance), Jack now has a thorough understanding of the inner-workings of the security robot. When repairing Skeets, Jack receives a -3 Column Shift to his OV, a Shift which increases to -4 if Skeets is operational and able to assist Jack.

Wonder Box

The Wonder Box is not a device; it is a collection of tools, spare parts, CAD/CAM software, a portable computer, and an ultra-high-speed modem (4800 BAUD) carried in a large aluminum suitcase. The Wonder Box functions as a 12 AP laboratory if Jack has access to a phone, a 7 AP laboratory otherwise.



Non-Player Characters

Booster Gold International

Dirk Davis is the Business Manager and heart of day-to-day operations of BGI. He will help Booster and Goldstar whenever possible, and will occasionally even risk his own life for the two. Dirk and Trixie (in her civilian role as BGI's receptionist) help BGI attain Booster's personal and business objectives.

DIRK DAVIS

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	35		

SKILLS:

Charisma: 4, Scholar (Computer Science): 1, Scholar (Business): 4, Scholar (Public Relations): 8

CONNECTIONS:

The Media (High)

MOTIVATION:

Financial Success

WEALTH:

Comfortable

JOB:

BGI Business Manager

RACE:

Human

Dirk Davis is a man who lives in the world of superlatives. He thrives in the rat race of the business world and enjoys life when things are at their most hectic.

Dirk has changed some since he met Booster. He now realizes that there are often consequences to packaging a hero as public as Booster Gold, including becoming the targets of Booster's enemies. While Dirk hasn't defeated all of his personal gremlins yet, he has grown in ways not expressible in dollars and cents.

Dirk is quite enamored of Trixie, although he has never stated this. Dirk lives with his young daughter, Sarah.

The Empire of Vermont

Dedicated to the belief that history is best left to itself, the agents of the Empire of Vermont have sworn to defeat Pastforce in its attempt to alter historical events. Pastforce has returned to the twentieth century hoping to eliminate the cause of a societal disruption known as the Dark Times, an era of social destruction. The Empire of Vermont, led by Doctors Jeffrey Tsun and Robert Warren, has also returned to the twentieth century to thwart Pastforce's plan.

DR. JEFFREY TSUN

DEX:	2	STR:	2	BODY:	2
INT:	8	WILL:	4	MIND:	2
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	13	HERO POINTS:	25		

SKILLS:

Charisma: 2, Gadgetry: 10, Scholar (History): 6, Scientist: 10, Vehicles: 1

EQUIPMENT:

Laser Pistol

[AV: 3, EV: 4, Range: 0/3-4/5-6, Ammo: 10]

CONNECTIONS:

Adventure Gamers (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Game Designer,
Empire of Vermont Agent

RACE:

Human

Dr. Jeffrey Tsun began his twenty-fifth century career in Cybernetics and achieved considerable success. According to his colleagues, Tsun inexplicably shifted his study field to History, producing a number of controversial works concerning the post-holocaustic era known as the Dark Times. Tsun was the prime force behind the expansion of Dr. Warren's group, the Empire of Vermont.

Dr. Tsun's brilliance forms the basis of his primary weakness. Tsun almost never admits that any of his plans

might be flawed and he counts on his creative abilities to pull him out of any jam.

DR. ROBERT WARREN

DEX:	3	STR:	3	BODY:	2
INT:	7	WILL:	7	MIND:	4
INFL:	3	AURA:	4	SPIRIT:	4
INITIATIVE:	13	HERO POINTS:	35		

SKILLS:

Artist (Writer): 4, Charisma: 4, Detective: 2, Gadgetry: 4, Scholar (History): 5, Scientist: 3, Vehicles: 3, Weaponry: 2

EQUIPMENT:

Teleport Bug (see under Empire of Vermont Agents),

Homing Device (see Encounter 12)

LIMITATIONS:

Serious Irrational Attraction to examining things which seem common by contemporary standards but which have disappeared by the twenty-sixth century.

CONNECTIONS:

Mall Men (High), Adventure Gamers (High)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Empire of Vermont Agent

RACE:

Human

Warren was chosen to lead the first twentieth century reconnaissance team for the Empire of Vermont. He began his intelligence-gathering mission by dispersing his agents and making surreptitious contact with the Mall Men, a group of unusual twentieth century inhabitants. Warren recognized the Mall Men as having tremendous potential but has yet to be able to use them for anything of importance.

Dr. Warren is boisterous and enthusiastic, with a sense of humor which often masks how seriously he takes a situation. He is very concerned about the well-being of Dr. Jeffrey Tsun and his party, as Pastforce

activities have forced an end to all communications between Warren and Tsun's groups. Warren begins this adventure unaware of Tsun's death.

EMPIRE OF VERMONT AGENTS

DEX: 2	STR: 3	BODY: 2
INT: 3	WILL: 2	MIND: 3
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 (10) HERO POINTS: 10		

SKILLS:

Charisma: 3, Gadgetry: 5, Martial Artist: 3, Military Science: 2, Scholar (History): 5, Scientist: 4, Vehicles: 2, Weaponry: 2

EQUIPMENT:

Teleport Bug (see following)

CONNECTIONS:

No High level connections in the twentieth century. A few may have established Low level connections as functions of their cover identities (GM discretion).

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Empire of Vermont Undercover Agent

RACE:

Human

The agents on Dr. Tsun's team have all been killed and many from Dr. Warren's have been compromised as well. For these agents, all thoughts of succeeding in their mission have been displaced by the necessity to hide from Pastforce.

Teleport Bug

DEX: 0	STR: 0	BODY: 1
INT: 0	WILL: 0	MIND: 0
INFL: 0	AURA: 0	SPIRIT: 0
INITIATIVE: 0 HERO POINTS: 0		
CHARGES: 1		
COST: 424 HPs + \$22M		

POWERS:

Teleportation: 21

LIMITATIONS:

Teleport Bug works only when the homing device (given to the Characters in Encounter 12) is activated. Teleports wearer(s) to a safe spot within ten meters of the homing device (maximum teleportation distance is 21 APs/3700 miles).

MALL MEN

DEX: 2	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 9
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 6 HERO POINTS: 5		

POWERS:

Precognition: 16

SKILLS:

Charisma: 2, Detective: 2, Scholar (Tabloid UFO Horror Stories): 6, Scholar (Conspiracy Theories): 5

LIMITATIONS:

A Mall Man can only use his Precognition to sense danger in the future. He can accurately sense that there will be danger but will be unable to name its source. If pressed as to the actual origin of danger, a Mall Man will describe some fantastic, unbelievable source which has absolutely no connection to the real danger.

CONNECTIONS:

Shopping Mall Security (Low)

MOTIVATION:

Responsibility of Power

WEALTH:

Comfortable

JOB:

Transient

RACE:

Human

The Mall Men spend countless hours defending America, a service for which they are rarely thanked and which often causes their ejections from the malls, doubtless (in their opinions) a result of alien mind control of security officials. To combat

this heinous alien power, all Mall Men wear spiffy sunglasses to block the mind control radiation which is projected by the aliens, usually through a mall's sound system.

The Mall Men are obviously crazy.

WAYNE TARRANT

DEX: 3	STR: 2	BODY: 2
INT: 2	WILL: 2	MIND: 2
INFL: 2	AURA: 2	SPIRIT: 2
INITIATIVE: 7 HERO POINTS: 25		

SKILLS:

Artist (Actor): 3, Charisma: 7, Vehicles: 2

CONNECTIONS:

Verner Movie Studios (High), Network Television (Low), Blue Devil (High)

MOTIVATION:

Financial Success

WEALTH:

Struggling

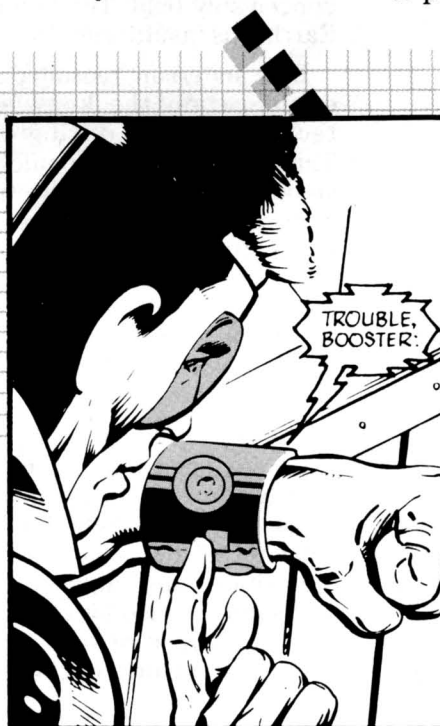
JOB:

Actor

RACE:

Human

Wayne Tarrant is a good-looking but mediocre and superficial actor. He is extremely callous and thinks only of himself. Tarrant moved to Metropolis with Blue Devil, but Tarrant's career has hit upon hard times. He has taken to doing promotions in shopping malls and supermarkets, which pay sufficiently to provide his necessities.



Villains

COL. N'GAI JEFFERSON

DEX: 6 STR: 3 BODY: 5
 INT: 6 WILL: 10 MIND: 7
 INFL: 2 AURA: 5 SPIRIT: 6
 INITIATIVE: 14 (20) HERO POINTS: 80

SKILLS:

Acrobatics: 6, Charisma: 5, Detective (Police Procedure): 6, Martial Artist: 6, Medicine (First Aid, Medical Treatment): 4, Military Science: 12, Scholar (History): 6, Scholar (Military History): 8, Spy: 6, Vehicles: 6, Weaponry: 10

EQUIPMENT:

Blaster

[AV: 2, EV: 8, Range: 0-2/3-4/5, Ammo: 6]

LIMITATIONS:

Extreme Us vs. Them mentality; Jefferson can never work with someone not in his command structure. In his world there are no equals, just subordinates and superiors. Game mechanic is as a Catastrophic Irrational Attraction.

For example, Colonel Jefferson would need a roll of 18 to cooperate with any subordinate's plan if it deviates from his own.

Colonel Jefferson is Hostile to any Persuasion attempt.

CONNECTIONS:

Remnants of the 1000 Committee (High)

MOTIVATION:

Psychopath

WEALTH:

Affluent

JOB:

Pastforce Colonel

RACE:

Human

Colonel N'gai Jefferson was privileged with the traditional upbringing of the military elite, from instruction at strict private schools to the Military Academy. Jefferson served with distinction during the Io rebellion, crushing the opposition with a minimum of troop casualties.

As a result of his excellent military abilities, Jefferson was soon promoted to an Outsystem command, travelling from one troubled planet to another. But these peacekeeping missions did not satisfy him. Jefferson

wanted to fight in a war of great importance, a war to be counted among the great campaigns of history.

Jefferson soon became fascinated with the era known as the Dark Times, brought on by the greatest war ever to grace the Earth's surface. Learning of Pastforce and its interests, the Colonel was intrigued enough to contact some of the group's members.

Their response changed his life; Pastforce had, in its possession, secret documentation of an alien probe which had entered Terran space. The probe was unmanned and contained only a message buoy with over two hundred languages encoded within it. When translated, the messages were all the same:

"Beware the Khund —
 they come to destroy you!"

Technical data included within the buoy indicated that the Khund had vast armadas which outstripped any military forces the Earth could conceivably field. The technology of Earth was insufficient for the task.

But, Jefferson reasoned, if Earth could regain the knowledge and technology lost during the Dark Times, if technology could progress smoothly without century-long interruptions, then the Earth could match the Khund, pitting superior quality against superior quantity. The inevitable result would be a war of competing military theories and organizations battling for control of the galaxy.

Colonel Jefferson hastily prepared for Pastforce's mission into the twentieth century by studying what historical tapes remained and by learning all he could regarding his opposition, the Empire of Vermont. Jefferson then led his command on a one way trip pastward to "fire the shot heard throughout time."

SHOCKWAVE (in suit)*

DEX: 5 STR: 8 BODY: 10
 INT: 2 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 5
 INITIATIVE: 9 HERO POINTS: 50
 CHARGES: 180
 COST: 612 HPs + \$330K

POWERS:

Bomb: 13, Energy Absorption: 5, Regeneration: 10

LIMITATIONS:

Bomb is usable only when Shockwave stomps his feet on the ground. This Bomb power only affects beings or objects within 4 APs of Shockwave's stomp.

NOTE: Shockwave may use Regeneration any phase during which he is not in combat (even if he has not been damaged) to regain any expended and failed Energy Absorption APs.

CONNECTIONS:

The 1000 (Low)

MOTIVATION:

Mercenary

WEALTH:

Struggling

JOB:

Villain

RACE:

Human

* Shockwave out of his suit has no Powers and possesses 2s in all Attributes except BODY and SPIRIT, which are 5s.

A born loser, Shockwave is always going from one employer to another; he never stays in one place because he never quite gets the job done. Shockwave is pleased that someone as impressive as Colonel Jefferson ("A real class guy") would hire him. Shockwave is determined to succeed in the Colonel's employ.

Shockwave knows nothing about Pastforce's plans or even the location of its base. Colonel Jefferson is less-easily impressed than Shockwave. Should Shockwave fail in this adventure, he will doubtlessly be around whenever there is a need for further misguided muscle.

Shockwave has a Personal Vendetta against Booster Gold and will maintain this vendetta until he defeats Booster in combat.

PASTFORCE AGENTS

DEX: 3 STR: 3 BODY: 3
 INT: 8 WILL: 4 MIND: 4
 INFL: 2 AURA: 2 SPIRIT: 4
 INITIATIVE: 13 HERO POINTS: 45

SKILLS:

Gadgetry: 8, Scholar (History): 2,
 Scientist: 8, Weaponry: 2

LIMITATIONS:

Catastrophic Irrational Attraction
 to Current Mission

CONNECTIONS:

None

MOTIVATION:

Underling

WEALTH:

Comfortable

JOB:

Pastforce Technician

RACE:

Human

Ten men, all technicians, were sent back with Colonel Jefferson. A gentleman named Doctor Pantoja is the nominal leader of the technical support groups but all technicians work to Colonel Jefferson's specifications.

Technicians were chosen for this mission rather than soldiers on the assumption that a fighting force would be easy to organize in the known-violent environs of the twentieth century. Supported by these technicians and led by Colonel Jefferson, almost any minor army could become very dangerous by twentieth century standards.

MERCENARIES

DEX: 3 STR: 3 BODY: 3
 INT: 2 WILL: 2 MIND: 2
 INFL: 2 AURA: 2 SPIRIT: 2
 INITIATIVE: 7 HERO POINTS: 10

SKILLS:

Vehicles: 2, Weaponry: 5

EQUIPMENT:

Force Field Belt (see following),
Laser Rifle (see following)

CONNECTIONS:

None

MOTIVATION:

Mercenary

WEALTH:

Comfortable

JOB:

Mercenary

RACE:

Human

These mercenaries were once employed by the 1000 Committee until the organization was dismantled by Booster Gold. They are now essentially villains-for-hire. On the average, these mercenaries are extremely dependable and loyal employees who are often willing to risk their lives for their employers. Such loyalty does not come cheaply, however, and the mercenaries expect to be well-paid for any mission.

Force Field Belt

DEX: 0 STR: 0 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 INFL: 0 AURA: 0 SPIRIT: 0
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 4
 COST: 102 HPs + \$32K

POWERS:

Energy Absorption: 6,

Force Field: 8

LIMITATIONS:

Force Field protects user only

NOTE: Should any Force Field Belt be captured, it would be useful only to Jack Soo. Goldstar's magnetic circuitry and Booster's Force Field would interfere with the Belt's operations. A Belt would not fit Skeets and incorporating a Belt into Skeets' circuitry would be a very delicate operation (OV/RV: 30/20) versus Gadgetry. A failed attempt to incorporate a belt in this manner would result in an electrical attack (Starbolt) of 6 APs against both the Gadgeteer(s) and Skeets.

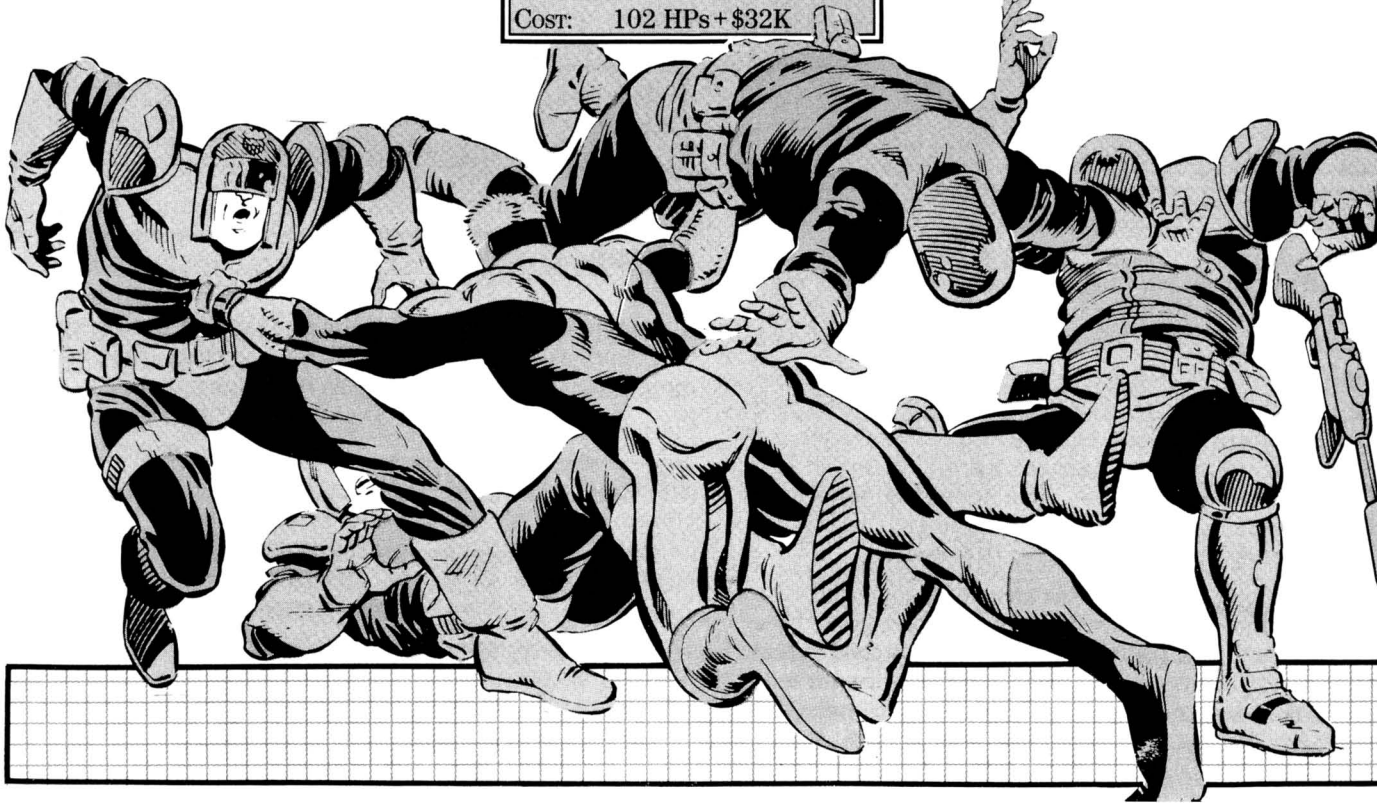
Pastforce Laser Rifle

DEX: 0 STR: 0 BODY: 2
 INT: 0 WILL: 0 MIND: 0
 INFL: 0 AURA: 0 SPIRIT: 0
 INITIATIVE: 0 HERO POINTS: 0
 CHARGES: 20
 COST: 68 HPs + \$2K

POWERS:

Laser Beam (Heat Vision): 8

This rifle represents years of advancement in the science of destruction. A true technical achievement, the rifle amplifies light created from an interior source and generates a high-energy beam powerful enough to burn through steel in a matter of seconds.



The Adventure

Encounter 1: Meeting at Mayfly

Setup

Dirk Davis has negotiated some questionable contracts in his time. One such deal is with Mayfly Games, a small Midwestern company with the license to produce a board game on Booster Gold. The deal includes a promotional tour for the game requiring Booster Gold and his associates to travel to five locations throughout the United States and give demonstrations of the new game.

Player Information

The nameplate on the office door reads "Derwood Brimsley, President of Mayfly Games." The office is small by the standards of Booster Gold International, but then so are the offices of the White House. The walls are decorated with eighteenth century Japanese prints and a large, macrame rug. Limited edition pewter replicas of famous railroad engines rest atop a bookcase loaded with games.

Behind an octagonal wooden desk sits Derwood Brimsley, a large man dressed in new blue jeans and a tasteful navy-and-white striped polo shirt. A truly huge mound of comic books sits in the middle of the table, weighing down an unruly sheath of papers.

Derwood looks up from his assorted tasks and says, "Greetings, greetings. And now, as they say, time is money. Shall we get down to business?"

GM Information

Derwood's interest here is to go over the contract with the Characters. The promotional tour is to have five stops: game stores in Chicago, Phoenix, Los Angeles, Wayne (New Jersey), and Metropolis.

The fee to which Mayfly and the Characters have agreed is \$500,000 dollars for Booster Gold and \$25,000 each for the other Characters. The Characters are to demonstrate the new Booster Gold game, give inspiring speeches, throw in a spectacular stunt or two, and in general inspire each person they meet to purchase the game.

Derwood will be bubbling with enthusiasm over the game, raving about how it will be the greatest game ever published. He will mention that the designer is their latest star editor, Jeff Tsun, and will almost glow when he tells the heroes that Mayfly has a terrific program to promote the game.

In truth, the program is a bit too terrific; Mayfly has budgeted \$50,000,000 for advertising and promotional campaigns of the Booster Gold game, far more money than the company makes in a year. An accident with Mayfly's accounting program added three zeros to the budget and no one caught the error until the promotional loan had already been approved. If the Booster Gold game does not do spectacularly well, Mayfly is quite doomed.

If any Character asks to see the game, Derwood says he does not have a copy yet, but plenty of copies should be available by the first promotion.

SUBPLOT: Derwood will be delighted that he has landed the license to the Booster Gold game. At some point in the conversation, he will drop the remark to Booster, *"You know the quality of the game doesn't really matter. With your name on the cover, we could stick an ounce of dirt and a rubber egg in a bright pink box and sell it for thirty bucks."* This should suggest to the Players that perhaps Booster Gold won't be the greatest game in history.

The GM should allow the Characters to react to Derwood's derogatory statement, checking particularly for Booster's reaction to the perpetration of such obviously-crass commercialism. If any Character accuses Derwood of trying to bilk the public, Derwood will say,

"Well, of course my suggestion was purely hypothetical. We certainly intend to produce a product of the highest quality! I think our track record speaks for itself. Now, come... let me show you our state-of-the-art facilities."

Play now proceeds with Encounter 2: Rudely Interrupted.

Encounter 2: Rudely Interrupted

Setup

Use this encounter when the Characters, having agreed to Mayfly's contract, are being escorted around the company's offices by Derwood Brimsley.

Player Information

Derwood Brimsley is obviously very proud of the facilities here at Mayfly Games. With every breath he praises the professionalism of the company and the vast frontier spirit of those who founded it.

As is nearly always the case, the lady onlookers eye Booster appreciatively while the men are entranced by Goldstar's every movement.

"Say Booster," one female voice speaks up, "we're having a party a little later. Think you can make it?"

"A fine idea, Jill," Derwood says. "What do you say, Booster? Think you could spare some time for us normal folks?"

GM Information

Let the Characters bask in a bit of hero worship. The people of Mayfly will be very excited about working with Booster Gold. In anticipation of Booster's arrival, the office kitchen will have been well-stocked for a party, with carefully prepared hors d'oeuvres, plenty of beverages, and deserts delicate enough to satisfy sophisticated tastes in quantities enough to feed the crew of the U.S.S. Enterprise.

Once the party has sufficiently progressed, read the following (if the Characters refused the offer, as they leave the offices, they will hear an explosion. In this case, start with the "Ka-blamm"):

Derwood Brimsley raises a paper cup in final toast to Mayfly's newest collaborators. "Hey, quiet down! Harrumph. Booster, we here at Mayfly Games really appreciate all you're going to do for us. And more than that, we want you all to know that..."

KA-BLAMM!!

Suddenly, Derwood's speech is cut off by an even louder sound, an explosion which blows wide open the front doors of Mayfly Games. As the smoke clears and the dust settles, a gaping, five-foot hole can be seen in the outer wall. Charging through the same are eight armed men in the familiar green and orange suits of the mercenaries of the 1000.

One of the mercenaries sprays laser fire into the ceiling and shouts, "Okay game clowns, just let us have Jeff Tsun's stuff and nobody gets hurt."

As the man finishes his sentence, turning toward Derwood Brimsley, his mouth draws slack and his eyes grow wide. "Ape spit... it's Booster Gold!"

At this point, the GM needs to make an Action Check using an AV/EV of 8/8 and an OV/RV of 5/5. The RAPs are the number of the eight mercenaries who have the presence of mind to activate their Force Fields when they see Booster and company. The rest of the mercenaries will be too rattled to remember the Force Fields and will fight without them.

Jeff Tsun is not present in the offices (any employee can explain that Jeff hasn't been in the past week, strangely enough). Since Tsun is not present, one of the mercenaries will rifle through Tsun's desk while the others try to fend off the heroes.

If Booster and the others begin to defeat the villains, one of the remaining mercenaries will attempt to take one of the editors hostage. Any attempt to attack the mercenary while not hitting the editor is considered a Trick Shot at a +2 Column Shift to the attack's OV.

If the Player Characters win, they may examine Tsun's desk (or its wreckage). On a successful Perception Check (OV/RV: 10/10), a Character will be able to locate the first piece of the time machine recall programmer.

The programmer exactly matches the grey metal color of the desk to which it is attached, is only one-half an inch in diameter, and is the thickness of two postage stamps. If Skeets comes within zero (0) APs (ten feet) of the device, the programmer will recognize Skeets as a product of advanced science and begin transferring information to the robot.

While Skeets will be aware of the informational transfer, it will occur at such a high rate of speed that Skeets will not glean any information from it unless making a successful Gadgetry roll versus OV/RVs of 12/12. In this event, Skeets will learn about the existence of the other programmer piece (but not its location), the time machine, and the conflict between the Empire of Vermont and Pastforce.

The programmer will transfer the information to Skeets only once. It can be activated again by Dr. Warren or any other member of the Empire of Vermont.

If the Characters choose to investigate Jeff Tsun's residence, play proceeds with Encounter 3: Look Homeward. Otherwise, the Characters should begin their first Booster Gold demonstration, as play proceeds with Encounter 4: Show Time.

Mercenaries' Knowledge

The mercenaries know little but if successfully Interrogated at two (2) RAPs or more, they can reveal the following:

RAPS

0-1 No information

2+ *"Yeah, we got a call from a guy who used to work for the 1000. Said a lot of the old guys were finding work again. So we showed up at our spot on time and found these suits and the gear. A voice came from the belt and told us how to use the stuff. Then it told us to get Jeff Tsun and his stuff. We got sent here and the other guys went to Tsun's place on Addison."*

The mercenaries can offer no more information.

MAYFLY EMPLOYEE

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

The (4) editors have Artist (Writer): 3 and Scholar (English): 3. The (4) artists have Artist (Painter, Photographer): 4 and Weaponry (Exacto Knives): 4. The (3) Business employees have Scholar (Business): 4 and the (2) Publicity Department personnel have Charisma: 3 and Artist (Writer): 1.

Troubleshooting

If the mercenaries defeat the Player Characters, they will tear apart Tsun's desk but completely overlook the time machine recall programmer. After threatening the Mayfly staff, the mercenaries will leave.

Encounter 3: Look Homeward

Setup

Use this encounter when the Characters decide to go to Jeff Tsun's apartment in Chicago.

Player Information

Jeff Tsun lives in a modest one bedroom apartment at 1060 W. Addison in Chicago. The courtyard of the apartment building is quiet, muffling the roar of the nearby elevated train to a gentle rumble. The security door is open, the stairway empty. The only unusual item to be found is located on Tsun's front door: a neat, perfectly circular hole burned through the lock.



GM Information

Tsun's residence has already been searched by a team of mercenaries sent out by Colonel Jefferson. The apartment has been examined with a vengeance; little remains that hasn't been broken apart or ripped open in the mercenaries' zeal to satisfy the Colonel in his search for Tsun's time machine.

Tsun's small sound system has been completely gutted, his compact disks destroyed, and his answering machine smashed, its tapes taken.

Along the apartment's south wall is a large metal table, obviously seared in half by a laser beam and seemingly the only portion of Dr. Tsun's field laboratory which was too much of a bother to take. On the north wall of the living room hang two diplomas, one B.A. and one Ph.D. in History, both from Purdue University.

The diplomas are excellent forgeries, part of Dr. Tsun's cover while in the twentieth century. A Character with Detective Skill who examines the diplomas can detect the forgery against OV/RVs of 11/11. Any Character contacting the Bursar's Office at Purdue University can learn that the office has no record of any Jeffrey Tsun ever attending the school.

If a Player with Gadgetry, Scientist, or Weaponry Skill examines the burn marks on Tsun's front door (OV/RV: 4/4), positive RAPs will identify the marks as being from the same design of lasers as those used by the mercenaries who attacked Mayfly.

Play now proceeds with Encounter 4: Show Time.

Encounter 4: Show Time

Setup

Use this encounter when the Characters are prepared to begin the demonstration of the Booster Gold game.

Player Information

A portion of the mall near the En Passant game store has been roped off for the demonstration. Two tables, numerous chairs, and five huge game-display racks have been erected in anticipation of the event. The display racks are noticeably empty.

The mall is truly congested with people and a crowd has formed, straining at the ropes to get a better look at today's heroes. Hundreds of arms wave reams of paper, each leaflet anxiously awaiting an autograph, any autograph. The smiles are uniformly wide, the eyes all bright, and the collective voice of the crowd moves in swirls and ripples throughout the body of its people.

The crowd is actually a little intimidating but it is also exciting as everyone becomes infused with excitement.

Just as the show is about to begin, a young man maneuvers towards the demonstration tables, apologizing mechanically as he works his way through the crowd.

"Excuse me... excuse me," he says. "Excuse me, I... look lady, just settle down, I own the place! Yo! Booster, m'man. We gotta talk."

GM Information

The young man is Bruce Baumann, manager of En Passant, the game store which is sponsoring this demonstration. He is returning from speaking with Mayfly's distributors and has come to inform the Characters that the games have been delayed. Mayfly said the Characters should to go ahead with the demonstration anyway and just invent a story to explain the games' absences.

Bruce is not quite sure how you demonstrate a game when you do not have the game, and is glad that is the heroes' job. Bruce will be happy to help the Characters in any way he can, but he will be insistent that the heroes perform some kind of show for the demonstration.

Several Mall Men will be present, making odd facial contortions which pass as their secret signals. If the Characters delay for an overt period of time, the Mall Men will believe the Characters to be in distress and will begin forcibly ejecting persons in the crowd to create an escape path for the heroes.

If the Characters do not initiate contact with the Mall Men, one Mall Man will approach the Characters, saying,

"Psst... Hey, buddy, we're on your side. We know all about the alien presence in the malls of America and we're here to see that nothing interferes with your valuable demonstration. I mean, hey... we're working for the same people, right? The Empire of Vermont?!"

The Mall Men have no more knowledge about the Empire of Vermont, although they certainly believe the Empire is on the side of Truth, Justice, and the American Way.

Without the actual Booster Gold games, the Characters will have to create their own demonstration. If the Characters perform any kind of demonstration for the crowd, response will be positive. If not, the crowd will be very dissatisfied and it will require a Charisma Check (OV/RV: 16/16) to get back in their good graces.

A negative reaction by the crowd will not be violent but the people will disperse muttering things such as "an overrated prima donna", "thinks he's too good for us, huh?", "What kind of hero is he, anyway?", etc. A few loyal followers and game fanatics will remain for autographs and to ask questions about the game.

A positive reaction from the crowd will garner enthusiastic applause, laughter, and genuine wonder at the heroic feats of the Characters. The Characters will be besieged with requests for autographs, pictures, and explanations about the game.

The Characters will certainly be asked embarrassing questions such as "What is the game like?", "How do you play it?", and "Why isn't the game here?" It will be up to the Players (and GM discretion) as to whether such questions are answered adequately.

Play now proceeds with Encounter 5: Segue.

SUBPLOT: Once the demonstration is underway, Booster (or some other hero) should overhear the following conversation between two eleven-year-old boys:

Jerry: "Isn't Booster the best hero in the world?"

Ike: "Yeah, he has that great suit, he's famous, he has all that money..."

Jerry: "And that rad robot!"

Ike: "Hey, lay off of Skeets! Best of all he gets to beat up all those bad guys."

Jerry: "Really. He gets to mash people into jelly and doesn't get into any trouble at all. That must be great."

Ike: "Sure wish I could sometimes..."

BRUCE BAUMANN, *En Passant Manager*

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	4	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	5		

SKILLS:

Charisma: 2, Scholar (Business): 2

LIMITATIONS:

Minor Irrational Attraction to Dice

Baumann is in his mid-twenties, balding prematurely. He has black hair, hazel eyes, and a startlingly quick wit. Baumann always carries a blue velvet bag of dice in his pocket. Having Booster Gold at his game store is the biggest and most exciting event of Baumann's career.

Encounter 5: Segue

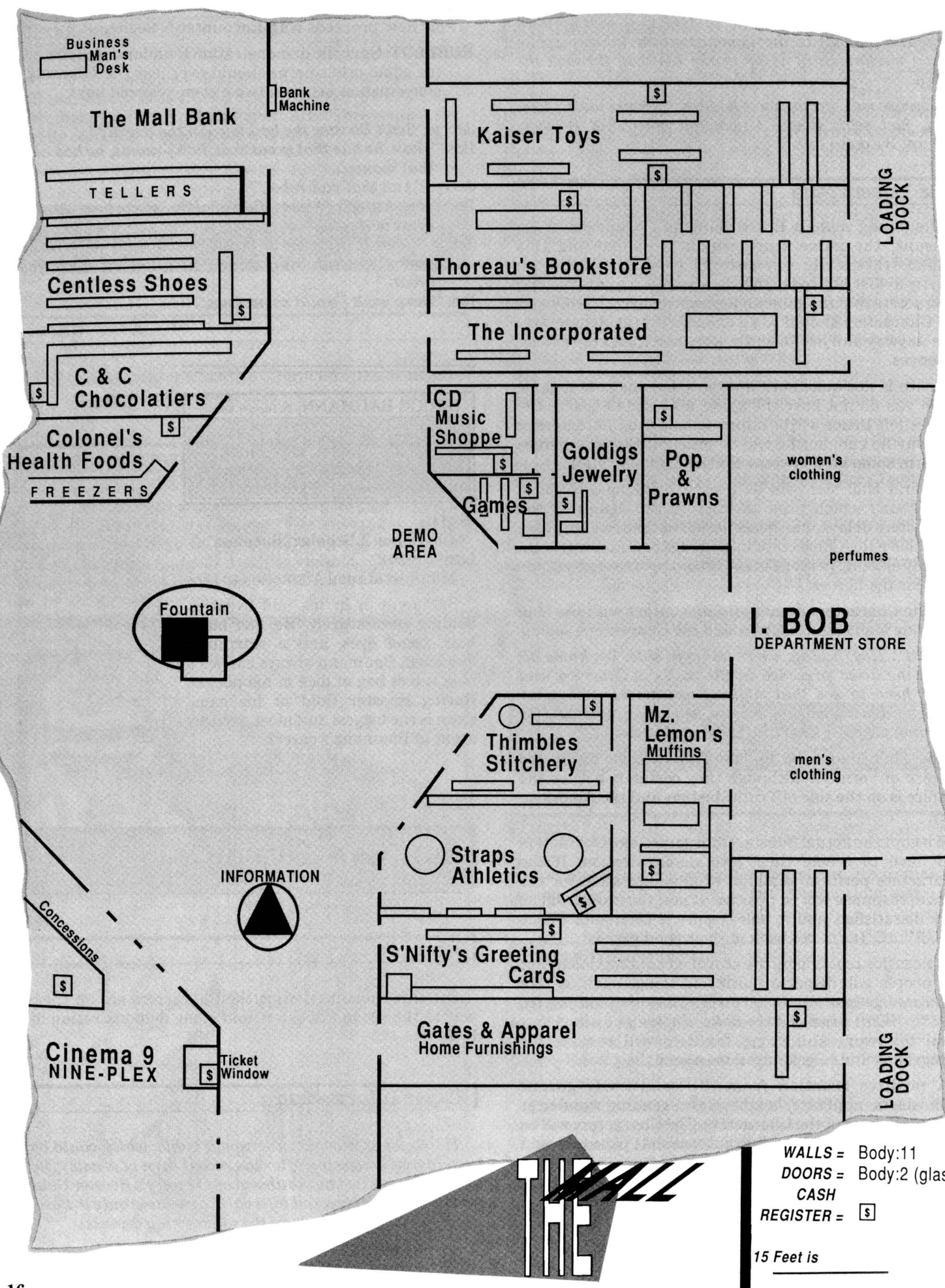
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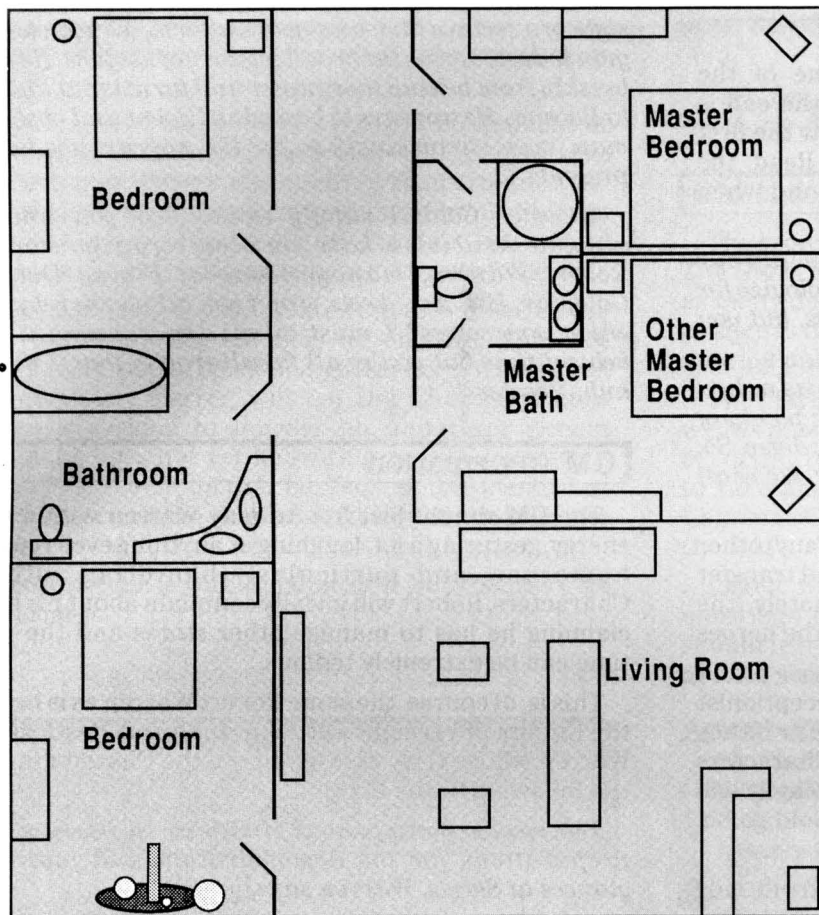
Use this encounter when the Characters are on their way to the second Booster Gold game demonstration in Phoenix.

Player Information

The flight to Phoenix is unremarkable, which could be considered a blessing after the recent turn of events. The confusion created by the absence of Mayfly's Booster Gold game has been replaced by a calm available only to those thirty-thousand feet above the maddening crowds.

As the plane smoothly travels its westward course, somewhere from within the cabin a phone rings.

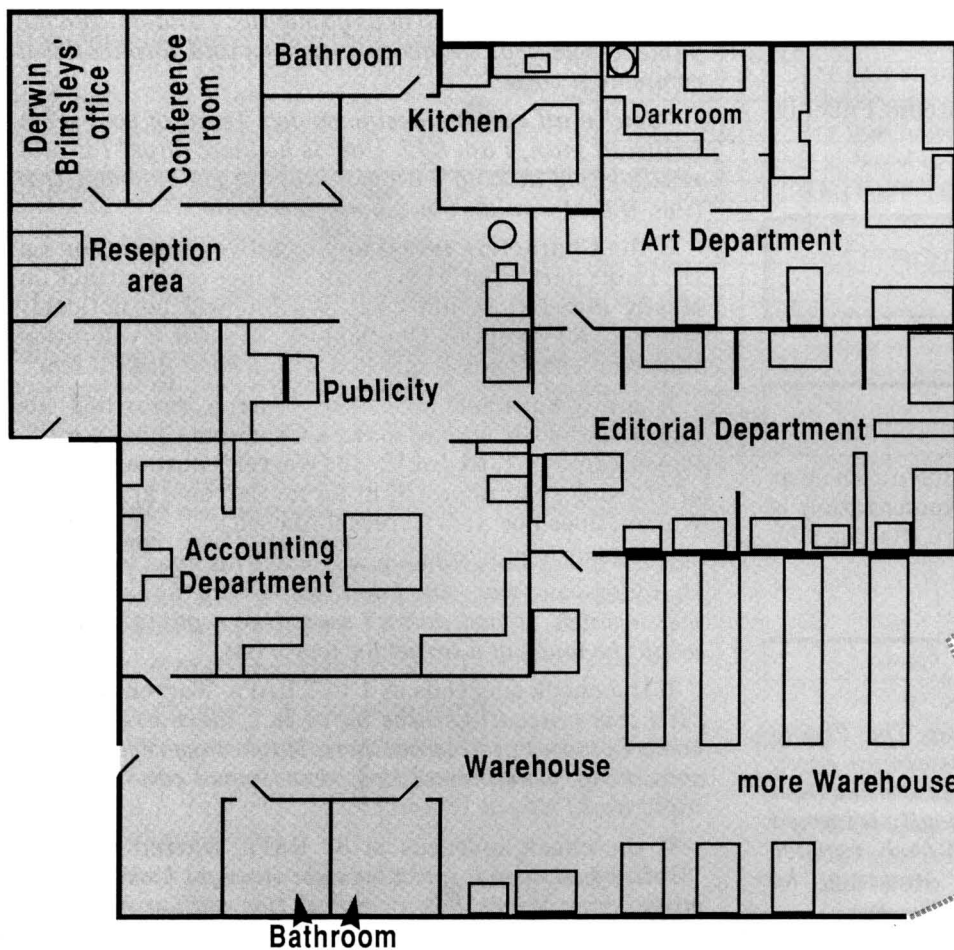




HOTEL SUITE

INSIDE
WALLS = Body:5
OUTSIDE
WALLS = Body:12
WINDOWS = Body:5
DOORS = Body:3

10 Feet is _____



MAYFLY GAMES

INSIDE
WALLS = Body:3
OUTSIDE
WALLS = Body:8
WINDOWS = Body:2

10 Feet is _____

GM Information

The phone will continue ringing until one of the Characters answers it. On the other end of the call is Derwood Brimsley, a man eager to discover how the first Booster Gold demonstration was received. Read the following to the Players, allowing them to respond when appropriate.

"Greetings, Booster and gang! So, tell me... how did our little demonstration go today? I really must apologize for the delay in getting the game itself to the stores, but you know how distributors are, don't you, Boost?"

"In any event, I have been assured that it was only a minor mistake and I am certain there will be plenty of copies of Booster Gold available for the Phoenix demo. So, best of luck to you and your little group, Booster. We're all behind you here at Mayfly. Tally-ho!"

Should the Characters ask to speak with any other person at Mayfly, Derwood will readily agree and transfer the heroes to that person's phone. Unfortunately, the phone system will malfunction, disconnecting the heroes from Mayfly.

If the Characters are transferred to the receptionist and then ask to speak with any other employee or if they return the call after being disconnected, the Characters will be successfully connected. No one else at Mayfly will have any information regarding the Booster Gold game, as none of them has even seen it yet.

The Characters may accurately deduce from this information that the game is actually far from completion. If the Characters confront Derwood with this conclusion, he will admit that *"the Booster Gold program is indeed suffering some very minor delays, but I simply didn't wish to cause undue concern among your group during this important tour."*

Play now proceeds with Encounter 6: Dateline Phoenix.

Encounter 6: Dateline Phoenix

Setup

Use this encounter once the Characters have arrived at the Cactusfield Mall in Phoenix. The demonstration is scheduled at the Flying Dolphin game store, managed by one Robert Warren.

Player Information

The situation is nearly mind-boggling. The Flying Dolphin is absolutely jammed with seemingly every game ever published, famous and obscure. Near the cash register sits a tall man with a dark, neatly-trimmed beard. Fascinated, he has removed the cash register casing and is peering into the machine. "Amazing," he says, "simply amazing."

The man looks over the rim of the register and at the sight of a certain blue-and-gold uniform, a huge, sheepish grin travels across the broad pasture of his face. He walks briskly from behind the counter and thrusts out his hand to Booster. He appears to be an intelligent and observant man, even surprisingly so for the appearance he first presents.

"Booster Gold! I simply cannot tell you what an absolute thrill it is to have you in my very game store. I'm Robert Warren, manager here at Flying Dolphin. Goldstar, Mr. Soo, Skeets, won't you all please relax and enjoy yourselves? I must admit I'm running a little behind time but you're all familiar with that, I'm sure, huh, Booster?!"

GM Information

The GM should feel free to play Warren with a lot of energy, gesturing a lot, laughing at anything even remotely humorous, and particularly bantering with the Characters. Robert will jovially complain about his hours, claiming he has to manage other stores and the travel time can be extremely tedious.

This is, of course, the same Robert Warren as is heading the Empire of Vermont's attempt to thwart Pastforce. Dr. Warren will be truly pleased to see the Characters. Read the following to the Players:

The man's energy seems limitless. In between final preparations for the demonstration and fascinated glances at Skeets, Warren says,

"I really am glad you could show up for the Flying Dolphin Blast. I think having the real heroes introduce the Booster Gold game will be great publicity, not too mention exciting for all of us gamefans. I understand the game has several innovative systems and unparalleled component value."

"You've all met the designer, Jeff Tsun, of course? A brilliant man, I am told. How is he these days? I would really enjoy talking with him during your demonstration, if that wouldn't be too much trouble..."

If the Characters reveal any negative information on Dr. Tsun (particularly his recent absence or the attack on Mayfly directed at him), Dr. Warren will be noticeably shocked. A Perception Check at OV/RVs of 8/8 will reveal that Warren's shock is mingled with a good deal of fear.

If any Character prods Dr. Warren regarding his reaction, the GM should make a Charisma Check for the Player versus OV/RVs of 12/12 (Warren's normal OV/RVs at 3/4 and a +4 Column Shift for an Extreme attempt, as Warren does not wish to reveal himself).

If the check fails, Warren will shake his head, shrug his shoulders, and say, *"Oh, I don't know why that surprises me so much. It just doesn't seem like a game designer would be much of a target for terrorists."*

If the check succeeds at 1 to 7 RAPs, Warren will say, *"It's this crazed business we're in... there are a lot of kooks in those big cities out there. Maybe they're jealous or something, who knows? Hey, sometimes I can't sleep at night and I live in Phoenix!"*

If the check succeeds at 8+ RAPs, Warren will say, *"Well, I just keep it quiet because it might look bad if a game store owner has personal ties with a designer."*

Y'know... bad business, maybe he's leaking professional secrets. Anyway, yeah, I knew Jeff from school at the University of Houston. I was just sorry to hear he was in trouble."

If any Character contacts the records department at the University of Houston, he or she will discover that neither a Robert Warren nor a Jeffrey Tsun attended the school. If the Characters have searched Tsun's Chicago apartment, they should recall Purdue University diplomas on the wall (although these, too, were forgeries).

If these discrepancies are pointed out to Warren, he will confide in the Characters that he and Dr. Tsun are members of a group of freedom fighters here to prevent a terrible disaster. Warren will tell the Characters that Pastforce is seeking to murder an important person (although he does not yet know that person's identity). Warren will not mention that he, Tsun, or any member of either Pastforce or the Empire of Vermont are from the future.

Play now proceeds with Encounter 7: No Business Like Show Business.

Encounter 7: No Business Like Show Business

Setup

Use this encounter when the Characters are preparing for the Booster Gold game demonstration at the Flying Dolphin.

Player Information

The crowd here seems a bit more enthusiastic than the one at Woodfield in Chicago and perhaps a bit larger as well. Resting in the Dolphin's storefront are six large tables, each surrounded by six chairs, and four huge, empty game display racks. A large, dramatically-colored sign sits atop each display and reads, "It's here! It's new! It's Booster Gold!"

One of the persons in the crowd catches a glimpse of blue-and-gold uniform and begins screaming, "Look! It's him... Booster Gold!" and what was once merely scattered applause becomes a thunderous ovation. The cheering continues for nearly a minute until the crowd settles into chanting two distinct cheers:

"BOO-ster! BOO-ster! BOO-ster!"

"We-want-thegame! We-want-thegame!"

Robert Warren appears from behind one of the demonstration stands carrying a portable PA system. He turns it up to full volume and, after several dramatic throat-clearings, says,

"May I have your attention, please. Attention, please. I want to thank you all for coming here today. I know

you're anxious to get a glimpse of Mayfly's great new game based on America's greatest new hero... Booster Gold!

"Yes, yes. But before that, why don't we take some time to ask our favorite heroes some questions?!"

GM Information

The crowd will be quite pleased at such an opportunity. The GM is encouraged to ask as many questions and use as many different voices as s/he can, giving the Players a chance to fully role-play what it is like to be besieged by an adoring public.

The Players should answer each question put to them as well as possible, playing the situation as if it were actually occurring to them. The crowd will be receptive and willing to take almost any answer at face value. As such, any Charisma Check will have OV/RVs of only 5/5. The greater the RAPs, the more positive the crowd response.

Listed following are a few suggestions as to what questions might be asked of each Character. The GM should feel perfectly free to add to or delete from this list as s/he sees fit.

Asked of Any Character (except Jack Soo):

"Is Phoenix your favorite city in the U.S.?"

"What has been your favorite part of the tour so far?"

"Is it true that the Booster Gold game has already sold more copies than the Bible?"

Asked of Booster Gold:

"The County Globe-World ran a story that you bleach your hair, Booster. Is that true?"

"How did you get your powers?"

"Is it true that Superman hates your guts?"

"I think Superman is a wimp, don't you?"

"Are you stronger than Blue Devil?"

"Why do you always wear that ring with the 'L' on it?"

"Are you faster than a speeding bullet, too?"

"Is it hard to keep your uniform clean?"

"Why didn't you answer the letter I wrote last March?"

Asked of Goldstar:

"Is there any truth to the rumor that you and Booster are going to have a baby?"

"Why did you change your hair color? I mean, weren't you a blonde?"

"Are you stronger than Booster?"

"Have you ever seen Booster naked?" (This will be followed by a gale of high-pitched giggles from the teenage girls in the crowd.)

"You have magnetic powers right? Haven't you considered the possibility that you are depleting the magnetosphere and that we may all die from deep-space radiation as a result of your activities?"

"What is your favorite dessert recipe?"

"The County Globe-World ran a story that you and Wonder Girl are not speaking to one another. Is this true and, if so, what caused the problem?"

Asked of Skeets:

"Are you related to R2D2?"

"You look a lot bigger on TV. Why is that?"

"The County Globe-World ran a story that you and Cyborg are really the same person. Is this true? If not, then why aren't the two of you ever seen together?"

"Does your blaster work on the principle of proton disruption or high-energy photon emission?" (Upon receiving the answer the questioner will issue a triumphant *"Hah! I knew it!"*)

"Do you ever wish you could be a real person?"

Eventually, a thin, twelve-year-old black girl named Jane Washington will timidly raise her hand and address the following question.

*"I... I have a question for Jack Soo. Mister Soo? I was just wondering... I recently finished Chernyin's work on **The Weak Anthropic Principle and the Revolution in Quantum Mechanics** and I was wondering... could you explain the mechanism of Delta Decay? I kind of got lost somewhere in Chernyin's exposition."*

The GM should encourage Jack's Player to be as precise and creative as possible in answering Jane's question. Obviously, the correctness of the answer is not important for the crowd will be amazed at whatever explanation Jack gives, marveling at his scientific genius.

Once Jack begins his explanation of the Delta Decay principle, play immediately proceeds with Encounter 8: Opposing Forces.

Encounter 8: Opposing Forces

Setup

Use this encounter when Jack Soo begins his explanation on Delta Decay while at the Phoenix Booster Gold demonstration.

Player Information

How can Delta Decay be such a lengthy topic? As the crowd assimilates Jack's intricate and detailed information, two bulky, gold sports cars turn a nearby corner and glide toward the Flying Dolphin. With a noticeable whirring of gears, the cars stop at the edge of the crowd, which excitedly turns to look. With a great wrenching of metal, the cars alter themselves into gigantic, metallic golden gophers.

"We are the GolPhormers, Booster Gold," says one in a malevolently resonant voice.

"The toy shelves aren't big enough for the both of us, pardner," the second adds. Coupled with still more gnashing and whirring sounds, the rodents level ugly-looking weapons toward the demonstration area.

GM Information

Apparently, Mayfly's huge Booster Gold ad budget has gathered some unwanted attention. GolToy ordered these life-size GolPhormers for competitive promotional

purposes, but somewhere along the way, several Pastforce engineers acquired the blueprints and performed a few dangerous modifications.

If the Characters do not take the robots seriously, the GM should state that the beam weapons from one of the robots punches a significant-sized hole in the Flying Dolphin's side wall and that the GolPhormers are training their weapons on the crowd. The GolPhormers will battle until put out of commission.

Any Scientist Skill check on the rodent robots will have OV/RVs of 5/5. Successful analysis will reveal that each GolPhormer has three defects (at GM discretion). Following a successful analysis, any attacking Character realizing the defects will receive the following attack bonus as specified under the rules for Scientist: subtract the APs of the Scientist Skill which made the analysis from a GolPhormer's OV. This bonus is effective for only one attack and only if seven (7) or more RAPs were achieved during the analysis.

The GolPhormers, considered true robots, are immune to Charisma and other attacks which have a Spiritual or Mental origin.

Any Character with Gadgetry may examine a defeated GolPhormer. The Check will have OV/RVs of 8/8. Any positive RAPs will reveal that attached to each GolPhormer's right heel is a custom Germanium PRP Superconducting ROM Chip with a 5-Dimensional Information surface.

The Characters may not be familiar with these ROMs because they will not be in common use until the early twenty-fourth century. Skeets, who has such a chip in his circuitry, can tell that the GolPhormer's chip was apparently manufactured from present day materials, an impressive feat of engineering and one not usually seen in the common, household toy.

The 5-D ROM chip may be used to repair Skeets at any time, should the need arise, provided the chip is reprogrammed first. Reprogramming the chip is a Gadgetry task with OV/RVs of 12/12. Positive RAPs indicate successful reprogramming; otherwise, the reprogramming attempt was unsuccessful. No additional damage will occur to either Skeets or his repairer but the chip will no longer be usable in any repair capacity.

Any Character investigating the GolToy company can learn that the secret blueprints for the GolPhormers were recently stolen by a group of heavily-armed military men. While the informant will be unable to positively identify the criminals, s/he can recall that the weaponry the men bore seemed very advanced. Play now proceeds with the next Booster Gold demonstration and Encounter 9: West Coast Reception.

GolPhormer One (Grille Guy)

DEX:	5	STR:	10	BODY:	12
INT:	4	WILL:	4	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	9	HERO POINTS:	20		
CHARGES:	40				
COST:	462 HPs + \$225K				

POWERS:

Flight: 5, Skin Armor: 5

Grille Guy will only use his Hero Points defensively, to increase his OV, RV, and to offset damage taken.

GolPhormer Two (Marshall Tom)					
DEX:	7	STR:	6	BODY:	10
INT:	4	WILL:	4	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE: 11 (21*)					
HERO POINTS: 20			CHARGES: 40		
COST: 574 HPs+\$290K					

POWERS:

Jumping: 5,
Superspeed (Quickdraw): 10

EQUIPMENT:

Detachable Blaster Pod
(Starbolt): 12

* Marshall Tom has Superspeed which acts as a Quickdraw, usable only to increase his Initiative. Marshall Tom uses his Hero Points to increase his AV and EV only.

Encounter 9: West Coast Reception

Setup

Use this encounter when the Characters have travelled to Los Angeles in preparation for the next Booster Gold game demonstration.

Player Information

This is exactly the remedy for troubled heroes after the debacle at the CactusField Mall. This hotel room is equipped with nearly every luxury imaginable: full-sized sauna, king-sized beds, complimentary sandwiches and drinks. While Mayfly Games may have distribution problems, it certainly knows how to travel in style.

Suddenly, just as the stormtroopers were busting in on the rebel base, the television changes channels of its own accord. On the screen appears a figure dressed in military attire and hidden by shadows.

"Good day," says the soldier, "I understand you know something of Dr. Tsun's last project. I hope you realize that by withholding such information from me, you are contributing to one of the saddest chapters in human history.

"I would suggest you so-called heroes stick to selling your breakfast cereals and roll-on deodorants and leave the world-saving to those better qualified. Because, with or without your feeble assistance, we will assuredly locate our quarry and return him to face proper justice."

GM Information

The figure is Colonel N'Gai Jefferson. His technicians have altered the Characters' television to be a video transmitter as well as a receiver and, as such, Jefferson can communicate with the Characters completely. Colonel Jefferson will attempt to persuade the Characters to give him all their information concerning Dr. Tsun.

Colonel Jefferson will never refer to himself by name or rank, nor will he directly name Pastforce. He will be stern and slightly impatient in dealing with Booster Gold and will repeatedly refer to Dr. Tsun in the past tense.

The following information can be gained by the Characters:

Perception Check on Broadcast (OV/RV: 6/4):

Any positive RAPs indicate that, despite the darkened image, any Character can spot a military insignia on Colonel Jefferson (the figure). If Skeets is the perceiving Character, he can immediately identify the medals as a slight variation of a Colonel's military insignia, circa twenty-six-hundred AD. Any other Character could only recognize the medals as a badge of rank, although s/he could see it well enough to describe to Skeets with the previous information gained.

Charisma Check (OV/RV: 12/15, Jefferson's INT/MIND at +3 modifiers);

If the Characters have refused to divulge any information to Colonel Jefferson and a Charisma Check is successful with any positive RAPs, Colonel Jefferson will completely blow his cool. He will angrily say,

"I am not going to let the Dark Times fall once again because of the idiocy of a museum 'bot and a washed up quarterback!" With a violent smash of his fist, Jefferson will then end the transmission.

Play now proceeds with the next Booster Gold game demonstration and Encounter 10: L.A. Times

T. W. QUARNSTROM Sr., Hotel Manager

DEX:	2	STR:	2	BODY:	2
INT:	4	WILL:	2	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	5		

SKILLS:

Scholar (Business): 5

LIMITATIONS:

Serious Irrational Attraction to the Chicago Cubs

Quarnstrom Sr. enjoys friendly relations with his employees and likes to be called "Q." Quarnstrom often wonders why his son, Tom Jr., never writes him anymore.

Quarnstrom knows nothing about who rigged the Characters' television set. He will be very pleased to see the Characters and will offer them a complimentary champagne brunch if they can stay through Sunday.

Encounter 10: L.A. Times

Setup

Use this encounter as the Characters begin their Booster Gold game demonstration at the Oceanfield Mall in Los Angeles.

Player Information

The Oceanfield Mall is spacious, full of bubbling fountains and cheerful music; in short, practically identical to both the Woodfield and the Cactusfield malls. Of other similar note is the demonstration area outside of the local game store, Hit the Beach. Here can be found six long gaming tables, each outfitted with six chairs, and four huge, dramatically-empty game display racks.

The crowd noise is deafening, reverberating off the walls and ceiling of the enormous mall. Windows vibrate, display mannequins waver, even the music from the band grows faint amid the clamor.

From among the cacophony comes a sound which seems out of place; a splintering groan cascades from the mall rafters, barely preceeding a large chunk of support beam which collapses and crushes one of the game display racks.

Suddenly, laser fire peppers several now-dented demonstration chairs. The crowd screams its approval of the special effects show. As still more concrete and plaster falls from the ever-widening hole in the mall ceiling, Shockwave and several mercenaries descend upon the demonstration area.



Shockwave bellows something at Booster Gold, an obviously-belligerent challenge which is swallowed by the crowd noise.

GM Information

The manager of Hit the Beach is Robert Warren. He will again be jovial and energetic, adroitly sidestepping questions about what he is doing in L.A. by saying he is moonlighting, although the transportation costs are just eating him alive.

If the Characters tell Warren about the transmission, he will finally tell the Characters everything he knows about the Empire of Vermont and Pastforce, if he hasn't done so already. Warren will say that he presumes Dr. Tsun to be dead and that Tsun's time machine is vital to the safety of his people and the success of the Empire's mission.

Shockwave and the mercenaries accompanying him have entered Killing Combat against the Player Characters. Colonel Jefferson has ordered Shockwave to eliminate Booster Gold and his companions regardless of innocent lives lost. Shockwave is only too willing to comply.

NOTE: The Players should be explicitly informed that Shockwave and the mercenaries have entered Killing Combat against Booster and his group. Any Character who still refrains from entering Killing Combat against Shockwave, et. al. should receive an additional Standard Award at the completion of this adventure (assuming s/he is still around to collect).

Any Character trying to get the crowd out of the way may do so with a Charisma Check at OV/RVs of 20/20 beginning first round (the crowd still believes this to be a Booster Gold demonstration). The crowd will calmly but quickly head for the exits on any positive RAPs. For every round of combat which occurs, the crowd's OV/RVs will lower by one (1) AP as the crowd begins to realize the seriousness of the situation.

If any innocent person is killed, OV/RVs return to their original 20/20 levels as panic begins to sweep the mall. These OV/RVs will not reduce until the battle has been completed.

If the Characters make a concerted effort to defend the crowd, the GM should remember to grant the Characters an additional "Saving the Innocents" Standard Award at the adventure's conclusion.

If the Characters lose the battle, play should conclude with Endgame, as the heroes have been killed.

If (as is most likely the case) the Characters win the battle, the crowd will regather and cheer uproariously. The Characters should be allowed and encouraged to complete the demonstration at Hit the Beach.

Once the demonstration is concluded, the Characters will receive a telephone call from Debby at Mayfly expressing concern at a report of a disturbance during the demonstration. After a few brief queries, Debby will remind the Characters that they are scheduled for another demo soon at the Beltfield Mall in New Jersey.

Play now proceeds with Encounter 11: Head of the Class.

Encounter 11: Head of the Class

Setup

Use this Subplot encounter when the Characters arrive at the Beltfield Mall for yet another Booster Gold game demonstration.

Player Information

The electronically-filtered mall air provides a welcome relief during an otherwise hot and humid New Jersey day. Standing just outside Below the Belt, the local Jersey gaming store, are several young school children accompanied by a rather dour-looking woman.

"Please take note, children," the woman says, "of the typically-American architectural style here at Beltway." The woman barely finishes her sentence when several of the less-fascinated youngsters notice the approaching Booster Gold. There is agitated motion, several awestruck gasps, and a squeal or two which are quickly silenced by a disapproving glance from the woman.

Two of the children manage to edge their ways past the woman's peripheral vision and dart over toward the group of heroes.

"Hi, Mr. Gold. My name's Elissa. You're my favoritest hero of all! I read all your comic books! Toby does, too." the enamoured little girl says.

"But, Booster... er... Mr. Gold," the young boy says. "Miss Andrews, our teacher, won't let us write about you 'cause she says we have to write about real heroes and not some guy who sells out to cereal companies."

The two children look up desperately to Booster and his friends, their admiration seeming boundless.

"C'mon Booster, prove to Miss Andrews you really are a hero, too!"

GM Information

Miss Andrews' class is on a tour of the mall to learn exactly what is required to run a mall efficiently. When Elissa and Toby make their pleas, Miss Andrews and the rest of the class will look directly at Booster Gold and the group. Miss Andrews will stare accusingly at Booster, a look which is not filled with the awe or admiration to which Booster is accustomed.

Miss Andrews will quietly and impatiently explain that she has been discussing the merits of heroes and heroism with her class. She will mention some values she feels true heroes must possess, stressing that *"a hero helps the innocent"* and *"a hero works for the common good."* Miss Andrews is not one who readily condones violence.

"Perhaps, Mr. Gold," Miss Andrews will say, *"you and your friends would care to explain to the class if and how you really are heroes?"*

The class will immediately sit down on the floor, expecting an answer from Booster and the group which would put Miss Andrews to shame. It is suggested that Charisma Checks not be allowed as this is a situation designed for the Players to solve through pure role-playing conversation.

At some point, Miss Andrews will ask, *"Mr. Gold, doesn't what is right often conflict with what is popular or commercially valuable? How do you handle those conflicts, sir?"*

If Booster or any other hero comes up with an answer satisfactory to the GM, Miss Andrews will fall to silence for a moment and then say, a small smile crossing her face, *"Elissa, Toby... you may write your report on Booster Gold."* The applause and cheers from the entire class will undoubtedly be deafening.

If the Characters fail to adequately address this issue, Miss Andrews will thank the Characters for their time and then lead her class down the mall. The GM should make careful note of this failure for reference when distributing Standard Awards at the adventure's conclusion.

Play now proceeds with Encounter 12: The Bottom Line.

SUBPLOT: At some point during this encounter, A Mall Man will approach one of the Characters and say,

"Aliens have appropriated Rannian technology. We are to provide a mental matter restabilization field so the Zeta beam doesn't Poof! us all. Not to worry. We have things under control."

Also, in the far corner of the shopping mall will be a well-dressed man selling falsified copies of a Booster Gold game. The games being sold have a mediocre rendering of Booster Gold on the cover of the box and large, dramatic typeface proclaiming **BOOSTER!** across its front. In substantially smaller type, it says:

BOOSTER!

The great new game of heroic adventure with Booster Bold!

Booster Gold is a trademark of Booster Gold International.
Use of this trademark is NOT sanctioned by the holder.

MISS ANDREWS

DEX:	2	STR:	2	BODY:	2
INT:	3	WILL:	3	MIND:	3
INFL:	3	AURA:	3	SPIRIT:	2
INITIATIVE:	8	HERO POINTS:	20		

SKILLS:

Artist: 2, Charisma (Intimidation): 3, Scholar (Philosophy): 5, Scholar (English, Geography, Math, Psychology, Science): 3

Miss Andrews is a thin, five-foot-six, thirty-six-year-old woman with short, curly brunette hair. She constantly peers over her wire-rimmed glasses with her dark-brown eyes.

Miss Andrews is usually very proper and curt in demeanor, especially if

she feels a student is lying to her or saying something a little too off-the-wall. However, once one gets on her good side, Miss Andrews can be a very pleasant and personable woman.

Cross-Over Sidebar

At some point (GM discretion) during the discussion with Miss Andrews and her class, Booster should receive a priority message from the Batman concerning the Justice League International's current activities. Booster was recently inducted into the JLI after repeatedly expressing interest in group membership.

The GM may wish to treat this interruption as a Subplot encounter when distributing final Hero Points, as Booster will need to decide which mission should take precedence, this Mayfly demo tour (for which he has a contractual obligation) or his duty as a member of the JLI.

At an appropriate time, the GM should read the following aloud:

A security guard rather hurriedly approaches the group and hands Booster a remote telephone. "Mr. Gold," the guard says, "telephone call for you, sir. You won't believe who it is!"

"Booster?" comes a deep, commanding voice from the telephone. "This is the Batman. Dirk Davis told me how to locate you. We may have a situation here at JLI and I'd like you to return to headquarters."

"Martian Manhunter is leading an investigation into some very peculiar occurrences. He feels the situation right now doesn't merit your return but I can tell he's edgy. I'm afraid we may be up to our boots in this one and I'd like you to return."

"It's your choice, Booster? What do you say?"

The GM should allow Booster's Player to make his/her own decision regarding Batman's request. If Booster agrees to return to JLI headquarters, Goldstar, Skeets, and Jack Soo will need to face whatever situations may develop without the aid of Booster Gold, who can rejoin his teammates at the beginning of Encounter 13: The Game of the Centuries.

NOTE: When Booster returns to the game, the GM should explain that Batman's overt concern for the JLI's safety was, at the time, unjustified. After conferring with the Martian Manhunter, Batman will have agreed that Booster might as well return to his demonstration, but remain ready for another Justice League summons. (For more complete information on Booster's summons, consult the new Justice League International module, *When a Stranger Calls*.)

If Booster does not agree to return to JLI headquarters, Miss Andrews will undoubtedly frown upon such unheroic actions and severely berate Booster. Play should then proceed with Encounter 12: The Bottom Line. The GM may wish to consider Booster's Subplot actions (pro or con, GM discretion) when distributing Standard Awards at the adventure's conclusion.

Encounter 12: The Bottom Line

Setup

Use this encounter when the Characters are at Below the Belt to promote the Booster Gold game.

Player Information

A large crowd has already formed outside Below the Belt. The eager people form a huge line which snakes from one side of the mall to the other, back and forth.

From in front of the store itself emerges a rather flustered but excited man. As he approaches Booster and the group, it is obviously Robert Warren.

"Caught an earlier flight," Warren explains. "Man, I have really got to get out of retail... the mileage is ridiculous. But at least somebody from Mayfly is here to keep the crowd happy. They were starting to get a little upset when you and the game weren't here!"

"That's him over there near the demo stand. His card said Bill Wheatling and as soon as he arrived he began selling 'pre-orders at a premium.' Thing is, I thought you guys were selling the Booster game at seventeen dollars... he's been charging everyone fifty!"

"But nobody seems to be complaining. Heck, you can see the line. And that incentive you added for pre-purchase is great! What an idea: the 'Booster Bible!' mailed free with each order. With your schedule, Booster, I can't see how you can find the time to write. But, then again, you are a hero."

GM Information

Wheatling is a very smooth, very persuasive talker who has just about everyone in line convinced the only difference between Booster Gold and themselves is Wheatling's "Booster Bible!"

Wheatling will continuously work the microphone, keeping the crowd enthused and ready to buy, evoking images of the most enthusiastic of all carnival barkers or preachers.

The "Booster Bible!" itself was not authored by Booster Gold, as the cover states, or by any Mayfly editor, as Wheatling will claim if pressed. Wheatling himself wrote the four-page collection of pithy quotes and meaningless homilies on heroism.

Should Booster or anyone else question the honesty of Wheatling's scheme, Wheatling will say:

"Look, kid... I don't tell you how to hero. So don't go telling me how to do my job. I know what the people want and they don't want Booster Gold... not really. They want the image, the flash, the sizzle, you got me?"

"These people want to be heroes without the sweat involved. Fine. You and I both know it doesn't work that way but that's how these dupes want it to be. So you smile, we package; they get what they want while you and I get rich. Come on kid, this is America... get with it!"

At this point it should be obvious that Wheatling does not work for Mayfly Games in any capacity. He is purely a huckster out to bilk people of their monies. However, the crowd is completely unaware of Wheatling's true purpose and the arrival of Booster (if present) and/or his group has only served to increase the crowd's fervor.

The Characters should certainly put a halt to Wheatling and his ruse. However, the heroes can also do much more than simply stop the crook. Booster Gold and/or his friends have here an opportunity to educate the crowd on intelligent and responsible action.

Heroes such as Booster Gold obviously have a responsibility to rescue innocent persons from villains. But more than that, such heroes often have a responsibility to save people from themselves, for none is so blind as those who will not see.

After Wheatling's speech, Warren will be looking at the heroes, lips and face tight, emotions suppressed. If he hasn't yet told the Characters about the Empire of Vermont, Pastforce, Dr. Tsun and/or the time machine, he will do so now.

Warren will also give the Characters a small homing device which they can activate if they happen to find the time machine; activation of this device will notify Warren of the finding. The surviving members of the Empire of Vermont can quickly home in on the signal, teleport to the scene, and escape futureward.

"My job is now done here," Warren will say. "I now must rally my fellow Empire members and ready them for departure. Still, one thing troubles me: I am certain Dr. Tsun would have tried to deliver the location of the time machine to me or to you heroes.

"It may be that you and your group have not yet received the clue, Booster." Warren will continue. "Please be on the look-out for it. This is a matter of gravest urgency to us. Until then, my twentieth-century friends, I wish you good luck." With surprising speed, Warren then loses himself in the ensuing clamor of people.

The Characters should be encouraged to present their game demonstration at this time. Crowd response will be positive whether or not the Characters exposed Wheatling. (If they did, the crowd will be appreciative in that respect; if not, the people will enjoy the continued entertainment and glitz of the presentation.)

Eventually, the crowd, emotionally spent, will drift apart to leave the Characters amid the familiar demonstration tables and empty game display cases.

Play now proceeds with the Metropolis Booster Gold demonstration and Encounter 13: The Game of the Centuries.

Homing Device					
DEX:	0	STR:	0	BODY:	3
INT:	4	WILL:	4	MIND:	4
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	4	HERO POINTS:	0		
CHARGES:	20				
COST:	624 HPs + \$51M				

POWERS:

Telepathy (Radio): 16

SKILLS:

Military Scientist (ECM): 20

In spite of all its intellectual abilities, this amazing little device does nothing but send out signals and use its ECM to make sure the signals aren't being detected or jammed.

Encounter 13: The Game of the Centuries

Setup

Use this encounter when the Characters arrive at the Metro Plaza Mall in Metropolis to demonstrate the new Booster Gold game... of which there is actually a copy!

Player Information

This crowd seems quite unlike any other on this demonstration tour. There appears to be approximately as many people, perhaps a few more, perhaps a few less, but the people somehow seem more hesitant.

Near the demonstration area is a single large table and some extremely substantial looking chairs. An eager young man, the manager of MetroGames, is busily arranging some small game pieces around a board. On closer inspection, it becomes obvious that the game pieces themselves bear the likenesses of Booster Gold, Goldstar, Skeets, and Jack Soo. Amazing as it is to believe, the Booster Gold game appears to be here!

GM Information

The Booster Gold game which the manager is setting-up is actually Jeff Tsun's prototype board. This game contains the second half of the Empire of Vermont's recall device.

The second half of the recall device which is hidden in the boardgame will load its remaining information into Skeets when the robot gets within zero (0) APs of the demonstration board. Skeets will be aware of the information being loaded, although he will not be able to ascertain its exact nature.

If Skeets did not get close enough to Tsun's desk at Mayfly to receive the information from the first half of the recall device, either:

BILL WHEATLING, Supersalesman

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	2	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	5		

SKILLS:

Charisma 5, Scholar (Business) 3,
Detective (Law) 3

- 1.) Fake it, claiming that all the circuitry information necessary to locate the time machine is in the game prototype, or
- 2.) Let Skeets receive an image of Dr. Tsun's desk at Mayfly. This will, of course, require that the Characters return to Mayfly to obtain the first half of the information.

Skeets may attempt a Gadgetry Check on the information loaded into him at OV/RVs of 12/12. Positive RAPs of one to five indicate Skeets realizes that the recall device has been configured into his memory systems. On six or more RAPs, Skeets will know that the location of the time machine has also been loaded into memory.

If the Characters have obtained both halves of the recall device (or if the GM has allowed the later half to

Setting Up the Booster Gold Board Game

The Booster Gold board game included with this DC Heroes module, *All That Glitters*, follows its own distinct rules system and is not completely governed by the DC Heroes rules. To set up the game, carefully separate this module's cover from the rest of the adventure. Then, cut out the game's Character cards and battle pieces from the cardboard insert.

After completely reading the rules, pass them along to the Players so they can familiarize themselves with the rules. The GM will be playing the part of the villain (as presented by Wayne Tarrant) and the Players will be the heroes.

Place the major villain pieces and hero pieces in the plastic stands which came in the DC Heroes boxed game. The villain Character is a vicious-looking but very clumsy metallic warrior, actually Wayne Tarrant back in another role. Wayne has been hired by Pastforce to portray this villain (the GM's persona for the board game).

"Hi guys," Wayne will say, "remember me? No hard feelings, right? I mean, a job's a job, right?" The GM should then choose the villains' headquarters. In this manner, the board game location will represent Pastforce's actual Metropolis location when the module's action resumes.

If Skeets did get close enough to receive the information at Mayfly or the GM is claiming the second chip contains all the necessary information, the recall device will inform Skeets of the time machine's location. In this way, the Characters will know the time machine's location within Metropolis when the module's action resumes.

If the Players lose the Booster Gold board game, Wayne will become so ecstatic at winning that he will pass out completely and the recall device will fall from his pocket. If the Players win, Wayne, professional actor he is, will say in an overly-dramatic voice, "You have won this round, hero. But there is always... (overly long pause)... the rematch!"

If the Players do not make the connection between the locations of Pastforce's headquarters and the time machine in the board game and their locations in the adventure, the GM may occasionally wish to drop a hint to the Players to help them venture back on-track.

supply Skeets with the necessary information), play proceeds with Encounter 14: H.G. Wells, We Are Here! Otherwise, the GM should direct the Characters back to Mayfly Games for an extemporaneous encounter where they can obtain the device in its entirety.

At this point, set up and play the Booster Gold Board Game provided with this module. Instructions for beginning the game are available in the "Setting Up the Booster Gold Board Game" sidebar.

Once the game has been played to completion and the Characters have obtained both pieces of the recall device, the adventure's actions can continue. The recall device has programmed into it the exact location of the time machine so the Character will know where to go. Play should now proceed with Encounter 14: H.G. Wells, We Are Here!

VICTOR STRAUSS, *Metrogames Manager*

DEX:	2	STR:	2	BODY:	2
INT:	2	WILL:	3	MIND:	2
INFL:	2	AURA:	2	SPIRIT:	2
INITIATIVE:	6	HERO POINTS:	0		

SKILLS:

Charisma: 2, Scholar (Business): 1, Scholar (History): 3, Scholar (Heroes): 5

Victor lives to follow the exploits of heroes and their feats of derring-do. This Booster Gold game demonstration has provided him with his first opportunity to speak with a hero face to face, and he is extremely excited at the prospect.

Encounter 14: H.G. Wells, We Are Here!

Setup

Use this encounter when the Characters have obtained both halves of the recall device and have travelled to Metropolis in search of the time machine.

Player Information

While the trip here may not have been as first-class as Mayfly's usual arrangements, it is nice to arrive to something other than the cold concrete and slick glass interiors of a shopping mall. The surrounding Metropolis buildings rise high into the air and are actually quite pleasing to the eye. The architecture and landscaping complement the area well.

Yet, for all the aesthetic pleasantries, perhaps the most interesting item of note here are the swirling, crackling nimbi of energy forming around Skeets.

GM Information

The energy nimbi are harmless emanations coming from the soon-to-materialize time machine. In two phases, the time machine will appear less than an inch from Skeets, the Characters now successful in their attempt to locate the machine.

If the Players lost the Booster Gold board game, Colonel N'Gai Jefferson and twenty (GM discretion) Pastforce mercenaries will step out of a nearby hiding place and attempt to appropriate the machine. *"I thank you,"* Jefferson will say, *"for you have done us and all humanity a great service by finding Dr. Tsun's device for us. We will take it now."*

If the Characters lose this combat, Pastforce will appropriate the time machine and travel to their headquarters. Once the Player Characters recover, Skeets will be able to identify an energy trail to the Pastforce headquarters at OV/RVs of 5/5 and play immediately proceeds with Encounter 15: Putting Pastforce Behind You.

If the Characters win this combat, members of the Empire of Vermont will arrive in the manner described following and the adventure will be effectively complete.

If the Players won the Booster Gold board game, neither Jefferson nor any other Pastforce agent will arrive, as the Characters know the location of the Pastforce headquarters and can go there at any time.

Instead, the five remaining members of the Empire of Vermont will teleport to this location accompanied by a rather young-looking nuclear physicist named George Gray. Dr. Warren will explain that Dr. Gray was the person for whom Pastforce searched in its attempt to avoid the Dark Times.

Gray's experimental work which will pave the way for the eventual nuclear conflict has by now been completed and Pastforce's attempt at altering history has failed. Gray, having had his role in history explained to him by Warren, has agreed to join the Empire of Vermont and accompany Warren's team to the future, there to use his knowledge for peace and scientific advancement. As his team begins to activate the time machine, Warren will thank the Characters for their assistance during the conflict.

Warren's time machine will begin to hum a single pitch, then two, one pitch getting higher, the other lower until neither is audible. One of the technicians will nod to Warren and then step into the machine to disappear.

As he enters the machine, Dr. Warren will look back and say,

"Again, my friends, our best wishes. The times ahead of you will be difficult, but they will be your times, not those desired for you by others. If there is one thing which I have learned from what will be your future, it is that the struggle for survival is universal."

"There is no honorable way to kill, no gentle way to destroy. There is nothing good in war except its ending."

The air surrounding Warren will begin to shimmer as the outline of the time machine loses definition. The machine will then disappear with a soft "pop."

See Troubleshooting for instructions regarding play progression.

Troubleshooting

If the Characters lost the fight with Pastforce or if no Pastforce agents arrived at this scene and Dr. Warren's team time-travelled futureward, play proceeds with Encounter 15: Putting Pastforce Behind You, as the Characters must still defeat the actual Pastforce agents. In the latter case, Dr. Warren can provide the Characters with explicit directions to Pastforce headquarters.

Otherwise, if the Characters defeated Pastforce agents at this location and Warren's team successfully time-travelled futureward using the machine, play concludes with Endgame.

Encounter 15: Putting Pastforce Behind You

Setup

Use this encounter when the Characters reach Pastforce's headquarters and attempt to defeat the Pastforce agents.

NOTE: If Dr. Warren and the Empire of Vermont agents have successfully time-travelled to the future and the Characters have come here simply to tie up loose ends, ignore the following references to George Gray, as he will have time-travelled to the future with Warren and his team.

Player Information

Based on Skeets' calculations, this is the headquarters of the future-based Pastforce. The doorway has a metal frame composed of a titanium matrix not normally used in city building construction.

GM Information

The entire Pastforce headquarters is on alert and no hero will be allowed in for any reason or on any pretext. Colonel Jefferson has expressly forbidden the entrance of any person without his personal authorization. There are four mercenaries on watch opposite the titanium door. Once the heroes breach the door, an intruder alarm will sound.

Following two phases of alarm, twelve additional mercenaries will arrive to combat the Characters. These will perform a fighting withdrawal, standing three across the corridor to block it with the complement in the rear. The three mercenaries up front will activate their Force Fields.

Dr. George Gray, a famous nuclear physicist whose work led to the conflict causing the Dark Times, is being held prisoner in the center of the Pastforce complex

which also houses the time machine itself. If Jefferson defeats the Player Characters, he plans to activate the time machine to take himself and Gray to the future where Gray will be executed for crimes against humanity.

Unbeknownst to Jefferson, Dr. Gray has already completed his research and revealed the information to his colleagues. As such, no matter what Gray's eventual personal outcome may be, Pastforce will have failed in its attempt to alter historical events in this fashion.

Following the mercenaries' fifth phase of battle against the Characters, Colonel Jefferson and four mercenaries outfitted with incomplete Battle Armor will arrive at the scene and take over combat against the heroes.

If Colonel Jefferson begins to realize his side is being defeated, he will activate his smoke screen and attempt to escape in the confusion. Jefferson will leave Gray and the time machine for the Characters, as he believes Pastforce's ultimate mission is more important than any single battle. He will plan to return at another time to alter the events which brought about the Dark Times.

If no Pastforce agents appeared during Encounter 14 and Dr. Warren's team has already time-travelled futureward, play should proceed to Endgame at the completion of this battle. If Warren's team has not travelled futureward yet, continue as follows:

Once the Characters locate the time machine (if Pastforce obtained it during the battle in Encounter 14), they should activate the homing device to alert Dr. Warren of their finding. At that point, Warren and five Empire of Vermont agents will teleport into the area. Warren will say,

"Excellent! You've found the time machine, wonderful! Booster, you and your friends must know what an exceptional job you've done here, don't you? You have helped to maintain the very fabric of time and in doing so have assured the permanence of history."

NOTE: If Dr. Gray survived the battle, continue with the following paragraph. Otherwise (if Gray was killed), skip the paragraph immediately following and continue with the paragraph beginning "As his team..."

At this point, Warren will ask for a few moments alone with Dr. Gray. After the two scientists have conferred, they will return. Gray, having had his role in history explained to him by Warren, will have agreed to join the Empire of Vermont and accompany Warren's team to the future, there to use his knowledge for peace and scientific advancement.

As his team begins to activate the time machine, Warren will thank the Characters for their assistance during the conflict. His time machine will begin to hum a single pitch, then two, one pitch getting higher, the other lower until neither is audible. One of the technicians will nod to Warren and then step into the machine to disappear.

As he enters the machine, Dr. Warren will look back at the Characters and say,

"Again, my friends, our best wishes. The times ahead of you will be difficult, but they will be your times, not those desired for you by others. If there is one thing which I have learned from what will be your future, it is that the struggle for survival is universal."

"There is no honorable way to kill, no gentle way to destroy. There is nothing good in war except its ending."

The air surrounding Warren will begin to shimmer as the outline of the time machine loses definition. The machine will then disappear with a soft "pop."

Play now concludes with Endgame.

DR. GEORGE GRAY					
DEX:	2	STR:	3	BODY:	3
INT:	4	WILL:	5	MIND:	4
INFL:	3	AURA:	2	SPIRIT:	2
INITIATIVE:	7	HERO POINTS:	15		

- SKILLS:
Gadgetry: 4, Scholar (Physics): 6,
Scientist: 4
CONNECTIONS:
N.A.S.A. (High), S.T.A.R. (High)

Battle Armor					
DEX:	0	STR:	5	BODY:	8
INT:	0	WILL:	0	MIND:	0
INFL:	0	AURA:	0	SPIRIT:	0
INITIATIVE:	0	HERO POINTS: 0			
CHARGES: 15					
COST: 376 HPs + \$200K					

- POWERS:
Flame Project: 13, Skin Armor: 5
EQUIPMENT:
Smoke Screen Generator (Fog): 9

This Battle Armor is not yet complete. Any Character making a Gadgetry Check at OV/RVs of 8/8 and who receives three or more RAPs will notice that the suits have a tremendously vulnerable power supply. The first offense on this supply (which is located on the suit's upper back portion) attacks the armor with a -4 OV Column Shift.

Endgame

The GM should remember to distribute additional Standard Awards to Players who role-played extremely well and/or devised clever solutions to problems. The GM should also recall that this module's actions often centered around a "Being a Hero" Subplot; the GM may feel that further Standard Awards might be given in relation to a Player's performance during these Subplots.

Standard Award	
Level of Opposition:	
Equal	20
Critical Points:	
Obtaining Recall Device (Seldom Fails)	2
Area of Consequence:	
Worldwide	15
Severity:	
Permanent Nonfatal	10
TOTAL	47

Booster Gold Board Game

Beginning the Game

Number of Players: Between two and five people may play the Booster Gold board game. One to four of these Players will represent heroes, including Booster Gold, and the remaining Player (the GM) will control the villains of Pastforce.

Object of the Game: Pastforce villains are searching for a time machine which has been hidden by Skeets. The heroes, in turn, are searching for Pastforce headquarters. The victorious side of this conflict shall decide the fate of Metropolis.

The hero Players win if they locate Pastforce headquarters and have a hero piece on the appropriate game board space at the end of the turn. The villain Player (GM) wins if s/he successfully locates the time machine and has a villain piece on the appropriate game board space at the end of the turn.

Included in this Booster Gold Board Game are several *Special Rules* for play. These rules should only be used when playing the board game and should *not* be incorporated into regular adventure play.

Rolling the Dice: Whenever a dice roll is required, the Player (or GM) should roll two ten-sided dice and add the resultant numbers together. Since only one digit fits per die face, a "0" counts as "10." A roll of 0 and 3 results in a roll of 13. If doubles are rolled (such as a 3 and another 3), add the total (6) and roll again, adding the new dice roll to the first roll of 6 to get the new total.

If doubles are repeatedly rolled, continue rolling/adding until something besides doubles is rolled. Any roll of double ones (1 and 1) at any time indicates immediate failure of the attempted action.

Special Rule: Characters may expend Hero Points to influence their rolls during the Booster Gold board game. Each Hero Point spent increases that Character's resultant roll by ten (10). Hero Point expenditure must be declared prior to any Player rolling his/her dice.

Setup: Each Player should roll the dice. The Player with the highest roll should choose a hero to play. The GM will always dictate the actions of the villains (Pastforce; this is a *Special Rule*). The Player should also take the Character card associated with his/her hero selection. The Player with the second highest roll should choose next, and so on, until every Player has chosen a hero.

For purposes of this Booster Gold board game, the term "card" refers to the colored stand-up counters which depict the Characters playing in the game.



If Players tie on the initial dice roll, they should reroll until the tie is broken. The villain Player (GM) should secretly write down the number and shape of the space in which Pastforce headquarters is hidden.

Similarly, Skeets' Player should write down the number and shape of the space in which Skeets hides the time machine. These papers should not be shown to opposing Players until such time as the respective locations have been discovered.

Once the GM has chosen Pastforce's headquarters location, the Players should distribute their hero cards as they wish on the game board. The Players may place their hero cards on any *numbered* space on the game board. Any number of heroes may occupy the same space on the game board.

The villain Player (GM) should then set up his/her cards. S/he is allowed three (3) henchmen cards for every hero card used in the board game. S/he is also allowed the cards for Blackguard, Mindancer, and the Leader. If only one hero is being played, both Blackguard and Mindancer will start the game in Prison. If two or three hero pieces are being played, either Blackguard or Mindancer starts the game in Prison.

The card for the Leader should **not** be placed on the game board at the start as this would tell the Players the location of Pastforce headquarters. Once the Players have accurately determined the headquarters' location, the Leader card may be placed on the game board.

If all four heroes are being played, both Blackguard and Mindancer will start the game free and may be placed anywhere on the game board except the Prison, Hospital, or any space on which one or more hero pieces has/have been placed.

Characters: Each game Character has two values: a combat value and a mental value. Combat values are used during combat, hence the name. Mental values are used for devising tactics during combat and finding clues.

By examining the cards, it becomes obvious that Booster is more effective in combat than Skeets but that Skeets, in turn, has the edge in devising tactics and for finding clues.

The Leader of Pastforce: Pastforce's Leader cannot and will not vacate his headquarters; as such, his game card cannot move on the game board. The Leader may only fight if and when the heroes locate Pastforce headquarters. The Leader's mental value may assist Pastforce agents in finding clues during the board game (see "Finding Clues").

Turn Sequence

Example

A typical Turn Sequence would contain the following events in order of occurrence:

- 1.) Hospital Admittance.
- 2.) Coming Out of Hiding.
- 3.) Prison Break/Headquarters Escape.
- 4.) Movement.
- 5.) Hiding Out.
- 6.) Combat.
- 7.) Finding Clues.
- 8.) Declaring Location (variable).
- 9.) Checking for Victory.
- 10.) Hospital Release.

Hospital Admittance: Heroes who are knocked out during combat and are not captured by Pastforce agents will arrive at the Hospital following the round of defeat. The GM should simply pick up the hero card from the space where the combat occurred and place it in the Hospital space.

Coming Out of Hiding: Following one round of seclusion, villain Characters located in the Hiding Out space may be placed anywhere on the game board with the exception of the Hospital space. There may be heroes in the villain's destination space.

Prison Break and/or Headquarters Escape: Any villain Character located in the Prison space may attempt an escape at any time provided it is during his/her turn. The villain Player (GM) should roll the dice once for each villain in Prison. If any thug rolls a 20 or better or if Mindancer or Blackguard roll a 16 or better, then *every* villain is considered to have successfully escaped.

If either Mindancer or Blackguard is on the Prison space (but not in prison), then the villain Player (GM) adds 5 to each resultant escape roll as Mindancer and/or Blackguard can aid in the escape attempt. Any and all escaped criminals must move to the Hiding Out space following the escape unless captured, in which case the criminal(s) must return to Prison.

Heroes captured by Pastforce agents will be held at Pastforce headquarters. The Player controlling a captured hero may roll to attempt an escape. On a roll of 14 or better the hero is considered to have escaped, releasing any other heroes held prisoner.

If a hero escapes, s/he may be considered to know the location of

Pastforce headquarters. The villain Player (GM) must then reveal the Pastforce headquarters location to the hero Players. An escaped hero may be placed at any location on the game board following the escape, with the previously-listed villain/hero spatial exceptions.

Movement: Character cards move from any one space to another space which is connected to the former by a line. If no line connects two spaces, movement cannot be executed between the two. Henchman Characters move up to four (4) spaces per turn, while Blackguard, Mindancer, and each hero move seven (7) spaces a turn.

Hero Characters always move first during any turn. A hero may not move through a space containing a villain unless the Pastforce headquarters location has been correctly identified and the hero is travelling to the headquarters. If Pastforce headquarters remains undiscovered when a hero enters a space occupied by a villain(s), the hero must stop his/her movement and combat the villain(s).

If a Prison break has occurred, the heroes may move to the Prison space to try to recapture the malefactors. If a hero begins his/her movement on the Prison space, s/he may move to any numbered space on the game board during his/her move. This action counts as the hero's full movement no matter how many spaces were travelled during the movement.

After the hero Players have moved their Character cards, the villain Player (GM) may move any or all of his/her Character cards. A villain may not move through a space containing a hero unless the time machine location has been correctly identified and the villain is travelling there. If the time machine location remains undiscovered when a villain enters a space occupied by a hero(es), the villain must stop his/her movement and combat the hero(es).

Hiding Out: The villain Player (GM) may choose to move a villain to the Hiding Out space rather than take movement (discussed later) as s/he normally would. Once the villain decides to re-enter the action, the card may be placed on the game board during the "Coming Out of Hiding" portion of that turn.

Combat: Heroes and villains who end their movements on the same game board space must enter combat. The

GM should place a battle marker on the space occupied by the hero(es) and villain(s) and remove the Character cards to another part of the gaming table.

A hero Player should match his/her Character card against one villain Character card. The villain Player (GM) should then match one of his/her cards against a hero card.

If there is more of one type of card than another (more villains than heroes, for instance), this confrontational matching should continue until every Character card is matched against an opposing Character card. Often, a single card will have several opposing cards.

Combat is fought in rounds. All attacks in a single round are considered to be simultaneous. To resolve a fight between a pair of Characters, the respective Players roll dice and add the totals to the combat values of their respective Characters. The higher number wins that round.

The GM should then find the difference between the higher number and the lower number rolled and refer to the Booster Gold Task Table. Locate the numerical difference as previously calculated from the combat in the Roll Difference column and follow across the Table to the appropriate column. If the successfully attacked target was a villain, refer to the villain column. If the target was a hero, refer to the hero column.

Stun 1 and 2 - Stun 1 counts as one stun, Stun 2 as two stuns. When a Character receives his/her third stun, s/he is knocked out (see Knockout).

Knockout - The Character is now out of this combat and must be transported to the Hospital (refer to Hospital Admittance and Hospital Release under the "Turn Sequence" section).

NOTE: Since combat is simultaneous, all Characters finish a combat round even if one has technically been knocked out. If Blackguard knocked out Booster Gold, Booster would still be allowed his attack that round.

● *Mindancer:* Mindancer's mental powers are reflected in her combat value. She uses her mental values solely for tactics and finding clues.

● **Tactics:** Instead of engaging another Character in direct combat, a Character may try to devise a tactic which would simplify his/her opponent's defeat.

For any hero to devise a tactic, the respective Player should roll the dice and add the total to the Character's mental value. The villain Player (GM) does the same, using the mental value of the Leader of Pastforce to oppose the highest value of the Character(s) devising a tactic. If the hero Character has the higher total, calculate the difference between the two numbers and refer to the Tactics column on the Booster Gold Task Table.

The tactic number found in the Table is added to the attack roll of every Character on the same side (hero/villain) as the tactical Character for the remainder of combat. If one side is successful attacked using more than one tactic, only the most-recent tactic should be utilized.

If both heroes and villains remain at the end of a round of combat, the battle should continue until a victor is declared. If the hero(es) win, all defeated villains must be placed in Prison. If the villain(s) win, they will have the following choices:

The villain Player (GM) may capture the defeated heroes and hold them at Pastforce headquarters (in which case the respective Character cards should be removed from the board and **not** be placed in Pastforce headquarters space).

The villain Player (GM) could also choose to leave the hero(es) lying in the street, in which case they would appear next turn in the Hospital (see Hospital Admittance and Hospital Release).

Finding Clues: If any hero(es) win(s) a combat any turn or if every villain is either Hiding Out or in Prison, the hero(es) may search for clues pertaining to the location of Pastforce headquarters. A villain is entitled to search only a space in which s/he has pieces.

For any hero to search for clues, the respective Player should roll the dice and add the total to the Character's mental value. The villain Player (GM) does the same, using the mental value of the Leader of Pastforce to oppose the hero's search. If the hero Character has the higher total, calculate the difference

between the two numbers and refer to the Clues column on the Booster Gold Task Table.

If the hero Player wishes, s/he may ask for a clue type of a lower value than the one for which s/he rolled. The villain Player (GM) should answer the hero Player's questions truthfully.

The villain Player (GM) searching for clues pertaining to the time machine's location does so in the same manner as just discussed for heroes but s/he uses the highest mental value of the villain Characters in the space being searched. Skeets' Player should roll against this attempt, using Skeets' mental value added to the roll as resistance.

The villain Player (GM) is allowed to search once during the game one space using the mental value of the Leader of Pastforce instead of the mental value of the Characters in a game board space. If the villain Player (GM) wishes, s/he may ask for a clue type of a lower value than the one for which s/he rolled. Hero Players should answer the villain Player's questions truthfully.

● Examples

"Is this it?" (The Player asks if the headquarters/time machine is in the same space as the searching piece.)

"Last Digit?" (The Player guesses the last digit (ones' digit) of the headquarters/time machine space. The opponent simply answers "yes" or "no.")

"Shape?" (The Player guesses the shape of the space — circle, triangle, square, or star — in which the headquarters/time machine is hidden. The opponent simply answers "yes" or "no.")

"Ten's Digit is..." plus other. (The questioned Player must announce the ten's digit of the space in which the headquarters/time machine is hidden. In addition, the questioning Player may ask one clue question from the previous list.)

Declaring Location: If any hero Player wishes to guess the location of Pastforce headquarters, s/he may do so at any time during the game. If the guess is incorrect, the villain Player (GM) should show the guessing hero Player the correct location as written earlier on the piece of paper. At this point, all Characters controlled by the guessing Player are out of the game.

If the villain Player (GM) wishes to guess the location of the time machine, s/he may do so at any time during the game. If the guess is incorrect, Skeets' Player should show the guessing villain Player (GM) the correct location as written earlier on the piece of paper. At this point, the game ends and the heroes have won.

Checking for Victory: If any hero has correctly identified the location of the Pastforce headquarters and has his/her Character card on that space, the heroes win. Conversely, if the villain Player (GM) has correctly identified the location of the time machine and has any villain card on that space, s/he wins. The game continues until a winner is declared.

Hospital Release: Heroes admitted into the Hospital are now released. Heroes may be placed anywhere on the game board with the exception of the Hiding Out space.

Booster Gold Task Table

Roll

Difference Villains Heroes Tactics Clues

1-3	Stun 1	—	A Chestnut (+1)	"Is This It?"
4-6	Stun 1	Stun 1	Sneaky (+3)	"Last Digit?"
7-9	Stun 2	Stun 1	Good Tactic (+5)	"Shape?"
10+	Knockout	Knockout	Brilliant! (+10)	"Ten's Digit is..." Plus Above

HOW TO USE THIS BOOK

This book is divided into four sections: GM's Introduction, Characters, Encounters, and Game Results. In any of these sections, *italicized text* is read to the Players.

GM's Introduction

The GM's (Gamemaster's) Introduction provides the Gamemaster with the background needed to run the adventure.

Characters

This section contains information concerning both Player and Non-Player Characters involved in the adventure. Occasionally, only modifications to previously published Character information and Hero Points may be listed; see the full description in the Gamemaster's Manual for the rest of that Character's statistics.

Encounters

The DC Heroes Role-Playing system is based on encounters. That is, Player Characters go from situation to situation instead of location to location. Each encounter is broken up into at least three sections: Setup, Player Information, and GM Information. When necessary, there are also Troubleshooting sections, Rules sections, and/or Sidebars to help the GM run the adventure.

Encounters indicate which descriptions and maps are pertinent to each situation. Brief descriptions, including game statistics and incidental character locations, are often included with maps.

Game Results

Usually called Endgame or Aftermath, this section explains the outcome of the adventure and the awards given to Player Characters. Consequences of incomplete or failed adventures are also mentioned so that the GM can design further scenarios, if desired.

A Note on the Module Difficulty Rating System

Each module published by Mayfair includes an estimate of the Hero Points required to create Characters powerful enough to complete the adventure. This estimate is given on the front cover in the form: **For 5-7 Characters Generated Using 1000-2000 Hero Points.**

To decide whether Characters are powerful enough to complete an adventure, add up the Hero Points needed to generate the Attributes, Powers, and Skills of each Character. Also include Hero Points expended in the creation of special gadgets and equipment the Character possesses. Heroes using the Batman Option or with Linked

Powers or Skills are tallied according to a lower Hero Point cost as detailed in the Player's Manual. Linked Powers and Skills are figured collectively for such Characters, not as if the Powers and Skills were generated separately. Finally, saved or unspent Hero Points are added to determine the total Hero Point rating of each Character.

If the group's average Character rating falls within the suggested bracket, the module is likely to be sufficiently challenging.

Brackets	Typical Groups or Characters
250-500	Beginning Level Characters
501-1000	The New Teen Titans without Raven and Kid Flash
1001-2000	The New Teen Titans with Raven and Kid Flash
2001-4000	Justice League without Superman
4001-8000	Justice League with Superman
8001-16000	Wonder Woman
16001+	Superman

ABBREVIATIONS

AP(s)	Attribute Point(s)
AURA	Aura (Attribute)
AV	Acting Value
BODY	Body (Attribute)
CS	Column Shift(s)
DEX	Dexterity (Attribute)
EV	Effect Value
GM	Gamemaster
HP(s)	Hero Point(s)
INFL	Influence (Attribute)
INT	Intelligence (Attribute)
MIND	Mind (Attribute)
NA	Not Applicable
NPC(s)	Non-Player Character(s)
OV	Opposing Value
PC(s)	Player Character(s)
RAP(s)	Result Attribute Point(s)
RV	Resistance Value
SPIRIT	Spirit (Attribute)
STR	Strength (Attribute)
WILL	Willpower (Attribute)

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for the
Booster Gold™
Board Game

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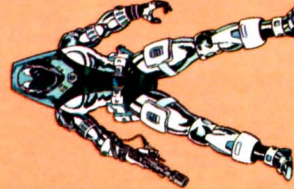
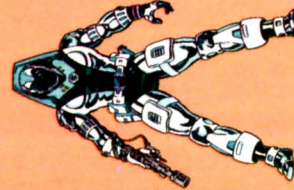
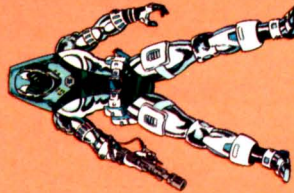
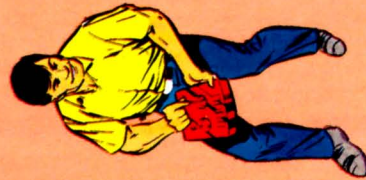
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**Pastforce
Leader**
Combat: 12
Mental: 12

Mind Dancer™
Combat: 16
Mental: 9

Blackguard™
Combat: 17
Mental: 6

Jack Soo™
Combat: 11
Mental: 13

Skeets™
Combat: 12
Mental: 12

Goldstar™
Combat: 13
Mental: 11

Booster Gold™
Combat: 16
Mental: 10

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Thug
Combat: 5
Mental: 5

Thug
Combat: 5
Mental: 5

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Combat: 5
Mental: 5

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Combat: 5
Mental: 5

Thug
Combat: 5
Mental: 5

Thug
Combat: 5
Mental: 5

Thug
Combat: 5
Mental: 5

Stun
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Stun
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Stun
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- Cut out *Stun* and *Battle* counters.
- Cut out the *Character Stand-ups* along dotted lines and fold along solid lines. Tape or staple the stand-ups together at the base.



PRISON

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*Non teneas aurum totum
quod splendet ut aurum.*

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