

TIMEMASTER

MISS HIM, MISS HIM, MISS HIM.

By Jay M. Tummelson, Linda M. Bingle, and Donald J. Bingle
A TIMEMASTER® Training Module & Adventure



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How to Use this Module

This module contains the following:

Continuum Master's Briefing. A summary of the plot of the adventure and the main features of the alternate history and timeline being investigated.

Players' Briefing. A briefing which should be read to the players at the beginning of the adventure to set the scene for the module.

Scenes I - V. The scenario itself, including training instructions for the characters, a training mission to gather information, and outlines of scenes which may occur in the course of their investigation.

Exhibits - Informational exhibits that may be handed out during the course of the adventure.

Characters - Six pregenerated player-characters which can be used for playing this module. This module can also be played with a new or existing group of player-characters. If the player-characters are new Time Corps recruits, the training aspects of Scene I and elsewhere may be helpful. If an experienced group of player characters is utilized instead, most of Scene I can be omitted. If the pregenerated characters are not used, make sure to watch the histories of the characters for loop-trap problems.

Continuum Master's Briefing (Do NOT read to players!)

This scenario is based on the premise that the "Paul is Dead" hoax allegedly perpetrated by The Beatles in the late 1960s had a basis in fact—that Paul McCartney did disappear in 1966 and was replaced by a look-alike and sound-alike (actually a Demorean imposter with the task of subverting the history of rock'n'roll and thereby radically shifting the political climate of the '60s and early '70s—ultimately resulting in the stagnation of music in the 'be bop' phase popular in the late '50s and, somewhat more importantly, a full scale nuclear exchange which became known to the survivors as World War III). The supposed clues of the Hoax in the alternate timeline are attempts by John Lennon to reveal his suspicions to those who may be able to help, without revealing himself to the sinister forces that have replaced Paul and are dogging John's every move.

Highlights of the alternate history that develops if the Demorean replacement of Paul is not thwarted or corrected by the Time Corps are as follows:

1:20 a.m., GMT, November 6, 1966: Paul is driving out of London, when he stops to pick up a young 'bird' (i.e., woman) hitch-hiking in the light rain. The young 'bird' is actually a Demorean, who overcomes Paul after a brief struggle. Paul is placed in stasis and replaced. The woman (who was previously replaced by the Demoreans for the purposes of this capture) is removed from stasis and placed in the car Paul was driving, which is then purposely wrecked, resulting in her death. The new Paul reports the car as stolen to the police and to the group's manager, Brian Epstein. Brian is able to convince the police that Paul was not involved in the accident and that the fact that his stolen car was involved should be kept quiet so as to prevent any scandal from tarring the innocent celebrity. Aside from a few discreet policemen, only Brian and the rest of the members of the Fab Four know of the incident. The new Paul and Jane Asher supposedly leave England for a safari in Kenya, returning November 19. Actually, the two stay sequestered at Paul's home, Paul saying he needs more rest than a safari would give him, while the new Paul gets used to his persona and tries to influence Jane through use of his Domination and Telepathy abilities. This is not altogether successful, however, and Jane and Paul begin to grow apart.

Late Fall of 1966 and into 1967: On November 9, 1966, John first meets Yoko Ono. The new Paul continues songwriting collaboration with John (resulting in almost the same songs and same lyrics as in Reality, but the tone and beat are different, regressing to a formulaic 'be bop' 50s rock'n'roll sound), releasing the rockabilly hit single, Cotton Fields Forever/Memory Lane, the be 'bop smash All You Need is Love/That'll Be the Day, and the album The Beatles: A Band for Lonely Hearts. The Beatles do not travel to India in search of transcendental awareness (George still wants to, but Paul (with John following his lead) keeps scheduling concert and recording sessions such that an extended trip is not possible), do not learn sitar (George experiments a little), and do not turn on to psychedelic drugs. Other musical groups which followed The Beatles down such paths in Reality also retain their original styles. Thus, the Beach Boys, for instance, keep churning out beach music, year after year. As rock returns to its more conservative country roots, the political outlook of youth moves with it. President Johnson escalates the war in Viet Nam. There are no significant anti-war protests.

May 15, 1967: The new Paul meets Linda Eastman, determining that she is quite easy to Dominate and, thus, control.

July 20, 1967: Paul and Jane Asher officially announce their break-up. John's suspicions about Paul continue to mount, especially given the sudden and unexplained break-up with Jane, Paul's companion for more than four years. These suspicions lead to some amateur sleuthing on his part as to why Paul is acting so strangely.

August 25, 1967: John follows Paul to an equipment storage room at the Abbey Road studios of EMI, where Paul opens the back of a large speaker and seems to fiddle with some controls or something located inside. After Paul leaves, John checks out the speaker and discovers a coffin-like electronic box with the real Paul's body in stasis. The Demoreans, in turn, discover John's investigations by returning to the storage room while he stands horror-struck looking at the stasis generator. John is grabbed from behind by four orange-hued Demorean arms while the ersatz Paul watches gleefully. The Demoreans explain the facts of life to John and make it clear that his every move is being watched. At first, John does not believe that they can track his every move and he quickly tells the entire story to Brian Epstein, the manager of The Beatles. Brian Epstein is found dead in his bed on the morning of August 27, an

apparent suicide. John fears for his own life, too, but the Demoreans keep him alive, as they are afraid that eliminating or replacing John will cause their plan to be revealed to the Time Corps and because they know that John is now too fearful to 'fight' them. Thus, John remains in circulation, but on a short tether. The Demoreans substitute one of their own for the avant garde artist, Yoko Ono, with whom John has a budding relationship, and the new Yoko acts as a permanent, ruthless guard over John's actions. John knows that Yoko controls him, but the ersatz Yoko uses her Domination and Telepathic disciplines to cloud John's mind as to whether she is really a Demorean. John tries to secretly warn the future through backmasking (i.e., including words, messages, and sounds backwards on certain tracks in the background of certain songs) and other clues in the albums of The Beatles. Magical Mystery Tour is never made, as Paul never comes up with the idea for the project.

1968: The 'White Album' is considerably affected by Demorean interference, featuring a return to the original rock 'n roll sound of The Beatles. The album is entitled: The Beatles: Back to Basics. Phil Spector is brought on board as producer of the album to give it the classic Phil Spector 'wall of sound' rock and roll treatment. Drugs never become an important factor to The Beatles—Paul forbids them—, so the psychedelic aspects of many songs change and a few are never made at all, being replaced with Beatles versions of some of Buddy Holly's greatest hits, as all of The Beatles were big Buddy Holly fans. President Johnson runs for re-election. Americans are unwilling to switch Presidents in the middle of a popular war effort and Johnson easily beats back a challenge from former Vice President Nixon, who retires from public life and is never heard of again. The war escalates further. England joins the U.S., South Korea, and Australia in sending ground troops to Viet Nam.

1969: John's clues get more and more obvious and are finally picked up, not by the future, but by John Summer, a student at Wesleyan of Ohio, who writes a thesis on the secret death of Paul. The "Paul is Dead" hysteria develops, but is successfully beaten back by public appearances of the new Paul. John, constrained from explaining the true reason behind the clues because he fears that the real Paul will be killed, says little. He finally can stand it no more and breaks from the band, but is still watched by the ersatz Yoko Ono. Russian ground troops enter the full scale war effort in Viet Nam. As the war escalates, the mood of the country turns more and more distrustful and paranoid of new influences. Traditional rock'n'roll persists and is even regarded as patriotic in some circles. Hair and Tommy are never produced. Jimi Hendricks and Janis Joplin remain virtual unknowns, working a few small clubs in the more liberal eastern cities. Crosby, Stills & Nash are unable to make a living wage with their folksinging and take summer jobs as camp counselors in upstate New York, near Woodstock, where nothing in the way of a large concert ever occurs. Additional 'be bop' groups like Flash Cadillac and the Continental Kids and Donald and the Ducktails catch on. New musical influences wither on the vine.

1970: Paul's influence on music declines somewhat, as the new Paul has difficulty putting together even 'be bop' music without a co-writer. The Chinese take advantage of America's commitment in Viet Nam by reopening an offensive in Korea. Russia reinforces North Viet Nam. Tactical nuclear weapons are first used along the DMZ as a replacement for Agent Orange defoliation. Their success is limited, but it makes it that much easier for President Johnson to justify their use a few months later to hit Hanoi, instead of using conventional saturation bombing. The situation rapidly begins to escalate. Chinese nuclear detonations in the heartland of Russia are blamed on the United States and World War III engulfs the planet.

1971-1979: Brazil, South Africa, and Australia become the major powers in a partially destroyed world. Since none of the major superpowers targeted nuclear weapons for population centers and since detonation heights were calculated to create maximum over-pressure on targeted military sites (resulting in minimal fall-out due to the lack of ground bursts), the northern industrial nations continue to limp along as shadows of what they might have been, but conservative, militaristic, and frightened as they are, newer forms of music continue to be discouraged. John goes mad from the constant vigilance of his Demorean tormentors and is eventually institutionalized in Colorado. He meets and becomes friends with a fellow mental patient and fan, Mark David Chapman. John tells his suspicions freely now to doctors and friends, but no one believes the disturbed patient, except Chapman.

1980s: Rebuilding begins to take hold with massive subsidies from the new world powers. The new Paul occasionally releases a song, to try to keep the music from becoming too innovative. He co-writes "Ebony and Ivory" with Stevie Wonder, his last top ten song. On December 8, 1980, Mark David Chapman, recently released from the mental institution and still fervently believing John's ravings of alien time travellers who usurp bodies of the living, travels to New York and attacks and kills the ersatz Yoko Ono.

Beyond: The world begins to move back towards its pre-intervention time track, with several differences: vid-shows replace music as the dominant form of entertainment among teens, world politics are altered by the shifting of power caused by the war, and several of the ancestral predecessors of key scientists who, in the 71st Century, invented practical time travel have been killed in World War III, meaning that Earth is without time travel when first discovered by the Demoreans, who easily crush it, without the Time Corps ever having been formed.

The foregoing chain of events has been set in motion by the Demorean's replacement of Paul. If the Time Corps cannot stop the replacement or free the real Paul before these historical trends become unalterable, the Time Corps, Earth, and the entire Parallel will be wiped out. Life, as we know it, will end. Of course, an item like World War III does not go unnoticed by the Time Corps, even before the advancing time wave gets to the future. Unfortunately, they have no idea what set the wave in motion and must frantically send agents back in history to discover when things went wrong and try to fix them.

This frantic effort to fix history is already underway as the scenario begins. The PCs, all brand new recruits, are being given hurried training before their instructor joins in the effort to stop World War III. In Scene I, the PCs will be instructed in the Basic Laws of Time Travel, the history of the Time Corps, and the Time Corps Regulations. This will also serve to introduce the game system to novice players and teach the basics necessary to play the game. In Scene II, the PCs are taken on a short training time hop to 1990, where in the course of things they will hear or acquire records (CDs are never invented) of 80s' artists and groups, which they may recognize (utilizing Paranormal Memory) as not sounding right. Accordingly, a fairly precise timeline of The Beatles records is included as Exhibit B to this module. In Scene III, the PCs will be left as emergency reservists back at HQ while most of the rest of the Time Corps battles to prevent World War III. This will give them an opportunity to determine more precisely what went wrong with the music of the 60s, 70s, and 80s and its effects on history. They must then convince their superiors to send them back, or they must act on their own initiative to go back, to fix the music. The PCs will be given wide latitude as to when to go back to and how to accomplish this. CMs must punt on how to deal with the PCs strategic plan as it develops, but Scene IV includes details of alternate history and an outline of several encounters which are likely to occur in almost any event (concert scenes, recording scenes, and fan appearances, as well as a few details as to the ability of the PCs to access Paul's London house). Scene V summarizes how history develops, depending on whether and when the PCs repair the timeline by rescuing the real Paul.

Player's Briefing (Read to Players!):

Your head is still spinning from the unbelievable events of the last few days—or is it the last few centuries—you need to get the phrasing and terminology of talking about time travel down before you confuse yourself silly. There you were, going about your normal day-to-day business, when you were approached by what turned out to be a Time Corps recruiting officer who explained that he was from the future, that he'd been watching you, and that he wanted you to leave your current time (since they had determined that you did not have any significant impact on history in your own time—a bit deflating that one) to join the Time Corps and save history from the interference of alien invaders (Demoreans, he called them) and careless time travelling renegades. You thought he was cracked, of course, until he demonstrated his time travelling and technical capabilities, then the prospect of being able to travel through time (and save the world!) began to excite you. You decided to join up, took a few precautions to assure that your disappearance would not 'disrupt history' and were brought here to the super-secret Time Corps HQ, somewhere in the distant past, present, or future at a secret place in a secret time parallel in a secret universe—secret, of course, so the Demoreans don't torture the information out of you if you're captured. Not a pleasant thought, that. You sure hope that the Demoreans already know that you don't know the location of HQ.

Anyway, you expected things to be a bit bewildering--a new place, new people, new rules, and the advancements of several centuries' worth of technology to assimilate, but you didn't quite expect what has occurred. At first, things were mind-numbingly quiet while you waited for enough recruits to arrive to make up a training class. You filled out some forms, were measured for a uniform, and compiled a personal history for the files--hardly enough to keep you from being bored. Then, suddenly, in the wee hours this morning, total pandemonium broke out. For several hours, Time Corps agents have been bustling from one outfitting station to another amidst blaring sirens and flashing red lights. Support personnel and even high-ranking Time Corps agents dash past you to who knows where or when.

You have been grouped together for testing and training with five other new recruits. Although you've introduced yourselves, you haven't had much of a chance to talk, especially since the Time Corps doesn't encourage divulging too much personal history to fellow agents. Now you're scheduled for your first training briefing. As you enter the small briefing room, you hope that finally someone is going to explain to you what is going on.

Scene I. Yesterday trouble seemed so far away. (Read to players.)

As you take your seats in the briefing room, a door in the back wall opens, and a short, slightly disheveled man scurries in, his arms full of briefing manuals, texts, and notes. He nods at you to remain seated--nobody has told you yet if you're supposed to salute people or anything--and cautiously dumps his armful of documents onto the podium at the front of the room. After a moment of straightening his documents and his tie, he somewhat nervously glances around the room at you, takes a large drink of water from a glass which he produces from beneath the podium, removes a telescoping pointer from his breast pocket, extends it, and taps it lightly against the side of the podium to assure that he has the full attention of all present. He does not convey the impression of someone who trains new recruits on a regular basis.

"Ahem (cough). Let me. . .er. . .extend my heartiest congratulations to you in joining the Time Corps. I have been assigned to give you your initial Time Corps training. I am a (nervously looking at his own insignia) Veteran rank Time Corps agent by the name of Gregg Aimer. Uh. . .er. . .normally Timemaster John Watkins, Commander of the Earth Specialty Division, would be giving you this introductory briefing, but. . .uh. . .um. . .pressing m-m-matters prevent him from being here, as I will explain to you somewhat later. Let us move on to business. Please interrupt with questions as we go along, as we will only be able to go through this once.

"As your recruiter may have mentioned to you, practical time travel first became possible in 7051, with proliferation of these crude devices occurring quite rapidly through both major and minor galactic powers of the time. Unfortunately, these powers began to use these devices as. . .er. . .weapons to "erase" important events in the past in order to destroy or dominate their neighbors or others against which they had grievances or prejudices. Assassinations were done and undone, the results of wars reversed, and the like. In less than three years the Time Wars had broken out, beginning almost 100 years of chaos in which whole cultures were destroyed and many races and worlds reduced to dust or, rather, swirling masses of ionized elemental protoplasm. Before all history could be destroyed, the powers-that-be signed the Temporal Treaty in 7154 and created the Time Corps to repair history to the way it "should be" without time tampering. With time travelling renegades from the Time Wars who skip through time living when and how they please, without regard for the consequences, that in itself would have been quite a task. Unfortunately, the Time Wars attracted the attention of the Demoreans, a hideous, four-armed, shape-changing, alien race with its own natural time travelling capabilities and its own fascist concepts of order and dominance, who seek constantly to bend our Parallel to match their own hideous reality.

"At first, the Demoreans' tactics were crude and easily spotted. Although they have the capability to take the shape and memories of humans that they have captured and placed in a stasis field--a kind of electronic coffin-like thing--and they have telepathic and mental powers, their ham-handed replacements of world and galactic leaders and key scientists were too high profile to miss. We learned to how to deal with them, by releasing their stasis captives or stopping their masquerades before they started by going back to the time the masquerade first began and killing them when they first appeared. We learned how to avoid disrupting history while stopping them--covert activity is a must--

and we learned that the Demoreans' concept of perfection is such that their shape-changes into human replacements automatically remove scars and other imperfections from the duplicate physique. Unfortunately, they too. . . er. . . learned, ambushing our parties as they arrived and using indirect ways to influence history: replacing advisers, mid-level bureaucrats and platoon leaders, eliminating remote ancestors of important leaders, introducing technology into a time not its own. Subtlety is the watchword now gentlemen. . . er. . . uh. . . and ladies.

"Today we will learn the four basic laws of time travel and the eight basic regulations of the Time Corps. Then we will introduce you to your chronoscooters. . . er. . . uh. . . time machines, I guess most of you would call them. Please refer to the handout I am now passing around. (CM: *Hand out Exhibit A*) Memorize it and destroy it. You can't be carrying rules around on missions with you.

"Basic Law One--The Law of Identity: Nothing can exist in two places at the same time. Thus, if you EVER, and I do mean EVER, go to a time in which you have already lived or visited, you will merge with your prior existence at such time, and will be DOOMED, and I do mean DOOMED, to repeat your life from that point on in a loop forever til the end of time. Whoa, you say, I have free will, I'll just not do the same thing next time around. Doesn't work that way. Another agent can pull you from the dreaded loop trap, but you can NEVER, and I do mean NEVER, break it yourself.

"Basic Law Two--The Law of Preservation: Two things to remember here. Time is like a river. It takes a lot to change its course and the stream of events that make up time will wash over and correct minor disturbances. If Lincoln is killed at birth, someone like Lincoln will probably get elected President instead, although some of the details might be different. Second, you can never kill your own ancestor. Nature simply does not allow the paradox that would be created by such an event to occur. Don't get too complacent, though. Your fellow agents can kill your ancestors, in which event you will cease to have ever been (and we'll probably have to go back and redo all of your successful missions 'cause you will never have been there to do 'em), so don't get trigger happy with local weapons and be careful who you tell about your ancestry.

"Basic Law Three--The Law of the Time Barrier: Time is not infinite, at least not yet. You've travelled into the future to get here, but you can't go any farther into the future, except of course at one second at a time like. . . uh. . . everyone else. Unfortunately, this does prevent sneaking ahead to mission debriefing to see how you got out of a tight situation. Too bad. That brings us, pleasantly enough, to the next basic law.

"Basic Law Four--The Law of Death: Uh. . . listen up here guys. . . er. . . uh. . . and gals. This is important. In simple terms, if you die, you're dead. Same is true for any time-traveller. I don't know why, so don't ask me.

"Take a minute and read the regulations on your handout. (Pause) Any questions? Ask now, before you screw up all history. (Answer questions) Like all rules, one of the tricks is knowing when to disobey the rules. There are exceptions, but they are few and far between. All of Time, as well as your. . . er. . . butts are on the line if you don't obey the straight and narrow. Okay, on to the chronoscooters."

Veteran G. Aimer leads you out of the briefing room a short distance, past two flashing red lights, an emergency paging speaker, and several scurrying agents of various ranks to a bay with seven chronoscooters, each with a small pile of equipment (communicator, 'dink' ring, etc.) next to it.

"Okay, uh. . . boys and girls. This is a chronoscooter. Until you have advanced Timetricks training, your chronoscooter is good for one and only one round trip to some point in time and space. You are automatically delivered back here on your return trip, where your chronoscooter will automatically be recharged. When you first arrive at your destination, press this button (pointing) to put your chronoscooter on "vanish mode" hovering at the brink of reality, but out of sight until you recall it via your Time Corps Communicator, this. . . er. . . metallic disc here, which will also allow you to communicate with your fellow agents on a mission. It can be set to alert you of incoming messages by beeping or heating up. You also have 'dink rings' . . . er. . . uh. . . I mean Time Corps Stunners, a plain ring which can be worn on any finger or concealed in a pocket. It holds eight tiny sedative stunner darts, each of which will put a human sized creature to sleep for 1 to 10 minutes. So much for equipment.

"The next subject is how you know what to fix. Often, we will be able to give you comprehensive briefings about what has gone wrong and how it should be fixed. Your natural paranormal talents may also be of use during a mission. Paranormal memory--remembering how things were, even though time has changed and the events never happened that way--is especially useful. Since history books change when history does, paranormal memory is often the only way we know someone has been messing with time. (CM: *Make sure that the players each understand their paranormal talents. You need not take the players aside separately to do this, as fellow agents should be familiar with each others' talents prior to going on a mission.*) Of course, before each mission, you will be outfitted in appropriate costumes and given historical briefings. Your communication implants--installed when you first arrived here and programmed for your first training mission--it's one of the reasons you were rendered unconscious before the trip here--will automatically interpret and allow you to speak in the local dialect and accent.

"Gracious, look at the time. Everyone report to outfitting for costumes for Oklahoma circa 1990 and report back here in ten minutes and we'll take a brief spin to get you used to these things."

Scene II. I'm OK, You're OK?

Let the PCs interact with each other as they are outfitted in jeans and T-shirts or plaid flannel shirts, with an occasional Stetson or pair of cowboy boots, for the trip to Penn Square Shopping Mall on Pennsylvania Avenue in Oklahoma City, Oklahoma. (CM: *As the Time Corps is unsure exactly how the past has been affected at this point, the outfits can include a tie-dyed T-Shirt or tight jeans which they believe are proper for the time, but which will arouse a few comments in the New Conservative Post-War Times in which they will travel.*) The PCs also receive \$200 each in U.S. currency from the 1980s. When they are all outfitted and gathered back at the chronoscooters, Veteran G. Aimer will arrive, similarly attired. He looks unhappy and tired.

"This will have to be quick. You need a training run, but HQ needs some information gathered and our reconnaissance is an important piece of assembling the big picture, so causal links can be analyzed. You see, there's a big emergency. The past has been radically changed in some subtle and unknown fashion, with disastrous results. A full scale thermonuclear exchange occurred in the early 1970s--World War III, they call it--and no one at Time Corps knows what caused the change. They've pieced together that President Johnson ordered the use of tactical nuclear weapons in the DMZ of Viet Nam, then the nuclear bombing of Hanoi. We also think that the Russians were involved and so were the Chinese, but that is about all we know. With really big time changes, the effects are so massive that, instead of occurring instantaneously throughout time, they roll forward, gaining momentum and changing time as the wave moves forward until it reaches the Time Barrier. The Law of Preservation works some things back to the way they were, but other changes can cause a domino effect, with great confusion and disruption as the wave passes. This one must be really big, maybe even affecting the creation of the Time Corps. Practically every agent is in the field, trying to piece together what happened and trying to stop it. You can get your feet wet by handling this simple reconnaissance of what is going on in 1990 and what caused it, while I tag along to check you out and make sure you don't miss anything. Program your chronoscooter by setting the time dial for August 10, 1990 and type in Penn Square Mall, Oklahoma City, Oklahoma. (Wait, while the PCs program their chronoscooters, then check their work.) Uh. . .let's go."

As the PCs press the "engage" buttons on their chronoscooters, they feel a whoooooosh, then a sickening lurching drop, as reality turns grainy, then dark, around them. They are surrounded by a swirling sensation of grainy colors, then feel another lurch as they materialize behind some dumpsters in the back of the Penn Square Shopping Center, a forty year old outdoor mall at the corner of two four-lane streets on the flats of the Oklahoma plains. The mall has been somewhat tackily enclosed in the last twenty years. There are few cars in the parking lot, a number of which seem to be abandoned wrecks. It's late afternoon and the mall appears open, but is only feebly lighted and is in need of cleaning. Several of the stores are boarded up. The mall contains Al's Shirt Emporium, Franklin's Fine Furniture, a Radio Shack, Penn Square Bank (a small, shabby, consumer bank) (CM: *Note that, in the alternate history being experienced by the PCs, Penn Square Bank never became the wheeling and dealing packager of oil field loans that caused the failure and government buy-out of Continental Illinois National Bank and Trust Company of Chicago and almost brought the United States banking system to complete collapse. The Oklahoma oil fields were*

nationalized for the war effort in the early 70s. Penn Square remained the sleepy shopping mall bank it began as.), an Army-Navy Surplus Store, Byron's Paint and Hardware, Imelda's Shoe Store and Gift Shoppe, and a One Track Record Store.

Veteran G. Aimer will accompany the PCs as they wander through the mall, talking briefly with some of the store owners, clerks, or occasional other shoppers. A tinny sounding speaker broadcasts music into the mall areas. The music is being generated at the One Track Record Store, where a second speaker is located which allows the music to be somewhat better heard. *(If the players ask, tell them that the music consists of such songs as "Ebony and Ivory," "You Don't Send Me Flowers," "Whip It," "Super Freak," "Hit Me With Your Best Shot," and "Billie Jean," but that each of them is done in a 'be-bop' style. [For added realism, Rhino Records has an album of 80's songs done '50's style by a group called Big Daddy (RNL 852), which can be played for the players as background to their investigation.] If the PCs ask or check at the One Track Record Store, they will discover that the music comes from a record entitled "Ron-Tel's Greatest Hits of the 80s--By the Original Artists." Allow the PCs to exercise their Paranormal Memory if they want to check if the music sounds the way it is supposed to. It, of course, does not.)* The merchandise is spartan and functional, with few frills and goo-gahs. Some of the goods are obviously second-hand. The sales people and shoppers are dressed primarily in clean, but well-worn clothing, with few bright colors. Some of the NPCs may comment on any bright or immodest clothing worn by the PCs and the 'obvious' wealth of the PCs may draw comments, or even the attention of a pursesnatcher if a little excitement is needed in the round.

Here are a few notes on individual locations:

Al's Shirt Emporium: Drab workshirts and T-shirts, with some T-shirts emblazoned with logos of rock 'n roll bands such as "Flash Cadillac and the Continental Kids" and "Vaseline Vinny and the Greasy Three". There are also some posters for such groups, along with an "Elvis - Live in Concert" poster with the date July 14, 1989 on it and a mildly cheese-cake photo of actress Sharon Tate from her 1988 movie "Alien". Run by Al, a forty-year old, who patriotically fought in 'Nam back before World War III.

Franklin's Fine Furniture: Functional furniture is the predominant theme, with the frilly pieces mostly being second-hand. Run by Mildred, a fifty-two year old widow.

Radio Shack: Filled with bulky low-powered computers and adding machines, many of them used. It is as if computer development at the consumer level stagnated at the level of 1970 -- punched tape, extremely simply games, etc. Run by Sid, a bored techno-nerd trying to hard-sell his wares.

Penn Square Bank: A dingy little consumer bank. A sign indicates interest rates for mortgages at 23 % A.P.R.

Army - Navy Surplus: Full mostly of used camouflage camping gear and knives, with only a few (very expensive) guns. Col. B. Gwano (Ret.) is knowledgeable about political and military history. •

Byron's Paint and Hardware: This is more like an old-fashioned hardware store -- focusing on nails, screws, bolts, hinges, and the like -- than the "housewares" stores familiar today. Many of the items have obviously been salvaged. Run by Frank, a young self-starter who scavenged many of the goods himself and bought the store (cheap) to sell them.

Imelda's Shoe Store and Gift Shoppe: A drab store which does little business, it does carry the 4-page local paper (stories about President Dole's upcoming visit, the recovering economy, etc.). One interesting gift on an upper shelf is a globe which reflects the post-World War III political boundaries and radiation zones. Run by Imelda, a 60-year old immigrant who speaks in halting English.

One Track Record Store: Phil, the clerk, is pretty knowledgeable about the music scene for the last 25 years and reasonably willing to help as the PCs look fairly wealthy. He has, of course, never heard of many of the "protest song" groups of the seventies -- those with pre-1967 albums he knows only as one-hit-has-beens. Nothing psychedelic or anti-war has made the charts since 1967. See Exhibit B for a Beatles discography comparing reality to this alternate timeline.

The PCs will be able to discover the following by questioning those at the mall, depending on their questions and their roll of a specific check against their Investigation Skill (Aimer will take over the interrogation only if the PCs are botching it. His Investigation Skill is 87):

L Result--

--A full scale nuclear exchange (World War III) occurred late in 1970.

--Lyndon Baines Johnson was President from Kennedy's assassination in 1963 until he (along with Vice President Humphrey and tens of millions of others) was killed in World War III. Secretary of Defense, Robert Strange McNamara, became President and was elected to continue in that office in 1972. Scoop Jackson succeeded him from 1976-1980. Ronald Reagan served from 1980-1988, succeeded by his Vice President, Bob Dole, who is currently President.

--Times are hard. The economy is just beginning to get back on its feet. The plains states and military ports were very hard hit in the nuclear exchange.

--Australia is the dominant superpower.

--'Be Bop' rock'n'roll is still popular.

--No significant drug culture has developed, although there is a small amount of marijuana used by the more rebellious California motorcycle gangs.

M Result--All of the above, plus

--The nuclear war was an escalation of the use of nuclear weapons by the United States against Viet Nam. Viet Nam had about 1,200,000 U.S. ground troops (along with 200,000 ground troops from each of Great Britain, South Korea, and Australia) committed to Viet Nam by 1970 and the Russians had committed 900,000 ground troops on the other side.

--China and North Korea invaded South Korea again in 1970.

--Brazil and South Africa are also major powers.

--After a long series of 'be bop' hits, The Beatles broke up in late 1969. The break-up is widely blamed on Yoko Ono, who eventually influenced John to leave the group.

--'Be Bop' was a patriotic influence during and after the war.

--Sharon Tate is currently the most popular actress on the vid-screen.

H Result—all of the above, plus

- The mood of the country has been very conservative and distrustful of outside influence since the mid 60s.
- China is suspected of having instigated the nuclear exchange between the U.S. and Russia.
- Elvis is still alive and recording 'rockabilly' hits.
- There was a "Paul is Dead" hoax by The Beatles in the late 60s.
- John Lennon has been institutionalized in an insane asylum in Colorado.

C Result—all of the above, plus

- John Lennon says Paul was replicated and replaced by aliens in late 1966. Paul, who still releases an occasional song now and again, says he is the real thing.
- Mark David Chapman, a former fellow mental patient with John, killed Yoko Ono in New York on December 8, 1980.
- The escalation of the Viet Nam war in the late 60s was popularly supported. Teens signed up to join the Army enthusiastically. There were no significant anti-war protests.
- A young lieutenant named Daniel Quayle posthumously received the Congressional Medal of Honor for diving on a hand grenade tossed by a North Vietnamese sniper onto the stage of a Bob Hope USO Show.

Aimer will be in a hurry to get back to Time Corps HQ with news of what has been discovered as time waves move very quickly and there is no time to waste in getting back the information the PCs have been able to obtain regarding World War III. The PCs can, of course, purchase items or souvenirs at the stores, as their outfitting includes a moderate amount of cash of the period. Aimer will remind them that each person must use only his own chronoscooter, as they are programmed to self-destruct if used by anyone else. He will be slightly embarrassed if someone points out that he never mentioned that before.

Scene 3. Then we will remember, things we said today

As the chronoscooters arrive back at HQ with a lurch, Aimer will begin to rush off to report, then stop, turn, and say:

"Er. . .uh. . .look. I've got to report. Practically everyone is in the field trying to stop this thing and the last group, with me in it, is supposed to leave in ten minutes. You guys. . .er. . .and women aren't well trained enough to help. Your chronoscooter will be recharged for use in case anyone gets desperate enough to send you somewhere sometime as cannon fod-d. . .er. . .uh. . .um. . .reserve troops. Uh. . .gee. . .as a training exercise, you can compare what we learned to actual history (before the time wave arrives and changes it or wipes us all out or whatever). The library is down the hall. I can't imagine that you'll find anything really important to our current situation, but you can never tell. In any event, don't get into trouble, okay? Heaven help us, we might need even you to save us from this one."

The Library is a large, bright, clean area with comfortable stuffed reading chairs and functional cubicles for those researching. It is robotically staffed and micro-coded, with flash-paper printouts available of whatever information is requested after researching the available files. Depending on what they seek to find and on their specific skill check roll against their Investigation Skill, the PCs can find out information about the actual history of events involving The Beatles, the Paul is Dead Hoax, the Viet Nam war, the anti-war protests, hippies, peaceniks, Acid and Psychedelic Rock, Heavy Metal, Punk Rock, New Wave Music, New Age Music, and Rap Music, Presidents Nixon, Ford, Carter, Reagan, and Bush, Vice President Quayle's National Guard service, Watergate, etc. Be more or less specific, depending on the skill check result and the specificity of the questions. Among the actual information discoverable about The Beatles is the following:

L Result—

--The Paul is Dead Hoax breaks in early 1969, based on album cover and song clues, including backmasking of Paul's supposed death in a car crash, the repeated phrase "turn me on dead man" backmasked onto the song Revolution 9, and the phrase "Paul is Dead. Miss him, miss him, miss him." at the end of "I'm So Tired."

--The evolution of The Beatles' musical style is given considerable credit in the evolution of rock'n'roll from 'be bop' to more liberal and exciting sounds. The Beatles overwhelmed the beach music that was also popular in the early 60s, with the Beach Boys ultimately mimicking The Beatles' transcendental trips and investigations and altering their style. The Rolling Stones, whose tactic was to remain on the wild side of The Beatles, got wilder and bawdier as the styles of The Beatles evolved and became less structured. The Beatles' music (and their lifestyles, including their drug experimentations) also is credited with influencing the youth toward more experimentation and freedoms in expression, including drug experimentation, the sexual revolution, and the peace movement.

M Result—all of the above, plus

--The Beatles are what caused Elvis' downfall. Not only did they replace him as the top pop singers, but the freedoms expressed in their music, their drugs, and their expressions (including the fact that they were, after all, foreign) made the formula rockabilly produced by Elvis sound a bit boring.

--John is widely credited as the force behind the Paul is Dead clues.

--Give players information concerning the real clues about the Hoax from Exhibit C.

--Brian Epstein, the manager of The Beatles, committed 'suicide' in 1967.

--Yoko Ono began to exert 'mysterious influence' over John in 1967.

H Result—all of the above, plus

--The Paul is Dead hoax came to light in 1969 based on clues from earlier albums.

--The songwriting team of Lennon and McCartney is credited as being the most influential in the history of rock'n'roll.

--President Johnson chose not to run for reelection in 1968 because of the impact of peace demonstrations.

—Charles Manson claims to have committed the (Sharon) Tate-LaBianca murders under the influence of Helter Skelter, by The Beatles.

—John was murdered by Mark David Chapman on December 8, 1980.

C Result—all of the above, plus

—The Paul is Dead Hoax theory was first discovered by John Summer, a student at Wesleyan of Ohio, who believes the clues started in early 1967.

—Fan magazines from 1969 speculate that the car crash that killed the Real Paul occurred on November 6, 1966.

(For energetic CMs, get a copy of an old fan magazine or the November 7, 1969 Life Magazine and the December 22, 1980 Newsweek and let the players look for clues themselves. Better yet, a copy The Beatles Day by Day: A Chronology 1962-1989, by Mark Lewisohn, can be given to the players (if the CM has a copy) so the PCs can track the day-to-day history of the Fab Four.)

The crucial thing here is that the PCs realize that the '80s songs they heard in the alternate 1990 were in 'be bop' style. If they bought any records in 1990, tell them that all of the rock'n'roll songs sound like 'be bop', all the way back to late 1966. If the PCs brought back any alternate timeline Beatles records, give them Exhibits B and C.

At this point the PCs should have enough to either try to convince their superiors (hardly anyone is left at the station—the Veteran rank agent in charge is too busy monitoring his console to even pay them much attention) to let them investigate the musical anomaly or to simply go back and try to fix it as a possible underlying cause of World War III. If they don't think of this on their own, have a senior Time Corps agent appear and question them as to their training project until they think of it or you have an excuse to send them to check it out officially.

Scene 4. The long and winding road

The PCs, of course, have many choices. They can try to stop Paul from being replaced. They can liberate him after he has been replaced, but before too much harm is done. They can try to contact John to find out what he knows and why he was leaving clues. They can focus on Yoko as the likely culprit, or whatever. Your goal as CM is to go with their plan. Exhibit B hereto contains a real and an alternate discography of the recording history of The Beatles. In addition, the CMs briefing at the beginning and The Beatles Day by Day: A Chronology 1962-1989, if you can get a copy at the library or a book store, has useful personal history information. Use them to fix the look and location of the group at the date selected by the PCs. The facts below should give you guidance as to what obstacles the PCs face.

—Paul's stasis chamber must be kept near to the ersatz Paul without easy detection. It was originally kept in a large speaker container, where it was discovered by John on August 25, 1967. It was then moved. It is now kept in the trunk of Paul's Rolls Royce.

—Yoko Ono has been replaced by a Demorean (her stasis chamber is under the bed at her apartment) who is guarding John and is using its mental disciplines (Demoralize, Domination, and Telepathy) to influence John and threaten him.

--Brian Epstein assisted John's early sleuthing efforts. It was his murder (made to look like a 'suicide') on August 27, 1967 that convinced John he must seek help quietly. Because John learned that the Demoreans were from the future, he hit upon putting clues in his music that would alert the future. The Paul is Dead Hoax hoopla in 1969 scared John--he thought the Demoreans would kill him--and deflated his expectations--the explanation of the clues as a 'publicity stunt' seemed to quash the likelihood they would ever be viewed by the future as what they really were, a plea for help.

--The constant vigilance by the ersatz Yoko, the dashing of his hopes of sending a message to the future, the perversion of his music by the ersatz Paul into 'be bop' drivel, and the insanity of the nuclear exchanges of World War III finally drove John mad. He was institutionalized in Colorado in 1971. He met a fellow inmate and adoring fan named Mark David Chapman. He finally began to speak the truth about the replacement of Paul by shapechanging, four-armed aliens from the future (including Yoko), but was believed by no one at the asylum, except Mark, who later was released from the institution and killed Yoko during a trip to New York on December 8, 1980, in an attempt to free his idol from torment.

--In addition to the ersatz Paul and Yoko, one or two other Demorean replacements may be around from time to time to keep an eye on things. They will temporarily replace fans, reporters, or others in order to help protect the scheme by watching for evidence that the Time Corps is on to the plot. In addition, they will help the plot in whatever way they can (favorable news reports or reviews of the 'be bop' style, use of their mental disciplines to make other fans 'faint' in rapture over the new Paul's music, etc.). As CM, you should utilize this type of Demorean presence whenever it will make things interesting for the players.

In addition, the following vignettes can be used to assist you in providing some detail for responding to the PCs attempts to fix history. Remember that The Beatles are extremely popular and closely guarded from their fans; any plan that the PCs come up with should deal with overcoming the difficulties in gaining access to the Fab Four (masquerading as reporters, studio technicians, another popular band, etc.--anything credible should work, at least until they blow their cover).

A. *Studio Scene* (anytime from 1967 to 1969--match the songs being recorded to the record history provided in Exhibit B):

Practically the entire recording complex is given over to The Beatles' efforts, as back-up musicians rehearse, techs check out various equipment, and various staff personnel and public relations types hang about while the Fab Four go at it, hour after hour, in the main recording studio--Studio 2--deep within the complex. With technicians, musicians, and others milling about, it is not too difficult to lose yourself in the crowd. As a favor to his girlfriend, who clutches her faked studio I.D. card tightly, one of the main techs has fed the main recording studio sound into the P.A. system, so she could groove to the music and listen to recording history. No music is coming from the speaker though, just the tired and angry voices of John and Paul arguing about the sound. John--"I don't know why I bother. Once you lay in that heavy bass line, no one's going to 'ear the melody anyway." Paul--"Look, we've got this far by establishing a sound and sticking to it. If you go muck about with it, 'oo knows what might 'appen. You know I'm right, John." Yoko (faintly, away from the microphone)--"Oh, but John knows exactly what might happen. Exactly. Don't you John?" John--"Fine, you're the genius. You're the one everybody bloody loves and I just cause trouble. Record it anyway you bloody well want, you will no matter what I say, that's for bloody well sure. I'll go work on some 'do-wahs' or such crap for the background in the Studio 3." Sounds of stool being moved, guitar being put down. Yoko (faintly)--"I'll be along to help, like always." If the PCs can get to Studio 3 quickly, they may be able to talk to John for about 5 minutes before Yoko arrives. If they say anything that leads him to believe that they may be from the future or know of his problem, have him spill the story, or at least as much as he can before being interrupted. Even after Yoko arrives, John can slip them a tape of whatever backmasking/clues he is putting into the album the group is working on. If you want some added excitement and the PCs have not been careful enough to check beforehand, have them notice as they leave that one of the microphones in Studio 3 was live and that a large looking studio technician (a Demorean, of course) is moving to intercept them.

B. *Concert Scene* (anytime in 1967 or 1968—match the songs sung to the record history provided in Exhibit B):

The crowd is large, but extremely well behaved. There are no indications of drugs in the audience. Men's hair is either short or in a neatly trimmed Beatles' mop top. Women's skirts reach down to just above the knee. Although a few of the women wear neatly pressed slacks, almost none wear jeans. There are more than a few United States Army uniforms in the crowd. The men wearing them talk excitedly about the experiences, past or to come, of war with other boys, who talk about joining up when they graduate from high school, about the relative merits of Green Beret versus Navy SEAL training, and about how a uniform makes the girls hot. Everyone stands for the National Anthem at the beginning of the concert and cans are passed around for donations to the USO tour of Viet Nam, with Bob Hope. The warm up act is The Four Freshmen (straight from their tour with The Lettermen and Peggy March). The girls nearest the stage bustle with enthusiasm, but so far the security guards are not even working up a sweat keeping them in control. (CM: *One of the girls, Amanda Lee, and one of the security guards, Andy Fain, are really Demoreans imposters.*) When The Beatles appear, the crowd really whoops it up and the girls in front (*Influenced by the Demoreans' paranormal abilities*) cry and faint in rapturous adoration. Getting to the band is a big trick in this setting, although the PCs may try to infiltrate the home team locker room at the stadium, which the band is using as a dressing room and through which they will exit to their waiting limos at the end of the show (two encores). Yoko is travelling with John, and is watching the performance via closed circuit television in the locker room, with only one or two other go'fers hanging about the locker room with her—everyone else is working on or watching the show. The bands are all staying in the fanciest hotel in town.

C. *Public Appearance* (anytime from 1967 to 1970—match the place to the chronology in Lewisohn's book, if available):

It would almost appear as if the Fab Four are now the Fab Four, plus one, as Yoko Ono is at John's side throughout the photo and interview sessions. (CM: *In addition to Yoko, one team of reporters—a fan magazine staffer and his photographer—are actually Demoreans, who will steer the interview away from sensitive topics and generally cheer the 'be bop aspects of the music of The Beatles.*) John is sullen and fairly uncommunicative about most things, with Paul taking the lead in answering questions. Gold/Platinum Albums will be presented in connection with the media appearance for the most recent Beatles hit. Be sure to refer to the alternate discography in Exhibit B for an appropriate alternate Beatles hit for the period visited by the PCs—a Platinum Record for Ballad of Her Majesty's Special Forces (a British rip-off of the hugely popular American song: Ballad of the Green Beret), for example, should clue the PCs that something is definitely amiss.

D. *Paul's House* (anytime from 1966 to 1970):

Paul had a house fairly near the Abbey Road Studios in London which may become the focal point of efforts by the PCs to watch or follow Paul. Given Paul's celebrity status and the small gaggle of teenage girls always hanging about the front gate, Paul's security system is fairly advanced for the time. The grounds are surrounded by an 8 ft. high brick and iron gate, with decorative spikes at the top and an electronic intercom and motorized gate system. Infra-red and motion sensing equipment on the grounds and at the windows and entrances will first trip a silent alarm, then ground flood-lights, then an audible alarm. The police are used to responding to fan intrusions and, while polite, are skeptical of any stories the PCs may come up with. Depending on the date, Jane or Linda may be about. Paul drives his Bentley himself and is prone to speeding and picking up hitchhikers.

Scene V. Get Back, Get Back to Where You Once Belonged

Depending on what the PCs do to attempt to affect history, you should give some indication to them as to how successful they were in putting history back to where it once belonged. Below are some rough guidelines:

If the PCs prevent Paul from being replaced in 1966, everything is corrected (unless they mess up history in some collateral way, like killing John in the process of saving Paul or introducing advanced technology).

If the PCs get Paul back into circulation by the middle or so of 1967, anti-war protests in America develop more slowly. Johnson runs for re-election, but loses. History continues in much the same way as in Reality, although drug culture lags slightly behind its actual development.

If the PCs don't get Paul back into circulation by mid-1968, Johnson wins re-election, the war escalates during the conservative era generated, but a massive liberal backlash develops in 1969 and 1970s, with rioting and large anti-war protests. The war drags on, but Johnson does not go nuclear. Humphrey prevails over Nixon, sparing the country Watergate, but keeping the draft alive and the massive war effort in Southeast Asia going. Eventually, the anti-war protesters gain ground and McGovern is elected President. The war ends with a unilateral withdrawal by the U.S. The economy crashes under the simultaneous impacts of switching to a peace footing, the Arab oil embargo, and the massive taxation to support McGovern's social programs. Drugs flourish in the liberal times, especially as an escape from economic realities.

If the PCs don't get Paul back into circulation until mid-1969, it is too late to stop World War III by this means. Actions by other Time Corps agents to save the day are assisted, however. Give a 50% chance on a die roll to the result immediately preceding, otherwise World War III still occurs.

In all scenarios, the Paul is Dead clues still occur, either because John plants them as outlined in this scenario or as a publicity stunt unknowingly fulfilling the efforts of the Law of Preservation to keep Time as close as possible to Reality.

Miss him, miss him, miss him.

EXHIBIT A

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BASIC LAWS OF TIME

ONE: The Law of Identity - No one can exist in two places at the same time.

TWO: The Law of Preservation - It takes a lot to change the course of time.

THREE: The Law of the Time Barrier - The future is not infinite.

FOUR: The Law of Death - When you die, you're dead.

TIME CORPS REGULATIONS

Regulation 1: No Time Corps agent shall ever needlessly or recklessly take human or friendly alien life.

Regulation 2: Renegades and Demoreans must be rendered ineffective. If at all possible, renegades should be captured and brought back to the Corps' HQ when appropriate. Demoreans should be destroyed.

Regulation 3: No agent shall ever undertake any time-travel without permission from the Corps.

Regulation 4: No agent shall ever leave any device, weapon, or item in a time from which it did not originate. Nor shall that agent cause any such item to be left.

Regulation 5: No agent shall ever willfully or by carelessness reveal the existence of the Time Corps, the reality of time travel, or any other data, information, or idea which does not belong in the time at hand.

Regulation 6: No agent shall ever attempt to discover or reveal the ancestry of another agent.

Regulation 7: Renegade equipment must be destroyed. Agents on a mission may use such equipment in an emergency, but the equipment must still be destroyed after use. All such use of renegade equipment must be reported to the Corps upon completion of a mission.

Regulation 8: Agents may not return from a mission unless they have completed it or are forced to abort it. The same team of agents will never be sent back to "repair" or "complete" a mission.

Miss him, miss him, miss him.

EXHIBIT B

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**Beatles Discography
(U.K. Release Dates and Titles)**

Date	Reality	Alternate Time Line
03-22-63	Please Please Me A: I Saw Her Standing There Misery Anna (Go To Him) Chains Boys Ask Me Why Please Please Me B: Love Me Do P.S. I Love You Baby It's You Do You Want to Know A Secret A Taste of Honey There's A Place Twist and Shout	Same
11-22-63	With The Beatles A: It Won't Be Long All I've Got To Do All My Loving Don't Bother Me Little Child Till There Was You Please Mister Postman B: Roll Over Beethoven Hold Me Tight You Really Got A Hold On Me I Wanna Be Your Man Devil In Her Heart Not a Second Time Money (That's What I Want)	Same
07-10-64	A Hard Day's Night A: A Hard Day's Night I Should Have Known Better If I Fell I'm Happy Just to Dance With You And I Love Her Tell Me Why Can't Buy Me Love B: Any Time At All I'll Cry Instead Things We Said Today	Same

When I Get Home
You Can't Do That
I'll Be Back

12-04-64

Beatles For Sale

Same

A: No Reply
I'm a Loser
Baby's In Black
Rock and Roll Music
I'll Follow the Sun
Mr. Moonlight
Kansas City/Hey, Hey, Hey, Hey
B: Eight Days A Week
Words of Love
Honey Don't
Every Little Thing
I Don't Want to Spoil the Party
What You're Doing
Everybody's Trying to be my Baby

08-06-65

Help!

Same

A: Help!
The Night Before
You've Got to Hide Your Love Away
I Need You
Another Girl
You're Going to Lose that Girl
Ticket to Ride
B: Act Naturally
It's Only Love
You Like Me Too Much
Tell Me What You See
I've Just Seen a Face
Yesterday
Dizzy Miss Lizzy

12-03-65

Rubber Soul

Same

A: Drive My Car
Norwegian Wood (This Bird Has Flown)
You Won't See Me
Nowhere Man
Think For Yourself
The Word
Michelle
B: What Goes On
Girl
I'm Looking Through You
In My Life
Wait
If I Needed Someone
Run For Your Life

08-05-66	<p>Revolver</p> <p>A: Taxman</p> <p>Eleanor Rigby</p> <p>I'm Only Sleeping</p> <p>Love You To</p> <p>Here, There and Everywhere</p> <p>Yellow Submarine</p> <p>She Said She Said</p> <p>B: Good Day Sunshine</p> <p>And Your Bird Can Sing</p> <p>For No One</p> <p>Doctor Robert</p> <p>I Want to Tell You</p> <p>Got To Get You Into My Life</p> <p>Tomorrow Never Knows</p>	Same
12-09-66	<p>A Collection of Beatles Oldies</p> <p>A: She Loves You</p> <p>From Me to You</p> <p>We Can Work It Out</p> <p>Help!</p> <p>Michelle</p> <p>Yesterday</p> <p>I Feel Fine</p> <p>Yellow Submarine</p> <p>B: Can't Buy Me Love</p> <p>Bad Boy</p> <p>Day Tripper</p> <p>A Hard Day's Night</p> <p>Ticket To Ride</p> <p>Paperback Writer</p> <p>Eleanor Rigby</p> <p>I Want To Hold Your Hand</p>	Same
06-01-67	<p>Sgt Pepper's Lonely Hearts Club Band</p> <p>A: Sgt. Pepper's Lonely Hearts Club Band</p> <p>With a Little Help From My Friends</p> <p>Lucy in the Sky with Diamonds</p> <p>Getting Better</p> <p>Fixing a Hole</p> <p>She's Leaving Home</p> <p>Being for the Benefit of Mr. Kite!</p> <p>B: Within You Without You</p> <p>When I'm Sixty-Four</p> <p>Lovely Rita</p> <p>Good Morning Good Morning</p> <p>Sgt. Pepper's Lonely Hearts Club Band (Reprise)</p> <p>A Day in the Life</p>	<p>The Beatles: A Band for Lonely Hearts</p> <p>A Ballad for Lonely Hearts</p> <p>Are You Lonesome Tonight</p> <p>Matilda Is the Loving Kind</p> <p>To Know Her Is To Love Her</p> <p>Bye, Bye Love</p> <p>She's Alright By Me</p> <p>You Can't Hurry Love</p> <p>Without You</p> <p>When I'm Sixty-Four</p> <p>Lovely Rita</p> <p>Good Morning</p> <p>A Ballad for Lonely Hearts (Reprise)</p> <p>That'll Be the Day</p>
11-22-68	<p>The Beatles (White Album)</p> <p>A: Back in the USSR</p> <p>Dear Prudence</p> <p>Glass Onion</p> <p>Ob-La-Di, Ob-La-Da</p>	<p>The Beatles: Back to Basics</p> <p>Back on the USA Tour</p> <p>Peggy Sue</p> <p>I Only Have Eyes For You</p> <p>Doo-wah, Doo-wah</p>

Wild Honey Pie
 The Continuing Story of Bungalow Bill
 While My Guitar Gently Weeps
 Happiness is a Warm Gun

B: Martha My Dear
 I'm So Tired
 Blackbird
 Piggies
 Rocky Raccoon
 Don't Pass Me By
 Why Don't We Do It In The Road
 I Will
 Julia

C: Birthday
 Yer Blues
 Mother Nature's Son
 Everybody's Got Something to Hide
 Except me and My Monkey
 Sexy Sadie
 Helter Skelter
 Long Long Long

D: Revolution I
 Honey Pie
 Savoy Truffle
 Cry Baby Cry
 Revolution 9
 Good Night

01-17-69

Yellow Submarine

A: Yellow Submarine
 Only a Northern Song
 All Together Now
 Hey Bulldog
 It's All Too Much
 All You Need is Love

B: [Seven Soundtrack Instrumental Cuts]

09-26-69

Abbey Road

A: Come Together
 Something
 Maxwell's Silver Hammer
 Oh! Darling
 Octopus's Garden
 I Want You (She's So Heavy)

Rockin' Honey Pie
 The Ballad of Buffalo Bill
 Johnny B. Goode
 Happiness is a Warm Puppy
 (Bow-Wow Woof Woof)
 Martha My Dear
 Give You Everything I Got
 Be True To Your School
 Peggy Sue Got Married
 South Dakota Blues
 Don't Pass Me By
 When Johnny Comes Rockin' Home
 I Will
 Julia

Birthday
 Blue Suede Shoes
 Mother Nature's Son
 Somebody Sometime

Long Tall Sally
 Be Bop a Lulu
 Kansas City
 Ballad of Her Majesty's Special Forces
 Maybe Baby
 Words of Love
 Big Girls Don't Cry
 Revolution No
 I Want to Hold Your Hand

Yellow Submarine

Yellow Submarine
 Cotton Fields Forever
 All Together Now
 Memory Lane
 It's All I Can Do
 All You Need is Love
 I Get Around
 Help Me Rhonda
 Do You Wanna Dance
 Fool on the Hill
 Your Mother Should Know
 Who is the Walrus
 Hello, Goodbye

Abbey Road

Come Together
 Something
 As Time Goes By
 Oh! Darling
 Muskrat Love
 The Shoop Shoop Song

B: Here Comes The Sun
Because
You Never Give Me Your Money
Sun King/Mean Mr. Mustard
Polythene Pam/She Came in through the
Bathroom Window
Golden Slumbers/Carry That Weight
The End
Her Majesty

05-08-70

Let It Be
A: Two of Us
Dig a Pony
Across the Universe
I Me Mine
Dig It
Let It Be
Maggie Mae
B: I've Got A Feeling
The One After 909
The Long and Winding Road
For You Blue
Get Back

Little Darling
It's There
I'm Down
You Won't See Me
I Call Your Name/Lady
Madonna
Golden Slumbers
The End
Thank You Girl

Get Back
Three of Us
Slow Down
Across Time
Matchbox
This Boy
Let Me Be
I'll Get You
I've Got a Feeling
The One After 611
The Long and Winding Road
Yes It Is
Get Back

Miss him, miss him, miss him.

EXHIBIT C

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Musical Clues

Reality

Location: Between I'm So Tired and Blackbird
Clue: Paul is dead. Miss him, miss him, miss him.

Location: Backwards on one track of Revolution 9
Clue: Turn me on dead man. (repeated)
Clue: Car crash sounds, then "My hair is on fire."

Location: At the end of Strawberry Fields Forever
Clue: "I buried Paul."

Alternate Time Line

Between Give You Everything I Got and Be True to Your School
Paul is dead. Kill him, kill him, kill him.

Backwards on one track of Revolution No
Find the dead man. (repeated)
Car crash sounds, then "My ears are on fire."

At the end of Cotton Fields Forever
"I found Paul."

Character: Billy Joe Henderson (Auto Mechanic)

BASIC STATISTICS:

Strength	69	Perception	67
Dexterity	63	Willpower	61
Agility	58	Luck	52
Personality	47	Stamina	60
Penetration Bonus	+10	Unskilled Melee	64

BACKGROUND:

Date of Birth	9/21/1927	Place of Birth	Greenville, SC
Current Age	26	Recruited	6/11/1954 in Indianapolis, IN
Profession	Auto Mechanic	Nationality	U.S.A.
Education	High School	Sex	Male
Height	5'8"	Color Eyes	Blue
Weight	166 lbs.	Color Hair	Blond

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0

WOUNDS □ □ □ □ □ □ □ □ □ □
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Current Stamina

Current Willpower

Stamina Recovery Rate 5

Armor

AR

Stamina Loss/Round

Current Disguise

SKILLS:

Historical Specialty (Pcn + Wpr)/2	Specialist	79
Times Corps Stunner (Dex)	Specialist	78
Mechanic (Pcn + Dex)/2	Expert	95
Stunt Driving (Pcn + Agl)/2	Specialist	78

PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3 43

Memory Restoration (Wpr + Pcn + Luck)/4 45

WPR Cost: 0

WPR Cost: 40

WEAPONS: Time Corps Stunner

TIMES VISITED: None



Background and Personality for Billy Joe Henderson

A typical "good ol' boy", you drink beer, listen to country music, and fancy yourself a ladies' man. You have always, it seems, been driving or working on cars. You started taking them apart and putting them back together in high school; you ran in your first race the month after you graduated (barely!) from high school. Soon, however, you learned that you didn't have the guts and nerve to be a great race-car driver or even a runner for the local stiffs. You wanted your "thrills", but from a safe distance; so you started to work as a racing mechanic, working part-time as a truck driver for a logging outfit until you could support yourself as a full-time mechanic.

In the past 10 years you have progressed steadily from fair cars to good cars to the best racing machines in history. In May, your team won at Indy and you realized that you had peaked. There seemed to be no higher goals to attain and you felt your life would go downhill from here. Then, a few days ago, you were recruited by the Time Corps. You were very interested. They use scooters to do their time traveling; you hope you get a chance to tear one down to see what makes it tick. Your guess is that it has got more than a V8 inside it (although there doesn't seem to be room for much). You told your boss you needed some time off and just walked. Traveling through time has got to be more interesting than winning your second 500.

You arrived two days ago and have spent the time trying to get adjusted to what is to become your new home (and life!). According to the agents you have talked to, you have the ability to restore someone's memory if they have lost it. You hope the classes cover that in detail; you didn't quite understand what they were trying to teach you, but you're pretty sure that it didn't take. You met five other new recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. You had decided to try to find out, when a message arrived that your training was to begin this morning immediately after breakfast.

You finished the rest of your breakfast (boy! you miss grits!) and moved to the classroom indicated in the message you received. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Billy Joe Henderson

Eddie Milano claims he's a rock and roll singer from 1965. You didn't pay a lot of attention to his music, but it seemed to be a loud extension of country music. If that's where music is going, you want to stay home.

Paul Campbell got there just yesterday from 1964. He's in his thirties and was a burglar! You sure hope they don't expect you to take risks like that. He claims he has the ability to "undo" things; if true, that may be why he's here.

Doctor Diana Stricklund arrived before you from the future; 2046 she claimed. She specialized on brain disorders and claims she can restore an amnesia victim's memory. That sounds similar to what they claim you can do; maybe she'll help teach you how. You can think of a lot uglier instructors so you hope she's involved (if not in your training, maybe in your social life, although smart women scare you sometimes).

Jack Douglas was with the FBI. He came here yesterday from 1950. He's not very friendly. It will be interesting to see how he and Paul get along.

Jenny Brown is just a kid. She does something with computers called "hacking". It's kind of like a mechanic for computing machines, though why they would need a special technician for adding machines is beyond you. Obviously her computers were invented long after you left in 1954, but since she came from 2020 that leaves lots of time for new technology. Maybe she's a kindred spirit and maybe she could teach you to become a computer mechanic.

Character: Jennifer Brown (Hacker)

BASIC STATISTICS:

Strength	44	Perception	75
Dexterity	52	Willpower	53
Agility	55	Luck	71
Personality	45	Stamina	47
Penetration Bonus	0	Unskilled Melee	50

BACKGROUND:

Date of Birth	8/27/2000	Place of Birth	Santa Clara, CA
Current Age	19	Recruited	7/3/2020 in Sunnyvale, CA
Profession	Student	Nationality	U.S.A.
Education	College Student	Sex	Female
Height	5'1"	Color Eyes	Brown
Weight	111 lbs.	Color Hair	Brown

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0
WOUNDS □ □ □ □ □ □ □ □ □ □
 □ □ □

Current Stamina
 Current Willpower
 Stamina Recovery Rate 4
 Armor
 AR
 Stamina Loss/Round
 Current Disguise

SKILLS:

Historical Specialty (Pcn + Wpr)/2	Specialist	79
Times Corps Stunner (Dex)	Specialist	77
Computers (Pcn + Luck)/2	Expert	103
Security Devices (Pcn + Dex + Luck)/3	Expert	96
Investigation (Pcn + Wpr + Per)/3	Specialist	73

PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3	43	WPR Cost: 0
Telepathic Probe (Wpr + Per + Luck)/4	43	WPR Cost: 10

WEAPONS: Time Corps Stunner

TIMES VISITED: None



Background and Personality for Jennifer Brown

You love puzzles, tricks, and mysteries. You find sports (and, thus, most men) boring and juvenile. They called you a child genius just because computers were easy for you. You never could understand why that was or why everyone couldn't grasp the simple and obvious logic of computers and how they work. It was so simple, in fact, that you were totally bored with them by the time you were twelve. That was when you discovered hacking. This gave you a whole new challenge: breaking into "super-secure" systems without leaving a trace was your goal. By the time you graduated from high school at 16 you had been into and out of (usually without being detected at all) nearly every available computer in the state of California.

You had also earned quite a rep among other hackers for your uncanny ability to guess access codes. You had no idea how it worked, but anytime you were having problems getting into a system, you found that you could learn the system's access codes by merely "communing" with the machine for a few minutes. After that time, the combos for the safe(s) would appear in your mind. You relish the independence your ability gives you.

When you were approached by the Time Corps and offered a job with them, you jumped at the chance: hacking through time for a legitimate cause seemed to hold more excitement than you could imagine. You agreed to join, but only if you were allowed to arrange for your own disappearance. Your vision of your disappearance was to edit all files containing data about you, removing yourself from existence. It was a noble parting shot. All went as planned; it is now as though Jenny Brown never existed.

Since you arrived two days ago, you have spent the time trying to get adjusted to what is to become your new home (and life!). You also learned that your "uncanny" ability to pick access codes out of the ether was a paranormal talent the Corps call *Telepathic Probe*. Apparently your talent was tuned to the Artificial Intelligence in the state-of-the-art computers. You met five other new recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. You had decided to try to find out, when the terminal at your table delivered the message that your training was to begin this morning immediately after breakfast.

You ate the rest of your breakfast and headed to the classroom indicated in the message you received. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Jennifer Brown

Eddie Milano was a rock and roll singer from 1965. In high school music class you studied rock and roll music — the ancient teacher seemed to enjoy reliving his youth by telling you about all the old groups of the 70s and playing their CDs. You really like Bruce Springsteen and New Kids on the Block, but you don't remember hearing anything by Eddie Milano. Maybe he was in one of the groups; you'll ask. If not, maybe he knew some of those greats before he left; that would be really interesting to hear about your musical heroes from someone who was there.

Paul Campbell got there just yesterday from 1964. He's in his thirties and was a burglar! In some ways his skills are a pale imitation, on a physical level, of your mental skills. He claims he has the ability to "undo" things; if true, that may be why he's here.

Doctor Diana Stricklund arrived before you from the future; 2046 she claimed. She specialized in brain disorders and claims she can restore an amnesia victim's memory. You're dying to ask her whether her success is linked to Artificial Intelligence in computers. If there is time between classes, you'll try to find time to pick her brain.

Jack Douglas was with the FBI. He came here yesterday from 1950. He's seems to be just perfect for this business; lots of practice chasing bad guys. He looks to be in his mid-thirties and is in great shape. He does seem a bit straight-laced and a real stickler for rules. Since hacking wasn't a crime in 1950 (heck, it wasn't even invented yet; the computers they had then weren't worth hacking), you should be safe from him. If he starts in on you, you'll flash your best, "sweet and innocent" look at him and hope he drops the subject. Maybe he can tell you some mystery stories.

Billy Joe Henderson is a real southern boy. He's in his late twenties and was a race driver and mechanic before he joined up. He claims he actually did Indy. Big deal! When you were younger, you and your mom always watched the Indy 500 on Memorial Day (actually she watched, you fidgeted). It seemed awfully boring: the cars just went round and round in a circle; they never even went anywhere.

Character: Jack Douglas (FBI Agent)

BASIC STATISTICS:

Strength	61	Perception	73
Dexterity	62	Willpower	66
Agility	60	Luck	60
Personality	54	Stamina	69
Penetration Bonus	+10	Unskilled Melee	61

BACKGROUND:

Date of Birth	11/2/1914	Place of Birth	Omaha, NE
Current Age	35	Recruited	3/13/1950 in Dallas, TX
Profession	FBI Agent	Nationality	U.S.A.
Education	College Graduate	Sex	Male
Height	6'2"	Color Eyes	Blue
Weight	188 lbs.	Color Hair	Brown

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0

WOUNDS □ □ □ □ □ □ □ □ □ □
□ □ □ □ □

Current Stamina

Current Willpower

Stamina Recovery Rate 5

Armor

AR

Stamina Loss/Round

Current Disguise

SKILLS:

Historical Specialty (Pcn + Wpr)/2	Specialist	85
Times Corps Stunner (Dex)	Expert	92
Investigation (Pcn + Wpr + Pcn)/3	Expert	80
Forgery (Pcn + Dex)/2	Specialist	83
Pistol (Dex)	Expert	92

PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3 47

Telepathic Probe (Wpr + Pcn + Luck)/4 50

WPR Cost: 0

WPR Cost: 10

WEAPONS: Time Corps Stunner, Pistol

TIMES VISITED: None



Background and Personality for Jack Douglas

You grew up on military bases (your father was an army colonel, highly decorated in WW I), in the atmosphere of intense nationalism following the First World War. When you graduated from high school your only thought was to follow in the footsteps of your father. You enlisted in the army, breezed through basic, and then got an appointment to OCS. All of your pre-war assignments were in Europe, so that is where you spent all of WW II. Because of your six years of experience in Europe prior to the war, you were assigned as one of General Eisenhower's aides. Thus you spent much of the war away from the lines, but were often involved in intelligence activities. You learned early in the war that you were particularly effective when interrogating POW's. Without knowing exactly how or why, you could sense when they were lying and when there were telling the truth about who they were. This ability usually unnerved the prisoner to the extent he would spill everything. Within a few months of this discovery, Ike had you working full time with captured prisoners.

After the war, you transferred to the FBI, where you spent most of your time interrogating Russian spies. You found, unfortunately, that your ability to tell truth from lies when questioning an enemy of your country affected your trust in all other people. This made you wary and uncomfortable around others. The women you dated appeared especially suspicious in your eyes and no matter how you tried, you could not shake the feeling that you were being deceived by all of them. In short, this ability of yours was ruining your love life. By 1950, you had given up all thought of marrying and raising a family; others were blind to all those lies, but you couldn't close your eyes to them, so you retreated to a solitary life. All romance was experienced vicariously through your idol, Frank Sinatra.

It was at this point in your life that you were recruited by the Time Corps. It seemed to you to be a natural extension of what you were already doing. Knowing the Bureau would never let you retire and then just disappear, you arranged to be 'killed' in a booby-trap bombing of your car. You even managed to implicate a communist sympathizer you were investigating at the time; you knew he was guilty of selling secrets to the Russians and that it was only a matter of time until you would prove it. The bombing merely served to speed the process. For the first time in months you felt excited about something. With the Corps, at least, you wouldn't be spending all your time interviewing Russian spies.

You arrived yesterday and have spent the time trying to get adjusted to what is to become your new home (and life!). One of the first things you learned was that your special interrogation ability is known as a paranormal talent. In the Corps they refer to it as *Telepathic Probe*. They have promised to show you how to turn it off. You briefly met five other new recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. Then you got the message that your training was to begin this morning immediately after breakfast. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Jack Douglas

Eddie Milano claims he's a rock and roll singer from 1965. You don't know what "rock and roll" is, but it doesn't sound like something Frank Sinatra would be doing. Although he seems like a nice-enough kid, you can't imagine what a singer is doing in the espionage business. You fear you'll be spending your time babysitting this novice.

Paul Campbell got there just yesterday from 1964. He's in his thirties and was a burglar! You're not sure you want to work with a crook, even a former crook, but you will check the regulations before doing anything about it. If the rules say you work with this crook, you'll do it, but you don't have to like it.

Doctor Diana Stricklund arrived before you from the future; 2046 she claimed. She specialized in brain disorders and claims she can restore an amnesia victim's memory. She's in her mid-thirties and sure doesn't look like any doctor you ever saw. Women doctors! What'll they think of next?

Billy Joe Henderson is a real southern boy. He's in his late twenties and was a race driver and mechanic before he joined up. He claims he actually did Indy (as a mechanic, not a driver). He's probably a moonshiner; your friends in the Revenue Department were always complaining about those fast-driving moonshiners.

Jenny Brown is just a kid. She sure doesn't look like she belongs here. She does something with machines known as computers called "hacking", but she sure doesn't look strong enough to be "hacking" things for a living. Besides, what kind of job is that for a kid, anyhow? She will obviously need someone like you to look after her; you only hope you can manage that without jeopardizing the mission.

Character: Eddie Milano (Musician)

BASIC STATISTICS:

Strength	51	Perception	60
Dexterity	71	Willpower	50
Agility	68	Luck	51
Personality	65	Stamina	68
Penetration Bonus	+5	Unskilled Melee	60

BACKGROUND:

Date of Birth	8/9/1942	Place of Birth	Hackensack, NJ
Current Age	23	Recruited	8/11/1965 in Iowa
Profession	Musician	Nationality	U.S.A.
Education	H.S. Graduate	Sex	Male
Height	5'11"	Color Eyes	Brown
Weight	165 lbs.	Color Hair	Black

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0

WOUNDS □ □ □ □ □ □ □ □
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Current Stamina

Current Willpower

Stamina Recovery Rate 5

A armor

AR

Stamina Loss/Round

Current Disguise

SKILLS:

Historical Specialty		
(Pcn + Wpr)/2	Specialist	70
Times Corps Stunner		
(Dex)	Specialist	86
Disguise		
(Per + Dex)/2	Specialist	83
Musician		
(Per + Dex)/2	Expert	98



PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3	37	WPR Cost: 0
Telepathic Sending (Wpr + Pcn + Per)/4	44	WPR Cost: 5

WEAPONS: Time Corps Stunner

TIMES VISITED: None

Background and Personality for Eddie Milano

You have never "fit in" with those around you. Moody and sometimes impetuous, you made few close friends. You find conversation awkward and superficial, while music is easy and important. You have loved music since you were a kid and have always wanted to be a singer/musician. Even as a kid in the church choir, you had the ability to project the mood and message of the music very effectively. In high school, you formed a band to play sock hops and other dances. The other guys were pretty good musicians, but it was your voice and emotion that the audiences loved. You seemed to have a knack for making them understand the meaning behind the music and they loved it. After high school, you continued to play locally, always looking for that chance that would get you national recognition. After the Beatles made it, everyone wanted a foreign group and you began to think your big chance would never come. Persistently, you kept searching for the right sound and the right group of guys to make it work. Although everyone was mimicking the Beatles' sound, you refused to become another copycat. Your soul belonged to good old rock and roll so you stuck with the old sounds. Obviously many people agreed with you because you drew sizable audiences, who loved your music.

Finally, it happened. As you celebrated your 23rd birthday, your band was finally beginning to make it. You had a single in the top ten, had just released your first album, and concert requests were beginning to flow in. Everything was going your way, but you were bored. This is what you always thought you wanted, but now that you had it, you found it wasn't what you really wanted. The music was good, but the adulation was fawning and superficial; no one really cared for you - just your image. You knew the band would fail without you, so you tried to hang on, hoping the feeling would pass; it didn't. Finally, you just had to get out; after leaving the party your record company held when your album went gold (a second single from the album reached the top ten), you decided to just drive away. At first you pretended you were going to take a few days alone to get things sorted out, but the longer you were away, the better you felt. After eight days the papers were full of speculation, mostly concerning your moodiness and temper. Some hinted at suicide or secret trysts, while others said you just wanted to walk away after you reached the top to show your contempt for the world. You had decided to make your disappearance permanent.

Driving through Iowa on your way to the west coast, you picked up a hitchhiker - actually a recruiter for the Time Corps. Of course, you didn't know she was a recruiter at first. She told you about the Corps and your paranormal talents, which were the reason you were being recruited. For the first time in months you felt excited about something. Here was a chance to really do something that mattered; you agreed to join. Your task of "disappearing" having already been accomplished, you left immediately for the secret Time Corps headquarters and your training.

You arrived two days ago and have spent the time trying to get adjusted to what is to become your new home (and life!). You learned that the special ability you had with audiences is known as *Telepathic Sending* by the Time Corps. Several veteran agents have the ability and they have promised to train you to make more effective use of it. You met five other new recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. You had decided to try to find out, when a paging terminal at your table delivered the message that your training was to begin this morning immediately after breakfast.

You wolfed down the rest of your breakfast and moved with the other recruits to the classroom indicated in the message you received. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Eddie Milano

Paul Campbell got there just yesterday from 1964. He's in his thirties and used to be a burglar! You're new here, but it sure seems odd that they'd let someone like him in; how can he be trusted? He claims he has the ability to "undo" things; if true, that may be why he's here.

Doctor Diana Stricklund arrived before you from the future; 2046 she claimed. She specialized in brain disorders and claims she can restore an amnesia victim's memory. She's in her mid-thirties and looks pretty good for an older woman.

Jack Douglas was with the FBI. He came here yesterday from 1950; you were only eight when he left there (or, then ... this time travel stuff will take some getting used to). He seems to be just perfect for this business; lots of practice chasing bad guys and the like. It should be interesting to see how he and Paul get along.

Billy Joe Henderson is a real southern boy. He's only a few years older than you, but he likes country music. He was a race driver and mechanic before he joined up. Since he came from 1954, he didn't ever get to hear any rock and roll and also never got to see a Corvette; you bet you can't get a 'vette in this place, but if you can find a guitar, you will introduce him to rock and roll.

Jenny Brown looks like she belongs in the front row of one of your concerts, not here in the future (or past; they haven't told you). She looks 14 or 15, but says she's almost twenty (do they "card" here?). She does something with machines known as computers called "hacking", but since you didn't understand computers in 1965, you can only imagine what they're like in 2020, the time she's from.

Character: Paul Campbell (Reformed Thief)

BASIC STATISTICS:

Strength	63	Perception	63
Dexterity	66	Willpower	50
Agility	69	Luck	54
Personality	49	Stamina	63
Penetration Bonus	+10	Unskilled Melee	66

BACKGROUND:

Date of Birth	6/18/1933	Place of Birth	Chicago, IL
Current Age	30	Recruited	6/7/1964 in Oregon
Profession	Thief	Nationality	U.S.A.
Education	H.S. Graduate	Sex	Male
Height	5'9"	Color Eyes	Green
Weight	172 lbs.	Color Hair	Sandy

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0

WOUNDS □ □ □ □ □ □ □ □ □ □
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Current Stamina

Current Willpower

Stamina Recovery Rate 5

Armor

AR

Stamina Loss/Round

Current Disguise

SKILLS:

Historical Specialty		
(Pcn + Wpr)/2	Specialist	77
Times Corps Stunner		
(Dex)	Specialist	81
Theft		
(Pcn + Dex + Wpr)/3	Expert	90
Dagger		
(Str + Dex)/2	Specialist	80



PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3	38	WPR Cost: 0
Time Shift (Wpr + Luck)/3	35	WPR Cost: 50

WEAPONS: Time Corps Stunner, Stiletto

TIMES VISITED: None

Background and Personality for Paul Campbell

You were born and raised in a working class neighborhood in Chicago. Like most kids in your neighborhood, you belonged to a gang. Your gang was into theft more than rumbles and you got a lot of experience as a petty thief before you left high school. You were cool and professional - not one of those "show-off" types that got caught. After graduation and a short stint in Korea, you came back home to Chicago, not to a job, but to continue your "career" as a thief. That career almost ended in the early morning hours on April 17, 1954. You had broken into a department store and were making your way to the jewelry department when you clumsily knocked over a perfume display, breaking bottles and making a racket. You heard the guard shout and start toward you. Realizing that he was between you and the exit, you knew you were caught. In frustration, you swore at yourself for being so stupid, wishing you could start the burglary over, knowing you would miss the perfume next time. In the next instant, you found yourself creeping into the store just as you had a few moments before; it was crazy and impossible, but you had gotten your wish. This time you avoided the perfume and managed quite a haul of jewelry.

When you got home, the full impact of what had happened hit you and you got roaring drunk, only waiting long enough to stop shaking enough to drink without spilling it all. Although it's hard to rattle you, you always turn to the bottle when something really bad happens. You were still pretty shook up in the morning, but decided to try to forget it and get on with our life. Eventually, you put the event out of your mind, finally deciding that you had "day-dreamed" crashing into the perfume. Almost four years later, however, it happened again. This time you walking down the street, away from a house you had just burglarized. Thinking you heard sirens as you passed an alleyway, you considered ducking into the alley, but decided you were safe and continued walking. At the next corner, you ran smack into a patrolman and dropped the bag spilling its contents all over the sidewalk; you were caught red-handed. As before, the first thing that leapt into your mind was to wish you had followed your first instinct and ducked into the alley. Again, as before, you found yourself back at the alley. This time, you ducked into the alley and, moments later watched the patrolman stroll by on his rounds. After a three-day binge, you decided to accept your "talent" and not be shaken by it. The alternative of spending the rest of your life drunk did not appeal to you.

Since that time you have practiced these "wishes" and made good use of them in your "career". What you lacked, though, was respectability. It finally occurred to you that maybe your "special ability" was operating to give you a "second" chance in life and that you'd better take it before your "luck" ran out. Unfortunately, anybody who gets really good at anything gets noticed and you needed a change of scene to get a fresh start and go straight. You decided to move to Oregon and find honest work. All went as planned, but when you got to Oregon, the Time Corps was waiting for you. They offered you a job with them, doing mostly what you had been doing, but for the cause of good and with the opportunity to travel as never before: in time. You jumped at the chance. Obviously, this is what fate had in store for you. Since you had already arranged your "disappearance", you left immediately for the secret Time Corps headquarters and your training.

You arrived yesterday and have spent the time trying to get adjusted to what is to become your new home (and life!). You have learned that your special ability is very rare among Time Corps agents and is called *Time Shift*. You hope that the training will teach you more about this talent and how to use it more effectively than you have been able to so far. Yesterday, you met five other recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. You had decided to try to find out, when a message arrived that your training was to begin this morning immediately after breakfast.

You finished your breakfast and headed to the classroom indicated in the message you received. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Paul Campbell

Eddie Milano claims he's a rock and roll singer from 1965. You didn't pay a lot of attention to all that noise the kids listened to, but you don't remember his name; he must not have been a real hit. He seems like a good kid, though; a bit wet behind the ears for chasing bad guys; maybe he can sing 'em a song.

Doctor Diana Stricklund arrived before you from the future; 2046 she claimed. She specialized in brain disorders and claims she can restore an amnesia victim's memory. She's in her mid-thirties and sure doesn't look like any doctor you ever saw. Chalk up one good thing for the future: pretty doctors.

Jack Douglas was with the FBI. He came here yesterday from 1950; that means there's no chance he knows your name and reputation from your gang days. He seems to be just perfect for this business; lots of practice chasing bad guys. It should be interesting working on his side for a change.

Billy Joe Henderson is a real southern boy. He's in his late twenties and was a race driver and mechanic before he joined up. He claims he actually did Indy (as a mechanic, not a driver); that is impressive as only the very best get to Indy.

Jenny Brown is just a kid. She sure doesn't look like she belongs here. She looks 14 or 15, but says she's almost twenty. She does something with computers called "hacking", but since you didn't understand them in 1964, you can only imagine what they're like in 2020, the time she's from.

Character: Diana Stricklund (Physician)

BASIC STATISTICS:

Strength	47	Perception	72
Dexterity	66	Willpower	57
Agility	53	Luck	63
Personality	62	Stamina	55
Penetration Bonus	0	Unskilled Melee	50

BACKGROUND:

Date of Birth	4/1/2009	Place of Birth	Edinburgh, Scotland
Current Age	36	Recruited	1/17/2046 in Norway
Profession	Physician	Nationality	Scotland
Education	PhD in Medicine	Sex	Female
Height	5'4"	Color Eyes	Green
Weight	125 lbs.	Color Hair	Auburn

TIME CORPS RANK/GRADE: Trainee, grade 0

Success Points 0
WOUNDS □ □ □ □ □ □ □ □ □ □
 □ □ □ □

Current Stamina
 Current Willpower
 Stamina Recovery Rate 4
 Armor
 AR
 Stamina Loss/Round
 Current Disguise

SKILLS:

Historical Specialty (Pcn + Wpr)/2	Specialist	80
Times Corps Stunner (Dex)	Specialist	81
Medicine (Pcn + Per + Wpr + Luck)/4	Expert	94
Pilot (Pcn + Dex + Agl)/3	Specialist	79
Investigation (Pcn + Wpr + Per)/3	Specialist	79



PARANORMAL TALENTS:

Paranormal Memory (Pcn + Wpr)/3	43	WPR Cost: 0
Memory Restoration (Wpr + Pcn + Luck)/4	48	WPR Cost: 40

WEAPONS: Time Corps Stunner

TIMES VISITED: None

Background and Personality for Diana Stricklund

Compassionate and a sucker for a sob story, you have always wanted to be a doctor. When you were growing up in Edinburgh, you brought home every sick or injured animal you found; and you did go out looking. You don't know how your mom put up with it, but you are glad she encouraged you as she did. She helped you study and get into the best schools. When you graduated, she was the proudest parent in the place. Initially, you wanted to be a General Practitioner, the kind of doctor that was about the only kind they had a hundred years ago, but was a rapidly vanishing breed in the 2030's when you were in med school. During your internship, you discovered that you had a special talent for dealing with amnesia victims. Once discovered, you could not ignore what fate had given you and you became a specialist.

To make yourself more available, you bought a VTOL-car and learned to drive it. Now you can fly to your patients anywhere on the Continent, anytime you're needed in under an hour. It's also handy for those afternoon trips to the Riviera or the Alps: you can get a few hours on the water or on the snow and then be back for dinner and evening rounds. Your VTOL-car, or, rather, your careless driving of it, brought you here to the Time Corps, away from your patients and your mother.

You were driving from your office to see a patient in Brussels, Belgium. As usual, you took off without checking weather conditions; otherwise you would have known about the storm and taken a different route (or postponed the trip). Instead you got caught in the storm and were blown off course and forced down (in a landing that could only be described as miraculous) in the middle of nowhere, near the Norwegian/Swedish border. Instead of crashing and burning, which the Time Corps recruiter proved you would have done without their "miraculous" intervention, you joined the Corps (after rigging your VTOL-car to explode). You wish you could have sent your mom a farewell note, but that was forbidden.

So instead of being blown to smithereens, you arrived here in the Time Corps headquarters three days ago and have spent the time trying to get adjusted to what is to become your new home (and life!). It turns out that your talent for curing amnesia victims is a known paranormal talent that has been studied and used by the Time Corps for years. They have promised to give you advanced training in using and further developing your natural talent. Since you got here, you met five other new recruits and were told that your training will begin next week when a few more recruits arrive. Apparently, they prefer classes of about a dozen.

Early this morning (3:00 a.m.), you were awakened by alarms blaring throughout the complex. Rushing into the hall, you saw scores of regular agents rushing to an assembly. As you had not yet received your initial training, you were told to return to bed. You did so, but couldn't sleep for wondering what sort of emergency had occurred. You met the other new recruits at breakfast in an empty cafeteria; no one knew anything. You had decided to try to find out, when a message was displayed on the paging terminal at your table that your training was to begin this morning immediately after breakfast.

You were too excited to finish your breakfast, but waited impatiently while the others finished theirs before going with them to the classroom indicated in the message you received. You are now all sitting at desks waiting for the instructor to appear.

Character Interactions for Paul Campbell

Eddie Milano was a rock and roll singer from 1965. When you were in high school, the new music had gotten so bad that everyone dug out their grandparent's CD's (from the 1970's and 1980's). Now that was great music: Crosby, Stills, and Nash; Cream; Jimi Hendrix; and so many others. Maybe he knew some of those greats before he left; that would be really interesting to hear about your musical heroes from someone who was there.

Paul Campbell got here just yesterday from 1964. He's in his thirties and used to be a burglar! You're sure that he must have been a victim the uncaring society in the United States of that time. He claims he has the ability to "undo" things; if true, that may be why he's here.

Jack Douglas was with the FBI. He came here yesterday from 1950. He seems to be gruff and tough, having gotten lots of practice chasing bad guys. He looks to be in his mid-thirties and is in great shape; maybe he skis. Did they ski in 1950? You'll ask.

Billy Joe Henderson is a real southern boy. He's in his late twenties and was a race driver and mechanic before he joined up. Given your long history of caring for wounded animals, you find the entire "sport" of driving ground vehicles at high speeds cruel and barbaric and you intend to let him know how you feel.

Jenny Brown is just a kid. She says she's a hacker, which means she can make a computer do anything she wants. Since hacking was considered illegal in 2020, she's probably here to avoid prosecution and jail. If she had just been born ten years later, she would be a member of a proud and lucrative profession instead of an "outlaw" in the Time Corps.

MISS HIM, MISS HIM, MISS HIM.

By Jay M. Tummelson, Linda M. Bingle, and Donald J. Bingle
A **TIMEMASTER®** Training Module & Adventure

Alarms flash and klaxons sound as every available Time Corps agent rushes to the field. Somehow a full-scale nuclear war has broken out in 1970 and the disruptive Time Wave spawned by that fiery destruction will wipe out the Time Corps in a matter of days unless the cause behind the change in History is found and fixed.

Even new recruits like yourself are being rushed through training to aid the reconnaissance effort. After a quick drill on Time Corps procedure, you're sent to a Time almost 20 years after the bombs stopped falling to find out what happened from the survivors.

So you go back, masking your uncertainty as to what to do, to try to find the key. But a lot has changed ... from geography, politics and economics to music, shopping, and computers. What is cause and what is effect?

"Miss Him, Miss Him, Miss Him" is a 40-page training module and adventure for use with the Timemaster® Role-Playing Game, with historical background, characters, and exhibits for hours of play.



I've seen the future and I'm here to fix the past.™