

Annina

BACKGROUND

You and your husband Jan are refugees from Bulgaria. The Nazis are drawing ever closer to you, but you may still have some time. You've obtained some exit visas. You had to give yourself to a filthy black marketer, and it cost you all of your savings. Now you regret your decision. You have the visas, but no money to start a new life in a free country. However Exit Visas have suddenly escalated in value. You wonder if perhaps, just perhaps, you could sell these for more than you paid. Then you could wait a week or two for things to quiet down, and purchase new ones at a lower cost both in money and self-respect.

EXIT VISAS

You have Exit Visas you might be persuaded to sell, but it is a gamble. You're torn.

Your feelings toward:

FERRARI

You gave yourself to him for the exit visas. Now you hate the sight of him, and any who associate with him are suspect.

UGARTE

A slimy, and dangerous, man who would slit your throat without a second thought, if he felt it was in his best interests. You stay as far from him, and his associates as you can.

YVONNE

She was kind to you and Jan, and tried to intercede on your behalf with Rick.

BERGER

A nice man, physically unprepossessing, yet you wish you had his courage and conviction. He will fight for what he believes in until his final breath.

The Usual Suspects Card

FIRST VISIT

Tell the players you do have exit visas, but you aren't sure you should part with them. Tell each as much of your story as you dare.

Look at the numbers 1 through 5:

IF the card is blank, circle the 1 next to Annina. The player is visiting you first! Listen to the player's appeal. Tell them that you may be able to provide them with an Exit Visa. You will let them know for sure "at the end of the day."

Otherwise, circle the number of the Act when the player approaches you (2 through 5). Tell them that you may be able to provide them with an Exit Visa. You will let them know for sure "at the end of the day."

IF the card has a number circled for Berger, tell the player they were seen speaking to Berger. Warn the player that the police are suspicious of Berger. It could hurt the player, if the police learned the player was seen with him.

IF the card has a number circled for Yvonne, listen to the player's appeal. Tell them that you understand they know your friend Yvonne. You tell the player you may be able to provide them with an Exit Visa. You will let them know for sure "at the end of the day."

IF the card has a number circled for either Ferrari or Ugarte, warn the player not to associate with thieves and murderers. Being seen too often in such company will almost certainly get the player arrested.

IF the card has numbers circled for both Ferrari and Ugarte, or IF two numbers are circled for one of them, the player is obviously dangerous. Tell the player you cannot help, and IF no numbers from 7 to 10 have been circled, **circle 10**.

SECOND VISIT

Circle the number corresponding to the Act when they return (2 through 5).

IF the player returns for a SECOND visit BEFORE the "end of the day." (Act 5), tell them you're still trying to make up your mind. They must come back at the "end of the day."

IF the player returns for a second visit at the "end of the day." (Act 5), AND does NOT HAVE circles around Ferrari and Ugarte, or one of them twice, sigh, sell them an exit visa, and IF no numbers from 7 to 10 have been circled, **circle 6 AND 9**.

IF the player returns for a second visit at the "end of the day." (Act 5), and NOW DOES HAVE circles around Ferrari and Ugarte, or one of them twice, refuse to sell the visa, and IF no numbers from 7 to 10 have been circled, **circle 10**.

IF in Act 5 NONE of the above conditions are met, and IF no numbers from 7 to 10 have been circled, **circle 7**.

IF a number from 7 to 10 has already been circled, do NOT circle any more numbers, just hand the card back to the player, and smile knowingly.

When the Gate Guard gives Speech C to players:

"Your papers are in order. You may board the plane to Lisbon when it is announced. I hope you have enjoyed your stay in Casablanca."

Run frantically out the door. Wait for him to shout:

"Wait! Stop her!"

Then SCREAM!