

Berger

BACKGROUND

You are a member of the Norwegian underground, fighting the Nazis. There is a warrant out for your arrest in Norway, and it's only a matter of time before the Nazis here in Casablanca get word of you. Your one hope for now is to reach the Free French garrison in Brazzaville, French Equatorial Africa, and join them. If you can recruit more to join the fight, that will be all to the good. In fact it is all that keeps you in Casablanca. Tonight, with as many others as you can muster, you will strike out for the border.

EXIT VISAS

You don't have Exit Visas.

Your feelings toward:

FERRARI

He would turn you in in a second, if there was enough profit in it for him. As it is, you stay out of his way, and anyone who associates with him.

UGARTE

You know his kind, and vow never to turn your back on Ugarte. If he got wind of your plans, you would kill him without hesitation.

YVONNE

A beautiful and charming woman. In another time or place who knows...? But such thoughts must wait until every last Nazi is destroyed.

ANNINA

A good child at heart. Far too good to survive long in Casablanca. You fear for her and her husband.

The Usual Suspects Card

FIRST VISIT

Tell the players you have no exit visas, but you know of another way out of Casablanca, if they have the courage. If players are willing, you can help them get to Brazzaville, if French Equatorial Africa. There they can join the fight against the Nazis.

Look at the numbers 1 through 5:

IF the card is blank, circle the 1 next to Berger. The player is visiting you first! Listen to the player's appeal. Tell them that you don't have any Exit Visas. But tell them you can transport them to Brazzaville. There is no true safety there, as there would be in the United States for example. They would be expected to join the fight, but they would be out from under the Nazi's thumb, and helping to rid the world of the Nazi evil.

Otherwise, circle the number of the Act when the player approaches you (2 through 5). Tell them that you don't have any Exit Visas. But tell them you can transport them to Brazzaville. There is no true safety there, as there would be in the United States for example. They would be expected to join the fight, but they would be out from under the Nazi's thumb, and helping to rid the world of the Nazi evil.

IF the player agrees to join you, and IF no numbers from 7 to 10 have been circled, **circle 8**.

SECOND VISIT

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

Reiterate you have no visas. They should join you and the Free French in Brazzaville.

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

If the player agrees to join you, and IF no numbers from 7 to 10 have been circled, **circle 8**.

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