

Ferrari

BACKGROUND

You are the owner of the Blue Parrot Café, a business rival of Rick's. You have been trying to buy Rick's Café for some time, but he isn't interested in selling. You find Rick almost insulting in his manner towards you, and can't understand his attitude. Casablanca is a place where money can be made in a variety of interesting ways: smuggling, the Black Market, women and drugs. Why should sophisticated gentlemen turn up their noses at such time-honored pursuits? You suspect he's jealous. You have risen after all to be the king of the Casablanca Black Market. Some day you'll teach Rick to respect you. Some day you'll own everything that is now his.

EXIT VISAS

Unfortunately you have none to sell at present, although you would never admit this. You are negotiating with Ugarte to obtain two, which have recently come into his possession. If he isn't willing to play ball, a word in an official ear might teach him some manners.

Your feelings toward:

UGARTE

A useful pawn, but a lower form of life than you. If he displeases you, you wouldn't be above seeing him cut down in front of a firing squad.

YVONNE

When she was one of Rick's possessions, you wanted her of course. Now that she has been cast aside, she has lost much of her status. Yet there is still her definite allure... You have always had an eye for attractive women of flexible virtue. If she knows her place, she might prove an enjoyable plaything... for a time...

BERGER

Norwegian underground, so you have heard. A patriot is a dangerous commodity at any time and in any place. Here in Casablanca he is an apple just waiting to be plucked by the Nazis. A friend of Rick's too. Unless you can find a way to make some money from his capture, you have no use for him at all.

ANNINA

A silly, romantic young girl. One can never have too many women at one's beck and call. But she is desperate, and therefore too risky a proposition. She is to be avoided.

The Usual Suspects Card

FIRST VISIT

Tell the players they have come to the right place. There is nothing that goes on in Casablanca that doesn't reach your ears.

Look at the numbers 1 through 5:

IF the card is blank, circle the 1 next to Ferrari. The player is visiting you first! Listen to the player's appeal. Tell them that of course you can provide them with an Exit Visa for a price. But they must return "at the end of the day."

Otherwise, circle the number of the Act when the player approaches you (2 through 5). Tell them that of course you can provide them with an Exit Visa for a price. But they must return "at the end of the day."

IF the card has a number circled for Ugarte, tell the player they were seen speaking to Ugarte. Warn the player that Ugarte cannot be trusted. If he has Exit Visas, they are the ones stolen from two murdered couriers yesterday, and therefore very dangerous. You tell the player to return "at the end of the day," and to avoid Ugarte.

IF the card has a number circled for Yvonne, listen to the player's appeal. Tell them that you understand they know Yvonne. Any friend of Yvonne's is a friend of yours. Of course you can provide them with an Exit Visa for a price. But they must return "at the end of the day."

IF the card has a number circled for either Berger or Annina, warn the player not to associate with "stateless riffraff." Being seen too often in such company will almost certainly get the player arrested.

IF the card has numbers circled for both Berger and Annina, or IF two numbers are circled for one of them, the player is obviously friends with Rick. 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), refuse to talk to them, tell them to 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 Berger and Annina, or one of them twice, sell them an exit visa, and IF no numbers from 7 to 10 have been circled, **circle 9**.

IF the player returns for a second visit at the "end of the day." (Act 5), and NOW DOES HAVE circles around Berger and Annina, 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.