

Ugarte

BACKGROUND

Rick does not like you. But then he is hard and unsympathetic. You are simply an entrepreneur trying to establish yourself in the unusually fluid business community of Casablanca. There are many opportunities, but many dangers as well. Just yesterday you took a far greater risk than usual, snuffing out the meaningless lives of two worthless couriers, and appropriating their Exit Visas for your own use. There are many in Casablanca who will pay dearly for them, and you intend to see that they do. For them the visas are tickets out. For you they are tickets up. To raise your status in the community. Maybe then the likes of Rick and Ferrari will not treat you with such disdain.

EXIT VISAS

You have Exit Visas for sale. Ferrari wants them, but you may be able to get more money by cutting out that particular middleman.

Your feelings toward:

FERRARI

He considers himself the king of the Casablanca black market. And perhaps he is. He is a useful person to know, and you certainly don't want to get on his bad side. On the other hand kings have been known to fall, and princes to take their place. You think you might look very dapper in princely robes.

YVONNE

Rick's ex-girlfriend. Classy, though she drinks too much. Now that she's available, you'd like to get to know her better.

BERGER

Norwegian, obviously anti-Nazi. Why must people be anti anything? It's always so much easier to do business with more than one side. He's dangerous to free enterprise. You stay away from him, and any who associate with him.

ANNINA

She smiled at you, seems eager to speak with you. You suspect it's not your personal charm however, but that she's heard a rumor about the Exit Visas in your possession. She seems far too trusting. That quality could spell disaster for both her and you.

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 Ugarte. 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 Ferrari, tell the player they were seen speaking to Ferrari. Warn the player that Ferrari is asking too much for exit visas, and probably has none to sell anyway. You tell the player you can let them have an Exit Visa for a bargain price, to return "at the end of the day," and to forget Ferrari.

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. You tell the player you can let them have an Exit Visa for a bargain 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 "idealistic dreamers." 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 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), 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.