

Trapped!



TRAPPED

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SCENARIO

Antony Faberto is a small time mob boss. He runs a protection racket out of the Larson building. There is a pizza parlor on the ground floor that delivers lunch every day. The pizza is a code:

- ❖ pepperoni - all is well
- ❖ green peppers - a new “customer”
- ❖ mushroom - someone needs roughing up
- ❖ cheese - a hit

Antony has been under investigation by the FBI. He will be arrested today. Unfortunately, the elevator breaks down on the way.

CHARACTERS

Jimmy Henkins, The World’s Smartest Pizza Boy

Jonathan Harkins, Federal Bureau of Investigation. (A.K.A. “Mr. White.”)

Salvidore “Big Sal” Uccisione, Thug For hire

Lynette Jensen, Daughter of a store owner. (Dry cleaning business)

PROPS NEEDED

2 Guns

Federal Agent’s ID

A Plain Cheese Pizza In a Pizza Box. The name, “Antony Faberto” should be written inside of the box under the pizza.

Remember that you can use item cards instead of props. However, for best effect, a real pizza should be used if at all possible.

SETUP

Copy this game. Have full copy for yourself. Each player should get a copy of his or her character history, and Abilities.

Using masking tape or chalk, mark out a 12 foot by 12 foot area for the game space. Players may not leave this space. Alternatively, you could run this game in an elevator as long as you don’t inconvenience people who legitimately need to use it.

Each player gets a character history. Additionally, the following characters get props:

- ❖ Jimmy Henkins: Pizza in Box
- ❖ Jonathan Harkins: Federal Agent’s ID; Gun.
- ❖ Salvidore “Big Sal” Uccisione: Gun

Do not forget the standard RTLBB accouterments: stars and dice.

READ THIS TO THE PLAYERS TO START

Scene: A 20 story building near the edge of a big city downtown. Lunchtime. Close enough to be by a nearby shopping district, but far enough out to not be dwarfed by nearby skyscrapers. You four have just

entered an elevator, marked by the outline on the floor. Mr. White has pressed fourth floor. The rest of you are going to the fifth floor. The doors have closed and the elevator has started moving.

In a few seconds, say “ding” and announce “Two.”

A few seconds , say “ding” and announce “Three.”

A few seconds after that, make a horrendous scraping sound and announce that the elevator has drawn to a stop and the doors are not opening.

RUNTIME

Once the game starts, you can sit back and watch. Be a GM as necessary.

- ❖ There is no phone to call for help.
- ❖ The characters do not have cell- phones.
- ❖ Nobody will answer if they pound on the door.

Two hours after the game starts, announce that the elevator is moving again, and end the game.

The game is not designed to be an attempt to escape. If the players actively try to escape, you should feel free to explain this out of game, instead of frustrating them as they try futilely to escape.

This game is about communication and discovery. Try to foster communication between the players. Don’t force anything and allow the players to play their characters, but you can always hint about things clandestinely. “mmm that pizza smells good.”

One additional suggestion for enhancing the reality of the situation is to play “elevator music” in the background while the game is running.

GAME MECHANICS

Have players mime out combat. For hand to hand, each character has a number. Higher number wins. If people are working together, add their numbers together. In the case of a tie, the larger group wins. If you lose a combat, you are knocked out or restrained for 5- ish minutes.

In order to hit someone with a gun, characters need the gun skill. Someone hit with a gun is bleeding out, their hand- to- hand drops to 0 and they will die in 10- ish minutes.

Some characters have a Special Ability that can only be used once during the scenario.

ITEM CARDS

Copy these onto cardstock, cut them out and hand them to the appropriate players. You do not have to use item cards and can use real props instead. It is definitely suggested that you use a real pizza, even if you use item cards for everything else.

Note that cheese pizza is just a suggestion. If you don’t like cheese pizza, substitute it with something the players like. However, make sure to tell the players of Big Sal and Jimmy Henkins the new pizza codes and how often they are ordered.

GUN

Requires Gun Skill.

Starts with Jonathan Harkins

GUN

Requires Gun Skill.

Starts with "Big Sal"

FEDERAL AGENT'S ID

Starts with Jonathan Harkins

PIZZA BOX

Contains a pizza of some kind.

Starts with Jimmy Henkins

PIZZA

A cheese pizza. Hey! There's something written on the box underneath: Tony Faberto

Starts with Jimmy Henkins

JIMMY HENKINS, THE WORLD'S SMARTEST PIZZA DELIVERY BOY

It is true that you have an active imagination, but this time you are certain that you are dealing with the criminal element, or possibly with a foreign spy!

You work delivering pizza for the local Pizza King, located on the first floor of the Larson building. Every day for lunch, a businessman on the fifth floor, Mr. Faberto, orders pizza.

You first figured something was up when you realized that Mr. Faberto only gets one of four types of pizza, even though you offer seven toppings. Further, he never actually orders the pizza. It's just delivered. You have come to the conclusion that the pizza is some sort of code, but you aren't sure what.

Most often, he gets pepperoni. He seems to like pepperoni. You get a good tip with pepperoni.

The next most common pizza is mushroom. He usually takes these pizzas into his office to share with his employees. You get a meager tip with mushroom pizza. Yesterday's pizza was

mushroom, by the way, and there was one last week, too.

Green peppers, on the other hand, are a reason for celebration. You always get a good tip with those.

Rarest of all are the plain cheese pizzas. You've only delivered one of these, quite some time ago. Mr. Faberto was not at all happy. You got an average tip, but the atmosphere was somber.

You try not to look at the pizza ahead of time. The agreement between delivery boy and customer is a sacred bond, one you are hesitant to break.

However, a new element has been added to the equation. Of late, a man - Mr. White - has been very curious about your pizzas. He takes the elevator the same time as you, but gets off at the 4th floor. You think he's a spy or a federal agent, but your gut says he can be trusted.

In any case, you have a new pizza to deliver to the fifth floor. Better get going.



Items:

A delicious pizza in a box.

Stats and Abilities:

Hand-To-Hand: 2

Logic/Deduction: You can ask one yes/no questions of the GM on any topic. If the GM answers "I don't know," to the yes/no question, that question does not count.

SALVIDORE "BIG SAL" UCCISIONE, THUG FOR HIRE

You are a mass of hired muscle. You're good at what you do and what you do isn't pretty.

You do most of your work for the big boss, Antony Faberto. Mister Faberto owns this building and makes a good chunk of change running a protection racket all throughout the neighborhood.

You're on your way to Mister Faberto's private office. You go there every day for lunch, but you're running a little late today. You see, Mr. Faberto has a pizza sent up from the pizza place on the first floor. The pizza is a sort of code; the type of pizza determines the results of the day's activities.

A pepperoni pizza means that everything is running smoothly. Nothing to worry about.

If there's a different topping, then there's usually a name written on the inside of the box, under the pizza. Green peppers mean that the business has a new "customer."

Mushroom means that someone has fallen behind on their payments and needs a "talking to." You

had to rough up a dry cleaner last week because he was starting to get behind. Nothing permanent, but he'd better start paying or something bad might happen to his business.



Finally, there is cheese. You've never seen a cheese pizza, but you heard of one coming in once before your time. A cheese pizza means that one of the real big bosses called in and a hit needs to be done. And you'd be the one to do it, if it happened.

And you're half expecting that recently. Word on the street is that the racket has become compromised and that there is a leak. Certainly, someone's been tipping the Feds on the operation, and the word on the

street is that a cheese pizza is in order... soon.

And damn the luck! You just recognized one of your fellow elevator passengers. He was one of the Feds on the news as a witness in a recent gangland case in DC. You like to keep up on the news in that area, you understand. Professional interest. You doubt he would recognize you face to face. But you might want to keep a low profile, just in case.

Items

A gun.

Stats and Abilities:

Hand-To-Hand: 5

Gun: You know how to use a gun.

LYNETTE JENSEN

Life has been a nightmare since you moved to this country. Your mother passed away last year and your father brought you here to America. He opened up a dry cleaning business a few blocks from this building and that's when then trouble started.

Not long after it opened, two thugs came in and explained that your father had to buy insurance from them or something bad would happen to him or his business. It was clearly a threat and you were told that the police were on their payroll and if you went to the police, you'd have a mysterious fire. "Someone could get hurt," they said. Someone like you.

Your father was scared for his – and your – life, so he started paying the money. It meant you had to scrape by to make do, but you did what you could.

But recently, the business has taken a turn for the worse. Your father hasn't been taking in money the way he used to. And he hasn't been able to pay his bills or his "insurance."



And last week, when he couldn't pay, two thugs came by to remind him. He was hurt badly. Oh, there was nothing permanent, but he was laid up for days. And they said that if he didn't pay up in full this week – both payments – they'd be back for more.

You couldn't take it any more. You did a little research on your own. The word on "the street" is that Mr. Antony Faberto runs the whole "insurance" scam. You've decided to visit Mr. Faberto yourself to try to convince him to give your father a break. You're not really sure what you can do, but you have to try *something*. Faberto is on the fifth floor.

Oh no! You just realized, after the doors closed, that the big goon standing opposite you on the elevator (not Mr. White, the other man) is one of the thugs you saw beating up your father. You don't think he got a good look at you at the time or that he would recognize you, but he still might! What will you do?

Stats and Abilities:

Hand-To-Hand: 3

JONATHAN HARKINGS, FEDERAL BUREAU OF INVESTIGATION.

You're on a tough case, perhaps your toughest yet. You know that Antony Faberto is a small time crime boss running a protection racket in the city. He's just large enough to be picked up on the fed's radar and that's why you're here.

So far, the operation has been a bust. Oh, you've managed to get all sorts of evidence on the protection racket, but you haven't been able to tie it to Faberto.

Your biggest lead is the pizza. Faberto owns this whole building and the protection racket is run out of the pizza kitchen on the first floor. Every day, a pizza is delivered to Faberto's office on the 5th floor without him calling in an order. You know. His phones are tapped.

You've been trying to befriend the pizza delivery boy. If you can discover the message in the

pizza, you can establish the link that puts Faberto away.

The problem is, the boy is one smart cookie. You don't think he's involved in the racket, and your supervisors think the idea of an encoded

pizza is insane, so you cannot subpoena him, or even question him.

So, you've been trying to gain his confidence. Posing as Mr. White, you've been riding the elevator when he does and you've been getting off on the fourth floor. You've been trying to find out what the pizzas are, but you haven't had much luck. You think you're starting to get him to crack, but it just hasn't been easy.

You're running out of time. Your superiors will soon catch wind of this and put a stop to it. Today might be your last chance. And here comes the elevator now.



Items

A gun.

Federal Agent's ID.

Stats and Abilities:

Hand-To-Hand: 4

Gun: You know how to use a gun.