Read This First:

The rules to The Return of the Stainless Steel Rat are organized by major topics arranged in the order in which they occur in the play of the game. Each such major topic is given a number and a name, below which is usually given a General Rule or description which summarizes the rules in that Section. This is, in most instances, followed by numbered paragraphs called Cases, which give the specifics of the rules. Note that the numbering of the Cases is a decimal form of the Section number. Players should examine the map and counters and then quickly read the rules, without trying to memorize them. Then the game should be set up and a "trial run" made. The Return of the Stainless Steel Rat is designed to be played solitaire or with two players. Note that, when reading the rules, you should avoid reading through the paragraphs on pages 10 through 15. These paragraphs are the heart of the game, and their intent is to challenge you with unexpected decisions and events.

Names and characters used by permission of Harry Harrison.
Inventory of Game Parts
Each copy of The Return of the Stainless Steel Rat should contain the following components:
One 22" x 34" map sheet
One sheet of 140 die-cut counters
One 16-page rules folder
Two dice (not in Ares edition)
If any of these components are missing or damaged, notify SPI, Customer Service Department, 257 Park Avenue South, New York, NY 10010.

Rules Questions
We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your question so that it can be answered by a simple sentence, word, or number. You must enclose a stamped self-addressed envelope. Write to: SPI, Rules Questions Editor for The Return of the Stainless Steel Rat, 257 Park Avenue South, New York, NY 10010

[1.0] Introduction
Once again, the lives of helpless victims are at stake and a champion must be found. A space station dominated by a berserk computer, must be penetrated; the computer, malvolently misprogrammed, must be shut down; the villain, prodded by a motive known to none, must be exposed. And what man alone can accomplish so much without straining your credulity to its breaking point? What master of interstellar derring-do can uncover a plausible solution to an impossible dilemma? Who but Slippery Jim diGriz — the man who has already saved the universe twice — once more abroad in The Return of the Stainless Steel Rat.

[2.0] Game Components

GENERAL RULE:
The Return of the Stainless Steel Rat consists of one 22" x 34" map, 140 counters (80 single size and 60 double size), and a 16-page booklet of rules and story paragraphs. The boxed version also includes two 6-sided dice.

CASES:
[2.1] THE MAP
Printed on the game map sheet are two Tactical Displays and the Space Station map, as well as various tracks and tables. Note that the Space Station is printed around one of the Tactical Displays. The tracks and tables include: two Alertness and Suspension of Disbelief Tracks (one for each Tactical Display); the Terrain Key; the Die Roll Chit Holding Box; the Villain Matrix (16.25); the Hand-to-Hand Combat Effects Table (12.16); the Weapons Table (12.28); the Wound Table (12.47); and the Decompression Table (14.3).
The numbering system printed on the Space Station map identifies each of the boxes on the map. Outwards, the boxes are numbered A1, A2, A3, B1, B2, B3, C1, C2, and C3. Clockwise, starting and returning to the top of the display, boxes are numbered from 01 to 60. Thus, the topmost box of the display is C301, and the box immediately counterclockwise to it is C360.

[2.2] THE PARAGRAPHS
The paragraphs describe all the events that may occur during the game. Each is assigned a three-digit number; these numbers identify the paragraphs and do not affect the sequence in which they are read.

[2.3] THE PLAYING PIECES
The counters include 36 Villain Chits, 8 Character counters, 7 Robot Stunned markers, 17 Robot counters, 46 Equipment counters, and 26 game markers.

SAMPLE COUNTERS

Major Character Counter: Front

Name: Jim diGriz
Alertness: 9 ★ 4
Combat Strength

Major Character Indication

Major Character Counter: Back

Name: Jim diGriz
Alertness: 9 ★ STUN 4
Suspension of Disbelief Cost
Combat Strength

Minor Character Counter: Front

Name: Stark
Alertness: 7 ★ 3
Suspension of Disbelief Cost
Combat Strength

Minor Character Counter: Back

Name: Stark
Alertness: 4 ★ STUN 3
Suspension of Disbelief Cost
Combat Strength

Robot Counter: Front

Type

Alertness: 7 ★ 9
Combat Strength

Robot Counter: Back

Type: Securibot
Alertness: 8 ★ 8
Combat Strength

Fire Weapon Counter: Front

Type: SMG
Suspension of Disbelief Cost
Unloaded
Combat Strength

Fire Weapon Counter: Back

Type: SMG
Suspension of Disbelief Cost
Unloaded
Combat Strength

Suit Counter: Front

Type: Vacuum
Suspension of Disbelief Cost

Suit Counter: Back

Type: Vacuum
Suspension of Disbelief Cost

Note: All suits are vacuum suits, whether they are armored or not.
[3.0] The Cast

Not necessarily in order of appearance.

James “Slippery Jim” diGriz: The galaxy’s greatest criminal — and crime fighter — our hero, debonair, balding, with a taste for the finer things in life.

Angelina diGriz: His wife; competent, beautiful, and insanely jealous. If anyone is a match for diGriz, it’s another diGriz.

Commander Stark: Grizzled, dour, and a military SOB. Stark is Assistant Chief of Security aboard the space station.

Deputy Commander Trina: Red-haired and attractive, Trina is acting commander of the station.

Dr. Putz: Bearded and somewhat loud, Putz is assistant science officer, originally trained as a geologist.

Rita Marz: Young and somewhat vague, Marz is a waitress at the Mexican Mensch, one of the better restaurants on the station.

Joe Woloski, MBA: Pudgy and rather excitable, Woloski is a businessman trapped on the station when it was isolated by the mad computer.

Technician Corona: Greasy and clad in overalls, Corona does most of the station’s day-to-day maintenance.

[4.0] Sequence of Play

CASES:

[4.1] HOW TO PLAY THE GAME

Follow the steps outlined in 4.2 (Set-Up), and then follow the Game-Turn Sequence outlined in 4.3. During each Game-Turn, you will be referred to one or more paragraphs; when referred to a paragraph, read it and follow the instructions therein. When one Game-Turn is completed, begin another. Continue to play out Game-Turns until (a) your character is dead; (b) your Suspension of Disbelief Index exceeds 75; or (c) the computer is deactivated. In the first two cases, you have lost; in the last case, you must refer to the clues given you by the paragraphs in the course of the game, and try to figure out the identity of the villain. You have won if you succeed in (a) deactivating the computer without spending more than 75 Suspension of Disbelief Points, and (b) correctly identifying the villain.

[4.2] SET-UP

A. Villain Determination

Sort the Villain Chits and choose one stack of chits, as specified in 5.0. Roll one die and place a Die Roll Chit with the same number as the die roll in the Die Roll Chit Holding Box on the game map.

B. Outfitting

Place the Suspension of Disbelief markers and the Alertness marker on the appropriate tracks on the game map. Place Wound markers on the Tactical Display. The equipment your character is to take with him into the space station, and place counters for such equipment on the Tactical Display.

C. Entrance

Decide whether you wish to play Jim or Angelina. Place your character’s counter in any box on the Space Station Map which contains an entry arrow (see Terrain Key).

[4.3] GAME-TURN SEQUENCE

A. Movement

Examine the position of your character on the Space Station Map and choose one adjacent box to which you wish him to move. Determine the effects of moving through the door between the two boxes (if any); if there is no door, determine the effects of using the cutting laser. If your character does not have the cutting laser and there is no door, he may not enter the box. Next, move your character’s counter into his destination box.

B. Exploration

Determine the contents of the new box. If the box was previously visited, skip this step.

C. Interaction

Unless the box is empty or contains nothing of interest, your character may be forced to make a decision, engage robots or characters in combat, and/or make an Alertness Check. Use the rules for such to resolve this kind of interaction.

D. Reorganization

If the box contains any equipment, your character may pick the equipment up. At the same time, you may move the equipment markers on the Tactical Display and give any allied characters equipment or take equipment away from them. Weapons may be reloaded (if ammunition is available), and pills and first aid kits may be used. Jim may rearrange characters and robots in his control on the Tactical Display; if Jim has been joined by new characters or robots, place their counters on the display.

[4.4] COMBAT SEQUENCE

A. Initiative Determination Segment

Determine the Alertness Ratings of each being (i.e., characters and robots) involved in combat. The being with the highest Alertness Rating has the First Being Segment; the being with the second highest Rating has the Second Being Segment; and so on, until each being has conducted a Being Segment.

B. First Being Segment

1. Movement. The being may either move one box on the Tactical Display or change its facing by 90°; it may not do both.

b. Equipment. If the being is stunned, it becomes unstunned, but may take no further action. If it is not stunned and is adjacent to an enemy being, it may engage that being in hand-to-hand combat. If it has a fire weapon, it may use that weapon to attack an enemy being. If it is a character, it may exchange equipment.

C. Subsequent Being Segments

The being with the next highest Alertness Rating repeats Segment B; this continues until all beings have executed a Being Segment. Once they have done so, a new Combat Round is begun. Combat Rounds are repeated until (a) your character is dead, or (b) all your opponents are dead or enslaved.

[5.0] Villain Determination

GENERAL RULE:

In order to win, you must correctly identify the villain responsible for warping the computer’s programming. At various times, your character will meet some of the characters
who may be responsible, and will discover clues which may help him identify the villain. There are six possible villains (see 3.0).

PROCEDURE:
Each of the 36 Villain Chits is a double-sided counter. On one side of each counter is printed a letter from A to F; on the other side are six three-digit numbers and a single-digit 1D Code (see 2.3).

1. Sort the Villain Chits by letter. Stack all chits with the same 1D letter together. Once you have six stacks of six chits each, flip each stack over so that the numbered sides, not the lettered sides, are showing.

2. Shuffle the stacks of Villain Chits around on the table and select one stack at random. The objective is to choose a stack of identically lettered Villain Chits without knowing the letter code of that stack. Move the stacks about on the table until you have forgotten the letters of the various stacks. Choose one stack, and put away the other chits; they will not be needed for the rest of the game. Avoid looking at the letters of the discarded chits.

3. Roll one die and place the Die Roll Chit corresponding to the number rolled in the Die Roll Chit Holding Box on the map.

[6.0] Outfitting

GENERAL RULE:
Before the game begins, you must determine what equipment your character will bring with him into the space station.

PROCEDURE:
1. Examine the equipment counters and choose the equipment you wish to take. Most types of equipment are self-explanatory; some are explained in 11.0.

2. The left-hand number on each equipment counter is its Suspension of Disbelief cost. If you choose a particular piece of equipment, you must pay this cost; move the Suspension of Disbelief markers on their track to reflect the expenditure. Note that the countermix limits the equipment which is available. For example, there are only two cutting lasers, and they are printed on the back of a breath mask and the golf club. You may take up to two cutting lasers, and if you take both, you may not also take either that breath mask or the golf club.

3. Take the counters for the equipment you have chosen and place them on the Tactical Display. A vacuum suit (only) may be placed in the Suit box; other equipment must be distributed among the To Hand, On Body, and Leg Sheath boxes. (Equipment that is To Hand may be used at once; using equipment On Body entails a brief delay; and Leg Sheath equipment requires a longer delay).

Note: You must take a suit and you may take up to eight other pieces of equipment. Additional equipment may also be taken, but doing so entails a Suspension of Disbelief cost. Pay 5 Disbelief Points for each additional piece of equipment (above and beyond the cost indicated on the counter). Place such equipment any convenient place on the Tactical Display. (During play, all excess equipment is considered to be On Body.)

[7.0] Movement

GENERAL RULE:
In the course of the game, move your character's counter on the Space Station map. The map consists of the three multi-colored rings, representing decks, surrounding Jim's Tactical Display. Each ring is separated from the others, and each is subdivided into three bands of rooms. The outer deck is C Deck, the middle B Deck, and the inner A Deck. A Deck is above B Deck, which is above C Deck. Thus, for example, box A226 is above box B226, which is above box C226. During movement, your character may move from his current box to any laterally adjacent box; diagonal movement is not permitted. Movement from one deck to the next is permitted only in Accessway boxes, although downward movement is also permitted via the cutting laser.

CASES:
[7.1] ENTRY
[7.11] At the beginning of the game, you must determine where your character will enter the space station.

[7.12] Some boxes on the Space Station Map are marked as potential entry points. Place your character's counter in the Entry Box of your choice.

[7.13] On the first Game-Turn, omit the Movement Step and proceed directly to exploration. It is assumed that the character has reached the entry box without mishap.

[7.2] LIMITATIONS AND RESTRICTIONS
[7.21] After determining the adjacent box to which you wish your character to move, determine the nature of the boundary between the two boxes. There are two types of boundaries between boxes: bulkheads and doors (see Terrain Key). Note that diagonal movement is not permitted, nor may a character jump from one box to another without passing through the intervening boxes (Exception: see 7.5).

[7.22] If the boundary is a bulkhead, movement between the two boxes is prohibited unless your character or a character moving with him has the cutting laser To Hand. If the cutting laser is available, follow the procedure outlined in 7.4.

[7.23] If the boundary is a door, the character must open the door before he can move into the box. Follow the procedure outlined in 7.3.

[7.24] If Jim occupies an Accessway box, he may move from his box to a box with the same ID number on an adjacent deck. Thus, a character in A136 could move to B136.

[7.25] If the cutting laser is available, the character may move from one deck to the next over deck, even if he is not in an Accessway box. In essence, the laser is being used to cut a hole in the floor. Follow the procedure outlined in 7.4; if a breach is successfully made, move the counter one deck downward. Note that the laser may not be used to move upward.

[7.26] A character may never move through one of the heavy lines separating decks, even with the cutting laser.

[7.3] DOORS
[7.31] Delegate one character to open the door. If no other characters are accompanying your character, he is automatically assumed to be the one opening the door.

[7.32] Roll two dice; take the number rolled on one die as the first digit of a two-digit number, and the number rolled on the other as the second digit. Refer to the paragraph with the same number as the number rolled.

Example: if a 2 and a 3 were rolled, refer to paragraph 23.

[7.33] Read the section of the paragraph labelled Door and follow the instructions.

[7.34] The door is impassable if (a) the door is locked and the lockpick is not available; or (b) the door is electrified and the insulated gloves are not available; (c) the door is charged with monofilament and solvent is unavailable. The character may not move through an impassable door; place an Impassable Door marker in the box with the hinges image pointing toward the door. The door will still be impassable if the character returns.

[7.35] If a door is locked and your character (or a being with him) has loaded a laser pistol, laser rifle, slugthrower, or SMG, he may shoot the lock out. The door is automatically opened (remove the Impassable Door marker) and the weapon is automatically unloaded; flip it to its unloaded side. (Note that robot's weapons never become unloaded, and thus robots may shoot out locks with impunity).

[7.4] THE CUTTING LASER
[7.41] If your character has the cutting laser To Hand, he may move through bulkheads, floors, and impassable doors.

[7.42] Roll two dice and add the numbers rolled; refer to the paragraph corresponding to the resulting number and follow the directions therein. Example: If the rolls are 6 and 4, refer to paragraph 10.

[7.43] If you successfully breach a locked door, remove the Impassable Door marker.

[7.44] If you successfully breach a bulkhead or floor, place a Breach marker in the box. If the breach is made in a bulkhead, place the marker with the Bulkhead Breach side up and point the top of the counter toward the side of the box where the breach was made. If the breach was made in the floor, place the marker with the Floor Breach side up.

[7.45] A bulkhead breach opens a permanent means of access between two boxes. On future Game-Turns, your character will be able to move between the two boxes without using either a door or the cutting laser. A floor breach will always allow downward movement to the next deck.

[7.5] SPECIAL MOVEMENT
[7.51] Boxes A107, A123, A137, and A153 are connected across the center of the space station by a shuttle moving inside a tube. A character may move from any one of these four boxes to any other without moving through a door or using a cutting laser.

[7.52] If your character has a functioning suit, he may move from any Entry Box to any other Entry Box. In essence, he is moving outside the station in space from one Entry Box to another. Any characters with him who lack functioning suits must be left behind.
[7.6] BUGGING OUT
If your character enters a box and you roll for the contents of the box, you may decide to bug out. Return your character's counter to the box from which he entered, place an Impassable Room marker in the box, and continue play.

[8.0] Exploration
CASES:

[8.1] RESTRICTIONS ON EXPLORATION

[8.11] After moving your character into a new box, determine the contents of the box.

[8.12] Roll two dice, taking one roll as the first digit of a number and the other as the second; refer to the paragraph of the same number.

[8.13] Read the section of the paragraph labelled with the type of box your character has entered (Accessway, Accommodations, Corridor, Industrial, Service).

[8.14] Some paragraphs stipulate that a box is impassible. In such a case, place an Impassable Room marker in the box and move the character back into the box from which he entered. He may not enter the box now or on a future Game-Turn.

[8.15] If you have rolled for an Accessway box and then move from the box to another deck, do not roll again for the new box; it is of the same type (null-grav tube, elevator, or whatever) as the box you left and contains nothing of interest.

[8.2] PREVIOUSLY VISITED BOXES AND CHARACTERS

[8.21] If a character moves through a door or enters a box for which he previously rolled to determine a paragraph number, do not roll again. Presumably, your character dealt with the contents of the box or the door on his previous visit, and no further investigation is necessary. You should find that you rarely forget which boxes your character has visited; if, however, you do forget whether or not he has visited a box, roll for the box on the assumption that he did not.

[8.22] If a paragraph states that your character encounters a character you know to be dead or who is currently accompanying your character, ignore the paragraph. The room is empty of characters, although other aspects of the paragraph description may still apply.

[8.3] ALERTNESS CHECKS

[8.31] A paragraph may require a being to undergo an Alertness Check.

[8.32] To resolve a check, roll two dice, add the numbers rolled together, and compare the resulting total to the being's Alertness Rating. If the number is equal to or less than the Alertness Rating, the being has passed the check. Otherwise, he has failed. The paragraph will stipulate the effects of passing or failing a check.

[8.33] Note that the Alertness Ratings for Jim and Angelina are variable, while the Alertness Ratings of all other beings are constant (except when stunned; see 12.42).

[9.0] Clues
CASES:

[9.1] VOLUNTEERED CLUES

[9.11] As your character investigates a box, you may be instructed to refer to a Villain Chit. Example: You will be told to "refer to Villain Chit #3." In this case, find the Villain Chit with the ID number specified by the paragraph. Note that there are six Villain Chits for each ID number; however, at the beginning of the game, you will have discarded five out of the six. Take the Villain Chit from the stack you chose at the beginning of the game.

[9.12] On each Villain Chit, six three-digit numbers are printed (see 2.3). Find the three-digit number corresponding to the number on the Die Roll Chit. For example, if the Die Roll Chit number is 1, refer to the first number on the Villain Chit; if it is 4, refer to the fourth number; and so forth.

[9.13] Refer to the paragraph corresponding to the number found on the Villain Chit. Example: If the number is 068, refer to paragraph 068. This paragraph will give you a piece of information — a clue. Eventually you will build up a number of clues and from them, you must try to identify the villain.

[9.2] STUMBLING OVER CLUES
During Interaction in any Game-Turn, you may choose to "stumble over" a clue. Spend 5 Suspension of Disbelief Points and move the Disbelief markers accordingly; then refer to the Villain Chit of your choice and to the appropriate paragraph. You may stumble over only one clue per Game-Turn (Exception: see 16.2).

[10.0] Combat: Set-Up and Initiative
CASES:

[10.1] SET-UP

[10.11] All combat takes place on one of the Tactical Displays. If your character is Jim, use the Jim display; if your character is Angelina, use the Angelina display. If both main characters are engaging in combat in the same room, use either display and use the counter of the other character on the display in the same manner as counters for minor characters and robots. The position of your main character is assumed to be the center of the display, and other beings are placed in the concentric rings surrounding his position.

[10.12] Outside the center position, the display is divided into 12 boxes. Three concentric circles — labelled Near, Middle, and Far — are each divided into four quadrants — front, rear, left, and right. Consequently, there are 12 possible positions around the central character.

[10.13] When combat is initiated, a paragraph will describe the deployment of opposing robots and characters. It will state the number and type of robots to be deployed and the names of the characters, the boxes on the display in which they are deployed, and their facing. Example: "Securibot, middle left away" instructs you to place a Securibot counter in the middle ring in the left quadrant of the display and to orient its counter so that the figure's feet are facing away from the center (i.e., toward the Far ring).

[10.14] Beings accompanying your main character will already be deployed on the Tactical Display when combat begins; see Reorganization, 15.0.

[10.15] You will note that the robot and character counters are double-sized. When facing inward or outward they will overlap the box boundaries. It should nevertheless be possible to position these counters such that their positions on the display are clear.

[10.2] INITIATIVE

[10.21] The order in which beings (main characters included) move and attack is determined by their Alertness Ratings. The being with the highest Alertness Rating moves first, followed by the being with the next highest; and so forth. Note that Jim's and Angelina's Alertness Ratings depend on the current positions of their Alertness markers; the Alertness Ratings of all other characters and robots are printed on their counters (see 2.3).

[10.22] If two or more beings have the same Alertness Rating, they move and attack in the following order:
1. Main characters (Jim and Angelina)
2. Beings accompanying main characters
3. Other characters
4. Other robots

Note that there may be more than one being in each category; in such a case, you may decide which acts first.

[10.23] A stunned being's Alertness Rating is always 3 less than its printed rating. This rule does not apply to Jim and Angelina.

[11.0] Combat: Movement
CASES:

[11.1] FACING

[11.11] During the movement portion of a Being Segment, the being may either change its facing by 90° or move one box on the Tactical Display, but not both.

[11.12] The facing of a being other than Jim or Angelina is changed by rotating its counter. Example: A being facing clockwise on the display could rotate to face inward or outward, but not counterclockwise.

[11.13] The facing of the character at the center of the display (Jim or Angelina) is changed by moving all of the other counters on the display. Example: If you want your character to turn left to face the counters in his left quadrant, move all counters on the display one quadrant in a clockwise direction. Thus, the counters which were in his left quadrant are now in his front quadrant; he has turned to the left. If he turned right, all counters would be moved counterclockwise. Note that counters remain in the same location.
ring, but change quadrants. Remember, when turning Jim, to maintain the same facing for characters and robots who change quadrants (e.g., a robot that faces counterclockwise in Jim’s left quadrant continues to face counterclockwise once it is in his front quadrant).

[11.2] MOVEMENT
[11.2.1] A being may move one box in the direction it faces only. For beings other than the main character, move the being’s counter into the box its head points toward. It may not move into any other box. If the being is the main character, move all beings in his front quadrant one box inward (i.e., toward the center of the display) — except that beings already in the Near Forward box remain there — and move all beings in the rear quadrant one box away from the center — except that beings already in the Far Rear box remain there. Beings in the left and right quadrants do not move. No facings are changed. Example: There are beings in the Near Forward box, the Far Rear box, the Left Middle box, the Right Far box, the Far Forward box, and the Middle Rear box. The first four beings are not moved. The Far Forward being is moved to the Middle Forward box and the Middle Rear being is moved to the Far Rear box.

[11.2.2] There may be any number of beings in a given box (although only the main character may occupy the center position).

[11.3] UNCONTROLLED BEINGS
[11.3.1] Characters and robots which are fighting your main character follow a rigid movement procedure. You make no choices for beings you do not control.

[11.3.2] During the movement portion of such a being’s Being Segment, it will move or turn according to the following schedule of preferences — i.e., if 1 applies, it will follow the instructions of 1; if not, and 2 applies, it will perform 2, etc.

1. If the being is not facing inward, it turns inward. (Note, for example, that if it were facing outward, you could choose whether to turn it clockwise or counterclockwise.)

2. If the being has a Fire Combat Value or equipment with such a value, it does nothing.

3. If the being is in a box containing an enemy being (i.e., one you control), it does nothing.

4. Otherwise, it moves one box inward. (If in the Near box, it does nothing.)

[11.3.3] Guardians, unlike other robots, may never move; they may turn, however.

[12.0] Combat: Resolution and Equipment

CASES:
[12.1] HAND-TO-HAND COMBAT
[12.1.1] If, during the equipment portion of its Being Segment, a being is in a box on the display containing an enemy being, it must engage the enemy being in hand-to-hand combat. Your character and all characters and robots under your control are enemy to all other beings, and vice versa.

[12.1.2] If there are two or more enemy beings in a box, you may decide which of them is attacked.

[12.1.3] If an enemy being is in a near box and facing inward, it must engage your main character; this rule supersedes the preceding.

[12.1.4] Each being has a Hand-to-Hand Combat Strength. The strength of each robot is printed on its counter (see 2.3). Characters have strengths printed on their counters as well. These character strengths are used only when a character is defending against a hand-to-hand attack or when it does not have any equipment To Hand. When a character attacks with equipment To Hand, it uses the Combat Strength printed on the equipment counter rather than its own. Exception: When Jim or Angelina is attacked by a being in the Near Front box, the Combat Strength of equipment To Hand (if any) is used to defend, not the character’s Combat Strength.

The main characters, unlike others, use their printed strengths in defense only when attacked from the rear or side or when they have no equipment To Hand.

[12.1.5] To resolve a hand-to-hand attack, subtract the Hand-to-Hand Combat Strength of the being subject to the attack from the strength of the attacking being. Refer to the Hand-to-Hand Combat Effects Table (12.16). Find the number calculated at the top of the table. Roll a die; find the number rolled along the left-hand side. Cross-reference the combat differential with the die-roll to yield a result. Combat results are explained in 12.16.

[12.1.6] Hand-to-Hand Combat Effects Table

(see mapsheet)

[12.2] FIRE COMBAT
[12.2.1] If a being is not required to engage in hand-to-hand combat and has a fire weapon or Fire Combat Value, it may engage in fire combat instead.

[12.2.2] Some robots and some pieces of equipment have Fire Combat Values (see 2.3). A robot whose counter has Fire Combat Value consists of a Fire Location; a character has a fire weapon if he has a piece of equipment with such a value To Hand.

[12.2.3] A being facing clockwise or counterclockwise relative to your main character may fire into any of the three boxes in the quadrant toward which it faces. Example: A being in the Middle Right box facing counterclockwise could fire into any of the three forward boxes.

[12.2.4] A being facing outward or inward may fire into the first occupied box in the being’s quadrant in the direction it faces. Example: A being in the Far Forward box could fire into the Middle Forward box, Near Forward box, or at the main character. If, however, the Middle Forward box were occupied, the being could fire only into that box and no farther.

[12.2.5] Beings may only fire at enemy beings. Only one being is the target of a given fire attack. You may decide what being is the target if there is more than one possibility. However, a being you do not control will automatically fire at your main character whenever possible.

[12.2.6] To resolve fire combat, find the Fire Combat Value of the firing being or equipment at the top of the Weapons Table (12.28). Roll two dice, add the rolls together, and find the number along the left-hand side of the table. Cross-reference die roll and Fire Combat Value to determine the fire combat effect. Effects are explained in 12.4.

[12.2.7] If one of a main character’s arms is wounded, subtract 1 from the Weapons Table die roll when he uses a weapon. If both arms are wounded, subtract 3.

[12.2.8] Weapons Table

(see mapsheet)

[12.3] SPECIAL FIRE COMBAT RULES
[12.3.1] Grenades work differently from other kinds of equipment with Fire Combat Values. A character with a grenade To Hand may throw the grenade into any box into which he could fire. All beings in that box are subject to a grenade attack; resolve as for other kinds of fire combat. A grenade thrown at your main character also affects all beings in Near boxes. The grenade is removed from play after its effects are determined.

[12.3.2] Gas guns and gas grenades have no effect on robots or characters wearing functional suits or breath masks. Gas does affect unprotected characters; malfunctioning suits are no protection against gas.

[12.3.3] The Bartender’s weapon, unlike those of other robots, may become unloaded. The bartender has an S rated weapon because he carries a supply of shot glasses which he may propel at great speed. This capability is generally used to slide glasses down a bar, but provides a useful makeshift weapon. A Bartender becomes unloaded in the same way as other weapons; Bartenders may never be reloaded in the course of the game, though they may, of course, engage in hand-to-hand combat.

[12.4] COMBAT EFFECTS
[12.4.1] As a result of hand-to-hand or fire combat, a being may suffer a combat result of S or D or no effect at all.

[12.4.2] An S result stuns the target being; if it is a character, flip the counter over to its stunned side; if it is a robot, place a Robot Stunned marker on the robot’s counter. A stunned being loses the equipment portion of its Being Segment. It may move and change facing, but cannot initiate hand-to-hand or fire combat or exchange equipment. At the end of its useless Equipment Segment, it becomes unstunned. The Alertness Rating of a stunned being is reduced by 3 for initiative purposes. Exception: Jim and Angelina do not suffer a temporary loss of 3 Alertness Points if stunned. Instead, they lose 1 Alertness Point permanently; move the Alertness marker to reflect this loss.
[12.43] A D result destroys or kills the target being. Remove its counter from play. Exception: Jim and Angelina are not killed by D results, but are wounded instead. Roll a die and refer to the Wound Table (12.27). The entry corresponding to the die roll will indicate the area of the character's body which is wounded. Flip over the appropriate body part counter on the Tactical Display to the wounded side. If a character is subsequently wounded in the same body area, roll on the Wound Table until an unwounded body area is rolled. A character wounded in all six body areas is dead. A D also causes a character's suit to malfunction and costs a main character 2 Alertness Points.

[12.44] A result on the Weapons Table marked with an asterisk (*) indicates that the firing weapon is unloaded. Flip the weapon counter over to its unloaded side. Unloaded weapons may not be used to deliver fire combat attacks. Robots may never become unloaded (Exception: 12.33.) Weapon ammunition must be expended to reload unloaded weapons; see 13.2.

[12.45] Your character may avoid a stun result by expending 2 Suspense of Disbelieve Points, or avoid a wound by expending 5. Move the Suspension of Disbelieve markers to reflect the expenditure and ignore the effects of the combat result.

[12.46] A stunned being remains stunned until the end of its next Equipment Segment. At that time, remove the Robot Stunned marker or flip the character to its unwounded side.

[12.47] Wound Table (see mapsheets)

[12.5] EQUIPMENT

[12.51] Characters other than Jim and Angelina may wear a suit and carry one piece of equipment each. This piece of equipment may either be To Hand (represented by placing the equipment counter on top of the character counter) or On Body (represented by placing it beneath the character counter).

[12.52] During a character's equipment portion of its Being Segment, it may swap one piece of equipment in the To Hand box for a piece of equipment in its On Body box. A character who exchanges equipment may not also engage in hand-to-hand or fire combat.

[12.53] Jim and Angelina may each carry nine (or more) pieces of equipment. During an Equipment Segment, either may (a) swap the contents of his To Hand box for the contents of an On Body box, or (b) swap the contents of an On Body box for the contents of a Leg Sheath box. Note that one of the involved boxes in a swap can be empty. Note also that it effectively takes two Combat Rounds to move a piece of equipment from a Leg Sheath to a To Hand box. A character who exchanges equipment may not also engage in hand-to-hand or fire combat.

[12.54] If a friendly character is in a near box, your main character may and may swap the equipment they each have To Hand. Neither character may otherwise exchange equipment, fire, or engage in hand-to-hand combat during the same Combat Round. Similarly, two characters you control in the same box may swap equipment To Hand. Jim or Angelina may swap equipment with one (only) character per Equipment Segment.

[12.55] Robots may never carry equipment.

[12.6] UNCONTROLLED BEINGS

[12.61] Beings you do not control follow a rigid procedure during the Equipment Segment; you may have few choices for beings you do not control.

[12.62] When it is the Equipment Segment of a being you do not control, refer to the Enemy Equipment Flowchart.

[12.63] Look at the question at the upper left-hand side of the flowchart. Answer the question in your mind, and follow one branch of the chart beneath the question, depending on the answer. This will lead either to an instruction, or to another question. If the branch leads to an instruction, follow the instruction. If answering a question on the flowchart leads to another question, answer that question and continue answering questions and moving down the flowchart until an instruction is reached. Follow that instruction; the Segment for the being is now over.

[12.64] Enemy Equipment Flowchart (see page 16)

[13.0] Special Equipment Rules

CASES:

[13.1] ELECTRIC PROD

Although the electric prod is listed on the Weapons Table, it is not a fire combat weapon. It is used exclusively in hand-to-hand combat. When a character with a prod To Hand initiates a hand-to-hand attack, roll on the Weapons Table under the E column and apply the result to his target, instead of resolving the attack normally.

[13.2] RELOADING WEAPONS

If Jim or Angelina has a weapon reload on Body for a weapon that is To Hand, he may expend the weapon reload (remove it from play) and reload the weapon during the equipment portion of the Being Segment. Flip the weapon counter over to its loaded side. Reloading a weapon takes a full Equipment Segment, during which time no other action may be taken. Unloaded weapons may also be reloaded during Reorganization.

[13.3] CIGARS

If a character has the humidor To Hand during and Equipment Segment, he may light a cigar. For the remainder of the Interaction (i.e., for the rest of the combat in which the cigar is lit), 1 is subtracted from all Weapons Table die-rolls when the character is subjected to fire from an L or LR weapon. He need not keep the humidor To Hand to continue receiving this benefit. This rule represents the attenuating effects of smoke on laser fire. The humidor is considered to contain an unlimited number of cigars, so the character may smoke a cigar each time he enters combat if you like.

[13.4] SUITS

If the target of fire from an L or LR weapon is wearing a suit with reflective armor, 3 is subtracted from the die roll on the Weapons Table. If the target of a fire combat attack from a S or SG weapon or an explosive grenade is wearing a suit with body armor, 3 is subtracted from the die roll on the Weapons Table. Robots and characters wearing functional suits are never affected by gas guns or grenades. A malfunctioning suit does not protect against gas, but still affects fire if it includes reflective or body armor.

[13.5] ROBOT SLAVES

Robots slaves, unlike all other kinds of equipment, have two Combat Strengths. The first is for use against characters, and the second for use against robots. If a character with a robot slave To Hand initiates a D combat result in hand-to-hand combat on a robot, you immediately gain control of the robot, and retain control for the remainder of the game.

[13.6] GRENADES

Illumination Grenades: When combat occurs in a dark area (see 14.2), a character may throw an illumination grenade into any box on the Tactical Display. For the remainder of the combat, the display is considered lit; darkness rules cease to apply.

Smoke Grenades: Smoke grenades are thrown in the same manner as other grenades. A box on the Tactical Display into which a smoke grenade is thrown is considered full of smoke for the remainder of the combat; beings in smoke-filled boxes are subject to darkness rules (14.2), and beings outside smoke-filled boxes may not fire into or through such boxes.

[13.7] NOSTRUMS

[13.71] First Aid Kits and Pain Pills
During Reorganization, your character may expend either of these pieces of equipment to cure one wound. Remove the equipment counter from play, and flip over a Wound marker to its unwounded side. Alertness Points lost as a result of a wound are not restored by first aid kits or pain pills.

[13.72] Scotch and Pep Pills
During Reorganization, your character may expend either of these pieces of equipment to increase his Alertness Rating by two points. Move the Alertness marker to reflect this increase. The increase is considered permanent within the scope of the game. Your character may increase his Alertness above 9. If he does so, flip the Alertness marker over to the +10 side and assume that the Alertness Rating is actually ten greater than indicated by the marker's position.

[13.8] MISCELLANEOUS EQUIPMENT

[13.81] Flashlight
A character with a flashlight On Body may ignore the effects of darkness (14.2), but not the effects of smoke.

[13.82] Insulated Gloves
Some paragraphs describe electrified doors. If your character has insulated gloves To Hand when you turn to such a paragraph, he is protected against the effects of electrification.

[13.83] Lockpick
Some paragraphs describe locked doors. If
this is the case, and your character has the lockpick, you may immediately swap the equipment your character has To Hand with the lockpick. The door will now open (but your character will have the lockpick To Hand, which may not be terribly useful if the room he enters contains enemies).

[13.84] Monofilament Solvent
Some paragraphs describe doors strewn with monofilament traps. Monofilament is a molecule-thin fiber capable of cutting through almost anything. Your character will be unable to move through such a door unless he has the monofilament solvent. The solvent is removed from play and the door becomes passable.

[14.0] Vacuum and Darkness

CASES:

[14.1] VACUUM
[14.11] Some paragraphs stipulate that a box is vacuum-filled. If your character enters such a box from one that does not contain vacuum, he (and all beings with him) undergo decompression.

[14.12] For each robot and for each character wearing a functional suit, roll two dice and refer to the Decompression Table (14.3). Find the entry on the table corresponding to the die roll.

[14.13] For each character without a suit or with a malfunctioning suit, roll one die, add 6 to the die roll, and refer to the Decompression Table.

[14.14] A result of Equipment Breakage means that one piece of equipment carried by the character (if any) is destroyed and removed from the game (you may decide which); a result of Suit Malfunction means that the character's suit (if any) is no longer air tight; flip the suit counter to its Malfunction side. Other results are per the combat results.

[14.2] DARKNESS
[14.21] Some paragraphs stipulate that a box is dark. When combat occurs in such a box, hand-to-hand combat is unaffected, but movement is affected.

[14.22] During a being's Movement Segment, roll a die; on a roll of 1 or 2, the being turns left; on a roll of 3 or 4, it moves ahead; on a roll of 5 or 6, it turns right. This rule applies to major characters as well as other beings on the display.

[14.23] During a being's Equipment Segment, it will engage in hand-to-hand combat if possible; otherwise, it will automatically fire a weapon or throw a grenade if it can. A character will fire a weapon if it has one To Hand. The weapon is fired forward. If there is a being in the line of fire (regardless of whether it is friendly or enemy), it is subject to a fire combat attack. If there is more than one potential target, determine which is to be the target of the attack by some random method.

[14.3] DECOMPRESSION TABLE
(see mapsheet)

[15.0] Reorganization

PROCEDURE:
During Reorganization, determine what equipment is available, including equipment in the room according to the paragraph description and equipment carried by defeated enemies. You need not pay Suspension of Disbelief Points for equipment you pick up while in the space station. Then, exchange and allocate equipment as you wish. Equipment may be moved from box to box on the Tactical Display, given to or taken from friendly characters, etc. The only limitations are the limitations on the amount of equipment each character may carry. At any time, you may increase the carrying capacity of your main character by one piece of equipment by spending 8 Suspension of Disbelief Points. Note that taking more than nine pieces of equipment initially increases your character's carrying capacity for the rest of the game.

If you leave any equipment behind, place the equipment counters in the box on the Space Station map. You may return at a later Game-Turn in order to pick it up if you wish. Jim and Angelina may remove their vacuum suits if you wish. Removing a suit opens up an empty box on the Tactical Display which may be used to hold any other piece of equipment. The "suit" box becomes an On Back box, and is treated in the same manner as Lego Sheath boxes. A suit may be redone during Reorganization on any subsequent Game-Turn. Minor characters may not carry two pieces of equipment for going a suit.

Once equipment is dealt with, arrange all characters and robots under your control on the Tactical Display. The countings of beings accompanying your character are always placed on the Tactical Display. They may have any facing and may be in any quadrant(s), but must always be placed in near boxes. During reorganization, you may freely change the positions of friendly beings, within these restrictions.

[16.0] Deactivating the Computer and Winning

CASES:

[16.1] DEACTIVATING THE COMPUTER
[16.11] The computer is located in box B216. When your character enters this box, turn immediately to paragraph 75. Once you have followed the instructions of that paragraph, the computer is considered deactivated.

[16.12] Immediately after deactivating the computer, you may "stumble over" any number of clues (see 9.7).

[16.2] IDENTIFYING THE VILLAIN
[16.21] Once you have deactivated the computer, you must attempt to identify the villain. State your best guess as to the villain's identity, then flip over the Villain Chits.

[16.22] Refer to the Villain Matrix (16.25) and cross-reference the ID letter on the Villain Chits with the number of the Die Roll Chit in the Die Roll Chit Holding Box. This will yield a three-digit number.

[16.23] The three-digit number from the Matrix is the paragraph number which identifies the villain. Refer to this paragraph and find out whether you were correct.

[16.24] If your guess was correct, and your Suspension of Disbelief Index is 75 or below, you have won the game.

[16.25] Villain Matrix
(see mapsheet)

[16.3] SUSPENSION OF DISBELIEF
[16.31] If, at any point, your character dies, the Suspension of Disbelief Index exceeds 75, or you incorrectly identify the villain, you have lost the game.

[16.32] Add 8 Suspension of Disbelief Points for each character your main character killed during the game. You lose no points if (a) you "killed" the character with gas (which actually knocks out the character for the duration of the game), or (b) the character attacked your character first.

[17.0] Playing with Two Players

GENERAL RULE:
If two people wish to play Return of the Stainless Steel Rat, one plays Jim and the other Angelina. Each has his own Tactical Display.

PROCEDURE:
During set-up, the two players alternate choosing equipment, so each has a fair chance for the equipment he wants. The players' characters must enter at different points on the Space Station Map. During the game, the player's alternate Game-Turns.

If one player's character enters a box previously visited by the other player's character, the box will be empty save for equipment left by the first player.

The two players may not engage in combat with one another.

If the two players' characters meet one another, they may, at the players' option, move together; the players then take each Game-Turn at the same time. They engage in combat together; place one of the characters' counters on the Tactical Display of the other, in the same manner as for minor characters.

When an enemy being is directed to attack a "major character," it should attack either Jim or Angelina, whichever is nearer.

When a player's character deactivates the computer, he immediately has a chance to identify the villain. If he does so successfully (and his Suspension of Disbelief Index is 75 or less), he has won; otherwise, he has lost. If he loses, the other player must immediately attempt to identify the villain (he may stumble over as many clues as he likes before he does so); if he correctly identifies the villain and his Suspension of Disbelief Index is 75 or less, he has won. Otherwise, he has lost as well; it is possible for both players to lose.

Note that both players use the same set of Villain Chits.
001. Monofilament crises across the door opening. The character has failed to see the extremely thin wire, and has tried to enter the room. He has been cut by the monofilament and suffers a D result. The monofilament may be dissolved by solvent; if no solvent is available, the door is impasseable. 

002. As the door begins to open, a trap door opens beneath the feet of the character. If the opening character is anyone other than Jim or Angelina, the character falls through the trap door and disappears. The remainder of the group may leap over the trap and walk through the door. If Jim or Angelina is the opening character, ► 085. 


003. The accessway is a null-grab tube. However, the gravity is on. The character noticed this before stepping out over empty space. He suffers no ill effects, but the accessway may not be used to move to another deck. 

Cutting Laser: The character drops the laser and something goes crunch. It is broken. Discard it. 

004. The accessway is a staircase. Someone has sawn through the metal stairs on one side; luckily, this was noticed before the stairs were used. If you are careful, the stairs can still be used. 

Cutting Laser: While cutting into the floor or wall, the laser cuts into a water vent. The laser is short-circuited. Roll a die for each robot you control; on a 1, that robot is short-circuited as well. Remove the laser and short-circuit robots from play. 

005. The elevator works jerkily, but satisfactorily. 

Cutting Laser: Character succeeds in making breach. 

006. Your characters arrive on A Deck. 

Cutting Laser: Character succeeds in making breach. 

007. Your character does so. 

Cutting Laser: Character succeeds in making breach. 

008. An explosion rocks through the elevator; a charge on the cable has blown. If the accessway is on C Deck, it is now inoperable. Otherwise it plummets to C Deck and is thereafter inoperable; roll a die for each being in the elevator. 1-4: no effect; 5-6: D. 

Cutting Laser: Character succeeds in making breach. 

009. Jim or Angelina jumps into the box on the Space Station map one deck below his current box. None of his characters and robots fall with him, and he is separated from them. The new box contains 2 Securibots (far rear inwards, middle left inward) and 1 Hired Gun (middle right inward). 

Cutting Laser: Character succeeds in making breach. 

010. Monofilament crises across the door opening. The character saw the extremely thin wire, and caught himself before walking through it. However, the monofilament makes the door impassable; it may not be used except by expending monofilament solvent. 

Cutting Laser: While cutting the wall or ceiling, the character is splashed by molten metal. If he is wearing a suit, the suit protects him but malfunctions (flip its counter). Otherwise, the character suffers a D result. A breach is successfully made. 

011. Accessway: Choose one being to enter the square. That being makes an Alertness Check; if it passes, ► 003; if it fails, ► 006. 

Accommodations: There is an Olympic-size swimming pool in the room with beach chairs around it and a bar at the rear. On one side of a dead body is lying face-down in the center of the pool. If you enter, ► 125; otherwise, move back out of the box. 

Door: There is a communications device along the side of the corridor. You may ignore it (in which case continue play) or speak into it (in which case ► 072). 

Door: Door is electrified. If the character is not wearing gloves, roll on the Weapons Table under electric prod and apply the result to the character. 

Industrial: You have entered the ship bay; there is no air — only vacuum. The bay is a huge cavern open to space. A ship rests there docked. A large and complex machine is visible. 

Service: ► 016. 

012. Accessway: Choose one being to enter the box. That being makes an Alertness Check. If it passes, ► 004; if it fails, ► 007. 

Accommodations: You have entered Harsha Tragonsee, a store carrying designer space equipment. All characters in your party may acquire vacuum suits, and any with malfunctioning suits may replace theirs. No suits with reflective or body armor are available, however. 

Door: Door is locked. 

Industrial: You have entered what seems to be an inactive metal foundry. The floor is strewn with what seem to be perfectly round ball bearings. If you try to walk on the floor, you will slip and break your spine. The box is impassable; return to the box from which you entered. 

Service: You have just entered a sparsely appointed one-room apartment with a pull-down bed and small kitchenette. It is filthy. Corona is sitting on the bed and staring at you angrily. You may attack (► 146) or begin a conversation (► 164). 

Cutting Laser: Someone forgot to replace the power pack on the laser. It fails. Remove it from play. 

013. Accessway: The accessway is an elevator. You may enter (► 073) or leave it alone, in which case you may not use the accessway but may proceed. 

Accommodations: You have entered The Great Grot Your Tongue, a restaurant specializing in Venerian cuisine. It is empty. In the kitchen are innumerable jars of pickled and assorted green. Make an Alertness Check for your main character. If he passes, ► 108; if he fails, ► 126. 

Corridor: The floor of the corridor is bare; there are rolls of rug against one wall. Apparently the rug is shortly to be laid down. A canister of monofilament solution lies atop the rug; you may take it if you wish. 

Door: Make an Alertness Check for the opening character. If the character fails, ► 001; if he passes, ► 010. 

Industrial: You have entered the airplant — a giant room filled with vats and piping. Air bubbles through giant vats of algae, replenishing the oxygen and transporting it elsewhere in the station. 

Service: You have entered the crew cafeteria. It is thoughtfully painted in daisy purple and orange. One wall of the room is devoted to little boxes with glass windows, in which sit sandwiches, stasis-frozen hot meals, and the like. 3 Garcons (front middle clockwise, left far inward, front near inward) and 1 Maid (near rear clockwise) attack you. 

014. Accessway: The accessway is an elevator. You may decide not to enter (in which case, continue play) or to enter (in which case, ► 006). 

Accommodations: You have entered the Princess Suite, a palatial set of two bedrooms and living room with bar, goldfish pond, datalink, sunken sitting area, and work space. Kresha is in the dailink, watching a rerun of an old Gorblish & Jones classic. You may attack (► 127) or open conversation (► 110). 

Corridor: The corridor is dark. You may move down it (► 074) or avoid it, in which case back out of the box. 

Door: Door opens. 

Industrial: You have entered a dark, vacuum-filled room with no gravity. Make an Alertness Check for your main character; if he passes, ► 167; if he fails, ► 176. 

Service: You have entered a control center of some kind. There is communications equipment apparently used to direct incoming traffic to the station; it is unmanned since there is no traffic at the moment. In addition, there is a console which allows you to examine the interiors of some rooms of the station. You may attempt this by looking into three rooms of the station. Choose three boxes on the Space Station map, roll for each, as per the normal procedure. Read the appropriate paragraphs, then make a note of the paragraph numbers and the ID codes of the appropriate boxes. If you enter one of these boxes, refer to the appropriate paragraph instead of rolling again. 

015. Accessway: The accessway is an elevator. You may choose not to enter it, in which case you may not use the accessway; or you may use it (► 225). 

Accommodations: The room is a hotel-style single — closet-sized, upholstered in ugly colors, with a single bath. You may delegate one being to investigate the room (► 076), or proceed normally. 

Corridor: The corridor is dark. As you enter it, a laser is fired toward you. You may (a) attack in response, ► 134;
(b) shout "who's there?" (\(\geq 141\)); or (c) use your flashlight (assuming you have one to see who is there, = 153).

Door: Door opens.

**Industrial:** You are in a large, well-lit room, the center of which is occupied by a massive, pulsating lump of flesh fed by nutrient tubes. The lump is, in fact, chicken meat being grown artificially. The room also contains 1 Fan (near middle inward), 1 Gantry (front far clockwise), and 1 Stevedore (left near counterclockwise) which immediately attack you.

**Smevka:** You have entered a two-room apartment with a wall-sized video screen. Putz is sitting on the bed reading *Geochemica et Cosmochimica Acta*. You may attack (\(\geq 140\)) or converse (\(\leq 166\)).

**016. Accessway:** The accessway is a staircase. Door: Do not open one door with a key, as it is always locked. Open the other by using it. Continue play.

**Accommodations:** You have entered an empty two-room private apartment. A valuable Oriental carpet lies on the floor, and the furniture is of the rocco imperial. A bottle of pep pills stands on the service by the bed; you may take it if you so desire.

**Corridor:** Along the side of the corridor is a box labelled "Emergency Station." You may pass it by or choose one being to open the box (\(\geq 078\)).

**Door:** The door opens.

**Industrial:** You have entered a closet-sized room containing what appears to be a typical classroom. Alternately, you may decide not to use it, and continue play.

**Service:** You have entered an empty two-room private apartment. A valuable Oriental carpet lies on the floor, and the furniture is of the rocco imperial. A bottle of pep pills stands on the service by the bed; you may take it if you so desire.

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**Door:** The door opens.

**Industrial:** You have entered a closet-sized room containing what appears to be a typical classroom. Alternately, you may decide not to use it, and continue play.

**Service:** You have entered an empty two-room private apartment. A valuable Oriental carpet lies on the floor, and the furniture is of the rocco imperial. A bottle of pep pills stands on the service by the bed; you may take it if you so desire.

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**Service:** You have entered an empty two-room private apartment. A valuable Oriental carpet lies on the floor, and the furniture is of the rocco imperial. A bottle of pep pills stands on the service by the bed; you may take it if you so desire.
034. Accessway: The accessway is an elevator. You press the button and the door opens. Inside is 1 Hired Guard (near front inward). Proceed to combat. You may not bug out.

Accommodations: You have entered a large, pink-decorated suite equipped with full-3 sleeping plates, a swimming pool, and a red carpeted and upholstered, leather wallpaper, and mirrored ceiling. Sitting on the bar is a bottle of pain pills and an electric proct, which you may take.

Corridor: The corridor is empty.

Door: Door opens.

Industrial: You have entered a room filled with industrial machinery, currently inactive. Upon investigation, you discover that it is a plant manufacturing and boxing soybeans for export. You also discover 1 Handymen (near front inward) and 1 Security (left middle inward). Proceed to combat.

Service: You have entered what seems to be a storeroom for robots. Garcons, Servicorns, and Bouncers stand against the wall; they are deactivated. You may quietly return to the accessway from which you entered, or you may investigate (►196).

035. Accessway: The accessway is an elevator. If you wish to use it, ►008. Otherwise, return to the box from which you entered.

Accommodations: There is a sign on the door saying, "The Playful Supper, Fourth of the Sophisticated Rgluminian, Others Please Don Protective Garments." If you choose to enter, ►96; otherwise bug out.

Corridor: The corridor is empty.

Door: Door opens.

Industrial: You have entered an infirmary, complete with pharmaceutical closet, several hospital beds, etc. First aid kits, pep pills, pain pills, and Scotch (medicinal purposes, naturally) are available.

Service: You open the door to a room absolutely crawling with insects. You may bug out, or enter (in which case, ►197).

036. Accessway: The accessway is a staircase. If you wish to climb it, ►089. If you wish to descend, ►097. Alternatively, you may bug out.

Accommodations: You have entered a small apartment modestly decorated in the modern manner. One of the rooms is strewn with hunks of rock, light boxes, arcane scientific paraphernalia, and a paper-covered desk. Putz is seated behind the desk. You may (a) shoot him down in cold blood, ►129; or (b) converse (►112).

Corridor: The corridor is empty.

Door: Door opens.

Industrial: You have entered a large room filled with transparent piping and machinery. The transparent piping is apparently carrying green, algae-laden water into the machinery, from the machinery issue pipes of Ding-Dong, Droland, and Droland and cake products.

Service: You have entered a small storeroom filled with every tobacco product imaginable: chewing, smoking, and snorting, from Krnistian cigarette-leaf cigarettes to Old Liggett's and Lancer. You may take a humidor and cigars.

037. Only station employees could have committed the crime (086); Woloski is a visitor; he has an albii. Trina and Putz support each other's stories (048, 019), and neither has a reason to lie; they have alibis. Everyone else agrees that Corona was in the restaurant (099, 076, 071), that leaves Rita and Stark. If the villain is Rita, Corona is lying. But Corona has no reason to lie. If the villain is Stark, everyone is telling the truth. Furthermore, Stark is the only character no one else has seen. Stark is the villain.

038. Clue: Stark denies he was in the restaurant.

039. Clue: Woloski says he was with Dr. Putz.

040. Clue: Trina says she was with Stark.

041. Accessway: The accessway is a staircase. If you wish to climb it, ►007. If you wish to descend, ►093. Accommodations: There are several dozen terminals, a megabaud line-printer, and a bookbinder.

Corridor: The corridor is empty. Along one side is a small computer terminal labeled "Emergency Station." You may open it if you wish (►159).

Door: ►031. Door section.

Industrial: You have opened a door onto a huge room filled with trays separated vertically by about a foot in each direction. At the bottom of each tray is a lighting system; the top is covered with soil and a variety of vegetables. Numerous small robots run along tracks among the trays harvesting vegetables. Because of the small separation among trays, the room is impassable.

Service: You have obtained a large, pink-decorated suite loaded with valuables. You may (a) eat some bread or coffee if you wish (no effect). You may open a locker if you wish. If you do, roll a die: 1-3: ►188; 4-6: ►201.

042. Accessway: The accessway is a null-grave tube. Choose one being to enter it and ►096.

Accommodations: You have entered a room where a cheese store. You may eat some blue or cheddar if you wish (no effect).

Corridor: The corridor is dark. If you have a flashlight, ►143; otherwise, proceed.

Door: Keep door locked.

Industrial: You have entered a room that looks like a combination garment factory and machine shop. The larger machines are used to cut through the tough fabric required to make the garments. Results you are available; your main character and those with him may acquire suits, including suits with armor, within the limitations of the counterfeiter.

Service: You have entered a long room in which the walls are covered by lockers. You may open a locker if you wish. If you do, roll a die: 1-3: ►198; 4-6: ►203.

043. Accessway: The accessway is a null-grave tube. Choose one character to enter it and ►092.

Accommodations: You have entered what seems to be a storefront under construction. Blocks of plastic, sheet metal, and tools are scattered about. One of the tools is a monofilament cutting device — it treat as a monofilament sword. You may use it as a weapon.

Corridor: The corridor is empty.

Door: Some juvenile nitwit has left a bucket of water balanced over the door. As the character walks through the bucket, the blood spills on him. He has the cutting laser or a laser weapon To Hand, the equipment is short-circuited; remove it from play.

Industrial: You have entered the shuttle bay. There is no air (runout decompression). It is a cavernous room open to space with three docking ports; one shuttle is currently docked. You may, if you wish, go from this box to any entry point box.

Service: You have entered a large room with bare metal walls. In the center is a small but serviceable swimming pool surrounded by which has been dumped a couple of hundred pounds of sand.

044. Accessway: The accessway is an elevator. You press the button and the door opens. Inside is Technicon Corona. You may attack (►093), or converse (►197). Accommodations: You have entered the Empire Ziol- bartz Suite, tastefully furnished with roocco furniture of the Ziolbartzian period, olive wall coverings, and a bright orange air pillow. You have the first aid kit, the raincoat (if front clockwise) is repairing the bar, and 1 Maid (left middle clockwise) is making the bed. They attack.

Corridor: The corridor is empty.

Door: Door opens.

Industrial: You have entered an electronic equipment storeroom. Vloctmembers, breads, and miscellaneous equipment are lying about. You may obtain (in which case, roll a die: 1-3: ►189; 4-6: ►204).

Service: You have entered a large room with thin metal partitions. Each partitioned area contains a small desk, two chairs, a dataviewer, and a voctcolor.

045. Accessway: The accessway is a null-grave tube. Deputy Commander Trina is floating down it toward you. You may attack (►094), or converse (►117). Accommodations: The room is an attractive two-room hotel suite. Woloski is lying on the bed, wearing a Nehru jacket and socks. A large tank (left clockwise) and 1 Hircus Juggl (front far inward). Once combat is over, you may pick up a skugwarmth (unloaded) if you wish.

Service: The door has a sign saying "To the Trade." The box contains a small room filled with valuables. You may (a) execute a 20th Century self-wetting doll, preserved Coca-Cola bottles, 21st Century tin foil art, etc.

046. Accessway: The accessway is a staircase. Woloski is descending it. You may attack (►100), or engage in conversation (►118).
THE RETURN OF THE STAINLESS STEEL RAT RULES, PAGE 13

Door: Door opens.

Industrially: You have entered a gray-walled room. In the center of the floor is a meter-diameter hole. From the walls to various distances above the hole poke pipes of various sizes. There is no lighting. There is no room in the room. You may bug out, or you may continue (In which case, \( \Box 208 \)).

Service: You have entered a huge room filled with a hundred or more large boxes. The top of each table is protected by a stasis field, in which 12 servings of distinctly rubbery-looking chicken, 5 Garcon (two front far inward, two left far inward), and 1 Securibot (rear middle inward) are in the room. They attack.

054. Accessway: The accessway is a null-grave tube. Rita is sleeping in it, suspended in mid-air. You may (a) leave her alone, in which case proceed; or (b) wake her up, in which case she will knock 10.

Accommodations: You have entered the Morocco Suite. The entire floor is covered with a huge matress, and the walls, ceilings, and chairs (beanbag) are all covered in red fabric.

Corridor: The corridor is empty.

Door: Door opens.

Industrially: You have entered the robot repair room. Several partially disassembled robots lie on work tables. One shelf you discover a box of robot slavers; you may take as many as you like within the countermix limits.

Service: Pearing through the door, you see a room filled with cardboard boxes. You choose one to enter, in which case you may open it (\( \Box 208 \)).

Accommodations: You have entered a typical hotel room.

Corridor: The corridor is empty.

Door: The door opens.

Industrially: You have entered a dingy olive-painted room containing desecrated machinery. In bins connected to the machinery are plastic Marys, statuettes of the Emperor Zilbazon, and tiny souvenir flashlights. You may take a flashlight, if wished.

Service: You have entered an auditorium. Close-packed seats slant toward the stage. As you walk through the auditorium, an evil laugh comes through the loudspeakers; then the speakers being to screech. Sub and supersonics are coming through; you being to feel panic and nauseated. You being to suffer from dark flashes; you are being knocked out. You retreat rapidly; the room is impassable.

066. Accessway: The accessway is a staircase.

Accommodations: You have entered a two-roof apartment, the floor of which is covered with paper, dirty socks, and open pizza boxes.

Corridor: The corridor is dark. Walking down it, you trip over something. You may (a) attack it, \( \Box 162 \); or (b) say something, \( \Box 144 \).

Door: Door opens.

Industrially: You have entered a warehouse. You may, if you wish, open a crate. If you do, \( \Box 218 \).

Service: You have entered a gymnasium. 2 Referees (treat as Bouncers; left far inward, right far inward) attack.\( \Box 133 \).

067. Dr. Putz does not deny Woloski's story (\( \Box 390 \), \( \Box 398 \), and neither has a reason to lie; they are presumably inconnate. Trina states that both have reason to lie — to protect one another, since Trina is carrying Stark's child (\( \Box 390 \)). Stark has a reason to lie with her, since Trina might be upset if he had been. Neither Corona nor Rita has a reason to lie. \( \Box 123 \); or (c) activate it after planting a robot slave on it (assuming you have such a device), \( \Box 106 \).

Accommodations: The room is a standard dingy hotel room. A drawer in the bathroom is a flashlight.

Corridor: The corridor is empty.

Door: Door opens.

Industrially: You have entered a warehouse. You may, if you wish, open a crate. If you do, \( \Box 223 \).

Service: You have entered a small storeroom containing cardboard boxes. You may open one if you wish, \( \Box 224 \).

068. Accessway: The accessway is a staircase. A Handymann is cleaning the stairs. You may (a) bug out; \( \Box 107 \); or (c) ignore it and use the stairs. \( \Box 124 \).

Accommodations: The room is a modest private apartment with modularized bookshelves and a deep couch. 1 Handymann (near far inward) is at work in the apartment.\( \Box 127 \).

Corridor: The corridor is empty.

Door: Door opens.

Industrially: You have entered a body bank. The temperature is quite low. Along the walls are transparent tanks containing body parts and what seem to be whole humans immersed in solution; all are unconscious.

Service: You have entered a circular room in the center of which stands a large chair. The chair is covered by floral wallpaper, and the carpeting is a rich red. On the table is a platter containing a cooked gorblash in stasis. You may eat it if you wish (no effect).\( \Box 108 \).

069. Either Stark or Rita are Corona are lying (\( \Box 098 \), \( \Box 092 \), \( \Box 018 \), \( \Box 018 \)). Stark has a reason to lie; he doesn't want Trina to know about the robot slave. You may ask each other's questions (\( \Box 048 \), \( \Box 030 \); they are eliminated. If Stark is lying and Rita and Corona are telling the truth, Stark, Rita, and Corona were all in the restaurant. Everyone has an alibi — except — aren't we forgetting Woloski? Woloski is the villain.

070. Clue: Rita says that she was in the restaurant with Stark, but says that Corona was not there.

071. Clue: Corona says he saw Woloski flirting with Trina in the restaurant.

072. Make an Alertness Check for the being. If he passes, he manages to not fall through the trap; the door is open and may be used. If he fails, the check, \( \Box 009 \).

073. The accessway is a null-grave tube. However, the gravity is on in the tube. The being failed to notice this before stepping into the tube. If on C Deck, it will suffer no effects, but the tube cannot be used to move to another deck. If on another deck, the being fails to the appropriate box on C Deck, suffering a D combat result in the process. If the falling being is your main character, he is separated from the other beings in his party.
115. She apologizes for pulling the gun andreholsters it, however, she has been on edge since the computer went bonkers, and she has started carrying a gun as protection against the robots, some of which have gone berserk. She volunteers a clue (see Villain Chit #2), but refuses to join you.

116. A great glob of acid, held together by surface tension, is floating in the center of the tube. Unfortunately, the being was unable to halt its forward movement before diving into the glob; it suffers a D combat result. The accessibility is now clear and can be used.

117. Trina talks with you and volunteers to join your party. She is a handyman (left near inbound). She does not wish to leave them as they appeared behind the bar. Proceed to combat.

118. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

119. That's precisely what you have done. He made no effort to defend himself. You may ransack the office and discover pep pills.

120. Woloski wakes up, talks to you, and volunteers a clue (see Villain Chit #6). He offers to join you. He has an explosive grenade To Hand; if you decide not to let him join you, he will grab it and throw it. As you approach him, you hear a faint whisper, "Be careful, there is a bomb here."

121. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

122. If you are on A Deck, you may engage it in combat. If you are on some other deck, there is no safe way to approach it and the accessibility is unusable.

123. He is killed, the elevator may be used.

124. You are attacked by 2 Hired Guns and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

125. The body appears to have been shot through the forehead by a laser. Make an Alertness Check for your main character. If he passes, the body is usable. If he fails, the body is unusable.

126. Woloski wakes up, talks to you, and volunteers a clue (see Villain Chit #6). He offers to join you. You may replenish your ammunition from the stocks in the store, but new weapons are not available.

127. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

128. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

129. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.

130. You are attacked by 1 Hired Gun and 1 Bartender (both front far inward). You failed to hear them as they appeared behind the bar. Proceed to combat.
186. The crate contains grenades. Roll a die: 1-2: explosive; 3-4: gas; 5: smoke; 6: illumination. You may take as many as you wish, within the limits of the character.

189. The being noticed the tripwire across the bottom of the doorway does not trigger the shotgun trap. The box contains a luxurious three-room apartment with antique Swedish "modern" furniture, Zilelzburgian statuary, and an aquarium filled with gobelfish from Planet Zare. The bedroom has a door with a lock, a room on the desk in one room indicate that it is Stark's apartment.

170. Woloski is front middle clockwise with a laser rifle To Hand

171. You are fighting Stark, who is middle front clockwise and has a golf club To Hand. If you both survive the First Round of combat, you may break off (in which case, )

172. The crate contains robot slavers. You may take some, within countermeasures limitations.

173. Trina has an electric prod On Body and is front middle inward.

174. The being fails to notice the tripwire across the bottom of the doorway and triggers the shotgun trap. Roll on the Weapons Table under "SG" and apply the result to the being. There is no room in the room described above.

175. You fail to find the switch or any other exit from the room; it is impassable.

176. Make an Alertness Check for the entering being. If it passes, ➔165: if it fails, ➔174.

177. Woloski offers a clue (see Villain Chit #6). He is willing to join you.

178. It's Stark. He has a golf club To Hand. He volunteers a clue (see Villain Chit #3) and offers to join you.

179. The crate explodes; it was trapped. Roll once for each being in your party on the "explosive" column of the Weapons Table.

180. Trina is considering ways of getting at the computer. She volunteers a clue (see Villain Chit #5). She is willing to accompany you.

181. The crate contains smoked eels and salmon.

182. You find a cutting laser in the room; simultaneously, the hydramobile in the center of the room explodes. Roll on the "explosive" column of the Weapons Table for each being in your group, and apply the results.

183. One door opens and 4 Securibots and 2 Hired Guns beginning to enter. Place one Securibot far forward inward and begin each combat. During the Initiative Segment of each combat, one robot (your choice of which) will enter the far forward inward box, until all six robots have entered.

184. You wait in the elevator for several minutes; then the door opens. In front of you are 2 Hired Guns and 1 Securibot (all far forward inward). Engage in combat.

185. In the darkness you fail to notice a single strand of filament string across the corridor. Your main character suffers a D result. You may proceed without further mishap.

186. The creature gives you a mildly upset stomach. Reduce your Alertness Rating by one point.

187. All characters in the party without functional suits or breath masks are knocked unconscious by gas. If everyone is unconscious, ➔192. If your main character is unconscious, but other characters in the party are not, ➔199. If your main character is not unconscious, but others in the party are, you must leave them where they lie and continue play.

188. The locker contains 1 Garcon (front near inward) which attacks you.

189. You find a cutting laser. You reach out to touch it; it is electrified. Roll on the "E" column of the Weapons Table unless you have insulated gloves To Hand. You may not take the laser unless you have the gloves.

190. You notice a strand of filament string across the corridor before you walk into it. You duck under it, and proceed along the corridor without mishap.

191. If you have the lockpick To Hand, it is caught in the plate and destroyed. Otherwise, the being suffers a D combat result.

192. You wake up in the brig. You have lost all equipment. Roll again; if you are still with you, also without equipment. You are in a small cell. You wait there until Woloski arrives, somewhat upset; he saw you being carried off by robots and has come to release you. He has a laser rifle that he will give you, but he did not join your party. He offers a clue (see Villain Chit #6). If Woloski is with you or dead, you manage to leave the brig through an air duct. Roll a die: 1-2: you are on A Deck; 3-4: you are on B Deck; 5-6: you are on C Deck. Roll again: 1-2: first ring of the deck; 3-4: second ring; 5-6: third ring. Roll two dice, taking the first roll as a first digit and the second as a second; this is the position of the box (if the first digit is a six, roll again on A Deck To C Deck). You are in box B154. Place your main character's counter in the appropriate box and proceed with play.

193. The escalator is running in the opposite direction from the one you wish to go at. At the top/bottom of the escalator is 1 Guardian (far front inward). Each Movement Segment for each of the beings under your control, the being moves one box away from the Guardian because of the movement of the escalator; this may be offset by moving toward the Guardian. Beings control may notify their Equipment Segment in order to move a second box toward the Guardian (a net of one box closer). Proceed to combat.

194. Crate contains a gas gun and three reloads.

195. Two of each suddenly come alive and attack. They are 2 Garcons (left far clockwise, right far clockwise), 2 Bouncer (front far inward, rear far inward), 2 Securibots (left far counterclockwise, right far counterclockwise).

196. In the center of the floor is a drain. About a third of the way across the room, you are suddenly hit by a massive jet of liquid. Nuzzles all over the room are tracking your movement. Riglamin absorbs his food directly through his skin. He eats only if the liquid is good to drink. Any electrical equipment you (or characters with you) have to Hand (lasers, electric probes, powerful speakers, flashlights, robot slavers), is shorted out; remove such equipment immediately.

197. This is a grease storeroom. The greeps are disgusting, but they let you pass without mishap.

198. The locker contains a vacuum suit. You may take it.

199. They drag you out of the room (return to the previous room). If they have pep pills, they are expanded to wake you up. Otherwise you must spend three Suspension of Disbelief points and you are again awake. Other unconscious characters remain unconscious; you must leave them behind.


201. The locker contains 1 Securibot (front near inward); it attacks.

202. Roll a die; the number rolled is the number of times the mirror will fire at you as you run across the room. All shots will be directed at your main character. Roll on the Weapons Table under "L" column for each shot; ignore Stun and Unload results.

203. The locker contains a cutting laser.

204. The equipment is sitting on a set of metal shelves, as you touch a vocotypeer, you discover that the shelves are electrified. Uninsulated Securibots To C Deck on the "E" column of the Weapons Table to determine the effects. There is no equipment of use.

205. The floor is a conveyor belt, covered with packages of chicken parts and packaged cakes. There is a walkway running the length of the room. The being of the room will walk across the walkway; midway across the room, there is a blinding flash. Roll on the "L" column of the Weapons Table for each being in your party and apply the results. The being and possibly you as well has been sterilized by an X-ray laser.

206. It talks genially to you as you edge your way across the room and through another door.

207. It's a pain pill. Cure one wound if you have any.

208. As you float through the room, there is a hissing sound followed by a large explosion. A fireball appears over the hole in the floor. If snuffs out immediately, since there is no gravity, there is no convective turnover to bring new oxygen into the pipe. The pipes which extend into the snuffed flame suck at the gas, separating out the chemicals formed in the brief flame. All beings in the room are subject to concussion from the explosion; roll on the explosive grenade column of the Weapons Table for each being, and apply the indicated results.

209. Make an Alertness Check for the being. If it passes, ➔210.

210. It says "Now don't be hostile. I can't stand hostility," and attacks you. It is front middle inward.

211. It's a pep pill. Your Alertness Level is immediately increased by two points.

212. The being walks into a monofilament wire strung across the bottom of the door, suffering a D result. The wire trips an explosive planted in a box of grenades; the grenades explode, filling the room with shrapnel. Roll for each being in your party on the explosive grenade column of the Weapons Table and apply the results.

213. The boxes contain explosive grenades. You may take some within the limitations of the countermeasures.

214. You have entered a small observation room with a window along one wall looking into a paddled cell. In the observation room is 1 Hired Gun (front middle clockwise) which attacks.

215. It's an hallucinogen. That'll teach you to take strange pills. Your Alertness Level is reduced by two points.

216. You open the door. The room is filled with chlorine. Roll for each character in your party on the gas grenade column of the Weapons Table, and apply the results. Characters with functional suits and breath masks are unaffected.

217. The being notices the monofilament wire running across the bottom of the door and warns the rest of the group. Proceed with play. You may open one of the boxes if you wish (in which case, ➔213).

218. As you pry open the crate, you jostle the plastic explosive case and break the airtight seal which prevents it from exploding; it explodes. Roll on the explosive grenade column of the Weapons Table for each being in your group and apply the indicated results.

219. The crate is empty. As you examine it, 1 Stevedore (near rear inward) rounds a corner and attacks you from the rear.

220. You enter a large padded cell with a mirror along one wall. The mirror suddenly shatters and you are attacked by 1 Hired Gun (left middle inward). The robot automatically has the first Being Segment.

221. The area is a superheavy metal foundry; superheavy metals must be processed in oxygen-free atmospheres. The foundry contains 2 Securibots (left far inward, right far inward) and 1 Cargomaster (middle front inward).

222. The furnace is, needless to say, controlled by the computer. You are tumbled down slides to 35's, run through circular corridors spinning at 78RPM, blown in the face by air at bruising pressures, etc. Each being in your party must undertake an Alertness Check; each being that fails suffers a D result.

223. The crate is empty.

224. The box contains illumination grenades. You make a reflex roll; if you win, you win the boxes; if you lose, the boxes are exploded.

225. Regardless of what button you push, the elevator goes to C Deck (if already there, it goes to A Deck). The door opens; 1 Securibot (near front inward) and 1 Guardian (far front inward) are waiting for you. Fight them.

Design Credits for Return of the Stainless Steel Rat
Game Design and Development
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Playtesting
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Production: Ted Koller, Manfred F. Milmuhn, Michael Moore, Bob Ryer,
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If the enemy being is a robot...

[12.64] Enemy Equipment Flowchart

- Perform the indicated action.
- Decide whether the condition applies (YES) or not (NO) and follow the arrow to the next decision or action.

If the enemy being is a character...