

Chicago Courier

CLEAN UP OUR CITY!

Gang wars have flared up yet again in Chicago as the East Side Gang, led by Alfonso 'Linguini' Marino and the West Side Gang, led by 'Fat' Stanley Belluccio, keep coming to blows. Will our city ever be safe? We talk to Edward Jacobs of the Bureau of Investigation, who claims to have deployed undercover agents throughout the city as part of an operation to make the city streets safer for us all. "We certainly don't want a repeat of the St Swithin's Day Massacre over here!" he jokes. That terrible crime took place in New York, but the perpetrators have still not been brought to justice. Heaven forbid that it gets as bad as that here in our beloved Chicago...

The mysterious Chimera

We already have a big problem with criminals dealing illegal cocaine in this city, but now it is understood that a Chicago-based drug overlord has emerged from the mix, known only by his codename: The Chimera. He may also possibly be in league with somebody with the codename of Balthazar. Edward Jacobs of the Bureau of Investigation is on the case, but any proof anyone can give his team about the Chimera or Balthazar's identity will carry a reward of \$150. *[More on Page 2]*

RACE FIXING ALLEGATIONS

Tonight is the one night of the year that all horse-racing enthusiasts in Chicago will be looking forward to: Stan's Big Race. But what of

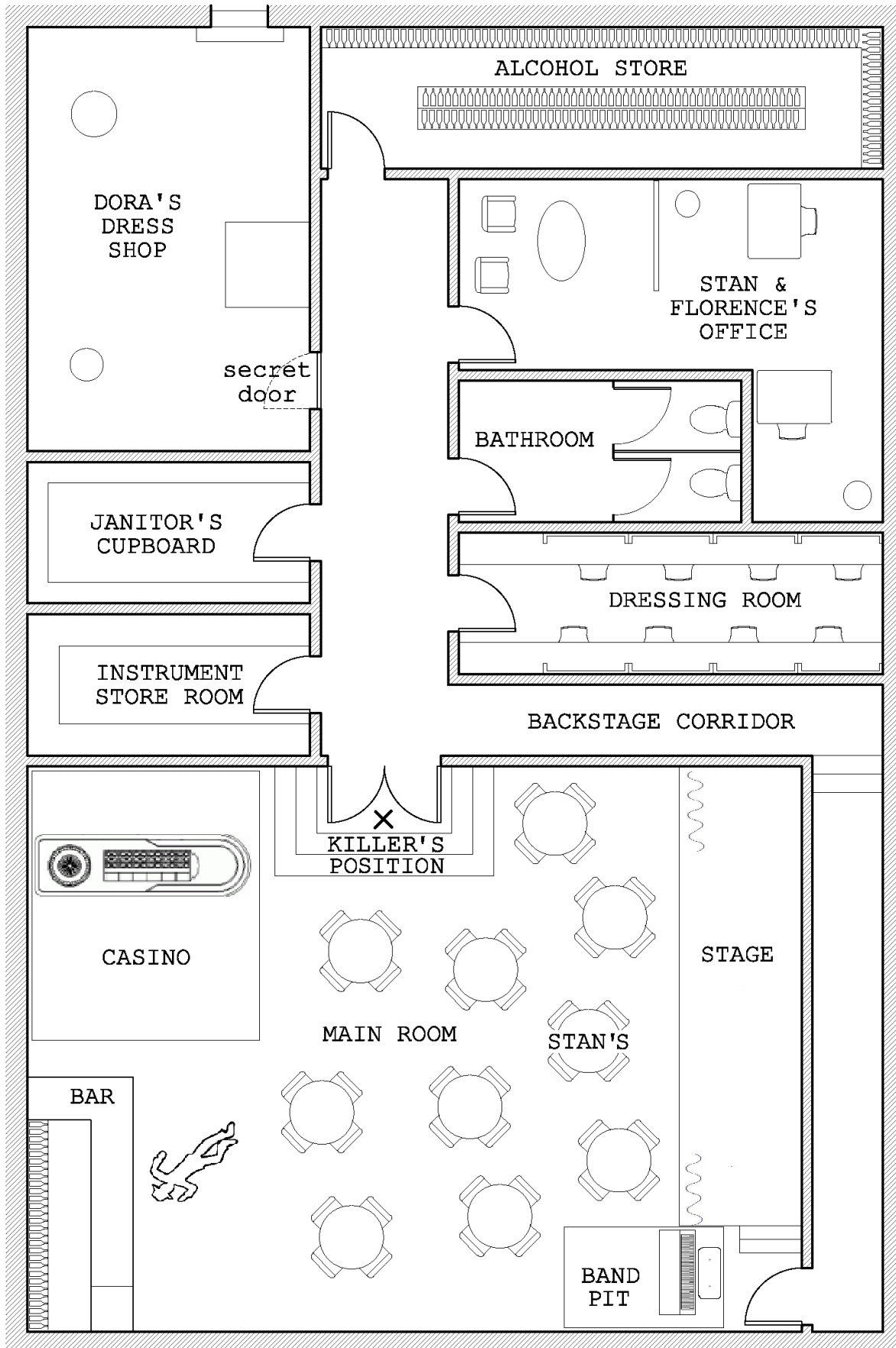
the persistent allegations of race-fixing? Stan himself was unavailable for comment, but we spoke to keen race-enthusiast David O'Hara, who said that there was no way that *[Cont. on page 4]*

CALLS FOR STRICTER CONTROLS ON BOOTLEGGERS

Mrs. Mary Mckellan, of the West Chicago Temperance League, today called for heavier policing of the roads from Canada and the shores of the lakes. "...For we all know that these sinful speakeasies must be getting their liquor in somehow, and I think that it is very negligent of the Police to stand idly by..." *[Cont. on Page 5]*

'Her Heart Won' is a Triumph!

Ava Monroe's new film has certainly won our hearts in Chicago, after its release last week. However, now that the Talkies are arriving all around us, is this the last silent film we will ever see her make? We talk to the film's producer, the charming Oswald Murphy, and he tells us about his plans for the future, and how he plans to make the best Talking Picture that the world has ever seen! *[Cont. on Page 15]*



There are

**NO WEAPONS
ALLOWED**

**in this Speakeasy, by order of
the Management.**

**Full weapon searches will be
carried out at the door on
everyone entering, including
staff.**

Stan's Big Race

Stan's Big Race, the Horse-Racing event of the YEAR, is running tonight! Do you have a good tip on the winner?

Here's the lineup for the race:

- All That Jazz
- Brooklyn Baby
- Can Do
- Chicago's Charlie
- Fast Flapper
- Havana
- Lake Superior
- Moxie
- Prohibition Pete
- Starlet
- Stumbles in Last
- The Cat's Meow

Bets you can place:

- A **Winner** Bet – *for 1st place* – Get your money back plus four times, eg. if you paid \$1 you get \$5.
- A **Top 2** Bet – *if your horse finishes 1st or 2nd* – Get your money back plus two times, eg. if you paid \$1 you get \$3.
- A **Top 4** Bet – *if your horse finishes anywhere in the top 4* – Get your money back plus the same again, eg. if you paid \$1 you get \$2.

The race will take place at
_____ pm

Alcohol rules

There are special rules in the game for alcohol, which is represented by item cards. (*You may also be drinking real alcohol as you play, but that's none of our business!*) The below applies when your character drinks one of the alcoholic drink item cards that are included in the game:

Alcohol scale: On your name badge are nine empty squares. This represents your character's current level of intoxication. Every time your character drinks alcohol, you cross through one or more squares, as instructed by the item card. Some characters start with squares already crossed through.

As you cross through squares, you move up in inebriation level, as shown in the row below the squares.

- Inebriation level 1–2 = sober,
- 3–4 = tipsy,
- 5–6 = drunk,
- 7 = dead drunk (*act very intoxicated*), tell your Clue to anyone who asks;
- 8 = still dead drunk, tell your Secret to anyone who asks;
- 9 = pass out on the floor for five minutes, and then go back to the inebriation level that you started the game with. You can be searched by others while passed out, and your items and money can be stolen.

Drinks can be spiked, and may sometimes be forced on subordinates, where it would be rude to refuse. Certain Abilities can only be used when you're under inebriation level X.