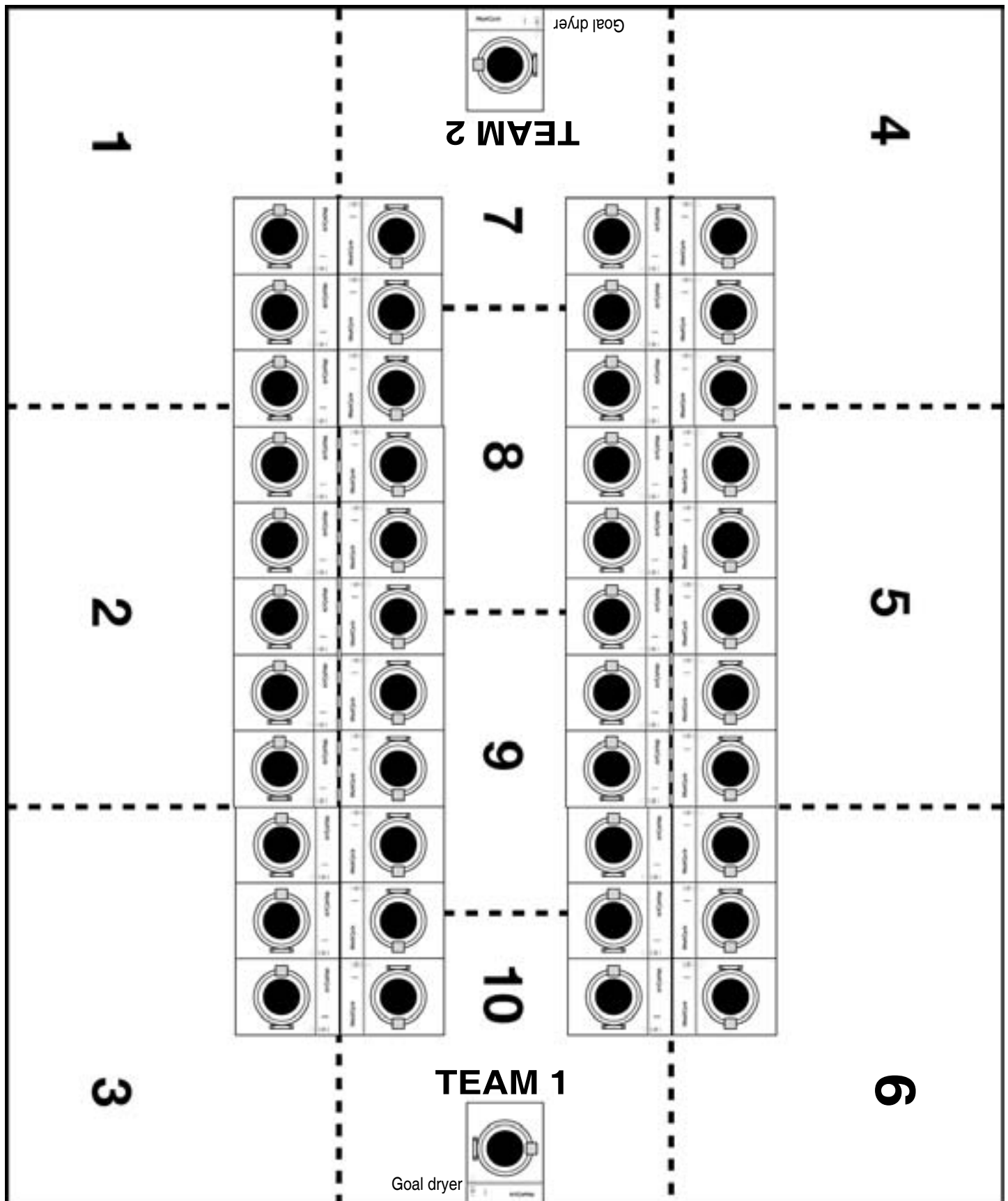


For the counters used with this boardgame, see page 137.



Ned-G leads the party back to the exit from QQQ Sector.

The party now resembles a gypsy caravan, laden with hundreds of kilos of experimental equipment and Teela O'Malley mirrors, constantly entertained and disordered by the irrepressible funbot. Their passage along the halls of Alpha Complex may draw much undesirable attention.

Considerable time has passed since Cleto-B specifically admonished the Troubleshooters to avoid delays and return quickly for the rest of their briefing. However, when the Troubleshooters' carnival pulls up in front of the familiar elevator to Cleto-B's office, the doors are closed and the elevator does not respond to the PCs' attentions. When the PCs report to Troubleshooter Headquarters or The Computer,

requesting directions, they are told to go to bed and get some rest.

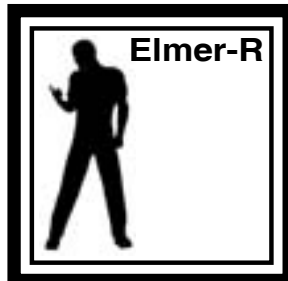
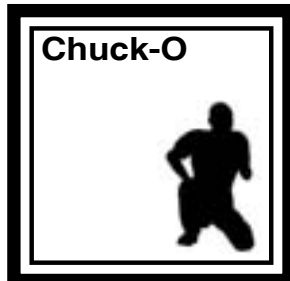
When the phalanx of guardbots rumbles into the PCs' sleeping quarters, the Troubleshooters are probably all awake and expecting just such a visit.

'King of the Laundromat' counters

These counters are used in Episode 3's *Date With Death* boardgame, 'King of the Laundromat.' That game isn't described for another eight or ten pages yet (pages 146-150, actually). But we have a big space to fill here and no space there, so what the hell.

Photocopy these counters, glue them onto cardboard if you want, and cut them apart on the heavy outside lines. Mongoose Publishing grants you permission to photocopy these counters for personal use only. Unauthorized photocopying is treason punishable by a quick round of *Date With Death*.

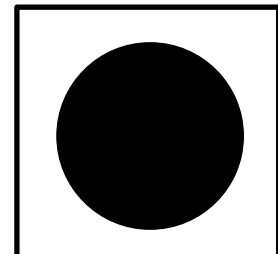
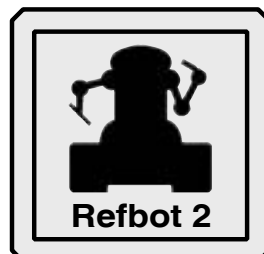
TROUBLESHOOTERS



VULTURES



REFBOTS



SPHERE