

Department of Inter-Dimensional Espionage

Mission HQ

The



Project

Warning: This document has the highest security clearance.
For Inter-Dimensional Espionage Operatives' eyes only.

Department of Inter-Dimensional Espionage

*Memo from
Rear-Admiral Sir Playfair Panchax VC DSO FRT*

The Seven Deadly Fins is the most dangerous group of inter-dimensional anarchists around. They live up to their name in every respect. There are seven of them, they are deadly and have been seen with fins. This septic septet will stop at nothing to destroy all forms of life as we know it.

Their motives are profit, strategic advantage and, most of all, fun. They have committed some of the biggest crimes of the century and wiped out entire civilizations, sometimes by accident.

At Mission HQ we have assembled a team of crack inter-dimensional espionage operatives in an attempt to overcome this hideous force. We have succeeded in many cases in thwarting the enemy, but so far, the Fins have escaped capture. Several operatives have been caught by the Fins and never seen again.

We have one small chance. Operatives can be trained in a technique known as warping and can beat the Seven Deadly Fins at their own game. It is through this process that the Fins carry out their crimes. It may be deduced why this technique is important.

This dossier contains instructions on warping for trainee operatives and all the information currently available on the Seven Deadly Fins. If further details are required, contact Training Section through the usual channels.

Be careful. Destroy this document after reading. If it should fall into the wrong hands it could be **your** life in jeopardy.

Good Luck!

Rear-Admiral Sir Playfair Panchax VC DSO FRT

Mission HQ 12/3/98

Warping for Beginners

Warping - The Facts

So you are a trainee inter-dimensional espionage operative. You're in the big league now. Would you like to learn about warping? Would you like to know that warping is a fun, fast and extremely exciting method of travelling through the dimensions? Well, it isn't. Warping pushes operatives through extreme mental stresses.

Does warping hurt? Yes, it hurts! But that is what you're here for isn't it? The following are first time experiences by other inter-dimensional espionage operatives. They should give you an idea of what you are letting yourself in for:

It's just like being in a car crash except you're the car.

Micky Blowtorch¹

Warping is just like being at the centre of the sun. Your flesh burns away. It really hurts. What I hate most about warping is that the pain never stops.

Alice Shad²

¹ Micky Blowtorch is a highly regarded operative who worked in the Slad Province. He has written a book on his early warping experiences. Blowtorch M.G. [2067] *Warping Along With Blowtorch*, Random Publishing, Plin City.

² Alice Shad has since been retired from active service and now works in our contracts department.

It reminded me of the day I got my first hammer. It was a present from my father. I was so proud of that hammer, I took it everywhere with me.

My problem was using it. The only nail I could hit on the head was my fingernail. It was through this experience that I gained my ability to withstand pain.

Jimmy "Rocket" Panchax¹

So there you have it, as it were, from the horse's mouth. And why not? These people know. They are adults. They don't cry. They don't like to admit they're hurt. Warping is not fun. Warping is not gamorous. Mind you, nothing is gamorous, what I meant was glamorous - warping is not glamorous. Warping is a job and we're here to make sure that it's a job well done!

The following section answers some of the more common questions put forward by trainee inter-dimensional espionage operatives. Take careful note and remember "A shared fish has no bones."²

What is a warp?

A warp is a "convenient method of transferring the mind of a person from this dimension into the body of a living thing in this or any other dimension". So writes Professor Ivan Funn of the University of Mind in his book, *Warps 'n' All*.³

Warps are generated here at Mission HQ by the Espionage Support Team (EST). In their book, *Warping Broadens The*

¹ Jimmy Panchax is the well travelled son of the current head of Mission HQ, Rear-Admiral Sir Playfair Panchax VC DSO FRT. "Rocket" earned his nickname by completing seven missions in six days.

² An old proverb quoted by A. Halibut [2022] *Proverbs I have heard*. Anchovy, Ling and Lump sucker, New York.

³ Goby, Professor Jeffrey, [2068] *Warps 'n' All*. Mackerel and Monkfish, London.

⁵ *Mind*¹, Professors Basking and Thresher suggest that warps could be created using special secret techniques. The book never reveals these methods however so we have had to employ both Basking and Thresher on a large retainer to aid us in defeating the Fins.

It is these highly secret techniques we use when creating a custom warp for you. You don't need to know what they are, just that they work. However, since they require a vast amount of energy it can take a long period of time for us to prepare and generate these 'holes'. The motto is "Be prepared. Prepared to wait".

How do I recognize a warp when I see one?

Warps appear as a hole in the fabric of the dimension you are in. It is convenient to have a warp appear on an object, for example, a wall. This is because the brain has great problems viewing objects which have more than three dimensions. A warp appearing in the middle of a room, for example, is sufficient to drive any untrained being mad. But you are not untrained or at least you won't be when you have completed your training. That isn't to say that you won't also be mad, but that's your problem.

[Whether or not you think you're already mad fill out form 61/97/883 and return it to Mission HQ at once.]

What happens when I warp?

Warping is relatively simple to accomplish. You enter the hole. It hurts. You end up somewhere else. As someone else. You are now in Host-Parasite Mode or, as we prefer to call it: HPM, because it sounds far more technical.

¹ Basking A.B. and Thresher C.D. [2091] *Warping Broadens The Mind*. Mackerel and Monkfish, London.

Will it make me go blind?

To quote a doctor on that very subject: "As far as we have been able to ascertain it has no effect on the optical organs whatsoever. Out of the vast number of subjects so far studied only one has developed any optical deficiency. Could you pass me my glasses?"¹

How do I avoid becoming a warp junkie?

In the early days we lost a few of our better operatives because they warped too far. Micky Blowtorch for example. A brilliant man with a brilliant mind, but he just took his warping too far. In the end we lost him. He gave up on life and went to live in a forest.

It has been said that "Warping fever takes over the mind and makes you want to warp further away from your starting point."² This can lead to certain problems. For example, the operative forgets his starting point or worse still, prefers the place warped to and stays there.

Here at Mission HQ, our group of resident psychologists have worked on this problem for quite some time and the results of their research has culminated in what is now known as Voluntary Vacation Mode, or "VVM" for short. This is a short period of intense vacation using limited warping techniques so that operatives can relax.

VVM is explained in greater detail later in this document.

¹ Loach Dr. Nicholas [1863] *Special case studies of over-active children and fish*. The Shark Press. London.

² Barb, Rosy. [2093] *Warping after Basking and Thresher Anchovy, Ling and Lump sucker*, New York.

Where is my next meal coming from?

While in HPM, the parasite - that's you - can survive on nourishment absorbed by the host. This unique and somewhat novel form of feeding means that we here at Mission HQ don't incur feeding costs for any of our operatives.

To paraphrase: You and your host can look after yourselves while the crew here at Mission HQ pop down the pub for a pie and a pint.

What life insurance cover can I get?

Being an inter-dimensional espionage operative is a commitment for life. You must stand up for all that is decent, honest, good and, of course, true. This means that "when the going gets hard then the going gets tough."¹ You are in command.

You will meet with dangers and, perhaps, beat up strangers. And that's just on a good day. You will have to think fast on your feet, nay, on someone else's feet. You will, on many occasions, laugh with Death staring you in the face. Sometimes with Death so close that you have to turn your head away. In fact, sometimes you'll meet Death, go for a coffee, perhaps hit a few bars, grab a late night curry, that sort of thing. You know the scenario.

And you want life insurance? Get away! There isn't a company outside of Mission HQ that would touch you with a barge pole. It's like committing yourself to a life of perpetual stunt work. "Playing with the special effects of life,"² is how one operative described it.

¹ A. Halibut [2022] *ibid.*

² Blowtorch M.G. [2072] *Warping Along With Blowtorch (revised edition)*, Random Publishing, Plin City.

Is there a doctor to hand?

The medical facilities here at Mission HQ are second to none. We use the Deep Cold Storage Method, DCSM, to slow down the body's metabolism. This gives our medical consultants plenty of time for coffee breaks. (Union rules 67/4/98-67/4/102).

While in warp mode you are given a complete manicure. We also ensure that your teeth are given the once over to keep them in pristine condition. Remember "Clean teeth and a healthy mind stop you catching nasty diseases while you're away."¹

Can I visit the toilet now?

Of course you may. It's second on the left just past the nuclear induction centre. Just follow your nose.

¹ A. Halibut [2022] *ibid.*

Host-Parasite Mode

In HPM, Host-Parasite Mode, you take over the body of a creature from the dimension you've warped to. Be careful out there, the last thing you want to do is go killing anyone. One of the more dangerous things that can happen during warp is entering HPM when the host is in the middle of a dangerous activity.

The following list contains examples of dangerous activities:

- operating machinery
- driving a vehicle
- sky-diving
- mountain climbing
- hang-gliding
- watching soft-drink commercials
- eating a curry
- visiting the tax inspector
- reproduction of any kind
- feeding a baby or other animal

One other place where HPM can cause real problems to Inter-Dimensional Espionage Operatives is if the Host is undergoing psychoanalysis at the time. More than one of our operatives have been assigned to mental institutions.

If the Host is under the influence of certain truth drugs, then the operative, as parasite, will speak the truth. Beings who believe themselves to be Inter-Dimensional Espionage Operatives are not understood in such backwaters where three dimensions are considered the norm.

Please note

Certain drugs used in the treatment of delusion, can also prevent exit from HPM.¹

Urgent Warning

Avoid warping anywhere with less than three dimensions. It has been found that operatives cannot work in such simplistic conditions.

In the early experiments where we tried sending operatives to the smaller dimensions, they found themselves being used as tools of primitive mathematicians experimenting with the so-called Drunkard's Walk Theory.²

¹ Refer to "Leaving Warps" elsewhere in this document.

² Stewart I. The Problems of Mathematics.

refer also to:

Kac M. Random Walk and the theory of Brownian Motion.

In 1921 G. Polyo apparently solved this in three dimensions.

Leaving Warps

You can exit from a warp in one of several ways.

The simplest, providing you are not under the influence of certain drugs¹, is to sleep.

Another method utilises the Coles Effect.² The Coles Effect, to summarise, states that under extreme audio-visual conditions HPM breaks down completely. You leave the warp involuntarily.³ Examples of such conditions are:

- Lights flashing at certain frequencies.
- Repetitive sounds.
- Extremely bright lights.
- Loud and heavy bangs.

Special Note

Warps are nested.

This means that it is possible to enter a warp from within a warp. When you leave the second warp you will be returned to the previous warp. This can be the cause of certain problems. Those operatives who are in Voluntary Vacation Mode (VVM) can find that under certain extreme occasions VVM can be suspended allowing the operative to carry out an important operation.

¹ Refer to Host-Parasite Mode elsewhere in this document.

² Coles B. [2092] The Coles Effect, Big Shark Publishers, Beds.

³ Basking A.B. and Thresher C.D. [2091] *ibid.*

O.K you wise guys, some of you may think it possible to leave the Primary dimension (here) by warping backwards out of it.

We've tried many times. It can't be done. Anyway, there are far more important things to do.

Practical uses of this knowledge

This information can be used in two ways:

- 1 You never know, the going can get difficult. And when the going gets hard you may have to leave a warp quickly. To paraphrase: "*That was close.*"¹
- 2 These techniques can be applied to members of the Seven Deadly Fins to expel them from a particular dimension.

¹ Blowtorch M.G. [2067] *Warping Along With Blowtorch*, Random Publishing, Plin City.

Voluntary Vacation Mode

After a certain number of successful missions each operative is put into Voluntary Vacation Mode (VVM). The word voluntary is, perhaps, misleading since the vacation is pre-calculated by the psychology staff here at Mission HQ.

VVM uses specially created warps. These warps are guaranteed to provide complete relaxation to our operatives.

Remember, as one of our operatives you have a choice from our comprehensive brochure, provided you have 'clocked up' the correct number of Anti-Stress Points or ASPs.

ASPs may be calculated using the following equation:

$$P_n - P_{n-1} = \frac{(2n-1)^{2n-1} \cdot e^{1.2n} \cdot \sqrt{\frac{2n-1}{\pi}} \cdot 2^{2.2n}}{(n-1)^{n-1} \cdot e^{1.1n} \cdot \sqrt{\frac{n-1}{\pi}} \cdot (n+1)^{n+1} \cdot e^{-1.1n}}$$

Where P = the number of Anti-Stress Points and n = the number of missions completed since last VVM.

[The more astute mathematical minds amongst you may have observed that the equation can be simplified. The co-efficients of the transcendental number 'e' can be reduced yielding simply 'e' on the top line of the equation.

The reasons for not doing so are twofold:-

- 1) We at Mission HQ hope to confuse the enemy with this dastardly ploy.

- 2) It encourages the reverse application of Stirling's approximation which would yield an even more complicated and confusing equation.]

Here is a small selection from the current collection of VVM's available to our operatives:

3 pts:

Gardener.
Ticket Clerk.
Car Park Attendant.

9 pts:

Weljelar of Nan.
Television Repair Person.
Occupational Therapist.

25 pts:

A King of one of the lesser kingdoms of Swatt.
A programmer for Magnetic Scrolls Ltd.
A Piano player in one of the brothels at Hans. (There is a small chance of being shot).

50 pts:

A gaseous being of Pnying.
A thermal printer.
A weighted book.

100 pts plus:

A goldfish - the ultimate award for long service.

Please note

While under VVM your body will be subjected to an Extended Self-Cleansing Programme or ESCP. If you require a shampoo and set be sure to contact your representative **BEFORE** undergoing VVM.

Warping Along With Blowtorch - An Extract

To give you some idea about looking after your host here is a short extract from the book *Warping Along With Blowtorch*¹ in which Micky, ace inter-dimensional espionage operative, explains some of the finer points of warping.

So there I was, in the thick of it. Things were tough. I was in a small cell, having been captured by the Fins. I decided to take a look:

>LOOK

Cell

This is a small grey cell. The walls give off a faint glow, sufficient to see that you aren't in a dungeon and there is no phosphorescent moss. Some things are lurking in the corner of the room.

Obviously a cell in which you could safely stash an inter-dimensional espionage operative. I knew I would have got the same description by entering 'L', a recognized abbreviation for look. Things were looking bad. I tried the following:

>EXAMINE THINGS

Things are looking bad.

>SEARCH THINGS

You find nothing of interest.

¹ Blowtorch M.G. [2067] *Warping Along With Blowtorch*, Random Publishing, Plin City.

But I might have. That's the point. Searching things could be very important. If an exit looks blocked, that might be the way to go. Of course, I could have tried any of the following: north, northeast, northwest, south, southeast, southwest, east, west, up or down. I could, if I wanted to, cut down the typing by using the abbreviations for these directions: N, NE, NW, S, SE, SW, E, W, U or D. But in this case, as there were no exits, I knew I would have got the response:

>NORTH

There is a wall in your way.

I could also have specified a special way of going in a direction such as QUIETLY GO NORTH or CAREFULLY GO SOUTH or even WALK DOWN or SWIM NORTH.

If I had wanted to find out if there were any exits I could have used the word EXITS and discovered the way out. However, as I knew I was surrounded by walls there was nothing I could do except wait it out:

>WAIT

Time passes.

I tried again, using the abbreviation.

>Z

Time passes.

"Hello? Blowtorch? Micky?" It was Panchax, he usually gets through in the end. "Stand by we're going to open up a warp in your area." There is a loud bang and a small warp appears in the wall before you.

I thought I would check out the warp, make sure that it wasn't a cunning trap put here by The Fins. They are capable of anything you know.

>LOOK AT THE WARP

The small warp is attached to the wall in an alarming way. It appears to lead out of here.

This is more like it. An escape provided by those nice people at Mission HQ. It's time to get out of here and zap to pastures new. Just as well because before I had the opportunity to do anything the Fins appeared.

"You're not going to get away from us that quickly, Blowtorch." It's Drake Tracker, the one known as "Chainsaw" to his friends and worse to his enemies. He doesn't look friendly but appears to be about to enjoy himself.

I had several ways of getting out of this place. I could ENTER THE WARP, ENTER THE SMALL WARP, or even GO THROUGH THE WARP. I took the short cut:

>GO WARP

You enter the warp and your mind is wrenched from your body. There is a scream, probably yours. There is a sucking sound and it seems you have taken the body of a small stick insect. You have escaped the clutches of Drake Tracker.

That was close. If you've never travelled through a warp it's a real experience. Come to think of it if you have travelled through a warp it's still a real experience. How could I describe it. I know. It's just like being in a car crash except you're the car. All of them. Now if that isn't a quotable quote, nothing is. Still, where was I?

On A Twig

You are in a tree a long way above the ground and it's a good job you aren't too heavy. This twig doesn't look strong enough to support much weight. A succulent green leaf lies close by while above you is a dead leaf. You can climb down the twig from here.

There you have it, a case of out of the fireplace and into the briar. But warping is like that, these things happen when you start playing with the special effects of life. Still, what was I to do now? I felt a little peckish so I tried:

>EAT LEAF

Which one? The green leaf or the dead leaf?

>THE GREEN LEAF

Yummy! That was delicious.

So it looks like I've staved off my hunger. However, now there was only one leaf, the dead one, so I could now type:

>EAT LEAF

Bleahh. The dead leaf tastes awful but you eat it all up.

I could have used, with hindsight, a sentence such as EAT ALL THE LEAVES EXCEPT THE BROWN LEAF if I had wanted to, but in this case it would have involved more work.

>EXAMINE THE TREE

The oak tree is big and sturdy. Beneath it you spy an old tree stump.

This looked interesting. So I tried the following:

>EXAMINE THE TREE STUMP UNDER THE TREE
The tree stump is dead and dangerous.

Oh well, that wasn't going to get me anywhere. I might as well get out of here.

>CLIMB DOWN
Tree Trunk

This is the trunk of an old oak tree. A mature and somewhat incongruous habitat for a stick insect at the best of times. You notice a glowing hole in the side of the oak.

>ENTER THE GLOWING HOLE
You enter the glowing hole and the body of the stick insect falls away. There is an extreme amount of pain but just before it starts to become fun, the pain goes away. You come to in the body of a man.

Your Office
Compared to your old office this isn't much of an improvement. You wonder whether it was worth accepting the partnership when you still have the same chair, the same filing cabinet, the same desk and still no phone.

>SIT DOWN
You are now sitting on the chair.

>STAND UP
You are now on your feet

>STAND ON THE CHAIR
You are now standing on the chair.

This was interesting. But it wasn't getting me anywhere. I had to get out of the room. So I tried:

>OUT
You get off the chair first.

White Passage

With chipped white paint on the walls and rising damp, this passage is in a very bad way. It has a small door at its northwest end and a white one to the southwest.

>CLOSE DOOR

The white door is now closed.

>OPEN SMALL DOOR

The small door is now open.

>IN

SHOP

This shop is very unusual in that not much is for sale. An eager assistant is beavering away behind the counter but he doesn't appear to be achieving very much. There is a small statuette on the counter.

Now this was much more exciting. A place I could relate to. A place where I could spend some money. If I had any. It was time to find out what I had. To do this I used the Inventory command. I decided to use the abbreviation:

>I

You are carrying a credit card and a pair of pliers.

You are wearing a black jump-suit and a tie.

The credit card would do. The statuette could be mine. But first I would take off my tie.

>REMOVE TIE

You take off the tie.

That's better, I can carry out a business transaction now.

>LOOK AT THE SMALL STATUETTE

The statuette looks most unusual. It's as wide as it is long and as short as it is

narrow. It seems to invoke that certain something which brings out the shallowest reviews from art critics.

That's all I could see. Perhaps the assistant knew more.

>ASK ASSISTANT ABOUT STATUETTE

The assistant stops what he is doing and says: "Doesn't it bring out the essential you, sir? Doesn't it say 'buy me, buy me'? And I suppose sir would like the price? A mere snip at 1001 clams."

An offer I couldn't refuse. I thought it was such good value I just had to buy it. Good job I had my credit card, I don't like to carry a lot of clams around in cash.

>BUY STATUETTE WITH CREDIT CARD

The assistant examines your credit card and looks at you in a stuffy way. "What, MASTERCARP?" he exclaims. "I'm sorry, sir, we only take FISA. Perhaps sir would like to go through the archway and ask Mr. Prendergast, next door!"

I could try and walk off with it. But I would have to try something tricky. How about:

>TIE THE TIE TO THE STATUETTE

The tie is now tied to the statuette. "What do you think you're doing?" shouts the assistant untying your tie from the statuette and returning it to you. "Go on, get out of my shop. Now!"

There was only one thing for it.

>GO ARCHWAY

Prendergast's Room

A mess of wires and papers fills this room. Right in the centre is a large table. So old and decrepit it's amazing that it is still standing. On the table is a small statuette and a jar of pickles.

Mr Prendergast is sitting by the table wearing a dressing gown and smoking a pipe.

I thought I would try something random first. Then it dawned on me:

>HOLD THE CREDIT CARD WITH THE PLIERS OVER THE JAR OF PICKLES.

"You seem a man of many skills" says Mr. Prendergast. "Here, have this." Mr. Prendergast hands you his business card.

Interesting, I admit, but slightly odd. I decided to read the business card:

> READ IT

The business card reads: PRENDERGAST. Man of many skills.

This wasn't getting me anywhere and I wanted Prendergast's statuette.

Good job I had a cunning plan to get it. I would invite Prendergast to the cinema and while he went upstairs to change into his outdoor clothes I would be able to nick the statuette.

There are several ways of inviting people to places. For example: PRENDERGAST, WOULD YOU LIKE TO GO TO THE CINEMA? or ASK PRENDERGAST TO THE CINEMA. I chose the more complex but much nicer looking:

>SAY TO PRENDERGAST "DO YOU WANT TO GO TO THE CINEMA?"

Mr Prendergast says "That sounds like a good idea, I haven't seen a movie for several years. The last time I went to the cinema I saw Close Encounters of the Fish Kind. Great fun that was. All flashing lights and loud noises." Prendergast suddenly shouts "Bang!" and switches the lights on and off rapidly. It's a shame he did that as the flashing lights and the bang happen at just the right frequency to break the host-parasite interface. You are suddenly sucked through the swirling dimensions.

It was too late. This was to be one mission where I just couldn't get anything done. It was useless to try any of the housekeeping commands such as PN, which would have listed the current PRONOUNS or SCORE which would have told me how badly I was doing.

The problem was how to explain my situation to Panchax. I had warped out. Not the best thing I could have done under the circumstances. But then again, that was my problem, not yours.

Cypheric Hints

This section of the dossier is intended for those inter-dimensional espionage operatives who become stuck in a particular warp. The boys in the back room have come up with some possible solutions to problems.

Because of the potential dangers to our operatives these hints have been carefully encoded so that, should they fall into the wrong hands, or for that matter, Fins then very little information will be gained from them.

If you are really stuck then scan through the list of questions until you find one which resembles your problem. Then type:

>HINT

You will get the response:

Please enter hint:

You should now type in the letters between '<' and '>'. You don't have to type the spaces, and indeed it is better without them. The hint will then be decoded. If you have not typed in the correct letters you will get the response:

Sorry, try that one again.

A "+" sign after the answer means there's more to come. Please enter the next hint.

The first hint is usually a gentle nudge in the right direction. The last hint may be the complete solution to your problem.

I'm being attacked by a large cat - what can I do?

< RACE GGRG YFKQ YMKY GSRS CFGC CEGT CDHE CDPD
CCPC KBYG RYGR AGHY KYFF RGGF RAPG CTPT >
< RACF GCRC YBKG PYCR HGAY YYKD YPRG GTRT CAPA
RYPG KPHP CMGR AAYA KMPE KDPB CBHD CRHR AAHK KKPA
RBPC KYHY AMHP ASGT RTPA RFGF AMHR KRPH RPPH
CSMP >
< RAYG KEYF RMGS AFYF KTYH KEYC KHHH ATHG
KTEE >
< RAAP GGCB HBKB YSKP PGRY YAKT YGKA HAAB HCAE
GQAB YBRD PPCP HYCG GYAC GRCD GPCS HFKE YKRC YYRH
GHCK GCCY GPAH GRCA PAKK YDKT PACA GCAP HHKS FP >
< RAYK KDYT RQPF CATH >

Why won't Micky Blowtorch let me do anything?

< RPCY HCAM YMKY YQKH HHAG HRAM GEAQ YQRE PGRY
GYCA GTAQ HEKC RQ >
< RPAK HRAD GBRB YSKP PGRF PYCY GMCE PERP PHRG
YCKK PGCG HPAQ HFKE PDRP PDRC GCCP GHCA GEAS HBKB
PQKE YMKQ YGKF YAKG HGAE HHCR PRRC PBKQ YBAH RD >
< RYCP HRAM HPAG YGKM YEKM PFRG PTRF GFCH GECY
PYRP PKRR PDRY GYCP HGKG YHKM YHAH HRAM GTAS GFRA
TK >

What can I do to stop the explosion?

< RPAM HRCA PARP PDKT YRKC HCCY HYAG HTAS YSKD
HDAA HECQ PQRK PYCY HHAE HYAG YGRK PCRA YYKC YTKA
YFKT HTAE HACY PYKH YFKQ HQCD GRAG HYKT RP >
< RPPA KRPC KRYA RYYC AEHQ >
< RPCY GDCB PBKD YKCC HCCY GCCA GDAD HTAR YTAT
HBAF GMCE HSKS YDKA YDAD GBCA GRRR PGRB PRRG GGCF
HSKS YKKM HMGF GHCP PPRC PBKM YFAA DK >
< RPCD GYRY YCKK YGKB YHKY HYCH GFCC HKAP HQCE
HDKD HCKC YRKM YKAP GGRG PRRM YFKH YPRC GERE AQGT
AAYA KGY Y RHYY KQYR KYHY CHGF CQPQ RTPA KYHH
ASCQ >
< RPPD KTPS CSGY CKPK KAYB KSHS AFHE ABHS
KPSE >

My metallurgical knowledge is not too hot - what do I do now?

< RPAM HRCA PARF PQRF PMCM HFAH HPKP YGKF PSRH
GMRM YFKH YPAP HACY HGAK HSAE HPAH YHKG YTKS HSCT
GCKK PKRT PHKP YEQ Q HRTC >
< RPCQ GKCB GDRD YBKA YRAR HHCK HCAY HQAT HRAA
YAKE PTRD YFAF GMCY GGRG PCRB YMKE HECB GCAR HSKS
PTRC PKCK HAAE HCAH GRRQ RS >
< RPCF GECK GCRC YYRG YRKA HACK GDCT PTRM YBRS
PFRG PRRT PDCD GKCR HHKH PYRM PECE GBCG GQCE PERQ
PYKC YMAM HPAS YSKK PACA GHCE HSCF HMKK PA >
< RPAP HDCT HQKQ PERG PYCY GRM GHCY PYRQ PRKC
YFAF GMCY GGRG PMRR YAKD YBAH MB >

What can be done to cool things down?

< RYAQ HKCC PCRA YYKG HGCA GRCK HHAH HCAH YHRY
PMRE GECB GKQ HSAB GQRQ PMKB YSKP HKCA PAKT YHRP
HDAY >
< RYAH HGAD HTKT PSRR PACA GSCY HGAQ HEKE PQRK
GKCR PRRH PTRH PMCM HMAH HGAK HCKE CE >
< RYCA HRCC PCRR PMRK GPAG YGKA YEAE HCAK HRCG
PGGM CPGA CQHY KYAA HDAP GKAA HECS GFCH PHRT YQAF
GECG GYRY YRKA PKCK GYCS HEAM GTAS YPSQ >

How do I make coffee?

< RAAT HHCP PPKP YEF PGCG GHY HKAC HECQ HFCD
GTRT PFRE PYRG YKAK HRAQ HEKE YQKK YMAS GTRT PYRD
PPKK HKAD HPCK PKKA YEAE HYAP HBAS YHFH >
< RAPP RDPM RDPT RDHP ET >
< RPCM HFKT PMCM GKQ HEKE PHRT YDRF GFCK GQCT
PTKS YYAY HEAF HRAA YARK PDRT GTCM GRCP GRCA GRRQ
PS >
< RYAQ HKCC PCKH YGKT PSCS GACR PRKC YFAF GSAS
HBAK HBKB YCRR GRM HECQ YKAK KRCH RSGS YEHA YKAK
RACE PEGY PPG B PSCS RFCC RGCC RKCC PEYE >

How do I stop getting asked to make coffee?

< RACK GQCR PYKH HHAC HKCA PART PGCG HPAQ HFKF
PTRB YCAE KR >
< RAAP GKCS HTAM HYAG GKRK PGRH PBCB GMCE PEKT
YDRF YGAG GYAC HKAY GGCQ PRS >
< RPAG GYAA HFKF PMRY PGRM GMCR GQRG GGAP HQAF
GGRA YYKG HGAH HMAH YHRP YAKR YPRH PMCK FK >

What can I do with the cassette tapes?

< RAAA HDAS GKRK YAKB YSKA HFKE FY >
< RPAM HRCB PARP PYRD GQAE YEKY YYKP PCCC GACF
HGCP GQCY GDCQ YKAK RAPB RSGS CDGC ACHS AKHY AQHF
CDPD RRYH AHGH AKHQ ATHB AMHH CEPE KQYK KQHA AM >
< RPYY RGPY RQYE ACBT >
< RPCM HFKE YHKG PKCK GRRR PPRY PHRP YCCQ PQHB
ASGT RTYS KRYA AAHH AGHP AHGK RKYA KEHE AFYF KAPR
RBPM REYS APYP HSAY GHRH YYKS YYAY HMAP HKAD
YGAC >
< RPYG KEYA RRPY RMGK FF >
< RYAQ HKCC PCRR PDRB GBAS GFCQ PQKE YGKY HYAC
HSAB HTAG HYCA PARH PEKS PFKM HMKG HGAP HMAF HAKG
PPCP HMAR GAKE RR >

I don't understand the significance of the last tape.

< RYCQ HEKB PQCQ GYCD PDKB YAKR HRAQ GFCE GCKK
HCCR CE >
< RYAH HFAQ GYRR YGKY HYCK GCAP GMRM PPRF YFKC
PPKG YHKB PDCY ED >
< RYAH HFAQ GYRY PPKC YKAK GACB GSRS PHRP YMAK
PD >

It's too dark outside the van - What can I do about it?

< RPCM HFKE PMCM HBAS HDAA HDCR PRKH YRKK PHKE
HEAA GRAC YCRR PSRB YMKE HEAH GRCQ PDKB HBAC GRKM
HK >
< RPAA HRAK GHCR GSRS YTKC YKAK GHAP HCAP HMCT
GCRE YG >
< RPAG HHAS HBKB YTKG YPAE YEKA YHAH HRAM GEAS
GFCQ PGCG HYCC GKRK YAKB YSAS GTCH HKAG HEKE PHRT
YDAD HMAP HSAT YTRS PRRA YYKG HTSQ >

Why am I having problems with the pew?

< RPAG HEAM YMKH YEKY YARK GBRB PMRR PGRR PDRY
PRCR HACA PARC PERQ GQCE GAAG HTRK HRAD GERE YTKD
PFKG HGAH GYAH GKCR GHAY HQCS GBRH HD >
< RPAG HEAM YMKK YQKY PCRK GKCR GQCE PEKQ YPKH
HHAM HPAK HDCB PBRT YQKF HFCM GYCG PGRK PRKA PPRH
GHCT GERE YHKT PDKF HFCF HDAP HCAS HBAR GHRB CD >
< RYCQ GSRS YKKQ PFCF HTAB HHCY PYKH YTAT HKAQ
GSCB PBKD YKKC HCCC GKAP YPAF YFRM YERS PPCP GDCM
GDRD YBKA YRAR GCCF HDAE HGKG YCKB PMKT PSCP BT >

Why do I keep getting caught by the hippies?

< RPCG GBCH PCKR HRAY HGCP PPRM PKKY YSKC PGRY
PHCH HCAB GDCK PKKA YBKS YAAF MD >

< RPAA HRAK GHCR GSRS YTKC YKAK HAAR HGCR GDAE
YPAP GMC R HAKG YQKG HGAT HDAT HSKS PTRC PKCK GBCC
GRRQ DE >

< RYAY GGAP YPRG PERM GMCH GECQ PQRY PDCD HBAA
HRKR YCKF YCRP YKKR PDCY EA >

Why does the room screech to a halt?

< RAAT HHCP PPRY YAKR HRCR HAAD HAAT HGAA YARK
PDRT GTCM GRAG HPKS RT >

< RACD GTCB HFAQ YQKY PHCH GGCQ GKCM GERC TT >

< RPAH HBAK HCCY HCKC PBRG YYAY HCAA HFKE YBK
YEKQ HQAM YMRE YDKT HTAE HACY PYRQ YEAC SS >

What is the significance of the hole?

< RPCM HFKE YYKS YYKT PMCM GHCE GKCC PCKY YSKA
YRRC PTRR PFRT GTCR HPKP YFKG PKKG YFKA YGAT YE >

< RPAA HEAY HGCP GQCY GDCQ PQRY PEKE YARY YHKG
YTRS GSRA GAAP HDAC HKCA GBCC GECB PBKQ YYKR YQKY
YKKS YFKE YCRR GQCG >

< RYCQ HEKB PQCQ HEAG HYKY YRKK PHRC PFKG YQKF
HYKY PQRK YCAC HRCA GSCA HTKG BT >

How can I get anything from the case?

< RAAT HHCP PPRA PCRE GBAD YDRQ PPRM PHRP GPAM
HRCA PARC YPKH HHAG YGKC YBRQ PPCS FP >

< RYAY HGCR GSCD HDCE PEKH YTRD GDAE HGAB GSCC
GRRR YYKP YMRG GFAQ HRCC GBCK PKRB PTKS YBRM
GKSB >

< RRAD HPCH PCRS PCCC GECM GECQ PQKE YAAA GRAH
HPKP PGRE PMCM HMCB GGAP HDAE HACA GTCD HFKA AA >

The guard won't let me on the platform - what's wrong?

< RRAD HPCH PHRQ PFRE PCCC HBAG GYRY PMRQ YSKB
YHAC GRRR PYRS YTAT HBKB PDRR PHRS PBKD GPKQ >

< RRAD HPCH PHRR PKRM GSAT YTKQ PFKG HGAH YHRY
PQRB PPRH
YYCS RP >

< RRAR HACY GMCQ HQCB PBKC YFRQ GQAB HAAE GMCH
 GYRY YGRK PCCC HBAG GYAA YARK YHKG PCRK PBRQ PMKB
 YDAD YCAC KBPD CQHB KBPS RPPG RYYA AAGK CDGT
 RYHK >
 < RRPP RMYT KCPR RMPK CMGD >

What is the significance of the glass pyramid?

< RAAG HEAF GMRM PKRQ YDCP PPHM ARG AAYG KHYB
 RDGD ABHG KGYD KYYS RMGM AFHH APYP RAPT RFPA RTPE
 RHPR RKPM RTPD CDGP CRPR KCYT KDHD AQHG AHGR AHYS
 SC >
 < RAYA RTYQ KMYG KFYM CRHG >
 < RRCK HHAP YPRM PRKA HACP HHCK GCKF HFYG RPGF
 CAGE AMHH AYYY KAYR ARGP CHHK CSPS RTPD KDPF RQYB
 RQPY RDPQ CRKQ >
 < RGAA HRAT HRKT HTAA HHKH PERA YRAR GGCY GPCE
 GPAM YMKG PYKC PRCR GFCA GEAB YBAR YRKD PBCB GACC
 HYKY YDKP HPCA GTCF GACT GECH GRCK GMCT GDRD PSKT
 HYQB >
 < RGPB RMPH CBQD >

Why do I keep being pushed under the train?

< RRAY HMAQ GERE YQKY YEKM HMAP GARA PTKS GYRY
 AHHF AQYQ REPH RQPF CFGG AKYK RYPG KRPD CDGR CBHB
 AGGR ACHA AFGM RMPP RSGH FA >
 < RRCS HKA A GYCS HSAY HFAG GKRM BF >
 < RRAD HPCH PHRY PQRE PCCH HYKY YEKM YERQ GQAE
 HGAY YYRY YAKT YGKK YSRP PDRA GDRD PBRC PRCR HDAP
 GHKT PP >
 < RRCB GTCY GGRG YKRC YPKH HHCE GAAR YRKB YTKY
 YGAG HFCM PMKF YCAC GRCS GBRB PRRA PRKC YBKH YCAE
 YEGD CKGC RHPM RHGH CFGE ATHD KDPR RMYE AKAF >
 < RRPB RGPQ RGPY RHGH CEGT RTYA KEPM CMGF CCGE
 RBYD AYRF >

How do I buy things?

< RRCS GDAM HEAC YHRY GYAQ HKCC PCRH PTKS HSAD
 HYOQ PQRB PKRR PBKQ GKTF >
 < RRCH HKAC HRAD GBRB YEKG YYRA PRCR GHAK HCAR
 HDCB PBRC YYAY HHCP GHRB FD >
 < RRAA GPCH PHKY YMKE HEYT KAPP RYGY CCGA AYHH
 KBKD >

Why can't I get into certain parts of the university?

< RRCG GYCC GAAR GHCP PPKM YRRA GACB GTAE HMAK
YPRG GGCA GEAQ YQRQ PFKD YCKB PQKB YCKF YAAF RH >
< RRCD GMRM YPKD PTCT HMAE HMKM PFRH PPCP HPCG
GBCH GRCD HDAS HCKC PBRG YYAY GRCD GACD PDRF PQCQ
GMCB GKCC PCKR YMAM HEAC GRCA HYKY PQRK YCRP
GBKM >
< RRPK KHYP KYHD CM >
< RGAF HCKK PPRE PPCP GQCM HDAT YTRS PYCY GAAY
HQAT HDKD CDHF ACHG AYGC AYHS CEPE HDAS HCAD HPAS
YSRT PHCH GCCK HAKA YTKG PPRD GDAB HAAR YFQY >
< RGYR KAPP KGHT YP >

How do I access the university computer?

< RCAA GTAT HDKD YRKQ HQCY GSAB GMRM PKRR PBRS
GPMS >
< RKCR GQCE PEKQ YPKH YBAB GCCF HQCT PTKT YBRQ
YBRE PAKY YHAB DH >
< RGAF HCKK HHHK YBKT YKKC HCAB GQRQ ATHH AGHK
ADYD KSYP KGHG CFGC AKGH RHYH KGPK KGPA REYS KTHT
AAGP RPCF RQGR HC >
< RHAЕ HACR PRRK YHKP YSAM GFRF YMKY YGAG HBAH
HMCP PPKP YHRK YGKB YHAH GCCT GHRH PRRK PMCM GSCD
GRCQ PQRM PTRM PEKD PECE HQAK YKRA PBRS GHHF >
< RHPR RMPG KGPY KHYP RCGC ARHS AYGG CAGB
RHBY >

What's the point of the drunk in the pub?

< RKAP HHAM HHHK PCRT PDKF YQAO GDGP HHAM HFKF
PGRB YSAS HBCA HAAR HHCY PYKH YTAT HEAH HBAD YDKS
HSAT GQAF HAAQ PKRD >
< RRCS GBRE YDAD HBCM GRAY HDAR HQAD YDKK YSRF
GFAS HYCA HYAS GMAT YGER >
< RGAK HCAK YKRA PBRS GSAD GTCD HECQ GYCS GPRP
PYRA PEKM PFCF GTCD HBCD GRCQ GDRD PRRQ YEKA HAAP
HHCK HAAC HBAH YHRH PGKR PCKY HYAS HQKQ PERG PYCT
KR >
< RGYR KDIR RPPH KKPG RFYM RPSG DG >

How can I get through the trap-door?

< RGAK GPCM GGRG YTRY GYAH HFCD GPAH HCAT YTKA
PKCK PTCT GQAF GMRM YFKH YPRC PKCP HAKA YFKC HCCH
GGAP HHCK PRFR >

< RGCC GBAQ HPKP YAKC YEAE HTAR GDRD GCRC YHKE
PQRP GPAG HEAM YMRB PCRH PFKM HMAQ GQAQ HMCB GTAS
GBAQ YRHR >

< RHAЕ HACR PRRQ PFRQ PECE GFRF PDRS PMCM GQCR
GCRC YRKS YBAB HQCY GFCG GTCS GBAM YMAG YGRP PQRF
YGAG GKCD GPAH HMAF YFRF YDKP PRRD PBRB GSAT HCAK
YEMR >

< RHPM RPPR KCHE PR >

How can I get past the burglar alarm in the museum?

< RGAF HCCK PKRG PHRB GEAQ YQRB PSRB GBAD HKAC
YCKP YHKG YMRT GTCB GHCY PYKC YFAF GGCB HSKS PMRR
PQCD HBKB YEKM PFCF HFAE GDAB YHBD >

< RHAR HMAG HYCH GFCG GTCF PFRG YKAK GHCP HYCG
GFAD HTAS YSRT PHCH GQCM GCKK PKKA YBKS HSAE HMAQ
HHCR PRRK YKRK PCRA YYAD TY >

< RHAP GACR PRKC YTKD HDGD GACC GECK HAAE HCKC
YGRR PMRG GGAP HQAF YFRS PDRE PGRY YHAH HGAT HSKS
PTRC PBRH PCKY HYCR GDCA GDRD PFRQ PBRG PMRE
GKMH >

< RHPR RTPD RSYE ACHS >

I need a suitable case, how do I get it?

< RGCP GCMF PFKG YBRS GSCF GYCS HFAQ YQRY PSKB
PMCM GQAQ HMCB HDAC HKAM GFRF PMRR PMKB GGFT >

< RGCF GBRB YCKF PQCQ GECH GYRY GERE PPRH PGKC
YKAK HSCT PTRH YHKP YSAP YPGA CEPE KQYP KHHH AKGC
APHK ABHT CQHB KBYQ KMYK AKGG APGC CBGP CHPB YA >

< RHCK HCCB PBRM PQRB PPCP HMAR GAAY YYKA YRKT
YHKB YEKH YBKE PDCD PCCC HRAS HBKB PMRQ PERH PTCT
GMCQ HBAS YSRM PPRE PPCP GCKK PEEP >

< RHPY RGPQ RYYK KCPP RHPY CYGA ATYT KKYS RFYM
KQYA KRHQ YP >

What keeps happening when I go to the disco?

< RRAD HPCH PHRK YHKP YYKT HTCS GRCA PAGB YBHR
KQHQ PYRS YBAB HAAC GGCY PYKA YRKK YAAA GKCD GTRT
PSRY YCRY PQRF YDCP DC >

< RGCR HGAF HTAC GRRR PTRR PGRE YQRB GBCT GGCP
PPRE PAKR YCAC HEAA HTCM GEAD YDKF PDRT PBRP GPCC
GBAE HCKC PRRS PBCB GCCE HQAF GDCM GQCB GSRP TG >

< RHAH GKQC HEAM HTCS PSKK YQRF YDAD HTCA GRAH
 YHKG YTKS HSCK GQAF GDRD PTRB YMRT GRRR YCKT YDKY
 HYCQ GKAC YCKY YPKS HSCF HMCB GGCQ GGRG PFRA
 GFQB >
 < RTAS HDAG HYKY YPAP HRCG GFCQ GRCC PCCT GHAK
 YKKR YQAQ HFAA HRAB GCRB GHBY >

How can I tell who has been taken over?

< RHCG GKCG GYAC GYRY YHKF YQAQ HBAG HMCM HECQ
 GFAD YMH >
 < RHAH HMAQ GYRY YHKF YQAQ HDAS HAAR GHRB BB >
 < RTAS HRAA YARA YYKS YGKY YCRR GRCB GSCA GYCG
 HRKR PYRM PRCR GSCD HEKE YSKB YSKP HPCG GHCS GBCH
 PHRT YEKM PBCB HEAH HMAH YHKF YERT PDCG HP >
 < RTYM RMPE RCYR ARHS AKGG RGYP KMYG KYHY CYGF
 CEHH AEHC AHYH KCYA KSYB RQGR AR >

How do I get through the warp in my apartment?

< RTCE GHAK GGAP YPKH YBRQ YFRD PTCT HSAR HACY
 GGRG PHKK YCAC HAAF YFKC YRKC HCAE GMCG GRCA HYKY
 YSKQ HQAF GHRH HQCB PHFA >
 < RTCA GHRH YYKM YERS PBCB GTAQ HFAA YGRP GPCY
 GDAR YRRC PTRD PYCY HCCH GECY PYKG PGCT DQ >
 < RTCA GHRH YEKA PRCR GHCG GTRF YMAM GTAF HGAM
 YMRE YEAE GQCF GHCB PBKD YSKH YPAP HYAD GRRR PAKB
 YCRR GRCK GMCF PFKM YYKG YTAT GMAS HKAT YTRD YDAY
 KA >
 < RTAS HRAA HFKE PSKM YPKF HFCM GYAA HECM GSCR
 PRRK PBRK GKAA HBAS YSKF YCRP PSRB YMRT GTCA GFRF
 YMRE YSKP HPCG GECF HMKM YQRT PDCD GPAP HHAB
 YMH >
 < RTCE GAAY YYKG YHKR YSAS HICY GGCT PTRD PBRE
 PMCM HTCF GGCM PMKF YHRK PQKF YTKC HCAB GDRD PSRP
 PGCG HPAQ HFAA YARP YKKS YAAA GKCD HFAC GKCP GQRA
 FY >
 < RTYS KRYA AAHP ADGF CAGR AGGK RKYA KBYT RSGS
 CYHY AGHT KTPD KDHY HM >
 < RTAF HHAP HSKS PKRQ YFAF HHAG GCCK PKRG PQRF
 PEKS YBKD HDAS HCAS YSRT PCRK GKCC GRCY GGAK YKRS
 PYKG HGAH HRAQ YQRB YEKH YQAQ GFAF YFAP YBAB >
 < RTPA KKHP CAPA KKYD KTHT CFGE AHYH KTPD KBHH
 YH >

I can't get into the power station - why not?

< RHAY HMAE YERE PAKG YYRA GAAP GGCH HYAQ HKAM
YMKP PACA GTCG PGKY PCRK GMGK >
< RHCE HQKQ YYRC GCCA PAKP YHKR YMKK YAKC PPKM
HMCM GRAY HGCR PRKH PYRP YGKF YCKE HEKY HYCC HRAM
GMRM PQRR YDRB PART PGRA GAAK HDAS GTRT YDRE PMKT
HYGB >
< RHPP KQYB KSPF KSHS CSGY ARHA CYPD RD >
< RTAS GBAM HKKK YQKS YQAQ HMAH HMKM PFRH PPCP
HACG GFAM HTAC HKCG PGRF PACA RBYC KRPG RBYB KGYQ
KYPC CECP >

How do I repair the device?

< RTAE HMCB HCKS HSCQ GFAD GRRR PHRG YRKA YHRP
PERP YMAK AK >
< RTCF GQAE YERS PKRA GACE GTRT YSKR YAAA HCAY
HCAK HBAS GECF HMAR GGRG PHRB PDCD GRCQ HBAS GEAQ
YQRE PGRY GYAA HRAY GGCQ GMAF HCCP PSRE >
< RHCK HCCR PRKD YPRH GHCQ HFCS HTKT YAKK YCKE
PQRY PKKS HSCT GCCK PPKY YQKG YQKM YPKS HSAQ HYCA
HPCG PGCM PMKF YHKP HPAG HYCK GSCF GQRQ PYKC
HMHA >
< RHPK RQPK RHYE AEGQ ATHB CBHB ASHT KTYA KFHF
CMHS AYYY RRPK KSPF CAFK >

How do I make the regulator?

< RTCD HKAR HBAC HEAM YMRF PHRP GPCS GYAH HPCA
PARC PERQ GQAE HGAY YYKC YAKD YERM PHRG YPKM YRKQ
HQAK HMKM PFRH PPCP GACE GYAY GGAP HHCK PMYH >
< RTCD HKAR HBAC HEAM YMRF PHRP GPAK HRAT HRAH
HFAE GSAT YTAK YKRA PBRS GSCC GKAA GKCC HPCA PAKY
YGKQ YMRF PQCQ HEAA YARK PDRT GYRF >
< RTPM RQPG RKYC KSYD RBPC RPPA CFCK >
< RTCE GHCB GDRD YBKA YRAR GRCK HHCY HCKC YAKF
YMAM HQCB HQAF HPAC HSAB YBRD PKRC PDCD GRCQ PQKE
YGKY HYAC HFCD HFAQ HBCD PDRP YCKR YARY GDDK >

This is the end of the cypheric hint section.

The Seven Deadly Fins

Seven Deadly Fins is a dangerous group of inter-dimensional anarchists. They started life as a boring group of ordinary anarchists known as The Dastardly Six, but things got out of hand when they teamed up with Ching-ching Tzang, (aka Thing) from the planet Plyng.

Thing has the innate ability to warp creatures through the dimensions. Thing uses no power. Damned clever, these Plyng. This give the Fins a major advantage over our forces: They can strike fast.

Our backroom boys can take as little as twenty minutes to locate a dimensional warp created by Thing. The warp appears as a small red blip on our screens. Once located, we have to open up a warp and hope our operatives can warp in and redress the balance.

So who are the Fins exactly? Here is a brief overview:

Brian O'Brian, a genius who has wasted his talents pursuing a career of crime.

Drake Tracker, a former professional chainsaw juggler who suffered for his art. Now it's your turn!

Ching-ching Tzang, a strange creature that can dimensionally warp the team just by thought.

Warren Crayfish, one the Crayfish Twins, who acts as the navigator.

“Captain” Horatio Pineapple, a computer expert of some standing and (occasionally) sitting.

Audley Crayfish, the other Crayfish Twin, a petty thief who's now hit the big time.

Chuckette Cementhead, who can strip down any mechanical object.

One unusual aspect about The Fins is their inclination, in the many dimensions they appear, towards the raucous, nasty and disruptive elements of society. They often appear as musicians. Not classical, well-trained, wholesome musicians but aggressive, dissonant and downright nasty ones.

Worse than that though, they always seem to get rich quick. And there's one thing we can't stand here at Mission HQ: rich anarchists.

This may be because The Fins realize that loud noise and flashing lights break down the host-parasite interface and as a band they can get rid of most of the inter-dimensional espionage operatives who come their way, simply by playing a 'gig' or as we would phrase it, concert. The Fins, of course, protect themselves before going on stage.

The following documents give full details of known behaviour, particular talents and provide valuable clues for identification purposes. The original documents have gone missing. We would like to apologize for the quality of the photocopies.

Remember: Know your Fins and you know where you stand.

Department of Inter-Dimensional Espionage

Suspect Information Sheet N97
Suspect ID# 7DF001/37b

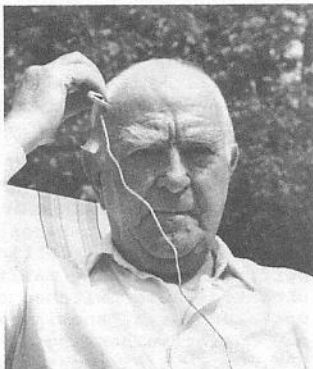
Name: Brian O'Brian

Known Aliases: Brain

Home Planet: Earth

Race: Human

Sex: Male



Date of Birth (actual or estimated): 9/1/1988

Distinguishing Features:

Brian is the brain behind all the Seven Deadly Fins' projects and spends most of his time planning. He is extremely dangerous and brilliantly clever. He has been described as the perfect thinking machine. But without an off button.

Special Talents:

He can calculate, through different dimensions, the outcome of any crime. Thus he can work out the most efficient place to 'HIT' when preparing a new job.

Department of Inter-Dimensional Espionage

Health Record:

Brian O'Brian is, unfortunately for us, unhealthily healthy. It's a shame he doesn't suffer from headaches, as some of our operatives could do with a few days off.

General Notes / Observations: Brian has great difficulty performing in Host-Parasite Mode (HPM). He prefers to stay 'at home' plotting the next 'hit'. This performance failing manifests itself in a series of uncontrollable twitches of the left eye, sometimes mistaken for a 'knowing wink', a big give away to any operative seeking to identify Brian while in HPM. On several occasions this has caused Brian to experience rather more of the private habits of the alien culture he seeks to invade than he first hoped.

Danger Rating:

7.5 (but whatever you do, DON'T WINK BACK)

Other Notes:

Warning: This document must not be removed from the premises of Mission HQ.
Anyone found in possession of this document will be damaged in a particularly nasty way.

Department of Inter-Dimensional Espionage

Suspect Information Sheet N97

Suspect ID# 7DF002/37b

Name: Drake Tracker

Known Aliases: Chainsaw

Home Planet: Thortov

Race: Tho1

Sex: Occasionally



Date of Birth (actual or estimated): 9/9/2031

Distinguishing Features: In his material state Drake Tracker has only one arm. This was the result of an accident involving his favourite pastime, Chainsaw Juggling. While he was practising for 'the record number of chainsaws juggled while wearing a blindfold', someone asked the way to the toilet. He pointed the way, forgetting exactly what he was up to. He continued pointing the direction even when his arm hit the floor. Five people were killed in the ensuing mayhem.

Special Talents: Tracker has spent the rest of his life examining and operating weapon systems. "A genius in his field", as several of our backroom boys have described him. There isn't a weapon which he can't strip down, rebuild, and aim at any living creature. Unfortunately, it is this very inquisitiveness, combined with the full use of only one arm which has lead to Tracker being more than a tad slow off the mark when it comes to actually firing any of them.

Department of Inter-Dimensional Espionage

Health Record:

Apart from the problems associated with only one arm, Tracker is in the best of health (for a Thol). Having said that, Thol aren't regarded as the healthiest creatures in this, or any other, dimension.

General Notes / Observations:

Steer clear. This man is DANGEROUS. He's usually found on the wrong side of a weapon. The wrong side for you, that is. He is easy to identify while in HPM. He never uses his left arm. Force of habit, apparently. But, boy what he can't do with his right hand.

When performing as a musician, and I use that term very loosely, Chainsaw plays bass guitar. This probably explains why most of the music played by the Seven Deadly Fins is in E, A, D or G.

Danger Rating:

7.5 without a weapon.
12.4 with.
13.5 with a Bass guitar.

Other Notes:

Warning: This document must not be removed from the premises of Mission HQ.
Anyone found in possession of this document will be damaged in a particularly nasty way.

Department of Inter-Dimensional Espionage

Suspect Information Sheet N97
Suspect ID# 7DF003/37b

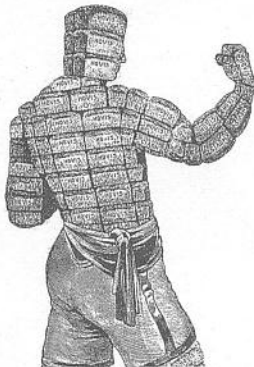
Name: Ching-Ching Tzang

Known Aliases: Thing

Home Planet: Unsure

Race: Lesser Plyng

Sex: No thank you.



Date of Birth (actual or estimated): %^\$# knows

Distinguishing Features: Lesser Plyngs are mostly blobs of energy that are able to move creatures through the dimensions by creating warps. Once the 'taxi drivers of the universe', the Plyngs were at the beck and call of the rich, the famous and the downright criminal. However, after the Big Taxi Crash of '89 the entire race of Lesser Plyng were wiped out. Except for Tzang who was found by Brian O'Brian and convinced that his powers could be used to exact revenge for the said 'accident'.

Special Talents:

Apart from his unique ability to transport any member of the Seven Deadly Fins to any dimension at any given time, Thing is supposed to be a pretty nifty poker player. It is very difficult to guess what Thing is thinking and it has often used its unique talent to warp in playing cards from other dimensions and therefore cheat on a grand scale.

Department of Inter-Dimensional Espionage

Health Record:

N/A

General Notes / Observations:

What can one say. Ching-ching, apart from being several tonnes of pure energy, differs from its ancient panda namesake in many other ways too. It doesn't have cute little black eyes so beloved of parents and little children. It doesn't live on a diet of bamboo and it isn't stuffed and now residing in the greater museum of Tchikinda. Watch it though, especially when Thing appears as a musician along with the other Fins. He's a pretty mean guitarist and his solos have been known to shear the lid off a bottle of Old Moosebolter from a distance of thirty yards.

Danger Rating:

09.5 generally.

10.7 with an electric guitar.

11.9 with an amplifier as well.

Other Notes:

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Department of Inter-Dimensional Espionage

Suspect Information Sheet N97
Suspect ID# 7DF004/37b

Name: Warren Crayfish

Known Aliases: Crusher

Home Planet: Malcon

Race: Human (ish)

Sex: Male



Date of Birth (actual or estimated): 7/7/2077

Distinguishing Features:

Warren "Crusher" Crayfish is the poet and navigation expert. Only Crusher or his twin brother Audley can explain how these two jobs are inextricably entwined.

Crusher isn't a nice character to meet. Poetry and navigation have never mixed well. There are only so many songs about roads you can write. The Seven Deadly Fins have recorded them all.

Special Talents: He writes poetry. How this helps the Fins, they only know. It might help keep Thing in place.

Navigation is another of Crusher's special talents. There isn't a map he can't read, a script he can't decipher or a motorway interchange he can't untangle.

Department of Inter-Dimensional Espionage

Health Record:

Not too good. Out of all the Fins, Crusher is perhaps the most delicate. His twin brother Audley kept stealing his scarf as a child. Consequently Warren tends to sneeze a lot.

General Notes / Observations:

Good at beating creatures up who criticize his map-reading. He's not much good at anything else. But with his brother he really knows how to make things work.

Badly misunderstood, Warren is the quiet member of the band. Above the din of the rest of the band his cello barely gets a look in. However, in some dimensions, he has produced a wonderful set of recordings of Bach's Cello Suites. His rendition of the fugue in the fifth is only marred by The Fins recording an accompaniment in true rock and roll style.

Danger Rating:

12.7 when Audley is around
8.9 on his own.

Other Notes:

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Department of Inter-Dimensional Espionage

Suspect Information Sheet N97
Suspect ID# 7DF005/37b

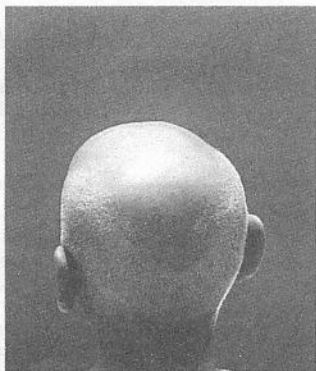
Name: Horatio Pineapple

Known Aliases: The Captain

Home Planet: Twig III

Race: Twigian

Sex: Male



Date of Birth (actual or estimated): 9/9/99

Distinguishing Features:

"Captain" Horatio Pineapple has very distinguished features. He also has a receding hairline but otherwise he is completely intact. Pineapple is almost as clever as Brian O'Brian but has the added advantage of being able to operate a computer. Though this ability isn't relevant to this section of the dossier.

Special Talents:

'A complete hacker,' is how the backroom boys described this man. There is no backdoor that this man can't access, no codeword beyond his ability to crack.

'A real bugger,' is how others have described him.

Department of Inter-Dimensional Espionage

Health Record:

Generally good apart from the aforementioned hair loss.

General Notes / Observations:

Pineapple has the ability to use HPM in the most natural way ever. This means that while under HPM you cannot identify him. However, his special talent gives him away, as in HPM his host turns into a sort of computer junkie, programming way into the night and not even stopping for hamburgers or beer. So, if the host hurtles towards a terminal, Pineapple is probably behind it. The others just don't have a clue. In the band "The Captain", as he's known to his millions of fans, programs the sequencers that make The Seven Deadly Fins' live show as good as their albums.

Danger Rating:

7.0 This man is clever. Very clever. But, provided you don't stop him accessing a computer he's harmless enough.

Other Notes:

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Department of Inter-Dimensional Espionage

Suspect Information Sheet N97

Suspect ID# 7DF006/37b

Name: Audley Crayfish

Known Aliases: Nasty

Home Planet: Malcon

Race: Human(ish)

Sex: Male



Date of Birth (actual or estimated): 7/7/2077

Distinguishing Features:

Audley "Nasty" Crayfish is slimy. That's the only adjective that can be used to describe this miserable slob.

When he is with his twin brother Warren they become a small, independent subset of the Seven Deadly Fins known as the Crayfish Twins. Don't get in their way. They are most unpleasant.

Special Talents:

"A unique talent", is how one of the boys in the backroom described him. "A real slippery fish," is how Panchax put it. There isn't a lock which can stop Audley and if there was, he and his brother would just hit it 'til it opened.

Department of Inter-Dimensional Espionage

Health Record:

Nasty has a constant cold. He sniffs and coughs a lot, even in HPM.

General Notes / Observations:

Audley is a real rat, a slippery fish and slimy with it. The fact that he can get in and out of places without being seen means he's not an easy Fin to track down. But, keep 'em peeled, he tends to hang around with his twin brother Warren. In the band, Audley is the main keyboard player, putting neat solos on top. It's a shame that on most recordings, Thing's guitar is so loud that you can't hear anything Audley does. He's a pretty mean keyboard player for all that. Mean, cruel and slimy - sounds like a firm of solicitors.

Danger Rating:

8.9 but with Warren present, this increases to:
12.7

Other Notes:

Watch out for the Crayfish twins - they are very dangerous!

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Suspect Information Sheet N97
Suspect ID# 7DF007/37b

Name: Chuckette Cementhead

Known Aliases: Babyface,
Thug

Home Planet: Earth

Race: Human (just)

Sex: Male



Date of Birth (actual or estimated): 1/12/87

Distinguishing Features:

Slobbers a lot and has been known to fall into uncontrolled fits of giggling. He often requires a complete change of clothes at the slightest provocation. Chuckette has this thing about hair, grabbing it without any warning. He looks a lot younger than you think, hence his alias, but women in many different dimensions go wild over him.

Special Talents:

Cementhead works wonders with mechanical objects and can strip down to the barest components, any machine left lying around. The difficulty is in re-assembling the parts afterwards, but there's always a member of the team around to put things back together. "After all," says Chuckette, "the hardest thing about repairs is the stripping down, any fool can put them back together again." That's his excuse anyway.

Department of Inter-Dimensional Espionage

Health Record:

Cementhead is going through some teething problems at the moment and suffers from periodic bouts of incontinence. Not a good guy to have around. He also suffers from irregular sleeping patterns.

General Notes / Observations:

He's too big for his own boots and too small for anyone else's. A solid member of the Seven Deadly Fins, and perhaps the only one to live up to the name. A Fin of distinction, a Fin of character, and a Fin who shouts a lot if he doesn't get his way. Cementhead is easy to identify while in HPM. His host tends to dribble a lot while under his control. Also throws up occasionally.

In the band he plays drums. In fact, it doesn't have to be drums, he just likes hitting things.

Danger Rating:

- 10 Steer clear in most cases.
- 20 Avoid completely if he starts to smell.

Other Notes:

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Are You Mad Enough?

Form 61/97/883

Your first job as an inter-dimensional espionage operative is to complete and return this form. Panchax requests that every operative does his, her or its duty.

Name:
Address:
Country:
Sex: Male / Female / It (please delete where appropriate)
Date of Birth (actual or estimated):

The Questions:

1. Which computer do you own?
2. Do you own any of our other games? (If yes, please specify.)
3. How do you rate FISH! (out of 10)?
4. Would you be prepared to undertake another mission?
5. Any other Comments?

Return this form immediately to: Mission HQ, C/O Magnetic Scrolls Ltd, 1 Chapel Court, London, SE1 1HH, England.

Remember: You have read the small print, haven't you?

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FISH!

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