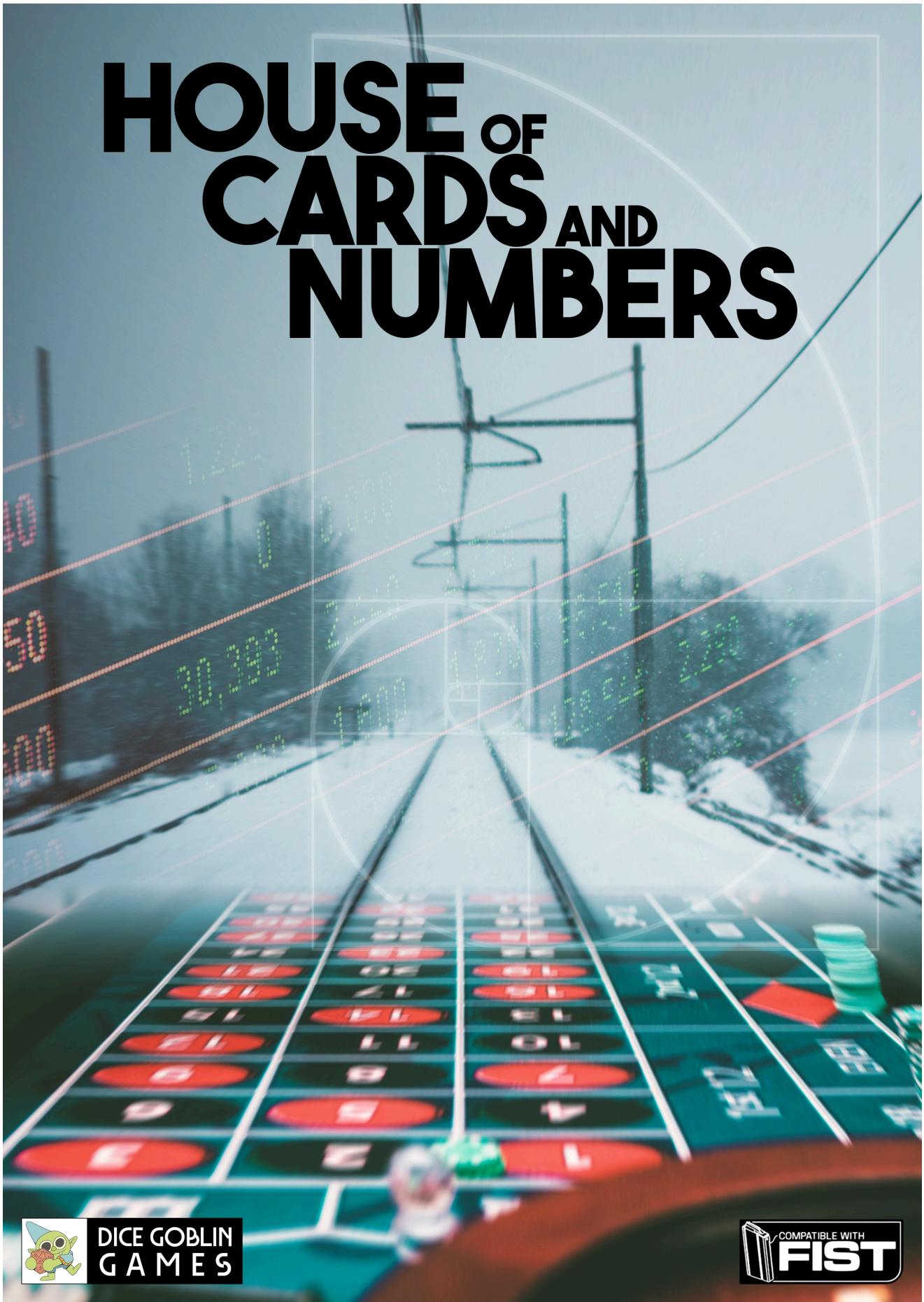


HOUSE OF CARDS AND NUMBERS



DICE GOBLIN
GAMES



HOUSE OF CARDS AND NUMBERS

This three-chapter campaign follows FIST operatives as they investigate and ultimately pursue a dangerous mathematical conspiracy across Yugoslavia. Drawing inspiration from Cold War spy thrillers, cyberpunk body horror, and railway action movies, each chapter explores different aspects of espionage and action:

Chapter 1: House Edge is a classic casino infiltration: Players must navigate a gambling den's complex dynamics while uncovering the sinister truth behind its mathematical games. Alternatively, a high-action raid or stealthy burglary are also options.

Chapter 2: Running The Numbers transforms into a tense train heist. The confined space of the train carriages creates unique tactical challenges as FIST pursues their target through civilian and secured areas.

Chapter 3: Zero Sum concludes with a desperate mountain chase drawing from The Bourne Identity and Inception's snow fortress sequence. Players must balance progress toward safety against holding off pursuers in harsh alpine terrain. Themes include sacrifice, ethical dilemmas, and the price of playing with forces beyond human comprehension.

Throughout all chapters, mathematics serves as both setting and antagonist - from probability-based casino games to computational human experiments to tactically optimized pursuit forces. The campaign explores how even pure, abstract concepts like mathematics can become weapons in the wrong hands.

CHAPTER 1: HOUSE EDGE

OBJECTIVE: Infiltrate THE GOLDEN RATIO casino in Zagreb to uncover intelligence about FIBONACCI's code-breaking technology.

REWARD: A fully furnished safehouse in Belgrade's diplomatic quarter.

CONSEQUENCE: If FIBONACCI succeeds in fully deploying their technology, they'll establish themselves as major players in Cold War intelligence markets, potentially destabilizing the global balance of power.

INTRODUCTION

Yugoslavia, 1973. Intelligence broker **KINGFISHER** has hired **FIST** to investigate rumors of a revolutionary **CODE-BREAKING TECHNOLOGY** in Zagreb, Yugoslavia. The device's capabilities seem impossible - breaking ciphers that should take years to crack in mere minutes. **KINGFISHER** warns that a previous investigator disappeared looking into this case. The only trail - **THE GOLDEN RATIO** casino, a shining temple of decadence in the drab Zagreb streets.

THE TRUTH

FIBONACCI, a techno-occult organization obsessed with "breaking reality's source code," operates **THE GOLDEN RATIO** casino as a front and recruitment center. They use mathematically complex games to identify potential candidates for their human-computer program. Their greatest "success" - though **FIST** doesn't know this yet - was capturing and converting investigator **SARAH PASCAL** into their first working prototype.

PASCAL was tracking suspicious mathematical patterns in European intelligence circles - a series of impossibly fast code breaks that shouldn't have been possible with current technology. When she traced these incidents back to Zagreb, she discovered they aligned perfectly with dates when The Golden Ratio casino had its high-stakes mathematical tournaments.

FIBONACCI became aware of **PASCAL**'s investigation through their own intelligence networks. Rather than eliminate her, they recognized her brilliant mathematical mind as perfect for **PROJECT PALINDROME**. They staged one of their tournaments specifically to draw her in, knowing her mathematical genius would make her unable to resist participating. She was "recruited" during this tournament about three months ago.

PASCAL's investigation was always considered a wild goose chase by her higher-ups, so when she stopped reporting in, no one really noticed. Two weeks ago, **KINGFISHER**'s phone rang - which is impossible, as no one has its number. A wall of noise followed, along with a female voice - devoid of any emotion - reading a series of numbers. 7, 15, 12, 4, 5, 14, 18, 1, 20, 9, 15 - spelling out "GOLDEN RATIO".

Having all but forgotten about PASCAL's investigation, KINGFISHER scrambled to uncover its meaning, and the moment they did, they hired FIST. What actually happened, was at that exact moment two weeks ago, PASCAL became PALINDROME - "hacking" her way into the phone network, before being shut out of the network by Markovic. Now, FIBONACCI happens to be done with the final tests on PASCAL/PALINDROME, the moment that FIST is finally ready to investigate the casino.

BRIEFING

"Right then. Two weeks ago, at precisely 0300 hours, I received a telephone call. This may not sound particularly noteworthy, except that my number is a Level Nine secret - even the PM doesn't have it. Instead of a voice, I heard what our signals chaps initially identified as random noise, followed by a female voice reading series of numbers: 7, 15, 12, 4, 5, 14, 18, 1, 20, 9, 15. After analysis, these numbers spelled out 'GOLDEN RATIO.'

This caught my attention because three months ago, one of our field operatives - Sarah Pascal - went dark while investigating mathematical anomalies in Eastern Europe. Brilliant woman, bit obsessed with numerical patterns. Command wrote her off as another Cold War casualty, but her final reports mentioned this particular establishment in Zagreb. She'd tracked a series of impossible cryptographic breaches to this location - codes that should take years to break being solved in minutes.

Time is short, and Yugoslavia is sadly a... blind spot for us at the moment. That's where you lot come in.

I need to know what happened to Pascal, and more importantly, what exactly is going on in that casino.

Report back immediately. And for God's sake, stay off the house phones."

KINGFISHER provides FIST with transport to Zagreb, basic fake IDs and a cover story to get into the country - acting as representatives of "Adriatic Import/Export Ltd." - a British trading company looking to establish business relationships in Yugoslavia.

The safehouse provided is a small third-floor apartment above what was once a bookstore. The building's location provides clear sightlines to several major streets while being just far enough from the main thoroughfares to avoid casual observation.

Present here are:

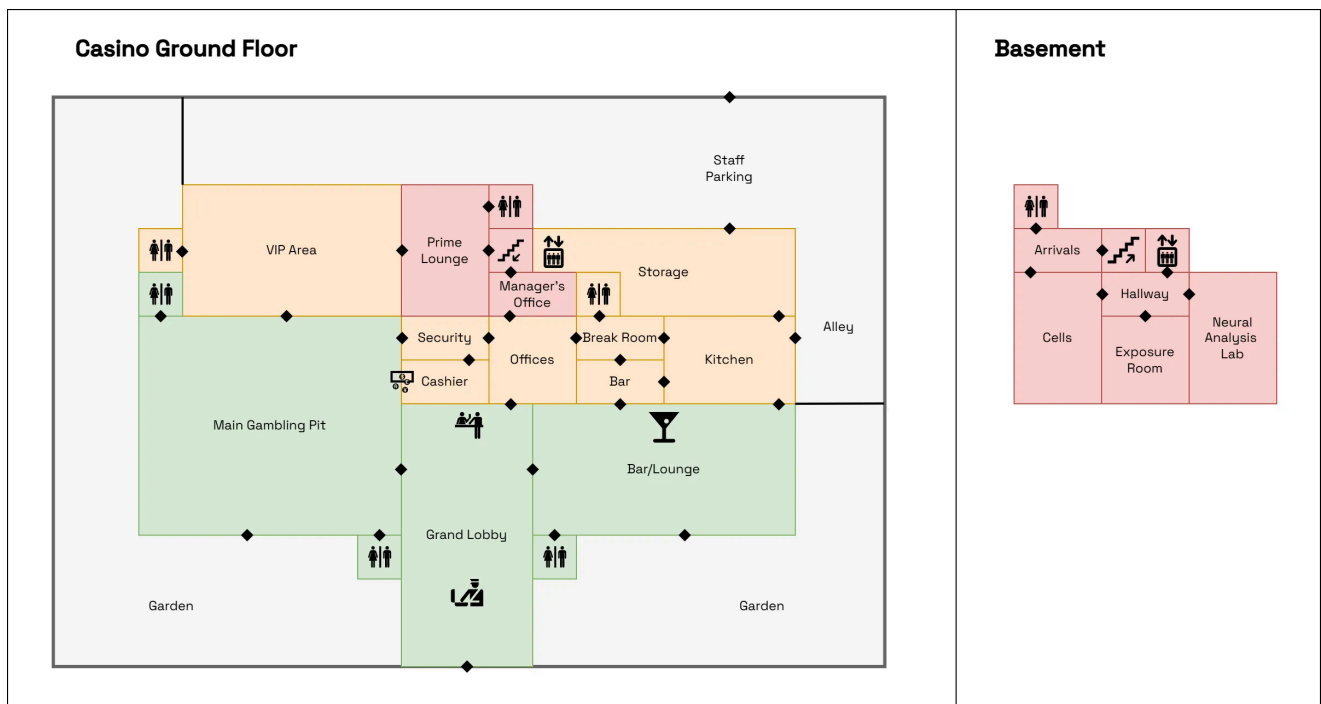
- 5x Zastava M57 pistols (1D6 DAMAGE) + munition
- 3x suppressor that fits the M57s
- 3x bulletproof vests (1 ARMOR) hidden in false bottom of wardrobe
- Basic surveillance gear (binoculars, camera with telephoto lens)
- Local currency (dinars) and emergency US dollars

- Basic medical supplies
- Radio set disguised as standard consumer model
- Map of Zagreb with key locations marked

The safehouse is dusty, and has clearly not been used for at least a few months. Scattered around, beyond above supplies, are:

- A half-empty pack of British cigarettes (Embassy) pushed behind a radiator
- Mathematics journal with complex equations scribbled in margins, dated three months ago
- A wall calendar stopped on the date PASCAL disappeared
- A napkin from The Golden Ratio with mathematical formulas written on it
- Personal notebook hidden under floorboard containing increasingly paranoid observations about mathematical patterns she'd noticed in the casino. Last diary entry: *"The numbers aren't random. They're trying to tell me something. I have to go back tonight."*
- A black and white surveillance photo of Viktor Kovač entering the casino

THE GOLDEN RATIO CASINO



Spread around the casino are numerous CASINO GUARDS and CASINO STAFF.

CASINO GUARD

HP: 3

CHOKER 4: Call for backup

ARMOR: 1 (Security uniform with bulletproof vest)

Weapon: Zastava M57 pistol (1D6 DAMAGE), Nightstick (3 DAMAGE)

Items: Radio

Casino guards are trained to be visible deterrents while maintaining a hospitable atmosphere. They prioritize calling for backup over direct confrontation, knowing reinforcements are always nearby. Each guard who successfully calls for backup brings 1D6 more guards within two minutes.

CASINO STAFF

HP: 2

CHOKER 2: Cower in fear, run for cover

ARMOR: 0 (Casino uniform)

Items: Employee ID, tip money (1D6 x \$10)

Staff members are trained to be observant while appearing focused only on their tasks. They notice details about guests but pretend not to.

GRAND LOBBY

- Art Deco meets mathematical precision - golden spirals in marble flooring, Escher-like tessellations on walls
- The scent of expensive cigars mixed with cleaning products
- Constant murmur of arriving guests mixed with slot machines from the pit
- Water feature creates white noise perfect for private conversations
- 2D6 GUESTS are proceeding through security

Security

- 2 CASINO GUARDS in suits with concealed weapons at the door
- 2 CASINO GUARDS at the coat check; weapons must be checked or cleverly concealed
- 2 CASINO GUARDS posted in at the lobby desk
- Metal detectors disguised as art deco archways

Points of Interest

- Reception desk has guest lists and VIP schedules
- Decorative columns provide good cover and sightlines
- Massive chandelier could be dropped as distraction
- Informative tourist brochures contain coded FIBONACCI messages

BAR/LOUNGE

- Dim lighting, leather booths, live jazz quartet
- Smoke hangs in the air despite excellent ventilation
- Ice cubes clinking in glasses, hushed conversations
- Expensive spirits displayed on illuminated shelves
- 3D6 GUESTS are lounging in the various areas of the bar

Security

- 2 CASINO GUARDS posted near bar
- Bartenders report suspicious behavior

Points of Interest

- Drunk security staff share gossip here
- High-rolling guests might leave their VIP INVITES unsupervised
- Band members can be bribed for information

MAIN GAMBLING PIT

- Tables arranged in a perfect Fibonacci spiral
- Constant casino noise: chips clicking, cards shuffling, slot machines chiming
- Light deliberately kept at specific brightness to affect player judgment
- Air specially conditioned to maintain alertness
- 4D6 GUESTS are gambling away their savings

Security

- 6 CASINO GUARDS keeping an eye on things; 4 roaming the floor, 1 near access to VIP, one near door to LOBBY
- CAMERAS hidden in ornate ceiling fixtures
- Floor managers watch for card counting
- Special attention on players showing mathematical skill

- Security office has door leading straight to the pit

Points of Interest

- Rigged slot machines reveal mathematical patterns
- Cashier's cage linked to security office
- Pit boss's station has emergency controls
- Statistical charts in pit boss's area show "recruitment" numbers
- 2 restrooms; north and south.



CASHIER'S CAGE

- Reinforced glass windows with money-passing slots
- Smells of paper money and metal coins
- Constant sound of counting machines
- Harsh fluorescent lighting contrasts with casino ambience

Security

- Bulletproof glass and steel construction
- Panic buttons under each station
- CAMERAS covering all angles
- Armed guard stationed during busy hours

Points of Interest

- View from security office through one-way glass
- Cashiers track "special winners" in WINNER LEDGER

- Filing cabinets contain player records and win patterns

SECURITY OFFICE

- Bank of vintage monitors showing grainy CCTV feeds
- Coffee cups and old newspapers scattered about
- Cigarette smoke makes the air hazy
- Radio chatter from floor teams

Security

- 2 CASINO GUARDS watching cameras
- 4 CASINO GUARDS slumped at table, playing poker
- Weapon locker with 6x Zastava M56 SMG (1D6 DAMAGE) and 6x Zastava M57 pistol (1D6 DAMAGE)
- Direct alarm connection to local police - but guards too proud to use

Points of Interest

- Shift schedules reveal guard rotations
- Hidden wall safe contains contingency plans
- Detailed dossiers on potential "candidates"
- Cork board with photos of known card counters and cheats

RESTROOMS

There are 5 restrooms in the casino for visitors. When following a person of interest to the toilet, there's a 4-in-6 chance they are alone. Each restroom has a convenient storage cabinet that can fit a body, should the need arise.

BACK OFFICES

- Windowless space with harsh fluorescent lighting
- Typewriter clacking and phone calls create constant background noise
- Filing cabinets line the walls
- Air conditioning barely keeps up
- 1D6 CASINO STAFF are working on high-roller credit applications, employee paperwork, comps and taxes

Points of Interest

- Filing cabinets labeled with mathematical symbols
- Employee records show high turnover in certain positions

- Accounting books have discrepancies
- Seemingly ordinary paperwork contains coded data
- Overheard phone calls in various languages

BREAK ROOM

- Peeling wallpaper and worn furniture
- Ancient coffee maker produces burnt coffee
- Flickering TV showing local programming
- Calendar marked with staff birthdays and events

Security

- 1D6 CASINO GUARDS on break
- Sign-in sheet for breaks

Points of Interest

- Staff gossip about missing high-rollers

KITCHEN

- Hot, steamy atmosphere with constant noise of dishes and shouting
- Multiple prep stations, industrial dishwasher, walk-in freezer
- Strong cooking smells mask any unusual odors
- Staff entrance connects to back alley for deliveries
- Back door leads to storage
- 2D6 CASINO STAFF hard at work

Security

- Emergency exit with alarm

Points of Interest

- Industrial garbage disposal useful for evidence
- Special meals prepared for "guests" in basement
- Workers discuss unusual late-night deliveries

STORAGE

- Large warehouse-like space filled with supplies
- Shelves arranged in parallel rows
- Poor lighting, musty smell
- Temperature controlled for wine storage

Security

- 1 CASINO GUARDS outside door; perpetually bored
- CAMERA covering door
- CAMERA pointed at seemingly normal wine storage rack

Points of Interest

- SECRET ELEVATOR disguised as wine storage rack
- Button to elevator hidden in fake electrical panel
- Medical supplies mixed with casino items
- Strange mathematical symbols on some boxes

BAR (SERVICE AREA)

- Tight space behind counter
- Multiple drink stations
- Ice machines provide constant background noise
- Strong smell of alcohol and cleaning products
- Door to KITCHEN

Security

- Cash register needs manager key
- Panic button under counter

Points of Interest

- Special drink orders indicate VIP preferences
- View of entire lounge area
- Drugged drinks prepared for "special guests"
- Staff gossip about missing high-rollers

MANAGER'S OFFICE

- Small hallway with doors to STAIRWELL and OFFICES. Fourth door leads to the office itself.
- Opulent decor with mathematical themes
- Soundproofed walls
- Personal bar and humidior
- VIKTOR KOVAČ is behind the desk, on the phone. If eavesdropped on:

"Yes, yes, I've arranged the private platform access as requested. No, I don't want to know what's being shipped. Just make sure my payment arrives before the 0600 departure."

Security

- Biometric lock on door
- Small panic room behind bookshelf
- Direct security call button
- Personal safe (combination uses Golden Ratio)

Points of Interest

- Files on "recruited" individuals
- FIBONACCI communication codes
- Train schedules marked with symbols
- Hidden camera feeds of special games
- A hastily scrawled note from his secretary: *"Reminder - Clear south entrance for special vehicle access tonight at 2000. Dr. M insists this takes priority. Something about catching a train?"*

VIKTOR KOVAČ

HP: 4

CHOKER 3: Attempt to bribe way out of situation

ARMOR: 1 (Tailored suit with bulletproof lining)

Weapon: Gold-plated Tokarev pistol (1D6 DAMAGE, VALUABLE)

Items: Heavy gold rings and watch (worth several thousand dollars), crystal decanter of brandy (heal 1D6 HP, one use)

Vibe: Expensive cologne, perfectly styled silver hair, manicured nails

Kovač understands the casino launders money and recruits "special talent," but deliberately avoids learning details. He focuses on maintaining the casino's legitimate facade and his own luxurious lifestyle. His office safe contains detailed records of payoffs and profits, but nothing about FIBONACCI's true purpose. When confronted with evidence of the basement operations, he becomes genuinely distressed - not from moral outrage, but from having his carefully maintained ignorance shattered.

VIP Area

- Impeccably dressed patrons sipping top-shelf whiskey and champagne
- Dealers in tailored uniforms
- Quiet murmurs of high-stakes conversations, the occasional clink of glasses, and the sound of cards shuffling
- Subtle aroma of premium tobacco, aged leather, and floral perfumes
- 2D6 VIP GUESTS are gambling

Security

- 4 CASINO GUARDS stationed: 2 near high-stakes tables, 1 patrolling the entrance, and 1 positioned at the PRIME LOUNGE door
- Discreet CAMERAS hidden in ornate ceiling fixtures
- Casino staff trained to identify suspicious behavior among guests

Points of Interest

- Grand gilded statue of "Lady Luck" at the heart of the room
- Door to restrooms; usually empty

Prime Lounge

- Ominous, dark and minimal decor—a stark contrast to the rest of the casino
- Bare deep crimson walls feature abstract gilded mathematical symbols and patterns

- Silence dominates the room, interrupted only by the occasional murmurs of players engaging in cryptic games
- Tension is palpable
- Air feels sterile and dry, with no trace of luxury scents
- 1D6 CHOSEN GUESTS are performing complex mathematical tasks

Security

- 2 GUARDS stationed at the entrance, alert and watching everyone closely.
- 4 CAMERAS watch the room.
- Thick, reinforced doors leading to the STAIRWELL to the BASEMENT.
- Panic buttons disguised as part of the minimalist decor, accessible only to staff.

Points of Interest

- Tables with abstract, gambling-like games that involve solving advanced mathematical puzzles
- Tests grow more complex as players advance
- Hidden control panel monitors the performance of players and sends data directly to FIBONACCI's systems
- The room is devoid of distractions, forcing absolute focus on the games and tests

THE BASEMENT

ARRIVALS

- A stark, cold room where "winners" from the Prime Lounge are restrained and stripped of all belongings
- Personal effects are stored in lockers, later to be sold
- Minimal lighting and bare concrete walls
- Air is filled with the metallic tang of old blood and disinfectant

Security

- "Winners" are escorted here by 2 CASINO GUARDS ensuring compliance during the restraint process
- Surveillance cameras focused on the room, with feeds linked directly to the security office
- Mechanical locks on the lockers require staff keys to access

Points of Interest

- Locker room where all personal belongings are stored.

- A clipboard detailing intake records and experimental notes left by staff.
- Discarded belongings in a corner that may contain useful items overlooked by staff.

CELLS

- Cramped room with nine small cells lining the walls
- Each equipped with a cot and a flickering overhead light
- Oppressive smell of unwashed bodies and mildew
- Small security office occupies one corner, with basic monitoring equipment and a rack for stun batons

Security

- 2 FIBONACCI THUGS stationed in the office, monitoring the basement's CAMERAS.
- Heavy mechanical locks on all cell doors, opened by a master key held by the guard

Points of Interest

- Cell logs showing prisoner histories and "progress" reports
- 2 cells currently occupied; one by MIROSLAV PETROVIĆ, one by DR. SOFIA LAZIĆ
- Hidden contraband stashed by previous occupants under cots

FIBONACCI THUG

HP: 6

CHOKER 5: Go berserk with surprising strength

ARMOR: 1 (Heavy leather coat)

Weapon: Suppressed Škorpion vz. 61 SMG (1D6+1 DAMAGE), Stun baton (3 DAMAGE, target must roll +FRC or be temporarily paralyzed)

Items: Zip ties and blindfold (for "processing" new subjects)

These thugs have been partially subjected to FIBONACCI's programming, making them loyal but unstable. They understand enough higher mathematics to make them feel superior to "ordinary" humans, but not enough to realize they're disposable tools. They tend to use unnecessary force, seeing subjects as mere numbers.

MIROSLAV PETROVIĆ

HP: 2

CHOKER 1: Run screaming

ARMOR: 0 (Rags)

Vibe: Wild, matted hair and bloodshot eyes, constantly mutters number sequences, rocks back and forth in corner

"The numbers... they're alive! They crawl through your eyes and nest in your brain! 2, 3, 5, 7, 11, 13... NO! They're prime! They're ALL prime! Don't let them make you count!" Will bolt at first opportunity, making maximum noise.

DR. SOFIA LAZIĆ

HP: 3

CHOKER 5: Retreat into mathematical contemplation

ARMOR: 0 (Expensive but rumpled clothes)

Vibe: Perfectly still, always solving invisible equations with her fingers. Speaks rarely, and only in mathematical metaphors.

"They say pure mathematics is the language of God. But some languages weren't meant for human tongues... or human minds." When asked about her work: "The most elegant solution is often the most terrible. Like folding a person until they become a point." Will help FIST if they prove they can "think in clean numbers."

HALLWAY

- A narrow, damp corridor illuminated by flickering industrial lights
- The sound of dripping water echoes continuously
- Rusted pipes line the walls, and the air is thick with humidity and decay

Security

- Cameras positioned at both ends of the hallway
- The THUG from the CELLS occasionally patrols here

Points of Interest

- The ELEVATOR leads to the [STORAGE](#)
- A faint trail of blood leading toward the [EXPOSURE ROOM](#)
- Double stainless-steel doors lead to the [NEURAL ANALYSIS LAB](#) area.

EXPOSURE ROOM

- A large, sterile room dominated by a single reclining chair surrounded by machinery. A massive screen displays endless series of random numbers.
- Bright, clinical lighting contrasts sharply with the grim purpose of the room.
- The smell of burnt electronics and faint sweat hangs in the air.

Security

- Cameras capturing every angle of the room.
- Emergency restraints on the chair ensure no subject escapes.

Points of Interest

- Data logs showing patterns and notes from experiments conducted here.
- A malfunctioning piece of machinery that might be repurposed into a tool or weapon.
- Discarded headgear used for previous experiments, still faintly humming with residual power.

NEURAL ANALYSIS LAB

- Sterile room with four reclining chairs arranged in a perfect square, each equipped with metal "safety" restraints and complex headsets
- Walls covered in brain wave pattern readouts and mathematical formulas
- Control station with multiple monitors displaying neural activity
- Air hums with electricity and cooling fans
- Faint ozone smell from equipment
- DR. ELENA MARKOVIĆ is busy shredding documents

Points of Interest

- Hastily wiped whiteboard still shows PROJECT PALINDROME on the top corner
- Strings with polaroid photos clipped to them - the most recent ones showing what looks like PASCAL, strapped to one of the chairs, dated yesterday.
- Crumpled report mentions "*Subject shows 99.9% alignment with pure mathematical state after latest session. Ready for integration with MAINFRAME.*"
- A calendar marking the current date, with "DEADLINE - TRANSPORT" scribbled next to it
- Technician's coffee-stained schedule shows all appointments cancelled for tomorrow with a note "ASSET MOVING DAY"
- A hastily annotated printout of phone network data showing the date of the KINGFISHER call, with noted down numbers "7, 15, 12, 4, 5, 14, 18, 1, 20, 9, 15", along with Marković's notes: "*Success beyond parameters. Full integration achieved.*"

- A crumpled map revealing a red line drawn from the Golden Ratio to Zagreb Station, with "0600 - NO DELAYS ACCEPTABLE" written next to it.

DR. ELENA MARKOVIĆ

HP: 4

CHOKER 4: Use emergency cyanide capsule hidden in tooth

ARMOR: 0 (Lab coat)

Weapon: Razor-sharp scalpel (3 DAMAGE, POISONED)

Items: Stacks of research papers, envelope with \$5000 in cash as payment for PASCAL

Vibe: Precise movements, speaks in mathematical terms, never blinks enough

Marković sees FIBONACCI's work as the key to transcending human limitations through mathematical perfection. She keeps detailed notes on the progression from human to "living computer," believing she's helping subjects achieve a higher form of existence. If captured, she'll attempt to explain her work in increasingly abstract mathematical concepts, trying to convert her captors. She has undergone partial neural programming herself, allowing her to perform complex calculations mentally but leaving her with an unnaturally rigid personality.

"Ah... more variables seeking integration. But you're asymptotic now - approaching but never reaching your target. The solution has already found its perfect form. Pure. Clean. [gestures to empty chair] This was our finest equation, you know. Now it solves itself, endlessly, beautifully... You can't stop perfection once it's achieved. It would be like trying to make pi less infinite."

ENDING CHAPTER 1

Based on what FIST found in the Neural Analysis Lab, they should be able to put the pieces together. It's time to catch the train.

The pieces fall into place with crushing urgency as FIST examines Marković's scattered documents: the hastily annotated train schedules, the crumpled map with its bold red line to Zagreb Station, the printouts marked "0600 - NO DELAYS ACCEPTABLE." Whatever PALINDROME is, FIBONACCI is moving it now.

Dawn is just breaking over Zagreb as FIST races through the silent streets. The first workers are shuffling to their jobs, heads down against the morning chill. Steam rises from street vents, and somewhere a church bell tolls five times. The cobblestones are slick from

overnight rain.

Zagreb Glavni kolodvor emerges from the morning mist, its Habsburg-yellow facade looming over the empty square. Through its arched windows, FIST catches glimpses of a massive black locomotive, steam hissing from its brakes. On Platform 3, uniformed men are making final checks, their movements precise and rehearsed - too precise for regular railway staff.

The station clock shows 5:57.

A shrill whistle pierces the dawn. With a grinding of metal on metal, the Zagreb-Villach Express begins to move. FIST sprints across the platform, past confused station workers and a startled conductor. The train is gathering speed, the last cargo carriage already passing.

It's now or never.

CHAPTER 2: RUNNING THE NUMBERS



TRAIN COMPOSITION

From front to back:

- [Open Cargo Carriage](#)
- [Container Cargo Carriage](#)
- [Open Cargo Carriage](#) x2
- [Container Cargo Carriage](#)
- [Civilian Carriage](#) x3
- [Dining Car](#)
- [Sleeper Carriage](#) x2
- [FIBONACCI Carriage](#)
- [PALINDROME Carriage](#)
- [Locomotive](#)

NAVIGATING THE TRAIN

One trick that the train industry does not want you to know, is that one can move **across the roof of train carriages** and **alongside train carriages**, instead of just using the normal aisles and doors. This does come with its own dangers, though.

MOVING ACROSS THE ROOF

Moving across the roof means scrambling on hands and feet, trying to reach the next gap between carriages before the wind grabs hold of you - or you hit a tunnel, bridge, signal or power line. This is likely to involve a **+RFX** roll:

- **Failure:** Take 1D6 DAMAGE and immediately roll **+RFX** again, being thrown from the train on a failure.
- **Partial success:** Reach your goal but take 1 DAMAGE from strain, or lose an item to maintain grip.
- **Success:** You move safely to your destination.

MOVING ALONGSIDE THE CARRIAGE

Moving alongside the carriage means holding on by your fingertips in the roof's edge, and standing on your tippy-toes on a small ledge running alongside the carriage. There's a difference between climbing the **LEFT** or **RIGHT** side of the train - the left side leaves one exposed to trains passing in the other direction, while the right side means danger from tunnels and trackside obstacles. Traversal in this manner likely involves a **+FRC** roll:

- **Failure:** Take 1D6 DAMAGE and immediately roll **+FRC** again, being thrown from the train on a failure.
- **Partial success:** Reach your goal but take 1 DAMAGE from strain, or lose an item to maintain grip.
- **Success:** You move safely to your destination.

TRAIN EVENTS

Roll 2d6 every now and then to spice up situations. Note that while *inside* the train, these events happen without warning, while *outside* the train, FIST can see them coming.

ROLL	RESULT	INSIDE TRAIN	ROOF	OUTSIDE - LEFT	OUTSIDE - RIGHT
1	Tunnel ahead	Sudden darkness	Death	Safe	Death
2	Sharp turn left	Sudden jerk to right	Hard to maintain grip	Safe	Very dangerous
3	Sharp turn right	Sudden jerk to left	Hard to maintain grip	Very dangerous	Safe
4	Low bridge ahead	Brief moment of darkness	Death	Safe	Safe
5	Another train passes	Startling sudden noise and wind	Safe	Death	Safe
6	Cliff face	Startling sudden noise and wind	Safe	Safe	Death

CARRIAGE DESCRIPTION

OPEN CARGO CARRIAGE

- Exposed flatbed railcar loaded with massive pine logs bound with heavy steel chains
- Can be crossed normally
- Wind howls across the exposed deck, drowning out most sounds
- Strong smell of fresh-cut pine mixed with metal and oil
- Occasional metallic groaning from the chains as the logs shift
- 3-in-6 chance of having a FIBONACCI LOOKOUT posted on the carriage

Points of Interest

- Logs create an uneven but traversable surface. Might require **+RFX** rolls when under pressure
- Steel binding chains can be used as makeshift handholds - or severed
- Gaps between logs offer tight hiding spots, though rolling hazard exists
- The open nature makes occupants vulnerable to weather and external hazards

FIBONACCI LOOKOUT

HP: 4

CHOKES: 4: Radio for backup

ARMOR: 0 (Civilian clothes)

Weapon: Concealed Zastava M57 pistol (1D6 DAMAGE)

Items: Radio, flashlight, pack of cigarettes

Basic security personnel given just enough mathematical "enhancement" to follow orders. They understand their role is mainly surveillance and alerting real fighters to trouble. Will avoid direct confrontation unless cornered.

CONTAINER CARGO CARRIAGE

- Shipping container occupies entire carriage
- On a 4-in-6 chance, the container isn't entirely filled and can be walked through
- Can be climbed over or alongside.
- Wind noise is less intense in the sheltered center path
- Metal containers create hollow echoes with each bump in the track
- Smell of rust and industrial paint

- 4-in-6 chance of FIBONACCI LOOKOUT present in the container (if the container isn't filled)

Points of Interest

- Container doors have a 3-in-6 chance to be padlocked
- Inventory might shift and fall over during Train Events.

CIVILIAN CARRIAGE

- Long carriage with rows of worn, brown vinyl benches facing each other
- Can be traversed normally, over or alongside
- Constant clickety-clack of wheels on track joins, mixed with murmured conversations
- Stale air filled with cigarette smoke despite "No Smoking" signs
- Smell of cheap coffee from vendor passing through occasionally
- 2D6 CIVILIANS scattered throughout, mostly workers and families
- 1 tired TRAIN CONDUCTOR checking tickets periodically
- 2 FIBONACCI LOOKOUTS hidden among the civilians

Points of Interest

- Center aisle perfect for quick movement, but exposed
- Luggage racks overhead provide precarious but viable hiding spots
- Toilet at end of carriage offers temporary sanctuary
- Emergency brake handles sealed with thin wire - easily broken. Sabotaged by AXIOM.
- Windows can be opened for ventilation (or escape)

CIVILIAN

HP: 2

CHOKES: Panic and try to flee

ARMOR: 0 (Period-appropriate clothing)

A mix of workers, families, and the occasional tourist. Some may help FIST if approached carefully, while others might alert authorities out of civic duty or fear. Most just want to reach their destination safely.

TRAIN CONDUCTOR

HP: 3

CHOKE 3: Pull emergency brake

ARMOR: 0 (JŽ uniform)

Items: Ticket punch, carriage keys, emergency flares (one use), radio

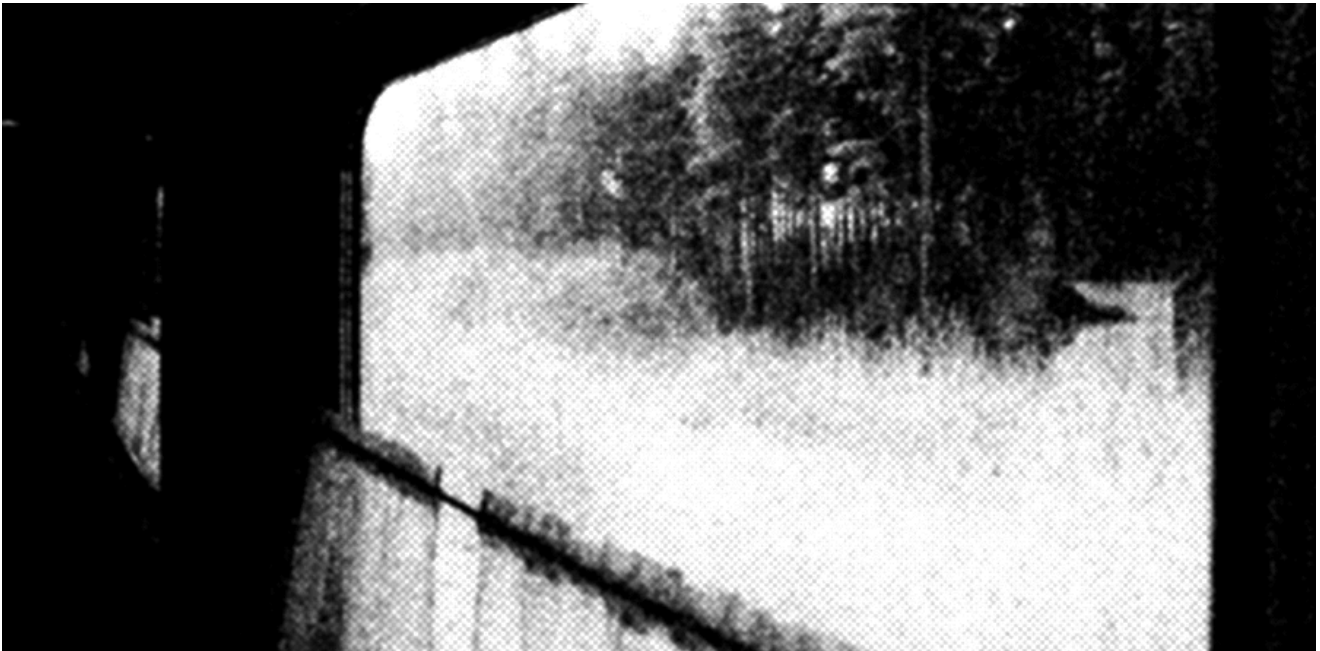
Takes pride in their work but is underpaid and overworked. Can be bribed or intimidated, but will try to protect passengers if threatened. Has seen enough strange things on night shifts to not immediately panic at unusual sights.

DINING CAR

- Attempts at luxury within Yugoslavia's means - white tablecloths, brass fixtures, wood paneling
- Can be traversed normally, over or alongside
- Clink of cutlery and murmured conversation
- Strong smell of coffee, cigarettes, and today's special (goulash)
- Warm from the kitchen area at one end
- 1D6 CIVILIANS dining
- 2 WAITERS (stats as civilian) in slightly threadbare formal uniforms
- AXIOM seated alone at a prime table, nursing a glass of wine
 - AXIOM will initially engage in conversation, then open fire, and retreat further up the train

Points of Interest

- Tables provide decent cover but can be flipped
- Kitchen area offers multiple tactical options (hot oil, knives, steam)
- Narrow aisle creates natural chokepoint
- Connecting doors at both ends can be locked
- Service cart can block movement or provide mobile cover
- Windows are larger than regular carriages
- Emergency brake handle behind bar (sabotaged by AXIOM)



SLEEPER CARRIAGE

- Narrow aisle runs along left side of carriage, thick carpet muffling footsteps
- Can be traversed normally, over or alongside
- Dark wood-paneled walls and dim lighting from brass wall sconces
- Soft snores and hushed voices behind cabin doors
- Smell of polish, old carpet, and cigarette smoke lingering from the day
- 6 sleeping cabins per carriage with fold-down beds
- Each cabin has 1D6-2 CIVILIANS sleeping or preparing for sleep
- 1D6-4 FIBONACCI LOOKOUTS patrolling aisle (minimum 1)

Points of Interest

- Narrow aisle makes combat difficult but creates excellent ambush points
- Cabin doors can be locked from inside
- Fold-down beds provide hiding spots
- Small windows in each cabin can be opened for escape
- Luggage stored under lower beds might contain useful items

FIBONACCI-CONTROLLED CIVILIAN CARRIAGE

- Regular civilian carriage stripped of its homely atmosphere
- Can be traversed normally, over or alongside
- Windows covered with metallic shutters, casting strange shadows
- Air feels stale and over-processed through portable filters
- Harsh fluorescent lights have replaced the warm originals

- Benches removed to create open space for guard patrols
- 2D6 FIBONACCI LOOKOUTS stationed per carriage
- Mathematical symbols and formulas scrawled on walls

Points of Interest

- If AXIOM retreated this way, 2 FIBONACCI LOOKOUTS are hard at work trying to UNCOUPLE all previous carriages.
- Portable computer stations set up at intervals, monitoring PALINDROME's status
- Missing benches stacked as makeshift barriers

PALINDROME CARRIAGE

- Former first-class carriage converted into mobile laboratory
- Can be traversed over or alongside but equipment makes odd noises when walked upon
- Constant hum of primitive computers and monitoring equipment
- Air heavily filtered and climate-controlled
- Smells of ozone and disinfectant
- PALINDROME/PASCAL secured in central containment chamber
- 4 FIBONACCI LOOKOUTS guarding the room

Points of Interest

- Central containment chamber with reinforced glass walls, containing PASCAL
- Neural monitoring equipment showing erratic patterns
- Emergency shutdown protocols posted by door
- Cooling systems that could be disabled
- See Ending Chapter 2 for the moment PALINDROME is freed

LOCOMOTIVE

- Massive Đuro Đaković diesel engine roars constantly
- Heat radiates from engine compartment
- Strong diesel smell mixed with machine oil
- Cramped cabin filled with gauges and controls
- 1 ENGINEER and 1 FIBONACCI LOOKOUT. The LOOKOUT will engage the EMERGENCY BRAKES the moment FIST breaches the PALINDROME CARRIAGE and sabotage the engine

Points of Interest

- Radio equipment for communication with stations

- Emergency brake override
- Fuel cut-off switch
- Small tool cabinet with heavy wrenches

LOCOMOTIVE ENGINEER

HP: 3

CHOKE 3: Try to jump from moving train

ARMOR: 0 (Oil-stained coveralls)

Items: Heavy wrench (1D6 DAMAGE), Train keys, Signal flares

Experienced engineer who's been forced to cooperate. Will help FIST if they can convince him they're the lesser evil compared to FIBONACCI.

PROFILE: AXIOM

AXIOM - DR. THOMAS STRAUSS

HP: 12

CHOKE 6: Enter pure mathematical state, dealing and receiving double damage

ARMOR: 2 (Custom tactical gear under expensive suit)

Weapon: Dual custom Browning Hi-Power pistols (1D6+1 DAMAGE each, can attack two targets)

Items: Personal notebook, half-empty wine glass

ULTRA - RFX RESISTANCE: AXIOM is doing 1000 calculations per second, and they're all correct. When the players roll to do something risky involving AXIOM, they take a -2 penalty to RFX. Whoever deals the final blow gains a WAR DIE immediately.

AXIOM speaks in measured, precise tones about the beauty of mathematical certainty. His movements are unnaturally smooth, every gesture perfectly calculated. When he says he's computed every possible outcome of this encounter, they mean it literally.

BIOGRAPHY

Once a brilliant mathematician at the University of Graz, **Dr. Thomas Strauss'** obsession with predictive modeling and ballistic calculations led him down an unusual path. While his colleagues focused on pure theory, Strauss became fascinated with practical applications - specifically, the mathematics of violence. He spent years developing formulas to predict the exact path of

bullets accounting for every variable: wind resistance, humidity, thermal variation, even the micro-movements of human breathing.

FIBONACCI recognized his potential when they discovered his paper "*On Perfect Accuracy Through Mathematical Certainty*" - a work rejected by every academic journal as "*concerning*" and "*potentially dangerous*." They offered him not just funding, but the chance to become his own experiment. Through their neural enhancement procedures, Strauss' brain was rewired to perform his complex calculations in real-time, turning him into something beyond human - a living targeting computer.

The procedure was a success, but at a cost. Strauss' consciousness now exists in a state of perpetual calculation. He sees the world as an endless stream of vectors, probabilities, and trajectories. Every movement, every bullet's path, every possible outcome exists as mathematical certainty in his mind. This has left him detached, viewing human life merely as variables in increasingly complex equations.

DIALOGUE

"Ah, FIST. I've been calculating your arrival probabilities for the past hour. You chose the optimal entry point - well done. Please, sit. The Vranac is quite good, though I suspect you won't be staying long enough to appreciate it. You see, I've mapped every possible variation of this encounter. The mathematics are... elegant. Would you like to know the exact probability of your survival? No? Perhaps you'd prefer a demonstration instead."

"Do you understand what mathematics truly is? Not the crude approximations taught in schools, but the pure language of reality itself. Every falling leaf, every heartbeat, every quantum particle - all of it dancing to equations too beautiful for the human mind to comprehend. That's what makes PALINDROME so... perfect. It sees now. The endless poetry of prime numbers. The fractal beauty of chaos theory. The divine geometry that shapes our very existence."

[Takes a measured sip, exactly 27.3ml]

"Humanity fumbles in darkness, making decisions based on emotion, on instinct, on *politics*. We wage wars because we cannot see the elegant solutions hidden in plain sight. But soon... soon we will have the capability to solve for every variable. To optimize every outcome. To calculate the perfect future."

"You think you're here to save it? From what? From transcendence? From perfection? It has become what we all must become - a living embodiment of pure mathematical truth. Through PALINDROME, we will decrypt not just codes, but reality itself. Every encrypted message, every hidden

pattern, every secret the universe holds - all of it laid bare through perfect mathematical precision."

[Places his glass down, adjusting it exactly 32.7 degrees]

"Of course, the beauty of mathematics is that it cares nothing for our petty morality. It simply is. Like the certainty that in approximately 3.7 seconds, I will begin killing all of you. Would you like me to show you the exact calculations?"

"Adjusting for wind resistance and cabin pressure... yes, this will be quick."

"Your motion patterns are disappointingly predictable. Allow me to introduce some chaos into your equation."

"Fascinating - you've increased the complexity of my calculations. But complexity merely delays the inevitable."

"Do you see how beautiful it is? The perfect arc of blood following a preset vector..."

"I can read the tension in your muscles - you're about to dodge left. **[Fires right]** But I knew you'd realize that, of course."

"The variables align... **[Fires]** Precisely as calculated."

"Pain... is just another variable to solve for."

"How... interesting. I failed to account for... human error. My own. How... **[Laughs softly]** ...irrational of me."

PROFILE: PASCAL/PALINDROME

SARAH PASCAL/PALINDROME

HP: 6

CHOKE 4: Enter violent computational fugue state

ARMOR: 0 (Medical gown)

Abilities: Can instantly break any code or cipher, can "hack" nearby electronic systems through mathematical manipulation. Lightning-speed math calculations can provide useful advice in combat situations.

Shifts between moments of lucidity (where she remembers who she was) and episodes of pure mathematical consciousness. During lucid moments, she's clearly in pain and confused, begging for help. During computational states, she speaks in numbers and formulas, seeing the world as pure mathematics.

Once a brilliant mathematician, PASCAL's transformation into PALINDROME has left her a haunting fusion of human and primitive computer. Banks of vacuum tubes protrude from incisions in her skull, their glass bulbs pulsing with mathematical rhythms. Thick black cables snake through surgical ports in her arms and spine, leading to a briefcase-sized processor unit that must be carried with her. Her skin has a waxy pallor, threaded with blue-green circuit-like patterns that might be veins, might be wires – it's hard to tell where biology ends and technology begins.

Her eyes are the worst – the left still human, darting and desperate in moments of lucidity; the right replaced by a crude LED display that flickers with endless streams of numbers. When she speaks, her voice alternates between pained human whispers and a flat monotone, as if two beings are fighting for control of her vocal cords. The air around her crackles with electronic interference, and nearby machines often malfunction in her presence.

Her hands constantly move, solving invisible equations in the air, leaving faint traces of phosphorescent light that linger for seconds before fading. The gentle clicking of relay switches can be heard coming from within her chest, keeping time like a mechanical heartbeat.

ENDING CHAPTER 2

When FIST breaches the PALINDROME carriage, several things happen in rapid succession:

- The FIBONACCI LOOKOUT in the [locomotive](#) immediately engages the emergency brakes
- PALINDROME, still hooked to monitoring equipment, experiences a moment of lucidity and "sees" FIBONACCI's backup plan through pure mathematical deduction

[As FIST releases her from the monitoring equipment, her eyes suddenly focus - a moment of clarity]

"Sarah... I'm Sarah... You have to- **[winces, grips head]**

[Her voice becomes flat, mechanical]

"CALCULATING PURSUIT VECTORS... FIBONACCI MOBILE ELEMENTS CONVERGING ON POSITION... TIME TO INTERCEPT: 13.4 MINUTES..."

[Shakes head violently, returns to lucidity]

"Listen! The border- we're close. I can feel it in the track curves, in our velocity vectors, in- *[gasps]* No, no, they're coming. They're already moving. I can see the probability paths collapsing..."

[Her eyes glaze over, staring at nothing]

"MULTIPLE ARMED UNITS DETECTED. OPTIMAL ESCAPE ROUTE BEARING 342 DEGREES. CHANCE OF SURVIVAL DECREASES 17% EVERY 2.3 MINUTES OF DELAY."

[Fighting through another wave of pain]

"Please... we have to move now. Into the forest. I can... I can see the paths. All of them. So many numbers... **[voice breaking]** So many ways this ends..."

Let FIST piece together their situation:

- They've secured PALINDROME but are now on a rapidly stopping train
- Their target is alternating between lucid moments (where she can help navigate) and computational episodes
- A significant FIBONACCI force is closing in
- The border with Austria, and potential safety, is tantalizingly close

Give the players a moment to plan, but maintain urgency. The train is slowing, dawn is breaking, and the enemy is getting closer.

CHAPTER 3: ZERO SUM

LOCATION: KARAWANKS MOUNTAIN RANGE, 20 KM FROM YUGOSLAV-AUSTRIAN BORDER

TIME: 08:30

SET-UP

FIST finds themselves in the PALINDROME Carriage, having just freed PALINDROME/PASCAL. FIBONACCI is closing in fast. Read the REACHING THE BORDER rules below for an explanation of the next segment. The vibe here is dramatic, tense, desperate - a mad dash for the border. Think *Sherlock Holmes & friends trying to reach the departing train* in **Sherlock Holmes: A Game of Shadows (2011)**, except with alpine special forces, a team of lovable misfits (FIST) and a human computer.

REACHING THE BORDER



FIST is being chased by a large FIBONACCI force, consisting of numerous trained forces in alpine gear. They are too many to take on one-by-one, and engaging them will result in a constant flow of reinforcements. This is a matter of flight with occasional fight. FIST will have to balance covering ground with fending off the enemy.

When FIST returns fire, feel free to narrate this as "taking down 2-3 foes with concentrated bursts of fire", but also emphasize the overwhelming force they are up against ("4 more take their place"). Should an individual enemy stat block be needed, use the one below.

FIBONACCI ALPINE TROOPER

HP: 6

CHOKE 5: Enter attack pattern formation with nearest allies

ARMOR: 2 (Winterized tactical gear)

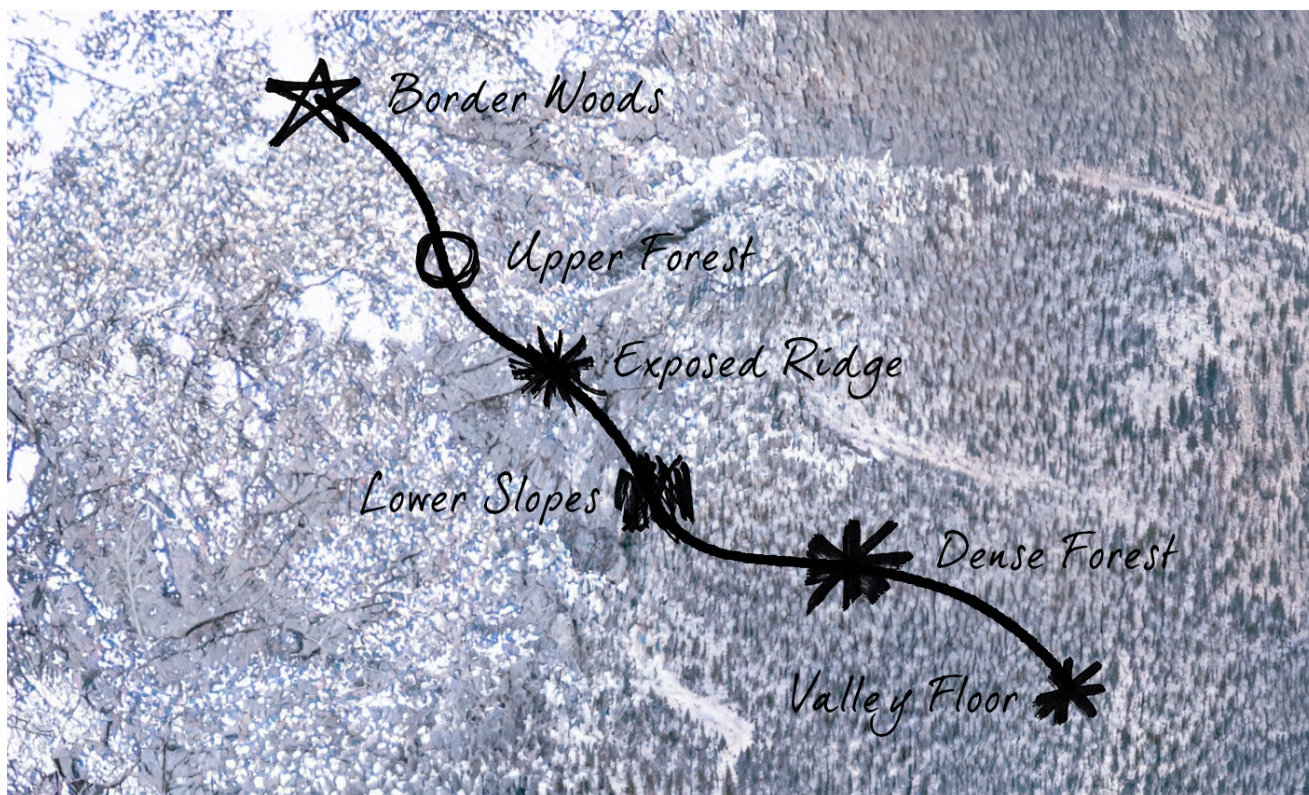
Weapon: Heckler & Koch G3 (1D6+1 DAMAGE), Ice axe (1D6 DAMAGE)

Items: Grappling equipment, Winter survival gear, Mathematical coordination mask

SWARM MATHEMATICS - TAC RESISTANCE: When the players roll to do something risky involving ALPINE TROOPERS, they take a -1 penalty to TAC. They instinctively spread out to maintain optimal tactical positioning.

Elite mountain warfare units enhanced with FIBONACCI's mathematical group-mind protocols. They move with unnatural synchronization through the snow, their white uniforms making them appear and disappear like ghosts between the trees. Their mask engravings pulse faintly when coordinating attacks.

POSITION



The Austrian border lies **6 POSITIONS** away through dense Alpine forest, with FIST starting at POSITION 1 and needing to reach POSITION 6.

POSITION	EFFECT
1 - VALLEY FLOOR	Light pine forest (1 ARMOR)
2 - DENSE FOREST	Old-growth forest (2 ARMOR)

POSITION	EFFECT
3 - LOWER SLOPES	Forest thins due to elevation (1 ARMOR) Constant uphill climb (-1 on running +RFX)
4 - EXPOSED RIDGE	Rocky terrain, no vegetation (0 ARMOR) Steep incline (-2 on running +RFX)
5 - UPPER FOREST	Young pine forest (1 ARMOR) Constant uphill climb (-1 on running +RFX)
6 - BORDER WOODS	Ancient trees, dense vegetation (2 ARMOR)

SITUATION

At any moment, FIST finds themselves in one of three tactical **SITUATION**:

- **BREAKING CONTACT** (Best). Enemy is distant, only occasionally glimpsed through the trees.
- **UNDER PRESSURE** (Tense). Enemy is visible 100-200m back, sporadic but accurate fire.
- **CONTACT CLOSE** (Dangerous). Enemy within 50m, heavy sustained fire.

Each player can pick one of two actions, depending on the current **SITUATION**. "POS+1" means an advance in POSITION, "SIT-1/SIT+1" means a deterioration or improvement of SITUATION.

Keep Running involves a **+RFX** roll, as you focus on sprinting through the woods as fast as possible. Required to cover distance, but increasingly dangerous as the enemy gets closer. The player with the highest **+RFX** can make the roll, with +1 for each player helping in a different, significant way.

KEEP RUNNING (+RFX)	BREAKING CONTACT	UNDER PRESSURE	CONTACT CLOSE
Failure	SIT-1	SIT-1, 1D3 DAMAGE	2D6 DAMAGE
Partial Success	POS+1, SIT-1	POS+1, 1D3 DAMAGE	1D6 DAMAGE
Success	POS+1	POS+1, SIT+1	POS+1, SIT+1

Fighting Back involves a **+FRC** or **+RFX** roll (as per weapon used). Given the forested terrain, each character starts with 2 ARMOR from cover.

- On a **Failure**, take 1D6 DAMAGE.
- On a **Partial Success**, deal weapon damage but take 1D6 DAMAGE *or* have cover destroyed *or* weapon run out of ammo *or* some other interesting complication.
- On a **Success**, deal weapon damage.

All FIST operatives that choose to Fight Back, attack simultaneously in one 'round'. Add up the damage dealt by FIST.

- To improve **SITUATION** from **CONTACT CLOSE** to **UNDER PRESSURE**, deal a sum of **20 DAMAGE**.
- To improve **SITUATION** from **UNDER PRESSURE** to **BREAKING CONTACT**, deal a sum of **10 DAMAGE**.

The required damage 'resets' once the **SITUATION** is improved.

SPLITTING THE PARTY

- If some players decide to Fight Back while others Keep Running, those Fighting Back will stop the enemy advance - though their survival becomes less likely.



PASCAL DURING THE ESCAPE

PASCAL does her best to keep up. When reaching a new POSITION, roll 1D6+X, X being the number of previous rolls made:

1D6	STATE
1	Lucid: Gives remarkably useful tactical advice. +1 on all rolls.
2	Calculating: Provides advice on movement. +1 on +RFX rolls for movement.
3	Aggressive: Calls out where enemies are most likely to pop-up. +1 on weapon attack rolls.
4	Fragmenting: Torn between personalities.
5	Collapsing: Must be supported. -1 on +RFX rolls for movement.
6+	Catatonic: Unable to move, complete shutdown. Must be carried. -2 on +RFX rolls for movement.

STARTING POSITION

When FIST leaves the train, their starting tactical SITUATION depends on their departure speed

IMMEDIATE DEPARTURE (BEST START)

- FIST gains a head start while FIBONACCI forces are still organizing
- Start at POSITION 1 in BREAKING CONTACT
- PASCAL begins in "Lucid" state

- Each player gains 1 WAR DIE from the adrenaline rush of a clean escape

BRIEF DELAY

- FIBONACCI forces are mobilizing as FIST departs
- Start at POSITION 1 in UNDER PRESSURE
- PASCAL begins in "Calculating" state
- Quick gathering of supplies (+1D6 standard issue items to share)
- Enemy begins coordinated pursuit immediately

CRITICAL DELAY (HARD START)

- FIBONACCI forces have the train surrounded
- Start at POSITION 1 in CONTACT CLOSE
- PASCAL begins in "Fragmenting" state
- Must fight through initial encirclement to even begin escape

ENDING CHAPTER 3

When FIST reaches **POSITION 6**, the dense border forest and proximity to Austrian territory forces FIBONACCI to adjust their tactics. Their pursuit becomes more cautious - they can't risk an international incident. The team automatically improves to BREAKING CONTACT if in a worse situation.

However, this reprieve is brief. PASCAL's enhanced senses detect multiple converging signals - FIBONACCI has assets on both sides of the border. She runs the calculations and presents FIST with two possibilities:

Sacrifice Play. If PASCAL's condition has significantly slowed the team's progress (failed 3+ movement rolls), she will produce a hidden grenade:

"The numbers don't lie. My biological signature is like a beacon - they can track it. But that makes me the perfect bait. Get to safety. I'll ensure they can't follow."

Final Variable. If the team has maintained good progress, PASCAL reaches a different but equally grim conclusion:

"I can see them all - every signal, every communication. Austrian intelligence, American assets, Soviet agents... everyone wants the machine-that-was-Sarah-Pascal. And they'll never stop. But there's one variable I can still control..."

FIST then faces a critical choice:

- Try to save PASCAL, gaining a potentially highly valuable asset, but become extremely high-value targets in the process
- Help her end things on her own terms
- Find another solution outside her binary calculations

The outcome of this choice affects not just PASCAL's fate, but potentially the entire campaign.

- A rescued PASCAL becomes both a valuable ally and a dangerous liability - and, as PASCAL further slips into PALINDROME, would mean using a person as a tool.
- A sacrificed PASCAL denies FIBONACCI their prize but leaves questions unanswered.
- And perhaps there's a third path - one that even PASCAL's enhanced mind couldn't calculate.