

The Empire's Edge

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Short Gamebook Fiction

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“Take up the White Man's burden,
Go bind your sons to exile, to serve your captives' need.”

-Rudyard Kipling. “The White Man's Burden”

Introduction

Penang, an island in the Malacca Straits and strategically located in the middle of the China-India trade route. It was an island with a small native population and no significant political or economical importance until the British East India Company came. When Sir Francis Light claimed Penang for Britain, he envisioned it to be a centre for commerce, a military point to control the China-India trade route, and a defence bastion for India.

The year is now 1811, and Penang's use as a military control point becomes ever more prominent. The British Empire is embroiled in one of the greatest war in its history. The upstart tyrant Napoleon in command of his *Grande Armée* has trampled over a vast majority of Europe forming the so-called French Empire. Only Britain and her navy serve as a final bulwark against Napoleon's revolutionary madness from consuming all of Europe.

Although the major battles are fought on European soil, the war has far-reaching consequences on lands halfway across the globe. To further impede French economical strength, one by one the French colonies in Africa and India fell under the might of the British navy. The next target in their map is Batavia, a large port settlement owned by the Dutch on the Java Island in the middle of the China-India trade route. If the British navy can capture Batavia, the French will be deprived of a base to harass British trade and the China-India trade route will be secure in his majesty's hands.

The might of Britain's fleets gather at Penang, ready for the assault southwards. England expects that every man will do his duty.

Ackerton & Co. Private Agency

Penang is at the edge of the British Empire and it is a precarious position. Although it is a field of endless opportunities for merchants, planters, and adventurers alike, it is at threat from within and without.

Outside Penang and the empire's borders, the Malay Kingdoms close to Penang and the Aceh Sultanate in Sumatera grow antagonised at British meddling in trade affairs and at the military threat it poses. The Dutch and French forces continue to hamper British efforts in the East Indies in every opportunity and Penang is no exception.

Inside Penang itself, people of different races and cultures resides there. This multicultural dynamic is a boon to commerce but a bane to governance. Even with the proficiency of a stern guiding British hand, governing a loose collection of natives is a strenuous task and Penang lacks the funding to do it. The British East India Company's Penang administration's decision to leave these natives of different colours to their own governing with minimal British interference is effective, uncostly, but potentially dangerous. The administration manned by Europeans needs to always keep sentinel as a father guides the child a father disciplines the child.

To win thy enemy is to know thy enemy. The Ackerton & Co. Private Agency was established by Thomas Ackerton in Penang to assist collecting intelligence for the administration, albeit with a fee. The agency employs men of all colours and walks of life to serve as its agents.

You are one of these agents, and you are about to begin your first assignment.

Rules

In this gamebook, you only need a character sheet, a pen, and a 6 sided die to get playing. There are only 2 rules you need know.

Combat Rules

If you get yourself into a fight, you will need to follow the Combat Rules to resolve it. The Combat Rules are as follows:

1. Roll a 6 sided die for yourself. Add your Combat Skill to your roll.
2. Roll a 6 sided die for your opponent. Add your opponents Combat Skill to his/her roll.
3. Whoever has the highest total hits and deals damage. If it is a tie, no one gets hit and you go back to rule 1.
4. The amount of damage is according to the weapon used.
5. Go back to rule 1 until you or your opponent reaches 0 Hit Points or the passage tells you otherwise.

Example:

You are fighting with a Bengal Sepoy,

Bengal Sepoy: Combat Skill 4 Hit Points 3 Scimitar (1 Damage)

You have a Combat Skill of 3. You rolled a 5 to a total of 8. You roll for the Sepoy and rolled 2 for a total of 6. You win and you deal 1 damage with your Sabre (1 Damage). So now the Sepoy has 2 Hit Points left.

Skill Check Rules

Whenever a passage requires you to jump, charm, or any sort of skilled action, it will ask you to do a skill check. The skill check may either be on your Combat Skill, Agile Skill, or Social Skill. The Skill Check Rules are as follows:

- 1) Roll a 6 sided die for yourself.
- 2) Add any modifiers to the total.
- 3) Add your Skill (whichever skill the check is made on)to the total.
- 4) Based on your total, turn to the corresponding passage.

Example:

You are now trying to lie your way pass the Fort Cornwallis' guards. The passage tells you to make a Social Skill Check. Add 1 to the roll if you are wearing a sepoy uniform.

If the total is 9 or higher, go to 19

If the total is 8 or lower, go to 20

You rolled a 5 but you are wearing a sepoy uniform so your total is now 6. Your Social Skill is 2, which you add for a total of 8. Thus, you turn to passage 20.

Creating a Character

The next thing you will need to do is to create a character which you will be playing as in this gamebook. This game uses 3 stats called Skills that tell how good your character is in different abilities.

Combat Skill

This stat tells how skilled is your character is when it comes to fighting in combat such as prowess in sabres, *kris*, *jians*, and any other melee and ranged weapons. You will use this stat when you are fighting in combat. You start with a Combat Skill of 2.

Agile Skill

This stat tells how skilled your character is when it comes to athletic feats such as dodging, running, and climbing. You start with an Agile Skill of 2.

Social Skill

This stat tells how skilled your character is when it comes to interacting with other characters in this game such as charming, bargaining, and deceiving. You start with a Social Skill of 2.

Hit Points

This counts the amount of damage you can endure. If your Hit Points Reaches 0, the game ends with your death. You start with 3 Hit Points.

Step 1: Choose your race

The society of Penang in the days of the British Empire is racially prejudiced. Choosing a race does not give you any advantages, but it affects how the characters in the story react to you. You could play as a half-Punjabi, half-Hakka Chinese who is a Muslim, speaks Malay and educated in Amsterdam. However, in the eyes of the society and the British East India Company, you are either a European, or Malay, or Chinese, or Indian. For this game, you will not be able to play a European.

1. Malay

The Malay peoples are the native inhabitants of Penang before the British arrived. Many Malay kingdoms surround Penang and they play an important role influencing the politics of the British East India Company. The Malays are seen by many as a people of strong cultural elegance but easily contented.

2. Chinese

The Chinese are peoples who originated from South Eastern China. Penang being an international trade port free from taxes naturally pulls many Chinese merchants to the island. The Chinese are seen by many as an industrial and mercantile people but untrustworthy.

3. Indian

The Indians are the peoples who originated from the Indian Sub-Continent. Since the East India Company colonised India, the Company brought many clerks, sepoys, servants, and labourers to Penang making them the largest population in the island. Some Indians come to Penang as private merchants trying to make a fortune in the British trading port. The Indians are seen by many as a dependable and docile workforce that powers the Company.

Step 2: Choose your language

This tells what languages your character speaks. The agency trains all its agents to be fluent in English. Thus you begin knowing how to speak English and a few non-English words commonly used in Penang. From the list below, you can choose 1 other language your character will be able to speak.

- 1) Malay (The language of the locals)
- 2) Tamil (South Indian language)
- 3) Hokkien (Chinese dialect)

Step 3: Choose Your Past Profession

This tells what your character's occupation was before joining the Agency. The choices will give different bonuses to your Skills.

- 1) Soldier
+2 Combat Skill
- 2) Merchant
+2 Social Skill
- 3) Thief
+2 Agile Skill

Step 4: Motivation

This tells your character's motivation for joining the Agency. The choices will give different bonuses to your Skills. The bonus stacks with the bonus from Step 3.

- 1) Adventure
You join the agency for a chance to go to new places, and face new dangers and perhaps make a fortune for yourself. + 1 Combat Skill
- 2) Learn
You join the agency to learn more about this colony and the Europeans who are slowing making a bigger impact in the East Indies. + 1 Social Skill
- 3) Disgrace
You join the agency because you were exiled but the agency gave you a chance for employment or perhaps a chance to redeem yourself. + 1 Agile Skill

Step 5: Choose your items

Throughout your assignment, you may stumble across items which you can keep. These items will come with a statement saying that you can write them down on your character sheet. You may keep an unlimited number of items.

You may select one weapon below as your starting item.

- 1) Parang (1 damage)
- 2) Jian (1 damage)
- 3) Sabre (1 damage)
- 4) Scimitar (1 damage)

(Note: There is no difference between these weapons game-wise. The options are given to purely add flavour to your character.)

If you somehow find yourself without any weapon during a combat, you can use your fists to fight. Fists do not do much damage. Your opponent will only lose 1 Hit Point after being hit 3 times. (The hits do not need to be continuous.)

Extra Step: Naming Your Character

In reality, given the superstitious nature of people in that time, naming a child is a complicated process that sometimes involves oracles, geomancers, priests, astrologers, or numerologists. You however get to pick any name you want for your character.

However, if you want your character's name to sound ethnically correct, here are a few examples to choose from:

Malay: Mohammed Helmi, Che Awang, Haron Sidek, Osman Setiawan, Musang Ali.

Chinese: Lee Sui Kee, Tan Meng Li, Yap Looi Seng, Darren Cheah, John Liu.

Indian: Anbuselvan, Ashvin Ramesh, Kumaresh, Sivaraj, Matthew Gopal.

Codewords

As you read the book, you may come across passages that ask you to record codewords. This means you may have done something that alters the story.

Record these codewords in your character sheet. There may be passages that ask you to turn to a specific passage if you have a particular codeword.

Ackerton & Company Private Agency

Character Sheet

Name:

Race:

<i>Combat Skill:</i>	<i>Agile Skill:</i>	<i>Social Skill:</i>
<i>Hit Points:</i>		
<i>Spoken Language: 1) English 2)</i>		
<i>Past Profession:</i>		
<i>Motivation:</i>		
<i>Item(s):</i>	<i>Codeword(s):</i>	

Welcome to the Edge of the British Empire

Penang (or Prince of Wales Island as it is officially called) in the 19th century is a melting pot of cultures from all over the world. Although they live peacefully in co-existence, the peoples during that time are extremely racist and bigoted. So keep an open mind as you explore the island and its peoples. Turn over to the next page, your adventure begins!

The day is young. The sun is barely dawning from the hills across the narrow sea. It's light forms a blanket of dark orange waters dotted by the occasional black spots with large white sails. The shadows slowly creep back into the rows of shophouses lined along a simple muddy street. At the end of that muddy street is a junction on which an inconspicuous Chinese coffee-shophouse is located. The coffee-shophouse is two stories high. It is a simple narrow and long brick building painted white that looks like it had seen better days. The ground floor is a simple Chinese coffee-shop which serves coffee to the island's many Chinese *taukeh*s (Hokkien: Bosses). Although you have never tried its coffee, you have heard many stories about how the place serves the worst coffee in Penang.

From that shophouse's windows in the upper floor, you peer out into the junction. A cool morning breeze touches your face while your coat shields your body from it. The black coat, tailored in European style like the ones white officers or sepoy's would wear. The material is sturdy but thick and heavy which traps your body heat save for the coat's front opening. The air is damp and cool for now, but it will get much hotter as the day progresses and the black coat you are wearing will certainly make it more unpleasant. However, just like everything that comes from Europe, it must be good.

"Sar, *Sahib* (Hindi: Master) Ackerton is ready for you," a young Tamil man informs you from behind. You nod and follow him. He leads you into a small room heavily scented with sandalwood. The room is decorated with curious pieces from India and in a corner of that room is a small wooden display showcasing a sabre, a helmet, and a scarlet red soldier's coat.

"I told you that you would look handsome in that coat I gave you," says the middle aged white man in an English accent sitting in a desk in the middle of the room. The aroma from the cup of Chai on that desk starts to fill your nostrils.

"Thank you Mister Ackerton, but do I have to wear this all the time?" you reply

"That is your uniform from now on, you'd better get used to it." Ackerton then pauses to reveal a piece of paper from his drawer. "I have spent the last few months training you in skills required of an Ackerton & Company's agent in this very office. I hope the training is still fresh in your head."

"Of course sir, and you sent for me because you have an assignment?"

"A trial by fire for you! Yes I have your first assignment." Before he continues, he looks at the young Tamil man still in the room. "*Velu, ennode sevepu butthekum poyi edde*," Ackerton tells him. The Tamil man nods and leaves the room. (If you can speak Tamil, refer to the section at the back of the book for the translation)

"Now the Madrassi coolie (Straits English: labourer) is your personal servant?" you ask.

"By the work he is tasked with, more like a *babu* (Tamil/Hindi: Clerk)," Ackerton responds.

"I thought Velu is illiterate."

"Not a good clerk, but all in good time."

Ackerton then extends his palm towards the open window in the room facing towards the sea. "As you have noticed, a fleet of warships is gathered outside of this island. They await the arrival of the third fleet with Commodore Broughton who is escorting a sepoy (Straits English: Indian Soldier) division from Bengal. The combined Java Expedition Fleet will sail south and crush the French and their Dutch henchmen," Ackerton announces in a majestic tone. Then his prideful look fades into a serious stare. "However, yesterday one of the ship's gunpowder hold was sabotaged and the explosion that followed killed three coolies and injured an officer. Thank the lord the ship is still afloat. The governor has given us the assignment to find that *maila* (Hindi: Filth)"

"So that was what caused the commotion last night. Think almost all of Georgetown heard the

boom. The most obvious suspect is your war's enemy, the French or the Dutch hiding amongst us?" you reply.

"Yes, at first glance. But what is the procedure in an investigative assignment?" Ackerton asks.

"Collect evidence. Evidence is what clients primarily want. Evidence is what proves a crime. Evidence is what turns the wheels of justice."

"*Bahutacha!*(Hindi: Very good!) I have trained you well. And that, agent, is civil-*angrezi*(Hindi: English)justice." Ackerton then hands you the piece of white paper. "Your assignment is to find evidences to smoke out the saboteur. You will go to the brig Nautilus and give this letter to Commander Murray. He will guide you through the exploded hold on his ship."

Turn to 18

1

You and Callum surround the hut. You face the entrance while Callum waits behind the hut.

"You inside!" you shout to the entrance. "You are surrounded. Come out of the hut now! We will not harm you." A small bout of silence follows. You start to wonder if there is anyone inside at all. Then suddenly, you see a flash of light in the hut followed by the sound of a gunshot.

Make an Agile Skill Check

If the total is 8 or above, the shot misses you.

If the total is 7 or below, the shot hits you. You lose 1 hit point.

Turn to 95

2

The worker said the word *Hai San*(Mandarin: Mountain Sea). You immediately become more alarmed. *Hai San* is a notorious secret society for Chinese immigrants in Georgetown. Originally it is a body that helps Chinese immigrants to adapt to their new home in Penang. Recently, they have grown more violent and participated in many open fighting with other Chinese secret societies in Georgetown.

If the workers in the shop are part of *Hai San*, then they are likely violent thugs.

Turn to 89

3

Sammy kneels down in pain. The wounds you dealt cut deep into his legs and arms. He is unable to fight.

"Fine work agent. Let us row him back to Psyche so we can mend him then interrogate him," Callum says.

However, before you can do anything, with his remaining strength Sammy pulls his pistol and points it to his forehead. "*Je ne serai pas votre prisonnier!*" Sammy whispers in exhaustion. Then he pulls the trigger. The shot pierces his skull and his lifeless body then collapses into the boat.

Callum looks at the scene in disappointment. However, he manages to temporary stop his arm from bleeding and you both search the dead body. Around his neck, you find a rosary. Inside the pockets you find a letter and a few Indian rupee coins. The letter is in French which you do not know how to read. You pass the letter the Callum.

"The letter is addressed to Joseph Henri Raj," Callum says. "Is that Sammy's real name?" Callum asks you.

"It explains the rosary. Maybe he is baptised with a Christian name," you reply.

Callum reads on. "The English will take Pondicherry very soon. I will not be able to stop the siege. Once the English dogs lay waste to our home, they will keep you as their Malabar slave. I cannot escape my fate. They will show no mercy to a white Frenchman captain. But you can slip unnoticed because you are black. Go now, escape this hell. Avenge our fallen regiment, avenge your brothers, and avenge me! We soldiers will never surrender until every English scum is dead. Signed Captain Jean Marcil."

"An admirable loyalty," you reply.

"So these French filth have brain-washed him into thinking he is French, and with it the French hatred of English," Callum says. He then closes the letter and keeps it in his pocket. "If he wants to be a Frenchman, then he too will have the honour of dying like a Frenchman," Callum continues.

If you have all the codewords METAL, EARTH, FIRE, and WATER, turn to 67
Otherwise, turn to 78

4

Callum smiles and nods in agreement. "A fine ode," he comments. "Batavia's futile garrison will not stand long against our cannons. But under insistence of Stamford Raffles, the buildings will be spared from our bombardment. He says the Empire needs Batavia intact to gain sole control over the East Indies and the trade route to China."

Then he stands up straight brushing his blue jacket. "Our infantry will storm the city, its people will rejoice. Java will flourish under the Union Jack!"

He continues the walk northwards, you follow.

Turn to 49

5

"After all this I still do not know who is the saboteur," Callum says while walking towards the docked boats with boatmen waiting for anyone to hire them. "It would be unacceptable for a cowardly rat to escape justice!"

It is now evening and too late to investigate further. Both you and Callum walk to the waterfront of Georgetown. Callum motions Selvam to row both of you back to Nautilus and report to Captain Murray.

If you have the all codewords SHIVA, VISHNU, and BRAHMA, turn to 54
Otherwise, turn to 75

6

"Cowards!" Lim exclaims. "You both are cowards!"

Lim then motions his worker to return to the shop. "Fine, if you are that desperate I will indulge you," he continues.

If your race is Malay, turn to 33

Otherwise, remove one item from your Character Sheet and turn to 69

7

"Mannikkavum!" Callum shouts to the entrance. *"Nam edam marivittom.Ninge enaku Georgetown vali katta mudiyuma?"*

(If you can speak Tamil, refer to the section at the back of the book for the translation)

Suddenly you hear movements in the house. The white cloth blocking the entrance slides away to reveal a young Indian man with a short and unkempt beard. He fits the description of Krishnan given by Lieutenant Cooper. He holds a pistol aimed at you with both of his trembling hands. He notices Callum and suddenly his face transforms into horror. He fires his pistol and then rushes back into the hut.

Make an Agile Skill Check

If the total is 8 or above, the shot misses you.

If the total is 7 or below, the shot hits you. You lose 1 hit point.

Turn to 80

8

"Encik!" you greet him. He nods in reply. *"Adakah kampung ini Teluk Tikus?"* you ask.

"Ya," he replies. *"Mengapa Mat Salleh itu datang ke kampung kecil ini?"*

"Kami datang untuk cari seorang India yang bertinggal di sini."

"Oh! Orang keling itu!" he exclaims and points his finger to one of the small huts. *"Orang keling itu hanya sampai kemarin. Rumah itu adalah kepunyaan bapa saudara cheq sebelum dia meninggal dunia. Orang keling itu berjanji membayar separuh dollar seminggu jika saya sanggup menyewa rumah kosong.Rasanya dia tak pandai cakap bahasa, dia berikan surat yang habak ke cheq dia nak sewa rumah."*

"Kami ingin berjumpa dengan dia, adakah dia di rumah sekarang?"

"Ya, cheq jarang lihat dia keluar dari rumah. Dia senang takut macam orang yang dikacau hantu." As you are about to end the conversation and leave, he stops you by grabbing your shoulder. *"Hang perlu berjaga. Dia mempuyai selaras pistol yang dia sentiasa bawa bersama."*

(If you can speak Malay, refer to the section at the back of the book for the translation)

You express your gratitude. He goes back to his rambutan trees. *"Lieutenant, that man just pointed at the hut which the Indian is hiding and he is armed with a pistol,"* you explain to Callum.

"Must be careful then. At this distance he will not notice us. But, let us take off our jackets. A sight of a naval officer or any European uniform will surely alarm him." Callum suggests, you agree. *"Native, this is your environment. How do you think we should approach?"*

The hut in question is a simple single story square house made of wood with a wooden roof. The entire structure is elevated from the ground with four pillars. The building is old and poorly maintained. There is only one entrance which can be accessed by climbing a short wooden ladder already placed there. The entrance's door is badly damaged and left wide open. The hut has two windows big enough for a man to climb into but it is too high for you or Callum to reach. Both windows and entrance is covered with a simple white cloth.

If you wish to sneak into the house while Callum secures the perimeter, turn to 74

If you wish that both you and Callum surround the hut and order him to surrender, turn to 1

If you wish to try and lure him out with a ruse while Callum secures the perimeter, turn to 21

If you wish that both you and Callum will lure him out with a ruse, turn to 10

9

You missed. Your wounds finally sets in as you lay helpless, exhausted and in pain. Sammy strikes down Callum. You see blood spilling from his throat as he collapses. Then Sammy turns to you.

“English slave!” Sammy spits at you. Those were the last words you hear before Sammy impales his sabre into your chest.

THE END

10

You and Callum stand right in front of the entrance. Callum keeps his hand near his sheathed sabre just as you keep yours close to your weapon.

If you can speak Malay and wish to use it to lure him out, turn to 22

If you wish that Callum uses his Tamil to lure him out, turn to 7

11

“As I said he is like having heavy bones always *curi tulang*(Malay: skips work), although experienced and an old friend. At least he sends a *kuli*(Malay: Coolie) to tell me he is gone this time. Most often, he disappears from work with no news. My other workers will tell you the same thing!” Mustapha answers.

Callum narrows his eyebrows at Mustapha.

Mustapha sighs. “*Tuan*, I see that it looks like I am wrong, but I did not lie. It is a sin in His eyes. If my workers are ones who blew the ship up, I assure you I will send them to the *lokap*(Straits English: lock-up). We are all good servants to the white administration.”

Most of the workers have by now left the pier. Deciding that further search is futile, you and Callum too leave the *tongkang* and pier.

Turn back to 50 and choose another destination.

12

He continues to stare out into the sea with a prideful look on his face. Then he stands up straight brushing his blue jacket. He continues the walk northwards, you follow.

Turn to 49

13

The worker stops to ponder at what you said as he considers whether to help you.

Make a Social Skill Check. Add 1 to the roll if your race is Indian. Add 1 to the roll if your past profession is a Merchant.

If the total is 7 or above, turn to 46

If the total is 6 or below, turn to 59

14

Krishnan continues to run with an awkward gait while his right hand covers his left elbow trying to stop the bleeding. Callum sprints forward and drives his sabre into Krishnan's chest from behind. Krishnan's arms fling open by the force of the sabre. Then Callum pulls out the sabre and blood spills from his back. Krishnan's body collapses onto the ground.

Callum walks back to you while wiping blood off his sabre with a cloth. "You were interrupting justice, native," Callum spits. "What you did was bordering on treason. Your superiors will hear about this."

He then sheaths his sabre and give Krishnan's corpse one last look to make sure he lies perfectly dead. "We still must finish the mission. I will deal with you once all this is over."

Record the codeword: SHIVA

Turn back to 50 and choose another destination.

15

Callum pulls the trigger and the shot pierces Krishnan's skull. The lifeless body falls flat onto the ground.

"It is done," Callum continues. Then he walks away in the direction of Georgetown while reloading the pistol. "Come agent, our charge is yet completed." You follow. The villagers now all hide themselves into their huts although you notice some fearful eyes peeping out.

Record the codeword: SHIVA

Turn back to 50 and choose another destination.

16

You take out the note and read it aloud.

"In here I give twenty rupees. Near the anchor's rope submerged in the water, there is fifty more in a pouch. Go and find it at night. But once you jump into the waters, you can never come back. They will call you a thief and a deserter. Swim to the island, and use the money to create your own nirvana on earth."

"This lascar can read? My ship's coolies could not even speak English let alone read and write!" Callum exclaims.

"No, Saar. I no can read," Krishnan replies.

"Seventy rupees, that is a Captain's monthly salary," says Callum. "What of the other twenty rupees then?"

"I buy the gun from Bengali man on island. He say here have house and I pay him write letter in Malay ask for house," Krishnan replies.

"So that is the reason why Kapitan Mohideen was alerted of his presence so swiftly," you say to Callum.

"If a man gave him money to desert the navy, could that same man be a co-conspirator?" Callum asks and he turns back to Krishnan. "What do you know of the sabotage on Psyche?"

"Saar?" Krishnan replies in confusion.

"The explosion you hindoo, what do you know of the explosion?" Callum repeats his question by shouting. It only manages to make Krishnan more scared.

"I... I... I did nothing! I don't know saar! Please.... Please.... After explode, I hear left-tenan call everyone to deck. When everyone not see, I... I... I jump into water."

"You really should not frighten him more," you say. "People who are threatened with death will tell anything you want them to say including lies." Callum pauses and relaxes his aggressive glare. "But, Krishnan's account fits in well with that we know. He really is just a deserter coaxed by the saboteur and he knows nothing of the sabotage. We should keep the money as evidence and you should keep the pistol," you continue.

"This too is evidence, should not you keep it?" Callum asks.

"Arms prohibition makes it illegal for me to carry firearms in Georgetown. But you, a white man officer from the navy have different privileges," you reply

Callum smiles and reloads the pistol.

"Shall we now drag him back to Psyche for further..." Before you can finish your sentence, Callum points the pistol at Krishnan's head.

"As the evidence shows witnessed by this agent here, I hereby declare you Krishnan, lascar of the His Majesty's Ship Psyche guilty of desertion. Under naval law, your commanding officer Captain Edgcombe has given me power to carry out your punishment. For your cowardice, he has sentenced you to summary execution," Callum announces.

Callum steadies his hand and aims for Krishnan's forehead. Krishnan looks frightened. Tears are running down his cheeks. This man is about to be punished for a most heinous crime against a law he barely understands decreed by a king that is not his.

If you wish to verbally protest against the punishment:

If your past profession is a soldier, turn to 92

Otherwise, turn to 34

If you wish to withdraw your weapon so that Krishnan can escape, turn to 25

If you wish to do nothing, turn to 15

17

"Stop!" beckons Lim and his worker obeys immediately. "The fight is over, and you lost," he announces for all to hear. "What a splendid fight! Pity, I wished my worker will punish the officer instead. However, this will do. Go now and leave my shop!" he spits at you.

The crowd then dissipates and the workers join Lim and return to the shop, ignoring you. You dust yourself off. Callum looks at you with his arms crossed shaking his head in disapprovingly. You both decide that there is nothing else to investigate here and should go somewhere else.

Turn back to 50 and choose another destination.

18

The fleet's ships are all anchored near Georgetown, the island's only town and port. You hire a small *sampan* (Malay: boat) in Georgetown to take you to Nautilus. The *sampan* is manned by a young Malay man named Din. He assures you he knows the exact location of the brig. The row from the port to the brig is a short one.

After half an hour, you reach a small ship with two masts. The flag of red and white horizontal stripes with the Union Jack on the top left corner flies on top of its main mast. Its wooden hull is about 40 meters long and floats two stories above sea level. However, on its portside you see a giant hole big enough to just fit a man above the sea level. The hole looks like it had been created

by an explosion from its inside. Surrounding the hole are Indians busy trying to repair the damage. Painted on the back of the ship in white is the word 'Nautilus'.

"*Oi, Din! Siapa kamu bawa?*" shouts a Tamil man from the main deck downwards towards your sampan.

"*Cheq bawa Mat Salleh Ackerton punya orang. Dia nak cakap dengan tuan kapal,*" Din responds.

The Tamil man disappears into the deck. After a short moment he reappears holding a rope ladder. "*Tuan saya suruh naik kapal, naik ladder ini,*" the Tamil man shouts back. Then the rope ladder unfolds from the deck to your sampan and Din motions you to climb up. (If you can speak Malay, refer to the section at the back of the book for the translation)

After climbing the rope ladder onto the main deck, you notice twenty Tamil men busy cleaning the deck or tying ropes or rushing to tend to the damaged hull. In the middle of the deck stands a white man with hands behind his back, overseeing the Tamil coolies. The white man is dressed in white breeches and a white shirt. Covering it all is a dark blue coat tailored in a fashion similar to yours. This man is a naval officer.

"*Somberi thanam vendam, pandrigalai! Enaku seriyana nilaiyil kappal vendum,*" the officer goads his sailors, and then he turns to you. "A coloured man in a black coat, you must be the one sent to investigate the explosion," he sneers and proceeds to laugh mockingly. "This master of yours is delusional believing a coolie such as you can amount to anything more than following simple orders!" (If you can speak Tamil, refer to the section at the back of the book for the translation)

Upon closer examination of this officer, you notice the man has rugged look about him with his short hair. He looks young, about twenty years and too young to be a commander of this ship.

How will you respond?

If you wish to draw your weapon shout: "I am not a coolie and you watch your tongue before my blade slices it out!" turn to 86

If you wish to say: "It seems the European politeness has gone cold recently and I do not appreciate that." turn to 32

If you wish to ignore his remarks and ask for Commander Murray, turn to 28

19

As you approach closer, you shout aloud "I wish to ask about the explosion in Nautilus." This catches the attention of one of the workers.

"Who you? Why you ask?" he asks you in English heavily covered in thick Indian accent.

"I am on assignment by the Governor of Penang. I am investigating the explosion and I need you to tell me what you know," you say to Indian worker.

The worker gives a confused look. The others continue their gambling clearly unable to understand what you just said. After a short moment of digesting your words, he replies. "Your master is *Ankilai Rajah* (Tamil: English King). You ask why Nautilus," the worker pauses looking for a word. Then he put his closed fist in front you and quickly opens it while he makes an exploding sound.

"Yes," you reply.

"You uniform no like *Airopiya Athikariyin* (Tamil: European officer). I no tell," he responds with a firm voice.

How will you reply:

"Let's play your dice game. I win, you tell. You win, you keep this." Wager one item which your

must remove from your character sheet if you lose the game. Turn to 57

"This information will be helpful. The navy, hence Mustapha will be thankful to you." Turn to 98

20

As you approach the Indian workers, you can hear their cheers and jeers. On a closer inspection, you see that they are playing some sort of dice game and the frequent exchange of coins amongst them suggests that they are gambling.

Otherwise, if you can speak Tamil, go to 100

If you cannot speak Tamil, go to 19

21

You stand right in front of the entrance while Callum hides behind the house. Callum keeps his hand near his sheathed sabre just as you keep yours close to your weapon.

If you can speak Malay and wish to use it to lure him out, turn to 56

Otherwise, turn to 91

22

"Encik!" you shout to the entrance. "*Saya tersesat jalan. Boleh tak Encik tunjuk jalan ke arah Tanjung?*"

(If you can speak Malay, refer to the section at the back of the book for the translation)

Suddenly you hear movements in the house. The white cloth blocking the entrance slides away to reveal a young Indian man with a short and unkempt beard. He fits the description of Krishnan given by Lieutenant Cooper. He notices Callum and suddenly his face transforms into horror. He rushes back into the hut and you give chase. Before you reach the entrance, a gunfire sound is heard.

Make an Agile Skill Check

If the total is 6 and above, the shot misses you.

If the total is 5 or below, the shot hits you. You lose 1 hit point.

Turn to 80

23

"Stop it!" Callum beckons and lowers his sabre. By now Krishnan has disappeared into the jungle. "The criminal is now gone! What you did there was bordering on treason you native scum! And by damnations I cannot execute you because you are not under my charge!" Callum rants on while pointing his finger furiously at you.

"Your superiors will hear about this mark my words," Callum continues as he sheaths his weapon. You do so too. "Come! We will finish our mission then I will deal with you!" Callum storms off in the direction of Georgetown while reloading the pistol. You follow. The villagers now all hide themselves into their huts although you notice some fearful eyes peeping out.

On your way back, you examine your wounds. You find they are light and heal quickly. Callum's hits had all missed any vital organs or veins.

If you received damage to your Hit Points during the fight with Callum, increase your Hit Points

by 1.

Record the codeword: SHIVA

Turn back to 50 and choose another destination.

24

The workers ignore you and continue what they were doing before. The more you ask them the more they grow annoyed.

Callum storms out of the *tongkang* into the pier and he looks somewhat displeased. "Pak Som, it is him the saboteur. I am close to catching this traitor, then he chooses to disappear from work today and no one knows where to find him!" Callum rants on in front of you.

By now, most of the workers have left the pier. Deciding further search is futile, you and Callum leave the pier.

Turn back to 50 and choose another destination.

25

You lower your weapon away from his throat. This caught Krishnan by surprise. He stares at you in confusion for one second but he quickly gets up and sprints away.

"What are you doing?" Callum exclaims. He fires the pistol, but the shot hits Krishnan's left shoulder. Krishnan moans in agony with every step as it starts to slow him. Callum draws his sabre to give chase. He and is likely to catch him unless you do something.

Record the codeword: HEAVEN

If you wish to stop Callum by duelling him, turn to 35

If you wish to do nothing, turn to 14

26

You manage to sprint faster than the Indian man. When you are within distance, you pounce on him and knock him into the soft ground.

He struggles. But once you place your weapon on his throat, he quickly stops. When the Indian sees Callum, he starts to break down in tears resigning himself to what is to come.

Turn to 62

27

He stays at the entrance not taking a step further down the ladder. He flicks his hands motioning you to leave immediately.

Suddenly Callum sprints out of hiding towards the Indian man. The surprise catches the Indian man off guard. He fumbles around in panic but manages to draw his pistol and aim it clumsily at Callum. You see an opportunity to dash forward and trip him by grabbing his leg.

Make a Combat Skill Check. Add 1 to the roll if your past profession is a soldier.

If the total is 7 or above, turn to 65

If the total is 6 or below, turn to 70

28

"That is enough lieutenant," a voice beckons from the bottom of the deck. Then, a middle-aged white man climbs up the ladder and emerges from the companionway into the main deck. He too is wearing a blue coat like the officer but his is decorated with gold strings woven into the edges. "I apologise for my officer's rudeness. I am Commander Murray of the Nautilus," continues the middle-aged man continues as he extends his arm and shakes your hand. "You must be sent here by the *Sahib*. Ha! Come to my quarters we will discuss things further. Lieutenant, you come along too."

Turn to 50

29

You fall onto the boat's floor, heavily wounded. Just when Sammy is preparing to deliver the killing blow, you see Callum standing up, blood slowly dripping down his right hand. With a sabre on his left hand, he points to Sammy. "A cannae let yoos escape traitor!" he shouts in exhaustion. This caught Sammy by surprise.

As Sammy tries to react, Callum crosses over into the boat. "Mon ye!" he screams and starts swinging his sabre wildly at Sammy. Seeing this reckless bravado has filled your spirits with the will to fight on. (Increase your Hit Points by 1)

This is your chance to deal a crippling strike to the distracted Sammy.

Make an Agile Skill Check. Add 1 to the roll if your past profession is a Soldier.

If the total is 6 or above, turn to 3

If the total is 5 or below, turn to 9

30

"You say I lie? It is a sin and I will not accept this *fitna*(Malay: *false accusation*)!" Mustapha barks back at you in reply. "O, *tuan putih*(Malay: white sir). Pity this humble merchant. Your servant accuses me of a vile sin with no evidence!" he pleads to Callum.

A breath of laughter escapes from Callum's mouth. "This man thinks you are my servant agent!" says Callum with amusement. "Mustapha, this man is not mine, he is from an agency not governed by the Company" He explains to Mustapha.

"Then you should teach this man how to be civil!" Mustapha immediately replies. "He jumps to accuse without thinking!"

Before you can say anything, Callum interjects. "Mustapha, we are not accusing you of anything," He then turns to you and motions you to leave. "Our investigation here is complete. We will leave now," he continues.

While walking away from the pier, Callum berates you for upsetting his only lead. "Foolish native! Mustapha was in a positive attitude towards the empire, he could have been helpful," he continues.

"A merchant being courteous to his customers proves nothing. It is an act, I don't trust him" you reply.

Turn back to 50 and choose another destination.

31

Smith retrieves a scroll from this pocket and hands it over to Callum. "Deserting the navy is a crime that cannot be ignored. Even non-Britons serving the navy are expected to follow the law. The Captain has given his permission for you to carry out the Empire's justice," Smith says.

"Go to Georgetown and to Kapitan Mohideen, he will show you where this coward is," Cooper beckons. "I want a confession first before you deliver the punishment. If he is the saboteur I want to know why."

Record the codeword: CONVICT

Turn back to 50 and choose another destination.

32

The officer raises his eyebrows. "Native, you are fluent in the vernacular and I must praise you as much. However, you are on my ship and I am the officer. You will learn your place!" the officer retorts. "*Inta muttalai parunkal. Avar sonar,ennake mariyathai illai! Parunkal! Ithu than nadakum, oru atikariyai kelvi kettal,*" he shouts to his crew. Then, the officer draws his sabre and points at you. (If you can speak Tamil, refer to the section at the back of the book for the translation)

Record the codeword: EARTH.

Turn to 28

33

As you pull out something to give Lim, he pushes the item back to you.

"Malay cowardice is understandable. My dealings with the Malays in the early days in Penang have been pleasant. It is such injustice that peaceful peoples be punished for being weak-willed," Lim says.

You do not need to remove an item from your Character Sheet.

If you wish to shout back "Do not mistake our courtesy for cowardice!" turn to 94

Otherwise, turn to 69

34

"But death penalty is harsh! He is just an ordinary man who is looking for a living. Of course he caved to the money, what poor man would not? Should there not be a more lenient sentence for him?" you protest.

Callum sneers at your protest. "Any army especially in a war requires its men to be disciplined otherwise anarchy will consume us all. This man is a soldier and there is no excuse for a soldier being a coward even if the soldier is of a coloured skin."

If you wish to withdraw your weapon so that Krishnan can escape, turn to 25

If you wish to do nothing, turn to 15

35

You lift your weapon to block Callum's path. Callum halts his charge in surprise. In quick reaction, he raises his weapon to slash you.

This combat will only last 2 rounds.

Lieutenant Callum: Combat Skill 4 Hit Points 4 Sabre (1 Damage)

If you are still alive after 2 rounds, turn to 23

36

"Lim, you are preventing justice. I insist you stop and answer what we want!" you shout at Lim. The workers in the shop are alarmed but they stay in the shop staring at you.

Lim however laughs at your demand. "My *ku lei*(Hokkien: coolies) are afraid of an Indian wearing a European uniform! They think you are a sepoy! Oh but I know exactly what you are," Lim says to you.

"Look at you Indian. Your white master is being disrespected and like a loyal dog, you have now come to threaten me," Lim says. "But your threat means very little. Come! Arrest me if you dare," Lim continues as he raises his open palms in surrender.

Mister Lim's men outnumber you and his wealth makes him influential in the Penang. Doing anything to him is unwise.

"The darker the skin, the more primitive the mind. Indians are the most degenerate kind who are destined only to be dirty slaves," he continues. "I suggest you run back to your master and leave now."

If you wish to continue your threats to arrest him, turn to 94

If you wish to leave the shop, turn back to 50 and choose another destination.

37

You arrive at Kapitan Mohideen's home in the Little India section of Georgetown. Mohideen greets both of you and gladly gives you the direction to a small hut in a village called *Teluk Tikus*(Malay: Rat's Bay) on the northern edge of Georgetown where the deserter is hiding. To reach there you suggest hiring *jinrikishas*(Strait English: Manpowered Cart). However Callum objects to the idea preferring to go on foot and gain the element of surprise.

The slow walk northwards takes an hour. Trailing along the northern beach, a gust of fresh sea breeze greets you and drowns away Georgetown's heat. Out into the sea, you catch a glimpse of the entire Java Expedition Fleet anchoring in the horizon. You estimate that there must be at least fifty ships all about the size of HMS Psyche or smaller.

"Is it not glorious the British Empire and her navy?" Callum takes a brief rest by leaning on a nearby coconut tree while looking out into the sea. "Like a Britannia's trident, where ever it goes her light of peace and civilization follows. Do you not feel blessed to be under her care?" Callum asks.

If you wish to answer "She lifts her trident and the natives bow before her. Britannia's trident is blood and pain, and put us all in our chain," turn to 76

If you wish to answer "She lifts her trident and the sea gods themselves yield to her. Britannia rules the waves, and shield us all from being slaves," turn to 4

If you wish to say nothing, turn to 12

38

"What do you mean? It is Pak Som! He is the only outsider that has been to Nautilus during the day of explosion," Callum says.

"That just means he has a way to carry out the sabotage. Are you sure he did it? We have no evidence proving he set the fuse. How about your coolie sailors? They too were on the ship. Have you considered that they might have done it?" you say.

Callum ponders. Soon the anger in him drains away. He calmly and nods in agreement. "I would have never thought a coloured man would have to tell me to use reason. Perhaps you are not as savage as your kind," he says.

Record the codeword METAL.

Turn to 84

39

You manage to fire first. The shot hits his arm. This causes him to lose aim and his shot misses you. You notice that Sammy is armed with a pistol too. Quickly, you draw your weapon and jump into his boat before he can use his pistol. He draws his sabre and fights you.

French Sepoy: Combat Skill 3 Hit Points 3 Sabre (1 Damage)

If you win, record the codeword WATER. Then turn to 3

If your Hit Points is reduced to 0, turn to 29

40

You sprint as fast as you can but the Indian man is faster. Slowly, the distance grows wider and wider. When he reaches the jungle nearby, he dashes deeper into the growth. You give chase, but very soon lose sight of him. Callum beckons you to stop. You both pause to catch your breaths.

Callum looks exhausted but with both his eyebrows are raised in unease. "We should stay away from the jungle. He is long gone, there is no reason to give chase anymore," Callum says, panting. "We should go back and examine the hut. He might have left clues there."

You and Callum return to the village. The remaining villagers have apparently lock themselves up in their huts. You both do a quick search of the Indian man's hut but found nothing except for the pistol and ammunitions that he dropped while running into the jungle. The pistol is a common single-shot flintlock pistol. However, Callum takes a few minutes to examine the pistol closely.

"This pistol is well crafted. I was surprised that a common lascar would own a pistol, let alone good one such as this," Callum says. "Unlike the company sea pistol, the flint on this one sparks well even in this damp air."

"So he did not steal it from the ship?" you ask.

"He did not steal it from the ship. Someone must have given it to him. A co-conspirator perhaps?"

"There is no reason to guess. There is a difference between evidence and speculation. For now, we know that a deserter who could be the saboteur is hiding on this island. Nothing more," you reply. Then you point at the pistol. "You should keep that."

"This is evidence, should not you keep it?"

"Arms prohibition makes it illegal for me to carry firearms in Georgetown. But you, a white man officer from the navy have different privileges."

Callum smiles and gleefully reloads the pistol and tuck it into his belt. "He is now long gone, we should continue collecting other evidences," Callum says.

Turn back to 50 and choose another destination.

41

"*Haih*," Lim sighs. "The *Sahib* has also given you a silver tongue," Lim says.

He looks at Callum again. "And I suppose I now need to be nice to that arrogant *ang mo* fool," Lim whispers to you. "Fine then. In my shop there are medicines that should help you. Take one. Consider it a gift for that fool to show my good will towards the fleet."

Bottle of Menthol Oil: (Heal 1 Hit Point. You may only use this when not in Combat. Remove this item from your character sheet once used.)

Dose of Yingsu Sap: (Use it before the 1st round of a Combat, you ignore damages dealt onto you for 3 rounds in that same Combat. Remove this item from your character sheet once used.)

Ma Huang Extract: (Use it before the 1st round of a Combat, you increase your Combat Skill by 1 for 3 rounds in that same combat. Remove this item from your character sheet once used.)

Callum refuses to use any of them. You may choose one of the items above to keep. Record the item in your character sheet.

Lim then turns to Callum with an insincere smile.

Turn to 69

42

"*Tuan*, is the *cina*(Malay: Chinese) going on the *tongkang* too?" Mustapha asks.

"The Chinaman? Is there something wrong?" Callum asks.

"This man is a pagan. His kind still worships their many false idols. He does not worship the one true god like us," Mustapha replies.

"But I am not religious. It has been months since I last communed with god," Callum says.

"But you are baptised and cleansed. This man carries pagan evil with him and I do not want him contaminating my ship," Mustapha replies.

"He is assigned by the governor. If you deny him entrance, the administration will not be happy," Callum says.

Mustapha stops to consider. Then he smiles at you. "I am *rakyat setia*(Malay: loyal subject). If the administration wishes it, I will not oppose," Mustapha says to you.

If you wish to follow Callum, go to 93

If you wish to talk with the workers, go to 64

43

You lay down your weapons and step forward assuming your fighting stance. The rope worker chosen to fight you steps forwards too. The other workers in the shop rush out of the shop and both workers and pedestrians form a circle around you and the Rope Worker. Two Indian policemen in their red uniforms and blue caps both stand on the far end watching the fight. They know of Lim's influence within the company and they choose not to interfere.

Both you and the worker will fight with fists. Fists do not do much damage. You and the worker will only lose 1 Hit Point after being hit 3 times. (The hits do not need to be continuous.) If you

have the weapon glove, the bonus does not apply in this fight.

Rope Worker: Combat Skill 3 Hit Points 3 Fists (1 Damage after 3 hits)

Stop the combat after either you or the worker lose 1 Hit Point

If you are the one who lost a hit point, turn to 17

If the Rope Worker is the one who lost a hit point, turn to 97

44

The group stares quietly at the horizon. However, the serenity is disturbed by your footsteps. They all turn to look at you and whisper among themselves while pointing at you coat. They look in interest waiting to see what you will do next.

If you do not speak Malay, turn to 53

If you speak Malay, do you wish to say:

“Sorry for bothering your rest, I only wish to ask a few questions.” turn to 61

“You there. I am on a mission from the governor himself. And by that authority, all of you will answer all my questions.” turn to 63

45

Callum storms out of the *tongkang* into the pier and he looks somewhat displeased. “Pak Som, it is him the saboteur. I am close to catching this traitor, then he chooses to disappear from work today and no one knows where to find him!” Callum rants on in front of you.

You ask him why.

“He has been to Nautilus, and now he conveniently disappears when we come. Only those who have done wrong will hide from me!” he answers.

How will you reply:

“You might be right. But it also could be someone else” Turn to 84

“You are being unreasonable. It could be someone else.” Turn to 38

46

The Indian worker nods. But before he says anything, he pulls out a lump of rolled leather from his belt and gives it to you. You are surprised, but you receive his gift.

He says that this was won from gambling with a sepoy stationed here but he has no use of it. Since he thinks of you a friend and a warrior judging by the weapon you are carrying, he figures that it might be useful to you.

You unroll the leather and see that it is a glove. You try it on. The glove is soft which keeps your fingers nimble, but the palm surface is stitched with patches of rough leather giving you a good grip. This is a Weapon Glove. Wearing it gives you a +1 bonus to Combat Skill whenever you are fighting with swords. (This includes jian, parang, sabre, and scimitar.) Record this item in your character sheet.

Turn to 88

The harbour is busy with merchants shipping goods and servicemen being transported to and from the many ships anchored near Georgetown. You see many beasts of burden pulling carts filled with mercantile goods around the harbour. The foul smell of cow manure fills the air.

While walking along the harbour, many people scream out to Callum offering various services or goods hoping to make quick money from a white Naval Officer foreign to Georgetown.

"Saar! Sweetmeats! Best Quality! Buy some for long travel in sea!" shouts an Indian vendor.

"*Taukeh!* Where you want go? I honest man. I take you there!" shouts a Chinese *jinrikisha* (Strait English: Manpowered Cart) puller. Callum ignores them all.

You lead Callum to Mustapha's pier along the waterfront of Georgetown's harbour. The pier is of simple construction with wood. Four sampans and one *tongkang* (transport ship) are docked along the pier. A few timbers are stacked on the *tongkang's* deck forming a small pyramid. You can see many of Mustapha's workers lazing around the pier probably on their break. The lean man with olive coloured skin wearing a light blue shirt and a *sarong* (Malay: lower garments) next to the *tongkang* is Mustapha and he is busy discussing with another man with a pen and a book. He lifts his head upon hearing your footsteps and quickly walks to you after dismissing the other man. "Welcome *tuan* (Malay: sir)!" he greets to the both of you fluently in English. "I am Mustapha, a timber merchant and primary supplier to the navy in Penang."

He focuses his attention onto Callum. "I see you are a naval officer. Always a pleasure to meet leaders of the *Inggeris Askars* (Malay: English Soldiers). May I ask which ship do you serve lieutenant?"

"The Nautilus," Callum replies.

"I am sorry to hear about the explosion. However if you are here to obtain timber to repair the damages, I recommend the Perak teak. More durable but slightly heavier, should not be a problem for a Company ship. Or maybe....."

"I am here to ask a few questions about the explosion," Callum cuts him.

Mustapha pauses and narrows his eyes in confusion. "Does sir think I have something to do with the explosion?" he asks.

"I am afraid so," Callum replies

"I have only the greatest respect for the *Inggeris Navy*. If a group of *Inggeris Saudagars* (Malay: English Merchants) could conquer India, then *Inggeris Askars* could conquer the world. Only a fool would dare cross you O leader of the *askars*," Mustapha sing his praises and it seems to be working. A quick prideful smile escapes from Callum's stoic face.

"Your business is the only outsiders that have frequent access to the ships of the Java Expedition Fleet these past few days. If it was not you, perhaps one of your workers?" you interject and ask.

Mustapha lifts his head and covers his forehead with his hand as he tries to recall. Then he replies with a defeated look. "I am sorry *tuan*. Since the navy came, the orders for timber erupted. I needed many workers to help transport the timber," he explains. He gives his workers on the pier a glance. "I asked my foreman to find every Malay man who is looking for a meal. We even hired a few Indians in the process. I know not their names, only the money I have to pay them."

Mustapha looks to the sky and then to his *tongkang*. "Will *tuans* discuss more in my ship? The sunlight is burning. My ship has shade, please come. Then *Insyah-Allah* (Arabic: God Willing) we will find out more," he proposes. Callum nods in agreement.

If your race is Chinese, turn to 42

Otherwise:

If you wish to follow Callum, turn to 93
 If you wish to talk with the workers, turn to 64

48

"Then everyone in Georgetown will know that I am willing to betray my customer's trust just because a white man demands it," Lim replies. "There are many people in Georgetown who want to carry on with their lives away from the prying eyes of the Company. We *Hokkien Lang* (Hokkien: Hokkien people) are perfectly self-sufficient without these *ang-moh* laws."

Without saying anything further, he walks back to his shop.

If you wish to bargain for the information, go to 82
 If you wish to enforce Callum's demand by commanding Lim to stop:
 If your race is Indian, turn to 36
 Otherwise, turn to 94
 If you wish to do nothing, turn back to 50 and choose another destination.

49

You reach a small village of five huts that is situated along the swampy coastline. The houses are wooden and built on stilts to prevent water seeping in the hut should the swamp flood. You see many *perahus* (Malay: small sailboat) lined along the shore suggesting it to be a fisherman's village.

Nearby is a small grove of rambutan trees belonging to one of the wooden house. You see a dark-skinned man wearing a *sarong* (Malay: lower garments) standing near one of the trees. He holds up a wooden pole to nudge the bright red hairy rambutan fruits to fall.

"From far I would have mistaken him for a highlander!" Callum notes in amusement. He walks closer the tree and shouts to the man. "*Inthu Teluk Tikus ah?*" Callum asks. The man replies with a confused look. Callum has clearly mistaken this Malay man for an Indian.

If you speak Malay, turn to 8
 Otherwise turn to 58

50

Murray opens the door leading to the captain's quarters in the middle deck. You and the young officer enter after Murray. "I suppose you have a letter for me to confirm your identity?" Murray asks you. You hand over the paper to him. After reading it, he smiles. "Welcome agent to the Honourable British East India Company ship *Nautilus*," he greets you with arms open "This is originally a small transport ship with light guns to scare away pirates. But now she has been fitted with bigger cannons which allows us to better support the Royal Navy's warships." Then he points towards the officer. "This here is Lieutenant Callum, he was just assigned to my ship right after we left Madras. He is fresh from finishing his midshipman in Europe with the navy. Do forgive his boorishness to Asiatics such as yourself, non-Europeans are rare in Europe."

All the while, Lieutenant Callum sits still, face expressionless. "Sir, why would this Ackerton assign a gentleman's assignment to a native?" Callum asks.

"He always has a way with them," Murray replies. "People only trust people of their own colour and in this part of the empire and we are a minority. There is merit with employing non-Europeans."

Murray then places a small burnt-out fuse on the table. "I hope the *Sahib* has told you what has

happened aboard our ship," Murray says to you.

"I searched and questioned everyone on this ship. They all hold no information on this sabotage," Callum says.

"Yes, but now there are new developments," Murray interrupts. "I have just received confirmed news of a failed sabotage attempt two days ago aboard the frigate Psyche. It is the same method, a slow burning fuse in the ship's gunpowder storage."

"So I have been sent here because the saboteur may be someone outside this ship," you add.

"Precisely, seeing as now our search widens" exclaims Murray. "Both Nautilus and Psyche are anchored closest to Penang's port. Perhaps the saboteur comes from the island."

"An entire town to search? We must narrow down," you say. Then, you pick up the fuse. "This slow burning fuse, are these common in ships within the fleet?" you ask.

"Not since the Navy and Company changed their ship's cannons into flint-locks. Slow-burning fuses are no longer used to ignite cannons and thus no longer stored in the ship," Callum responds.

"In Georgetown, there is a Chinaman merchant that provides these types of ropes to Fort Cornwallis. Think I should go have tea with him," you declare.

"Even if the saboteur had the fuse, there still must be a way for him to sneak into the ship. The only visitors this ship had since anchoring in Penang is the timber merchant Mustapha and you," Callum adds.

"Think our course is clear. Go to the frigate Psyche to investigate the failed attempt, find the Chinese rope merchant, and find Mustapha the timber merchant," you conclude.

"I agree with the agent," Murray says, nodding. "Callum, you will follow this agent into the island. Think it is high time you learn about the place and people in these lands. Your sponsors in the Company would want that."

"But, sir, with Wee Tim injured, we are one midshipman short. Who will oversee these coolies?" Callum protests.

"Think I can handle a few Indians meself for a day. I have been doing it for the past twenty years. Besides, think the men could use a break from you," Murray replies, smirking.

Both you and Callum leave the quarters and climb up into the main deck. "You, er, Sevi? Kumar? Rajam?" Callum says while he points to one of the Indian sailors.

"Selvam saar," the Indian sailor replies.

"Curses! You all look the same. *Inta pataku varicayai!*" Callum beckons the sailor. The sailor nods and proceeds to untie one of the Nautilus' boats. (If you can speak Tamil, refer to the section at the back of the book for the translation)

Callum gives a quick examining look at you. "Don't be cocksure with me agent, he only sent me to keep an eye on you," Callum sneers.

"Then keep both eyes, you might learn a thing or two," you reply.

You will get to finish all three destinations. After you complete each destination you will come back to this section. Pick which place you would like to go first.

If you wish to go to the frigate Psyche, turn to 96

If you wish to go see the Chinese rope merchant, turn to 79

If you wish to go see Mustapha the timber merchant, turn to 47

If you have the codeword: CONVICT and you want to pursue the man, turn to 37

If you finished all four destinations above, turn to 5

51

The worker flinches at your command. The other Indian workers by now have stopped their dice game to stare at you. Then one of them starts to laugh and the others slowly join in.

"Enna poy! Nam Madrassi. Nam pala Ankila atikarikalai parthitrikkirom. Unodeiya Airropiya aadai aanal athu oru athikariyin aadai illai. Somberi thanam vendam,pandrigalai," the man who laughed first says to you while his hand motions you to leave.(If you can speak Tamil, refer to the section at the back of the book for the translation.)

Turn to 24.

52

"This man is the agent hired by the company who will help investigate said unfortunate incident," Callum replies.

Both Cooper and Smith raise their eyebrows. "A native will investigate the Royal Navy? Mister Cooper, we truly are at the edge of the empire!" Smith exclaims.

"I was supposed to have an audience with the Captain Edgumbe," Callum says.

Smith looks to Cooper deferring the question, Cooper does not reply. "The Captain has been feeling unwell ever since we sailed off Madras. Mister Cooper has been acting-Captain in his absence and I his second," Smith explains.

"Saar! You asked for me?" a voice with little Indian accent utters. You turn to the voice to see a middle aged Indian with a full black moustache dressed in plain cotton *kurta*(Tamil: upper garments) and black loose pants. His skin is dark but lighter than most Indians in Penang. He is well built but slightly short and he stands erect in military posture.

"A coincidence! This Indian is Sammy, the Captain's personal servant. How is the Captain?" Smith asks.

"Captain Edgumbe is still very ill saar and too invalid to command. The yellowness still has not faded but he assures with adequate rest he will be back in his post," Sammy replies.

"This coolie of yours too speaks the vernacular very well like this agent," Callum comments.

"Not only that, this curry coon also speaks Malay and of course Tamil," Smith says.

"These kinds of natives are hard to employ. I am surprised he ended up here sailing to war rather than a *babu* clerk in India," Callum says.

"We are the only ship in this fleet to have men of his calibre. A favourite of our dear Captain," Smith adds which sounded like a backhanded remark. "He was the one who saw the slow burning fuse in the gunpowder room and put it out. Sammy! Tell them what you saw."

"Yes saar," Sammy replies and turns to Callum. "I found the burning fuse at day time when me and the *ankilam*(Tamil: English) officer went to do cargo check. The fuse was maybe burning for two hours. When I saw it, I took the nearest bucket of water and put out the fuse. Then I yelled for help and the *ankilam* officer came."

"In the same day, a lascar named Chris-man did not report in for his shift. Until now he is still missing. I have to assume he has deserted the navy. Perhaps that curry coon fled when he knew his plans failed," Smith adds. "I have received word from the island there is an Indian man who has just arrived in Penang yesterday and is now staying in Georgetown. The locals say he is suspicious looking and they think he comes from the navy. Sound like our man."

After which Cooper dismisses Sammy. Sammy then retrieves a piece of paper from his trousers and unfolds it to read.

"What is that paper full of Indian scribbles you always hold? A holy script to one of your hindoo

gods?" Smith asks.

"No saar. These are things Captain Edgecumbe asks me to do," he replies.

Smith moves closer to Callum and his eyes turn to a serious glare. "Mister Callum, we cannot allow this criminal to escape British justice. We must find him, our honour demands it!"

"Honour? You humour me!" Cooper interrupts with a mocking laugh. "You expect this low-born son of a cobbler to understand honour?" Then he turns to glare at Callum. "I know your type well, a poor highlander who had a chance to escape into the fringes of the empire. Then you will resort to smuggling, slaving, bribing, and anything just to get rich quick. You are no different than that Captain Murray of yours."

Callum just stands there clenching his fist, not making a sound.

"Mister Cooper. That is prejudice," Smith says in protest. "Mister Callum here was sponsored for naval officer training by the British East India Company because he is honourable despite not coming from the gentry's class. The company now needs man such as him. I have heard testaments by other officers of his distinguished service as a midshipman in the navy."

Turn to 31

53

You speak to them but they only stare at you blankly in reply. One of them shrugs to show you they do not understand. You try to talk to the other Malay workers lazing at the sampan tied to the pier but they too do not understand you.

Then Callum storms out of the *tongkang* into the pier and he looks somewhat displeased. "Pak Som, it is him the saboteur. I am close to catching this traitor, then he chooses to disappear from work today and no one knows where to find him!" Callum rants in front of you.

By now, majority of the workers have left the pier. Deciding that further search is futile, you and Callum leave.

Turn back to 50 and choose another destination.

54

"Wait!" you exclaim with your hand raised to stop Callum. "The information we have gathered is telling us something," you continue.

"How?" Callum asks, smiling.

"From Mister Lim, we know that the saboteur is Indian and has just arrived in Penang which explains the rupees. A lascar from the navy ship or company ship fits the description. It is not Krishnan, he was paid by someone to desert."

"What if Krishnan was paid to sabotage and desert?"

"But he would still need to find a way to get to Nautilus. Krishnan was not able to speak anything but Tamil and English. How does he speak to Pak Som then?"

Callum's eyes widen. "Sammy, it is Sammy. He is the saboteur!"

"No, we still have no evidence. What we have is merely a lead. We should go to Psyche and question Sammy further."

Turn to 55

55

Selvam rows you to Psyche as quickly as possible. Upon reaching, you can see Lieutenant Smith up on the main deck. "Men, lower the ladder!" he commands his crew.

Both you and Callum climb up onto the deck. "Back again? I hope you have carried out Captain Edgcombe's orders Lieutenant Scottie" Smith says to Callum.

"We found that he was paid to desert the ship," Callum says.

Smith gives a surprised look. "Preposterous, who would pay for one lascar to desert the navy?" Smith says.

"The saboteur perhaps, to mislead us," you answer. "And we found that the person who sabotaged Nautilus is an Indian from this ship who speaks English, Malay, and Tamil."

Smith pauses to think. "Sammy? No. But he has been acting strange lately leaving the ship as he pleases. I did not question him for I thought he was just carrying out the sick Captains orders. Yesterday he was found overboard. He says the explosion made him fell of the railing," Smith says.

Then from the other side of the deck, Lieutenant Cooper runs toward Smith. "Smith! Sammy stole our last boat at gunpoint! He is deserting the ship too!" he yells while pointing into the sea. You look at where Cooper is pointing and see a boat with Krishnan rowing just a few yards away.

Smith stomps his fist on the ship's wooden railing. "That traitorous snake! I trusted him!" he spits in frustration.

"As I have said, you should not have trusted that curry coon. I will order the men to rifle him down. Then we will cannon him if he manages to escape further. As the captain ordered, punishment for desertion is summary execution. Ten pounds of round iron is over-doing it but it has the same result," Cooper says.

"He is not deserting, he is escaping! He must have seen the agent and Callum and decided to slither away. We have reasons to believe he is strongly linked to the explosion at Nautilus," Smith explains. "Belay that order. I want that hindoo alive to force answers out of him. I want to know who his commander is, what else he has done, and who else is he conspiring with."

Callum points to the boat which you arrived in. "We have a boat ready in the water. Both I and the agent will pursue. With both of us rowing we will be faster than Sammy," Callum proposes. Without waiting for an answer, Callum climbs down the ladder. You follow.

Callum orders Selvam to climb into Psyche for safety. He does so. Both you and Callum start rowing.

If you have either of these codewords BLUE, GOLD, or HEAVEN, turn to 85
Otherwise, turn to 68

56

"Encik!" you shout to the entrance. "*Saya tersesat jalan. Boleh tak Encik tunjuk jalan ke arah Tanjung?*"

(If you can speak Malay, refer to the section at the back of the book for the translation)

Suddenly you hear movements in the house. The white cloth blocking the entrance slides away to reveal a young Indian man with a short and unkempt beard. He fits the description of Krishnan given by Lieutenant Cooper. He stays at the entrance and gives you a suspicious look. Then he raises both his arms and shrug.

You take out a piece of paper and motion him to come take a look.

Make a Social Skill Check. Add 1 to the roll if you are Malay. Add 1 to the roll if your past profession is a thief.

If the total is 6 or above, turn to 77

If the total is 5 or below, turn to 27

57

The game they are playing is a simple dice rolling game. Here's how to play:

1. Roll one dice for yourself.
2. If you are not happy with the result, you may reroll the dice. Whatever the reroll result is, (even if it is worse) you must keep it. If you rolled a 1 on this reroll, you automatically lose and you don't get to reroll again.
3. If you are still not happy with the result. You may reroll a second time. Whatever the reroll result is, (even if it is worse) you must keep it. If you rolled a 1 or 2 or 3 on this reroll, you automatically lose.
4. Once you are satisfied with your roll, roll one dice for the Indian worker. He does not get to reroll his result.
5. If your result is higher than his you win. If your result is lower than his, you lose. If it is a draw, nobody wins and you repeat step 1.

If you have lost, you may retry but you must wager an item. If you lose again, the Indian coolie takes your item. (Remove the item from your character sheet.) You can keep retrying as long as you have items to wager.

If you lose, the workers jeer at you. Turn to 24

If you win, turn to 88

58

Callum realises he does not speak Tamil. "I... am.... looking.... for..... Indian.... man...." Callum asks slowly using his hand to act out each of the words.

"Oh!" the Malay man exclaims and he points to the one of the huts. After that he goes back to his rambutan trees.

"Our man might well be there. At this distance he will not notice us. Let us take off our jackets. A sight of a naval officer or any European uniform will surely alarm him." Callum suggests, you agree. "Native, this is your environment. How do you think we should approach?"

The hut in question is a simple single story square house made of wood with a roof made of dried leaves. The entire structure is elevated from the ground with four pillars. There is only one entrance which can be accessed by climbing a short wooden ladder already placed there. The entrance's door is badly damaged and left wide open. The hut has two windows big enough for a man to climb into but it is too high for you or Callum to reach. Both windows and entrance is covered with a simple white cloth.

If you wish to sneak into the house while Callum secures the perimeter, turn to 74

If you wish that both you and Callum surround the hut and order him to surrender, turn to 1

If you wish to try and lure him out with a ruse while Callum secures the perimeter, turn to 21

If you wish that both you and Callum will lure him out with a ruse, turn to 10

59

The worker refuses to tell you.

If you wish to say "Let's play your dice game. I win, you tell. You win, you keep this." Wager one item which you must remove from your character sheet if you lose the game. Turn to 57
Otherwise, turn to 24

60

Lim turns away and heads back to his books. You run and stop him. "Mister Lim, won't it be beneficial for your business if people knew you assisted in helping a European officer?" you whisper.

Lim gives a quick glance at Callum. "What for? This man is a low ranking officer. Even if the fleet is grateful, they will leave Penang tomorrow. I will not profit much from entertaining this insolent boy."

"But this officer is not from a Royal Navy ship but a company ship. Also, this assignment was issued by the Governor of Penang. Won't it be promotional when Ackerton declares to the Governor that it was you Mister Lim of the Lim's Rope Company in Rope Walk that provided the evidence?"

Lim rubs his chin to ponder your statement.

Make a Social Skill Check. Add 1 to the roll if your past profession is a merchant. Add 1 to the roll if your race is Chinese.

If the total is 8 or above, turn to 41

If the total is 7 or below, turn to 48

61

"*Siapa kau ni?*" one of them answers back, obviously annoyed

"*Saya ditugaskan untuk mengambil maklumat. Jika kamu berikan saya jawapan yang dikehendaki, saya akan segera berhenti mengacau rehatmu,*" you reply.

(If you can speak Malay, refer to the section at the back of the book for the translation)

Make a Social Skill Check. Add 1 to the roll if your race is Malay.

If the total is 6 or above, turn to 63

If the total is 5 or below, turn to 24

62

You make the Indian man kneel on the ground while keeping your weapon on his throat. He complies keeping his trembling hands raised. Callum examines the pistol and the ammunitions dropped by him.

"Is your name Krishnan?" Callum asks.

"Y... yes saar," the Indian man replies.

"This man speaks English like you!" Callum exclaims. He turns back to Krishnan. "The officers at HMS Psyche is very worried of you since you went missing. They have sent me to ensure nothing ill becomes of you."

"Please saar, someone give me money if I leave the ship. It is not my fault," Krishnan begs.

"Who?" Callum asks.

"I don't know saar! Man at night give me money. Say more at anchor. I take and leave ship. I am just poor lascar. Spare me please!" says Krishnan. Then he points to a pouch fastened to his trousers. You take the pouch and open it. Inside you see coins of fifty rupees and a small note.

If you can speak Tamil, turn to 16
Otherwise, turn to 90

63

"Baik, cheq kan jawab," he replies back. "Apa hang nak cheq habaq?"

"Adakah maklumat tentang letupan di Kapal Nautilus?" you ask.

The Malay workers look to each other in confusion. "Tiada," he replies in one word.

"Adakah sesiapa yang pernah pergi ke kapal Nautilus?"

"Oah! Hang nak cari Pak Som punya kuli!" he exclaims and points to another coolie in the same group. "Oi Mat! Dia nak cari kau," he tells the other coolie.

"Ya cik, nama saya Mat. Cheq ikut Pak Som punya sampan untuk hantar balak," says Mat.

"Adakah anda nampak apa-apa yang tak betul semasa di Nautilus?"

He stops to recall. "Ada seorang keling yang ikut kami pi Mau-tikus. Bila kami hantar balak kemarin ke Sai-gi, dia tu ikut Pak Som masuk sampan kami bersama lepas dia turun dari Sai-gi. Pas tu, dia ikut Pak Som naik ke Mau-tikus. Tapi, selepas keling tu turun dari Mau-tikus sama-sama Pak Som, dia terus lompat ke dalam ayak dan renang bila sampan sampai tengah jalan," he explains.

"Keling itu siapa dan bagaimana rupanya?"

"Tak pasti. Cheq hanya tahu dia jantan dan bertinggi biasa. Cheq rasa keling tu bukan orang kuli Mutapha. Cheq dah lama kerja dengan tuan Mustapha pun tak pernah nampak keling tu. Bila cheq tanya Pak Som, dia suruh cheq diam."

"Di mana Pak Som ini?"

Mat shrugs. "Semua tak tau mana foreman cheq ini. Tanpa forman tiada kerja. Cheq kan pulang rumah selepas ni."

(If you can speak Malay, refer to the section at the back of the book for the translation)

Record the Codeword BRAHMA.
Turn to 45

64

You tell Callum your plan. He shrugs and continues to follow Mustapha into his ship.

The pier is full of lazing bodies strewn across the wooden planks. After a quick scan with your eyes, you notice that Mustapha's crew is composed of Indians and Malays. Even though they work together, they keep to groups of their own race during break. On the edge of the pier you can see a small group of five Malay men sitting while they look into the sea in content. On land you see a small group of four Indian men squatting under a shed near the pier and they appear to be playing some sort of game.

If your past profession is a Merchant, go to 73
Otherwise,

If you wish to approach the Malay group, go to 44

If you wish to approach the Indian group, go to 20

65

You manage to grab his leg and with a tug you pull him down the ladder and throwing off his shot. Before he has a chance to recover from his fall, you quickly pin him down. He struggles at first but soon surrenders once you place your weapon at his throat.

Callum reaches you and praises you for your quick reaction. Once the Indian sees Callum, he starts to break down in tears resigning himself to what is to come.

Turn to 62

66

You tread lightly with your footsteps up the step ladder. However the moment you step onto the entrance, a creek vibrates from the floor. You freeze and stare at the entrance, the white cloth still blocking your view. For one minute, there is total silence in the hut. You sigh in relief and continue on.

Suddenly, you hear a gunshot.

Make an Agile Skill Check

If the total is 8 or above, the shot misses you.

If the total is 7 or below, the shot hits you. You lose 1 hit point.

Turn to 95

67

A new day dawns on Penang. The sunlight shines over the Union Jacks raised on all the ships in the Java Expedition Fleet. The port of Georgetown is a busy scene as the fleet begin their final preparations to set sail. Many are carrying food, water, and on occasions drunk sailors to the ships. A day's rest has rejuvenated your strength enough to stand at the port wearing your black coat.

"Agent!" a voice comes from behind you. You turn around to see Callum standing with his right arm wrapped in white cloth. "Thought you might not have come," he says to you.

"If you are dead I would like to know first," you say. Callum chuckles. "How goes your arm?" you ask.

"The shot was removed. The surgeon did it with ease since it was on stable land. Said I should be fit to fight in a few days," Callum replies.

In the background you can hear a bell ringing loudly like thunder. It's a warning. The fleet will leave in an hour's time.

"My friend," Callum begins. "I have been unkind with my words to you. But you have shown great strength and wisdom which I have never before seen in a native. Perhaps I have been wrong about your people. Even amongst the natives, there are men of quality who can be civil and these men make good allies to any civil institutions." Then Callum puts forward his left hand. "Forgive?" he asks.

You nod and shake his hand.

"After Sammy's plot is unveiled, the navy and company ships' officers will keep a closer eye on all sailors white and black. Overall, the navy is impressed at what we have accomplished on that day and I am sure your employer is too. I heard the Commodore will give commendation for your heroic actions," Callum says. Behind him, Selvam calls out Callum and motions him to return back in the boat. "The fleet is leaving and I must too. This war will not win itself you know. I hope our paths will cross again, dear friend," Callum continues.

And with that he turns around and heads to the pier where a boat is waiting to transport him back to Nautilus. He lifts his unwounded arm into the air and shouts: "For king and country!"

You stare into the horizon then you turn back and face Georgetown. "Yes," you whisper to yourself. You bend your head to look at a pouch of money given to you by Ackerton for a job well done hanging on your belt. "For king and country," you continue whispering to yourself.

THE END

68

Both you and Callum manoeuvre your boat so that it faces Sammy's boat. Then you realise that he is trying to escape by reaching the shores of Penang. "Callum, if he reaches the jungles near the shore, Sammy will escape and we will not be able to find him," you shout.

"He will not escape us! There is still a long distance between him and the shore. We will make haste!" Callum shouts back.

Both you and Callum row as fast as your stamina permits. Your boat's speed is faster than Sammy's and after ten minutes you come within musket range. "There is no escape! Surrender now or you will die," Callum shouts out his threat.

Sammy however remains calm. He suddenly stops rowing and bends down to pick up a musket. He aims toward your boat. "*Pour l'Empereur!*" he shouts. Then he fires his musket.

Quickly you and Callum duck. "The Indian speaks French and he fights for the French tyrant!" Callum exclaims. You both squat using the boat to block Sammy's line of sight. You look at Callum's right arm and you see a pool of blood forming on the jacket's sleeve.

"Do not worry, I can feel the shot and it is not deep. I have been through worse in the war," Callum says. With his left hand he hands his pistol to you. "He has hit my sword arm and I am loosing blood. I cannot fight. Take this pistol."

Then another shot flies past you and hit the boat's edge. "Two shots in one minute in a rocking boat, this Sammy is trained to fight, he must be a sepoy," Callum informs you. "I will stay lying on the sampan. You be careful. Shoot his limbs to cripple him first!"

You keep your head bent low and slowly row your boat closer to Sammy. Once you are moments from bumping into Sammy's boat, you raise your body and aim your pistol at Sammy. However, you are greeted with Sammy aiming his musket back at you.

Make an Agile Skill Check. Add 1 to the roll if your past profession is a Soldier.

If the total is 6 or above, turn to 39

If the total is 5 or below, turn to 87

69

"Go on. Ask your questions," Lim relents.

"Who was the one who bought the slow burning fuse?" you ask.

"I do not recognise him. But he is an Indian man. Speaks good English. Oddly, he offered to pay me in Rupees. I told him to go change it with the *Chettiars*(Tamil: Merchant Caste) first," Lim explains.

"Rupees?" you ask.

"It is a currency used in India, certainly has not much value here. I presumed that he must be a merchant from India who traded in Penang for the first time," Lim continues.

"Did he say what it was for?" Callum asks.

"For his work, that is all he said. He also asked for two types of slow burning fuse. One that lights up with a lot of smoke and one that lights up with minimal smoke."

"Two types? Just what is this man trying to do?" Callum interrupts

"I care very little what my customers will do with my goods, I only care they pay well," Lim says. You thank Lim for his help and leave.

Record the codeword VISHNU

Turn back to 50 and choose another destination.

70

You manage to grab his leg and with a tug you pull him down the ladder and throwing off his shot. However, when he hits the ground, the impact causes you to lose grip of his leg. The Indian man quickly recovers from his fall and sprints into the direction of a jungle not far away.

Callum continues to chase him. You quickly get up and join the chase.

Make an Agile Skill Check. Add 1 to the roll if your past profession is a soldier.

If the total is 8 or above, turn to 26

If the total is 7 or below, turn to 40

71

"If you wish to know who I am, perhaps you should address the question to me instead," you spit at Smith. Smith looks at you bemused. "I am the agent hired by the administration in Penang who will assist in investigating the sabotage."

Both Cooper and Smith raise their eyebrows. "A native will investigate the Royal Navy? Mister Cooper, we truly are at the edge of the empire!" Smith exclaims.

Cooper smiles in approval. "Another native fluent in English? This will make the investigations easier. I have asked the lascar (Straits English: Indian Sailor) Sammy to join us. He is an Indian and too speaks the vernacular fluently just like yourself. Not only that, he speaks Malay and Tamil as well. A rare trait, we are fortunate to be the only ship in this fleet to have men of his calibre. He was the one who saw the slow burning fuse in the gunpowder room after which he put it out."

"Saar! You asked for me?" a voice with a little Indian accent utters. You turn to the voice to see a middle aged Indian with a full black moustache dressed in plain cotton *kurta* (Tamil: upper garments) and black loose pants. His skin is dark but lighter than most Indians in Penang. He is well built but slightly short and he stands in militaryesqe posture.

"At ease sailor," Cooper replies. "How goes Captain Edgecumbe? Is he still under the weather? Commanding a warship without his guiding hand is strenuous for his officers,"

"Captain Edgecumbe is still very ill saar and too invalid to command. The yellowness still has not fade but he assures with adequate rest he will be back in his post," Sammy replies.

"I wager it is the air here. The tropical miasma is full of disease and is an antipathy to wholesome Europeans like us. Only a native would call this place home," Smith hisses.

"Nonsense Mister Smith, we are English and we can survive anything," Cooper declares then he points to you and Callum. "Sammy, these are the men who will investigate the sabotage, tell them what you know."

"Yes saar," Sammy replies and turns to you. "I found the burning fuse at day time when I and the *ankilam* (Tamil: English) officer went to do cargo check. The fuse was burning and lots of smoke came out of the hold. When I saw it, I took the nearest bucket of water and put out the fuse. Then I

yelled for help and the *ankilam* officer came."

"In the same day, a lascar called Chris-man did not report in for his shift. Until now he is still missing. I have to assume he has deserted the navy. Perhaps that curry coon fled when he knew his plans failed," Smith interjects.

"This Krishnan fellow is of the same colour as you so you should know best. Do you think he is capable of such atrocities?" Cooper asks Sammy.

Sammy pauses to ponder and then replies. "I do not know, I thought he was happy to leave hunger in Madras, happy to be in Psyche."

"I have received word from the island there is an Indian man who has just arrived in Penang yesterday and is now staying in Georgetown. The locals say he is suspicious looking and they think he comes from the navy. Sounds like our man," Smith announces.

After which Cooper dismisses Sammy. Sammy then retrieves a piece of paper from his trousers and unfolds it to read.

"What is that paper full of Indian scribbles you always hold? A holy script to one of your hindoo gods?" Smith asks.

"No saar. These are things Captain Edgecumbe asks me to do," he replies.

Record the codeword: FIRE

If you wish to ask how Sammy knows so much about the captain, turn to 81

If you wish to ask about the Indians in Georgetown, turn to 72

If you wish to do nothing, turn to 31

72

Cooper replies with a confused gaze. "I only know that the Indians on this island answers to the Indian Kapitan who in turn answers to the Lieutenant-Governor. Is this not your island? Are these not your kind of people?"

"Perhaps this native is asking the Indians' relation to the navy to establish a possible motive," Callum interjects. "None I can tell, the Royal Navy seldom has dealings with Penang nor does it employ many Indian sailors."

"And what about their attitude towards the British East India Company? An Indian mutiny against a foreign master is a plausible thought," Smith asks.

"Pah!" Callum scoffs at the notion. "These people are a lethargic race destined to follow, not lead. In Penang, the Indians are in general docile and complacent with the Governor's edicts."

"Governor? This little island is a presidency on its own?" Cooper exclaims.

"Yes, the Company raised its status from residency. I hear they estimated Penang will be a major shipyard with the capacity to churn out at least 10 frigates per annum," Callum explains.

"Judging by the amount I am paying for timber, I could profit by buying a ship in Bombay, scuttle it here, and then sell the wood," Cooper humours and Callum smiles in response knowing the audacity of the Company's gamble.

Turn to 31

73

From your experience in dealing with coolies, you know that the typical coolie will not be able to speak any other language other than their mother tongue. However, due to India's history of being under British East India Company's control, there is a chance that Indian coolies might be able to

speak English.

If you wish to approach the Malay group, turn to 44

If you wish to approach the Indian group, turn to 20

74

You draw your weapon and proceed to slowly creep your way up the ladder and into the hut. Callum in the meantime patrols around the hut. The building is old and poorly maintained. Many of the wooden floor planks creek when you step on them.

Make an Agile Skill Check. Add 1 to the roll if your past profession is a Thief.

If the total is 8 or above, turn to 99

If the total is 7 or below, turn to 66

75

"Well done," says Commander Murray. "A lascar being bribed to desert the navy is alarming. There might be traitors amongst us."

"Why the surprise? He is after all a native. It would be foolish to expect loyalty and discipline from them. If we had ships manned by only Europeans, none of this will happen," Callum replies.

Murray sighs and answers Callum. "I have sailed and fought with many Indians, Malay, and Chinese in my lifetime. I have seen courage and honour in each of these peoples. A pity your assignment with the agent did not change that stubborn head of yours."

He then goes to his table in his captain's quarters and hands you a scroll of paper. "You have completed your job agent. Take this scroll to your employer. The *Sahib* will be pleased to know," Murray says. Then he looks at Callum who sits in the corner with his arms crossed obviously displeased. "Apologies for my lieutenant. He is young. In time he will learn. Only then he will survive the service in the Empire's edge," Murray continues.

You leave the Nautilus to report back to Mister Ackerton of an assignment completed.

THE END

76

"You ingrate!" Callum barks in disgust. "We are in a war! Most civilians would be fearful of enemy soldiers running rampant and wreaking havoc in their towns and cities. When you walked in Georgetown, did you see anyone in panic?" He pauses a moment for you to think. "No. They are secure knowing that Britain protects them. As long as they are within Empire's borders the French and all other enemies of justice and civilisation will never reach them. Many good man, British man died for this asylum."

Then he stands up straight brushing his blue jacket. "We should keep going," says Callum. "It matters not what you think, as long you help me finish the assignment. Then I can get back into the business winning the war for your kind."

"You had only just gained employment in the British East India Company," you reply him as he walks past you. "You will soon see that your victory means very little to the non-Europeans."

Record the codeword GOLD

Turn to 49

77

He slowly steps down from the ladder and walks until he is beside you so that he can see the content of the paper. When he comes close enough, you quickly draw your weapon and press its blade on his throat.

He raises his trembling hands in surrender. Callum then comes out of hiding. Once the Indian sees Callum, he starts to break down in tears resigning himself to what is to come.

Turn to 62

78

"I am impressed with your accomplishment agent," Ackerton says behind his desk. His room on top of the Chinese shophouse is barely lit by a ray of morning sunlight creeping past the window's blinders. "I hope a day's rest is sufficient to recuperate."

"Yes it is Mister Ackerton," you reply.

"You did well, I expect the governor to pay well for this. This also means you will get a bonus added onto your pay."

"What of Callum?"

"The Highlander lad? Heard he is well. The fleet's commodore will commend the young lieutenant's actions."

"What about me? I did half the work."

Ackerton lets loose a small chuckle. "You are neither an officer nor are you white. This is your lot in life I'm afraid, an unsung hero in the Empire's edge," Ackerton continues. Then he gives you a small pouch filled Strait-Dollar coins. "At least you are paid. Here is a small advance for a job well done. Go! Leave! Celebrate in whatever fashion. When there are more assignments, I will call for you."

"And I will answer," you reply.

THE END

79

The road is muddy and the stench is fouled by idle puddles of rainwater. The stroll along the street named Rope Walk is not as pleasant as the streets in the inner part of Georgetown. Stalls are scattered along the road, each of them selling either cooked food or daily sundries. Chinese men with their hair tied into long queues encircle each of these stalls to shop.

The shophouses that lined along the long stretch of road are simplistic. Most of them are built entirely from wood but there are a few that are concrete. One of those concrete shophouse bears a huge wooden signboard with the word "Lim" above its main entrance. The shophouse looks ordinary except that this one looks cleaner and the decorations inside the structure are more ornate.

"Ho! Mister Lim!" you shout into the shop.

The men working in that narrow two-story shophouse are all Chinese and are unclothed on their upper body. All except the one middle-aged man wearing a blue but slightly dirty silk Chinese dress. He turns away from his books and abacus at the counter and walks towards you. "Nice European jacket. The *Sahib* made you wear it?"

"He says it is my uniform for now on."

Lim then pauses to examine Callum. "And you bring with you an *ang-mo*(Hokkien: White man)

company ship officer. I take it this is not a social visit.”

“Far from it I am afraid. We are here to ask a few questions in relation to the ship that had exploded yesterday.” you reply.

Callum then presents the burnt-out fuse to Lim. “This rope was found aboard our ship. Is this rope from your shop?” Callum asks.

“Yes, this is a slow burning fuse. I am the only shop around the island that is able to make it,” Lim answers, unflinching.

“Why is your rope aboard our ship?” Callum continues.

“Are you accusing me of something dear Lieutenant?” Lim replies.

“You will answer when an officer asks you a question native.” Callum beckons.

Lim obviously offended give a vicious glare back at Callum. “Don’t you dare call me a filthy lazy native!” he barks back. “I am not some *sin keh theng lang* (Hokkien: Fresh-off-the-boat Chinese) you can easily bully. I have traded with Fort Cornwallis for many years and made many friends with ranking officers in the East India Company. Your demands have no power with me young boy!”

The commotion pauses the workers in the shop who then stare at Lim with confused looks. “*Taukeh! Gua kau hamisu?*” one of the workers shouts at Lim.

“*Bo su. Chi jiak angmo kau giong gin kua beh ki wa, liao ai bek wa jo mi kia ho e,*” Lim answers by shouting back.

“*U su taukeh gong chi sia, wa lang Hai San Hui xiong disi chi qi lu e,*” the worker replies after which all of them resume back to their work.

(If you can speak Hokkien, refer to the section at the back of the book for the translation.)

If your race is Chinese, turn to 2

Otherwise, turn to 89

80

You hear a thump on the soft ground. You turn to look and find that the Indian man has jumped out of the window. He quickly recovers from the fall and sprint into the direction of a nearby jungle.

“After him! The scum must not escape!” Callum exclaims and immediately chases the Indian man. You follow him.

Make an Agile Skill Check. Add 1 to the roll if your past profession is a soldier.

If the total is 9 or above, turn to 26

If the total is 8 or below, turn to 40

81

“How does a common sailor know more about the Captain’s health than his officers if I may ask?” you inquire while staring at Sammy leaving.

“Sammy is the Captain’s personal servant, he tends to the Captain’s domestic needs,” Cooper answers. “He was hired in Madras a few weeks ago when the Captain lost his previous one to smallpox. This one is capable. His multilingual tongue has proven useful in these waters many times especially when it comes to dealing with the locals such as the Malay timber merchant.”

“Why do you treat him with such courtesy? Not many in this ship like him, a new crew having special favour from the captain and all. This makes an Indian more influential than most of the crew,” Smith protests.

"He is still very useful, his capabilities will serve new Captains in the future and that is beneficial for the navy," Cooper explains.

"I see," Smith lightly whispers to himself and then looks at Cooper in the eye. "You eye the Captain's post! Tis' an ill wish at the current circumstance."

"As all proper Englishman should, I only wish what is best for King and Country," Callum says.

"And going back to your father a war hero and a captain of his majesty's warship," Smith helps to finish the sentence.

"Don't we all young baron?" Cooper scoffs the accusation with a sly smile.

Turn to 31

82

"Mister Lim, what can we do in return for your co-operation?" you ask.

The question catches Lim's attention and he turns around with a grin on his face. "Get that officer to fight with one of my workers here and now" He then shouts. "*Ah Fook, lai chi peng!*" (If you can speak Hokkien, refer to the section at the back of the book for the translation)

A well built man steps forward from the shop. He is armed with only with his bare hands and his queue encircles his forehead.

"Officer, if you manage to win a fight with this man with your bare hands, I will answer anything you ask," Lim gives his offer to Callum.

Callum twitches his eyebrow and crosses his arms. "Brawling in public? How savage," Callum scoffs. "The day a British officer fights for a native's enjoyment is the day the Empire crumbles and I would rather die."

Lim sighs at Callum's refusal but then looks to you. "How about you then. Will you fight in the place of your dear officer who is too civilised for us?"

If you accept the challenge, turn to 43

If you wish to suggest trading one of your items for information, turn to 6

If you decline and you wish to enforce Callum's demand by commanding Lim to stop:

If your race is Indian, turn to 36

Otherwise, turn to 94

If you decline and you wish to leave the shop, turn back to 50 and choose another destination.

83

You hear a bell ring three times and the workers who were just then lazing slowly crawl back to life. Some jump into their *sampan* (Malay: boat) and prepare to row out into the sea dragging along timber tied to the *sampan* with ropes. Some toil near the pier, carrying, pulling, or pushing any heavy load they were ordered to. Most workers have dispersed away from the pier but you and Callum manage to ask a few but none of them know anything that incriminates Pak Som or anything related to the sabotage.

"I almost had our man!" Callum rants on. "This criminal will escape if I do not do something about it!"

Deciding that further search is futile, you and Callum leave the pier.

Turn back to 50 and choose another destination.

84

You tell Callum what you know.

"This Pak Som is key to finding the saboteur. I told Mustapha that I wanted to speak with him but he said Pak Som only speaks Malay and nothing else. Plus no one seems to know where he is. I wager the saboteur may have bribed him to transport him around."

Then Callum pauses to think. "But I do not recall anyone else who followed Pak Som aboard Nautilus when he was dealing with Commander Murray," he tells you.

"He is a Tamil man and you hardly even recognise your own sailors," you say.

Callum falls silent and looks away from you.

Deciding that further search is futile, you and Callum leave the pier.

Turn back to 50 and choose another destination.

85

Both you and Callum manoeuvre your boat so that it faces Sammy's. Looking at Sammy's boat, you realise that he is trying to escape by reaching Penang. "Callum, if he reaches the jungles near the shore, Sammy will escape and we will not be able to find him," you shout.

"He will not escape me! There is still a long distance between him and the shore. Row faster native!" Callum shouts back.

Both you and Callum row as fast as your stamina permits. Your *sampan's* speed is faster than Sammy's boat and after ten minutes you come within musket range. "There is no escape! Surrender now or we will use brute force," Callum shouts out his threat.

Sammy however remains calm. He suddenly stops rowing and bends down to pick up a musket. He aims toward your boat. "*Pour l'Empereur!*" he shouts. Then he fires his musket.

Quickly you and Callum duck. "The Indian speaks French and he fights for the French tyrant!" Callum tells you while you both squat using the sampan to block Sammy's line of sight to you. You look at Callum's right arm and you see a pool of blood forming on the jacket's sleeve.

Then another shot flies past you and hit the boat's edge. "Two shots in a minute on a rocky boat, this Sammy is trained to fight, he must be a sepoy," Callum informs you. "I can handle the pain. Catch him! He must not escape!"

You keep your head bent low and slowly row the sampan closer to Sammy. Once you are moments from bumping into Sammy's boat, you immediately draw your weapon and jump into Sammy's boat. Sammy immediately drops his musket and draws his sabre to fight you.

French Sepoy: Combat Skill 5 Hit Points 4 Sabre (1 Damage)

If you win, record the codeword WATER. Then turn to 3

If your Hit Points is reduced to 0, turn to 29

86

The officer jumps back in reaction, his face astounded at your threat. The Indian sailors on the deck all stop their toil and stare with confusion and shock at what is transpiring in front of their very eyes. For a few seconds the deck seems to have frozen in time, no one moves. After overcoming the shock, the officer reaches for his sabre. "I will not have a native threaten me on my ship, put that sword away now!" he commands you as he too points his sabre at you.

"That's enough! Both of you, sheath your weapons now!" a deep wrathful voice beckons from

the bottom of the deck. Everyone fell silent and turn to face the companionway of the ship. A middle-aged white man climbs up the ladder and emerges from the companionway into the main deck. He too is wearing a blue coat like the officer's but his coat's edges are lined with golden strings. "Lieutenant, and you there in the black coat, follow me to my quarters, now!" he continues.

"Yes Commander Murray," replies the officer and he does as he was commanded without even giving you a glance. You feel compelled to also do the same. The Indian crew stands silent and stares at the both of you. "*Oi thevadiya paiyakal! Velaikku po!*" barks the officer before descending into the lower deck and the crew immediately springs back into action. (If you can speak Tamil, refer to the section at the back of the book for the translation)

"What did you think you were doing?" Murray asks you. Before you can answer, he cuts in. "You have just challenged the authority of my officer on board my ship in front of the crew. And not just any challenger, a non-European nonetheless," he continues. "No offence to your kind but I am leading a crew to war! If my Indian sailors believe that a white man has a right to command them so be it. Anything to enforce my man's discipline is necessary. But after seeing a coloured man drawing blade in my officer's face, who knows what kind of damage that does to the discipline."

Murray pauses as he ponders what to do next. "Seeing as you are a non-military, I will forgive you this time," he continues. Then he opens the door to the captain's quarters.

Record the codeword: BLUE

Turn to 50

87

Sammy fires his musket first. However, the close distance has dulled his aiming. The shot flies past you without doing any harm. You fire your pistol in response but you too miss. You draw your weapon and jump into Sammy's boat. Sammy immediately drops his musket and draws his sabre to fight you.

French Sepoy: Combat Skill 5 Hit Points 4 Sabre (1 Damage)

If you win, record the code word WATER. Then turn to 3

If your Hit Points is reduced to 0, turn to 29

88

The Indian worker proceeds to tell you what he knows. From what he tells you, you know that he is part of the group led by foreman Pak Som to deliver timber to both ships Psyche and Nautilus in the same day.

At Psyche, another Indian who he does not know climbed down from Psyche and joined Pak Som in their *sampan* to Nautilus. Once reaching Nautilus he followed Pak Som aboard Nautilus while the workers loaded the timber. Then the same Indian came down from Nautilus with Pak Som. When the sampan rowed away from Nautilus and reaches the halfway from Georgetown, the unknown Indian jumped into the water and swam away.

No one knew who the unknown Indian is. The worker only knows that he is male and of average height. When Pak Som was asked, Pak Som would tell the workers to be quiet.

Record the codeword: BRAHMA

Turn to 45

89

"What did you just say?" Callum asks

"Nothing that would interest you boy!" Lim scoffs. "I probably sold the fuse to someone else. I would have no business aboard any of your ships."

"Not many people buy these fuses, who was the last one who bought it from you?" Callum continues his query.

Lim looks annoyed at that question but with a stoic face, he answers back. "It is bad business to reveal a customer's details to any stranger. I am done talking to you white sir. Leave my shop now."

If you wish to persuade Lim to co-operate, turn to 60

If you wish to bargain for the information, turn to 82

If you wish to enforce Callum's demand by shouting a command for Lim to stop:

If your race is Indian, turn to 36

Otherwise, turn to 94

If you wish to do nothing, turn back to 50 and choose another destination.

90

You could not read it so you pass the note to Callum. "I am not familiar with Tamil writings," he says while he tries to read the note. "It says, 'Take twenty rupees... fifty more in water...swim to it... never come back... go island... create heaven'".

Callum then puts down the note and looks at Krishnan.

"This lascar can read? My ship's coolies could not even speak English let alone read and write!" Callum exclaims.

"No, Saar. I no can read," Krishnan replies.

"Seventy rupees, that is a Captain's monthly salary. What of the other twenty rupees then?" Callum asks.

"I buy the gun from Bengali man on island. He say here have house and I pay him write letter in Malay ask for house," Krishnan replies.

"So that is the reason why Kapitan Mohideen was alerted of his presence so swiftly," you say to Callum.

"If a man gave him money to desert the navy, could that same man be a co-conspirator?" Callum asks and he turns back to Krishnan. "What do you know of the sabotage on Psyche?"

"Saar?" Krishnan replies in confusion.

"The explosion you hindoo, what do you know of the explosion?" Callum repeats his question by shouting. It has managed to make Krishnan more scared.

"I... I... I did nothing! I don't know saar! Please.... Please.... After explosion, I hear left-tenan call everyone to deck. When everyone not see, I... I... I jump into water."

"You really should not frighten him more," you say. "People who are threatened with death will tell anything you want them to say including lies." Callum pauses and relaxes his aggressive glare. "But, Krishnan's account fits in well with that we know. He really is just a deserter coaxed by the saboteur but knows nothing of the sabotage. We should keep the money as evidence and you should keep the pistol," you continue.

"This is evidence, should not you keep it?" Callum asks.

"Arms prohibition makes it illegal for me to carry firearms in Georgetown. But you, a white man officer from the navy have different privileges," you reply.

Callum smiles and reloads the pistol.

"Shall we now drag him back to Psyche for further..." Before you can finish your sentence, Callum points the reloaded pistol at Krishnan's head.

"As the evidence shows witnessed by this agent here, I hereby declare you Krishnan, lascar of the His Majesty's Ship Psyche guilty of desertion. Under naval law, your commanding officer Captain Edgecumbe has given me power to carry out your punishment. For your cowardice, he has sentenced you to summary execution," Callum announces.

Callum steadies his hand and aims for Krishnan's forehead. Krishnan looks frightened. Tears are running down his cheeks. This man is about to be punished for a most heinous crime against a law he barely understands decreed by a king that is not his.

If you wish to verbally protest against the punishment:

If your past profession is a soldier, turn to 92

Otherwise, turn to 34

If you wish to withdraw your weapon so that Krishnan can escape, turn to 25

If you wish to do nothing, turn to 15

91

"Excuse me!" you shout to the entrance. "I am lost. Can you show me the way to Georgetown?"

Suddenly you hear movements in the house. The white cloth blocking the entrance slides away to reveal a young Indian man with a short and unkempt beard. He fits the description of Krishnan given by Lieutenant Cooper. He is holding a pistol aimed at you with both of his trembling hands. "Who... Who... Who are you?" he asks in a quivering voice.

"You raise both of your hands to show him no harm. "I am a passerby and I am lost. I mean no harm." Then you slowly take out a piece of paper from your pocket. "I have a map here. Can you come show me the road to Georgetown?"

Make a Social Skill Check. Add 1 to the roll if you are Malay. Add 1 to the roll if your past profession is a thief.

If the total is 9 or above, he lowers his pistol. Turn to 77

If the total is 8 or below, turn to 27

92

"And I suppose his skin colour has been considered when the Captain decided the punishment? He is just an ordinary man who is looking for a living. Of course he caved to the money, what poor man would not?" you protest.

"You were a soldier and yet that is your reasoning native?" Callum scoffs. "Proper Britons will never accept such an excuse. That is how a British soldier is superior in every way to a native one. If these natives do not have such discipline, then we will teach discipline to these lethargic races."

If you wish to withdraw your weapon so that Krishnan can escape, turn to 25

If you wish to do nothing, turn to 15

93

You and Callum follow Mustapha's lead and cross a thick and broad wooden plank connecting the *tongkang* to the pier. The *tongkang* is a small ship about the size of Nautilus and it rocks lightly

on the calm waters. The timbers that lay stacked on the deck all have their barks sawed off. They only wait to be delivered by the many *sampans* to the fleet's ships where the carpenters will work them further. There is no one on the deck save yourselves and one Malay crewman who is cleaning the deck.

Mustapha leads you to the ship's cabin which is just a simple shed erected in the main deck at the stern. "I hope *tuans* finds my humble ship agreeable," he says.

"Your hospitality is well appreciated Mustapha," Callum replies.

Mustapha then examines his cabinet and pulls out a thin book. He opens it and begins searching page by page until one catches his attention. "Ha!" he exclaims. "Pak Som was the one who gave me money from Nautilus. He is also the one who delivered the timber to tuan's ship."

"Did he also deliver timber to the ship Psyche?" Callum ask.

"Yes, on the same day," Mustapha replies

Callum leans over to you. "Think I got our man," he whispers. He turns back to Mustapha smiling. "Good. I wish to speak with this Pak Som," says Callum.

"But *tuan*, Pak Som only speaks Malay. Also, he has not come to work, said he want to go *beriah*(Malay: have fun)," says Mustapha, then he sighs. "He was never dependable. He could have waited until the navy sails away. Sorry *tuans*, I do not know where he is or if he will be back."

"How about the other workers who were with him at Nautilus?" Callum asks.

"Pak Som is their foreman, and I know not who his workers are," Mustapha replies. "You could ask the workers if you want. But they start working about now."

If you wish to go question the workers, turn to 83

If you believe Mustapha is lying and you wish to question him further, what will you say?

"It is convenient that our lead just happens to disappear only when we arrive. Tell me again, how did Pak Som disappear exactly?" Turn to 11

"Pak Som, our lead disappears on the very day we come to investigate? I do not believe it. Tell me now where is Pak Som and do not lie!"

Turn to 30

94

The workers in the shop are able to hear you. One of them drops the rope he was working on and rushes from the shop to protect Lim. He faces you with his fists ready for a fight.

"Move aside this does not concern you!" Callum beckons to the worker. The worker raises his eyebrows in confusion. Then like lightning, he punches Callum in the chest. After which, all the twelve workers in the shop rush forward to charge at you and Callum. Lim retreats quickly back into the shop and the pedestrians all scatter away in panic.

The workers are not trained to fight but they are aggressive. Callum manages to dodge most of the attacks they threw at him with ease. Then, two policeman in their red uniforms and blue caps rushes in to break up the fight. "Too many, we must leave now!" Callum shouts to you and you both make a dash away from Rope Walk. The workers give chase but stops once you manage to run far enough.

Make an Agile Skill Check.

If the total is 7 or above, you escape with no damage.

If the total is 6, 5, or 4, you lose 1 Hit Point.

If the total is 3 or below, you lose 2 Hit Points.

Turn back to 50 and choose another destination.

95

You hear a thump on the soft ground. You turn to look and find that the Indian man has jumped out of the window. As he is recovering from the fall, Callum quickly sprints and pounces on him. He struggles. But once Callum places his weapon on the Indian's throat, he quickly stops. When the Indian sees Callum, he starts to break down in tears resigning himself to what is to come.

Turn to 62

96

The frigate floats anchored not far from where Nautilus is. The three story high warship built for speed is small, but larger than Nautilus. The middle level of the frigate's hull is lined with cannon ports. If aligned with an enemy ship, the cannons will emerge from its lair and breathe 400 pounds of devastation. Flying proudly above the mainmast of this vessel is the Union Jack and a white flag with a red cross with the Union Jack at its corner. That is the Royal Navy's flag.

"This fifth-rate ship was captured from the French years ago," Callum informs you while Selvam rows the boat closer to the frigate. "Now manned by British sailors who are naturally superior sailors to the French filth, she saw more victories than she ever did in the French Navy."

Once you reach the ship, a rope ladder unrolls down to your boat and you climb up the ladder with Callum leaving the Indian to guard the boat. Aboard the main deck, you too see men working in the same manner as you saw in Nautilus but most of the men are Europeans with a few Africans and Indians far in between.

Two Europeans in blue coat appears from the lower decks to greet both of you. "Lieutenant Callum of East India Company ship Nautilus, pleasure to be on board," Callum introduces himself.

"I am First Lieutenant Cooper and he is the Second Lieutenant Smith," the older looking of the two replies while the other leans casually along the deck railings. "Welcome aboard His Majesty's Ship Psyche. I have heard of the misfortunate incident in the Nautilus, deepest sympathy and respect to those who are injured in his majesty's service."

"Who is that native you are with? He does not look like a servant," Smith asks Callum.

If you wish to demand Smith to defer the question to you, turn to 71

If you wish to do nothing, turn to 52

97

You land a powerful punch into his gut. The rope worker stumbles backwards and then falls into a mud puddle in the road.

"Stop!" beckons Lim and his worker obeys immediately.

"*Lu chi chiak bo eong eh mi kia! Ka wa siam!*" Lim spits to the rope worker who then gets up and returns back to the shop where he is greeted with his work-mate's jeers. (If you can speak Hokkien, refer to the section at the back of the book for the translation)

Lim then claps his hands in contrast to the crowds that are booing. "Good show, think you won this challenge," he says to both you and Callum.

Turn to 69

98

After much explaining and hand gestures, the worker manages to barely understand what you are saying. But are you eloquent enough to break the language barrier and persuade this worker?

Make a Social Skill Check. Add 1 to the roll if your race is Indian. Add 1 to the roll if your past profession is a Merchant.

If the total is 8 or above, turn to 46

If the total is 7 or below, turn to 59

99

Your light footsteps gently touch the wooden planks forming the hut's floor. You manage to sneak into the hut without making any noise. The hut is dark inside. The only illumination you have is the little light that could penetrate the white cloth blocking the door and windows. Then in a corner, you see a man laying asleep on a simple piece of cloth next to a pistol. It is hard to see, but the man looks Indian.

You kick away the pistol. The sound wakes the man and he jerks in shock. But before he can move any further. You press your weapon on his throat. He stops and raises his trembling hands to surrender. While keeping the blade to his throat, you drag him out of the hut. The sunlight shines on his face to reveal a young Indian man with a short and unkempt beard. He fits the description of Krishnan given by Lieutenant Cooper. Once the Indian sees Callum coming towards him, he starts to break down in tears resigning himself to what is to come.

Turn to 62

100

As you approach closer, you shout aloud. "*Nan Nautilus vedippu patri ketka vanthurikire.*" This catches the attention of one of the workers.

"*Amam, nan poirekiren. Ni yar? En ketkirai?*" he replies.

(If you can speak Tamil, refer to the section at the back of the book for the translation)

How will you reply:

"I am an officer for the Company, your master. You will answer what I ask you!" Turn to 51

"Let's play your dice game. I will gamble one of my items for your information." Wager one item which you must remove from your character sheet if you lose the game. Turn to 57

"This information will be helpful. The navy, hence Mustapha will be thankful to you." Turn to 13

Translations Hokkien

79

The commotion halts with the workers in the shop staring at Lim with confused looks. "Boss, what is happening outside?" one of the workers shouts at Lim.

"Nothing. This white dog is disrespecting me, then he proceeds to demand I do something for him," Lim answers shouting back.

"If there is any problem give a shout, we brothers of the Hai San Society are with you," the worker replies and with that all of them resume back to their work.

82

He then shouts out to his workers. "Ah Fook, come over here!"

97

"You useless thing! Get out of my face!" Lim spits to the rope worker who then gets up and returns back to the shop where he is greeted with his work-mate's jeers.

Translations Malay

8

"Mister!" you greet him. He nods in reply. "Is this village Teluk Tikus?" you ask.

"Yes," he replies. "Why is a white man coming to this small village?"

"We have come to look for an Indian that lives here."

"Oh! The Indian man!" he exclaims and points his finger to one of the small huts. "The Indian only arrived here yesterday. That house belonged to my uncle before he passed away. The Indian promised to pay half a dollar weekly if I were willing to rent him the hut. Think he does not speak much Malay. He gave me a letter telling me he wants to rent."

"I wish to speak with him. Is he at home now?"

"Yes, I seldom see him leave the house. He is easily scared like a man haunted by ghosts." As you are about to end the conversation and leave, he stops you by grabbing your shoulder. "You need to be careful. He has a pistol and he always keeps it around him."

18

"Oi, Din! Who is that you are bringing?" shouts a Tamil man from the deck of the Nautilus downwards towards your sampan.

"I am bringing one of Ackerton's men. He wants to speak with the ship's master," Din responds.

The Tamil man disappears into the deck. After a short moment he reappears holding a rope ladder.

"He says to come aboard, climb this ladder," the Tamil man shouts back. Then the rope ladder unfolds from the deck to your sampan and Din motions you to climb up.

22 and 56

"Sir!" you shout to the entrance. "I am lost. Can you show me the way to Georgetown?"

61

"Who are you?" one of them answers back in an annoyed tone.

"I have been tasked with getting information. If you give me the answers I want, I will immediately stop bothering your rest," you reply.

63

"Fine, I will answer," he replies back. "What do you want me to tell you?"

"Do you have any information regarding the Natulitus's explosion?" you ask.

The Malay coolies look to each other in confusion. "No," he replies in one word.

"Has any of you been to the ship Nautilus?"

"Oah! You want to find Pak Som's coolie!" he exclaims and points to another coolie in the same group. "Oi Mat! This man wants to find you," he tells the other coolie.

"Sir, my name is Mat. I followed Pak Som on his sampan to send timber," says Mat.

"Did you saw anything not right when you were at Nautilus?"

He stops to recall. "There is an Indian that followed us to Nautilus. When we delivered timber to Psyche yesterday, he joins our sampan with Pak Som after coming down from Psyche. After that, he follows us to Nautilus. But after the Indian comes down from Nautilus with Pak Som, when the sampan reaches the halfway, he jumps into the water and swims away," he explains.

"How does the Indian look like?"

"Not sure. I only know it is a man of average height. I do not think he is Mutapha's coolie. I have worked for master Mustapha for a long time, but I have never seen that Indian. I asked Pak Som and he told me to be quiet."

"Where is this Pak Som?"

Mat shrugs. "Nobody knows where my foreman is. No foreman, I have no work. I will return home after this."

Translations Tamil

Starting Passage

"Velu, go take my red book," Ackerton tells him. The Tamil man nods and leaves the room.

7

"Sorry!" you shout to the entrance. "We are lost. Can you show us the way to Georgetown?"

18

"No slacking off you pigs! I want this ship in perfect condition" the officer goads his sailors, and then he turns to you.

32

"Look at this idiot. He is telling me that I am rude! Look! This is what happens to anyone who questions an officer," he shouts to his crew.

50

"Curses! You all look the same. Row this boat," Callum beckons the sailor. The sailor nods and proceeds to untie one of the Nautilus' boats.

51

The worker flinches at your command. The other Indian workers by now have stopped their dice game to stare at you. Then one of them starts to laugh and the others slowly join in.

"What lies! We are Madrassi. We see many English officers. Your uniform is European but it is not an officer's uniform. Leave now bad liar," the man who laughed first says to you while his hand motions you to leave.

86

"Oi! sons of a whore! Get back to work!" barks the officer before descending into the lower deck and the crew immediately springs back into action.

100

As you approach closer, none of them notices you. "I am here to ask about the nautilus explosion," you shout aloud. This caught the attention of one of the workers.

"Yes, I have been to Nautilus. Who are you? Why do you ask?" he replies.