

SEX TAPE

The year is 198X. The place is Providence, Rhode Island. A pair of college students at Brown University have designed a machine that can record experiences and play them back from cassette tapes. Organized crime has webbed them into the rotten heart of a sleazy porn empire, with dangerously addictive consequences for its viewers.

A Delta Green scenario for perverts

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Contest Information

This scenario uses:

- The 1980s (Cassettes are coming into their own as a music medium, VHS is making pornography more accessible than ever, Usenet allows students across the country to argue about bullshit)
- Lovecraft Country (Providence was occupied through the 80s by the Patriarca family, wise guys who muscled in on the strip, porn and prostitution rackets)
- A Man Ain't Nothin' But His Mind (If the Handler desires, this can be the genesis of other adventures in brain science and the boundless expanses of human consciousness)

THE INCITING INCIDENT

The inciting incident is determined by whatever Agents are at the table, and whatever you think your players are most likely to find interesting. Below are a few possibilities to engage different character personalities and professions.

- A DEA or local police officer knocks over a small time dealer, expecting to find narcotics. Instead, the stash is a collection of cassette tapes.
- A researcher, scientist or professor is visiting the University of Providence for academic or work purposes. A colleague knows a guy who can get them a truly wild high while they're in town.
- A computer savvy Agent browsing usenet stumbles across a newsgroup for a bizarre culture of "tapeworms", junkies for a strange new sensory experience.
- A doctor or paramedic is summoned to the scene of an accidental death. The victim died of neglect while listening to the same collection of worn out tapes over and over.
- A college kid listens to a tapes on the bus for a quickie, but doesn't plug in the headphones correctly. The speaker plays the tape out loud, plunging everyone on board into the same orgiastic vision.
- A group of pranksters load a tape into a boombox and blast it during an important faculty meeting, sorority pledge drive, or library study hours.
- A frightened student calls the police on a stalker, who claims to have seen them "on the tapes" where they "had no face".

The significance of these hooks will all be revealed to Handlers who read on.

THE TAPES

The cassettes are labeled with DYMO stickers, offering brief descriptions of their contents. "LUCY - 3 WAY W NATE & DOUG" "CARL - ANAL W JESSICA" "TRACY - SOLO ORGASM REEL"

The first name is the perspective which the listener is inserted into. The other names are the sexual partners involved, sometimes accompanied by descriptive text. Some of the tapes are further annotated in sharpie with other commentary about their contents, such as the race of the performers involved or their other physical characteristics.

When listened to, the tapes provide full sensory playback of their contents. The user experiences what the subject experienced during the recording of the tape. They have no control over the events which occur, accompanying the performer as a passive observer. Anything on the tape that the listener really doesn't want to do costs SAN as the performer does it anyway, and they experience it firsthand.

Viewed from the outside, someone using a tape "spaces out", possibly twitching and drooling. Depending on the tape's content they may also display physical signs of arousal, up to and including orgasm. Cutting the audio in the middle of a tape pulls the listener out of the simulated experience, otherwise they're in for the whole ride.

The actual audio on the tapes is incomprehensible humming, buzzing and feedback, offering no information about the contents. It's the effect the sound has on the brain that produces the sensation of five sense playback. Agents with the appropriate combination of skills (**Medicine**, **Science: Biology**, **SIGINT**, etc) can determine the exact mechanism by which the auditory stimuli creates a feedback cascade through the rest of the brain, essentially a microseizure that activates the other sensory centers. A tape might only be a couple minutes long, but the subjective experience of the listener is usually longer, sometimes ten times so.

The tapes wear down through repeat use. The criminal operation deliberately puts out a shoddy product, whose magnetic coating is stripped away much faster than normal cassette, in order to ensure swift turnaround and repeat business. Copies of the tapes are a bare shadow of the originals - a burst of scrambled static that might harden penises or nipples on the first listen.

LONG TERM CONSEQUENCES

The tapes are not physically addictive, but can be habit forming in listeners with poor impulse control or high libido (most young people). Addicted users may try to acquire more tapes, or become hooked on a single one. The latter is more dangerous as repeat use will cause the tape to degrade. Some users develop a real life obsession with the subjects of a tape they're hooked on - either the POV character, or one of their sexual partners.

Playing a degraded tape is a terrifying experience. The simulated sensory playback is scrambled, resulting in a sensory assault. People bristle with extra limbs. Genitals meld together and assume sinister shapes and textures. Time distorts, speeding up or slowing down at random. Speech becomes aphasic. Orgasm is a synesthetic nightmare.

Repeated use of the tapes can cause "personality artifacting" through the repeated layering of another person's residual thought patterns over their own. This can cause dysmorphia or dissociative disorders.

Repeated use of a degraded tape has consequences. The same sensory glitches start to affect them in real life. Faces appear blank, backgrounds appear blurred, fingers branch out infinitely into fractal digits.

All these psychological problems fade over time, IF the subject stops using the tapes. Not likely if they're addicted.

In game mechanical terms, a normal tape is a 0/1 SAN loss from Unnatural. Degraded tapes are 0/D2, 0/D4, 1/D6, or larger depending on the level of corruption. Tapes with especially unsavory content may provoke SAN tests from Violence or Helplessness instead. Passing a breaking point from SAN damage caused by tapes results in addiction.

INVESTIGATING THE TAPES

Agents who play the tapes can find some where the participants are identifiable. Some are prostitutes, others are college students. They'll all tell the same story - Fazio was offering brisk money for a couple hours work shooting a porno. Agents with **Criminology** recognize the name as a fixer in the local Zangara crime family.

All the participants were either asked to wear a funny headband, or saw another actor wearing one. Agents who crosswalk this with the content of the tapes find that it's always the POV character who wore it.

Agents with **Criminology** or knowledge of the underworld can recognize the male leads in many of the films as assorted mafia greaseballs from the local Zangara crime family.

THE SUBCULTURE

Much like mundane cassette culture, there's a small but thriving secondary market of aficionados trading the sex tapes. Rarity, condition and personal preference dictate the worth of a potential acquisition.

Rumors circulate endlessly about tapes with snuff, celebrities, aliens, or other urban legends. This subculture refer to each other as “tapeworms”.

The local university’s usenet community has a newsgroup for tapeworms. A savvy computer user who lurked and mastered a little of their jargon could find a wealth of information here. **Computer Science** or **SIGINT** can decipher the incomprehensible usenet postings, or **Anthropology** can study their cultural forms to better ingratiate Agents to them.

The tapeworms who have been in it since the beginning know that Bao and Helga are the ones who invented the tapes. Veteran tapeworms will not share this information with outsiders, unless the Agents demonstrate that they’re part of the subculture. They’ll ease up if the Agents want to buy or trade tapes. If the Agents trade adroitly (such as with **Accounting**) they can get some of the original run of tapes, played infrequently to preserve their value. These depict Helga and Bao fucking, and can be used to identify them.

Tapeworms agree that the quality of tapes has declined over time. The originals were good for a few dozen plays before they started to wear down. Now you’re lucky if you get ten good runs before you start to see artifacting, smearing, tearing, or other corruption. They blame this on the intercession of “corporate” interests into the production stream. Some know that it’s actually the mob which now controls the tapes.

THE DISTRIBUTION NETWORK

The Zangara crime family passes completed tapes through intermediaries to music stores. These stores are referred to by tapeworms using lots of obscure slang and codes, it might be easier for Agents to just follow them there. These places keep the tapes in the back, hidden from view and brought out only on request by people in-the-know. Agents who have made a careful study of the tapeworm subculture can pass themselves off as savvy customers.

The music store owners who get the stuff from the mob are not eager to discuss the matter with the Agents. Wiretaps, surveillance and other clandestine methods will get better results than asking outright. This is easier than real wiretapping because the Agents don’t need to get warrants or follow applicable laws about what’s admissible (hello COINTELPRO). However they do it, getting the supplier allows the Agents to follow the tapes back to the source - the Zangara crime family and the Brown University students Bao Chenoweth and Helga Delage.

THE INVENTORS

The tapes are the brainchild of Helga Delage and Bao Chenoweth, a pair of students at Brown University. Bao is a brilliant but undisciplined neuroscience PhD student, while Helga is a disciplined but unbrilliant CS major. Together, they had the idea to search through old unpublished papers for projects they could potentially steal for their classes.

AUDITORY SYNESTHESIA - THE INFLUENCE OF SOUND ON HUMAN COGNITION

Drs Derwa Brode and Helmut Zinke, Brown University, 1951

In English. Study time weeks. Psychotherapy +2% , Science: Biology +1%, Science: Physics +1%

This text combines physics, acoustics, and the (then) burgeoning field of neuroscience to develop a unified theory of sensory perception, centered around hearing. Drs Brode and Zinke hypothesize that

aural information can “substitute” for other senses, meaning that the right sound can produce visual, tactile, taste, or other sensations in the brain - similar to later research on transcranial electromagnetic stimulation, but with a soundwave instead of a magnetic wave.

The authors postulate that many religious “visions” throughout history, such as the Wheel seen by Ezekiel or the Apocalypse of John, are actually the result of sound actuating the visual centers of the brain. This series of hypotheticals is followed by empirical attempts to produce sensory cues in test subjects through sound alone. They were able to independently reproduce the same basic sensations in test subjects (a vision of a red ball, the texture of asparagus, etc) using tonal cues. The appendices in the back include the tones they used.

(The paper was rejected for publication due to methodological flaws in the way the researchers conducted their experiments. It survives only as grey literature, moldering unpublished in the university’s archives)

In the thirty odd years since the paper was drafted, both neuroscience and technology advanced significantly. Working in one of the university computer labs, Helga and Bao were able to not only replicate its findings, but build on them. Through the use of a device which measured brainwave activity, and a little experimentation, they were able to not only record neural oscillations, but play them back as an audio signal which activated the listener’s other senses.

Optional Scenario Enhancement: Lovecraft’s original stories featured scientists who, without the aid of monsters, gods or magic, invented fantastic devices through science alone. Drs Herbert West and Crawford Tillinghast did not derive their nightmarish discoveries from the whisperings of Nyarlathotep or gifts from the Million Favored Ones, but their own genius. Humanity was more than capable of destroying itself. Bao and Helga have done the same thing here.

If that doesn’t satisfy you, *AUDITORY SYNESTHESIA* can be more explicitly tied to the mythos. Maybe it was deliberately seeded by the Migo, as a test of human ingenuity and imagination. Maybe the synesthetic cues it exploits were engineered into humanity by the Elder Things in our ancient evolutionary past. It could be the music of Erich Zann, opening vistas of possibility in the mind of the listener.

HOME TAPING IS KILLING THE PORN INDUSTRY

Unfortunately, the terms of Bao’s PhD funding made anything he discovered at the university the intellectual property of the department. That meant that until he graduated, neither he nor Helga could patent the device or exploit it commercially in any official capacity.

Helga was having trouble paying for school, while Bao needed money to keep himself in bennies and ritalin. So like the desperate college kids they were, they did porn. It started off with a couple recordings of them fucking, some from Bao’s perspective and some from Helga’s. They sold the cassettes out of a suitcase. They made money fast. Got a fanbase. Found people who wanted to be in the next round of tapes. Made more money. Got ripped off a couple times, rolled for their stash. Went looking for protection.

The Zangara crime family already had a prostitution and porn racket in Providence. Taking Helga and Bao under their wing was a natural synergy. The wise guys took charge of producing and distributing the tapes, retaining the two students to provide the technical expertise necessary for their creation.

This has made the Helga and Bao's enterprise more profitable, at the cost of sucking all the fun out of it. They don't get to record whatever they want, and they don't get to interact with fans or the subculture they've created. They're experimenting with a VHS version of the tape system, which they keep hidden from the mafia goons, but they've almost lost enthusiasm for the whole project. Between late night recording sessions and classes all day, they're usually too exhausted to fuck when the moment arises.

BAO CHENOWETH

STR 9, CON 10, DEX 13, INT 16, POW 10, CHA 12

HP 10, WP 10, SAN 45, Addiction (Coke, Bennies, Ritalin or other uppers)

Skills: Bureaucracy 40%, Computer Science 40%, Forensics 40%, Law 40%, Pharmacy 40%, Science (Biology 60%, Chemistry 50%, Physics 50%)

HELGA DELAGE

STR 13, CON 12, DEX 10, INT 10, POW 15, CHA 12

HP 13, WP 15, SAN 70

Skills: Art: Film 50%, Computer Science 60%, Craft (Electrician 30%, Mechanic 30%, Microelectronics 40%), Foreign Language (German 40%), Heavy Machinery 50%, Science (Mathematics 40%, Physics 40%), SIGINT 40%

Bao and Helga don't carry guns and don't know how to fight. Their one means of defense is a walkman they carry with a tape on it. If they get in trouble, they turn it on, toss it and run. The tape is a record of a truly decadent orgy, worn and edited and twisted into something else entirely. Listeners are immersed in a heap of undulating flesh, bumping and grinding and sweating in a seething mass. Arms meld into legs into torsos, breasts bud with nipples like koch snowflakes, and orgasm is the best and worst feeling the listener has ever experienced. The tape freezes listeners and costs 1/D6 SAN from Unnatural.

Bao is slim and hairy. His dependency on uppers has trapped him in a manic-depressive cycle, making him difficult to work with.

Helga is short and wide-bodied. She works harder, not smarter, solving problems through brute force and persistence.

When they first started taping, Bao and Helga used to play a game where they'd record both their perspectives during sex, then each play back the other's tape. They did this enough to get significant personality artifacting. This has bonded them on a level most couples would never even want to achieve, though neither will admit it in front of the other. They sometimes finish each other's sentences and touch each other without realizing they're doing it.

When they aren't attending classes or taping, Helga lives in the student housing on College Hill, while Bao lives in an apartment across the Mohshassuck, on Smith Hill.

Helga and Bao are only vaguely aware of the dangerously addictive consequences the tapes have on some people. They'd lose significant SAN if confronted with the results of their work.

Optional Scenario Enhancement: Helga and Bao are worried that the wise guys are branching out into a much darker world of pornography, fueled by their depraved addictions. Snuff, rape, kids, or other unmentionables. Whether this is actually true or not, they want a way out.

THE TAPE DECK

The experience playback tape deck looks like an ordinary cassette recorder, plugged into the expansion port of a Macintosh 128K, mated to an oscilloscope, in turn is connected by a cable to a headband filled with electromagnetic discs. It's a bit more complicated than that, but someone with **Computer Science** or similar skills could figure out how to operate it without instructions.

To record a tape, the user configures the scope and computer recording software, sets up the cassette recorder, slips the headband onto the POV actor's head, mashes record on the whole setup, and the action commences. This whole process could be automated, but Bao and Helga prefer to keep it complicated enough that the grizzled boomers of the mafia cannot simply cut them out of the picture altogether.

It's possible to edit the tapes using this setup, although Helga and Bao usually don't bother, except to cut out something terrible on the end of an otherwise good take. Editing the tapes involves a lot of playing the same footage over and over again, scrubbing endlessly to the moment where the cut needs to be placed.

Once a tape is recorded, the tape deck can be used to create copies of it for sale. These duplicates do not suffer the usual degradation that unauthorized copies do.

THE ZANGARA CRIME FAMILY

The Zangara family is closer to a crew in size. They subsist on a combination of new enterprises like narcotics and pornography, along with old school rackets such as prostitution, gambling and protection. They're organized along standard *Costa Nostra* lines, with boss, underboss, capos, soldiers, etc. The primary cause of death among Zangara soldiers and leadership is heart disease, followed by colon cancer from too many delicious salted pork products. Their dress sense tends toward bowling, polo and hawaiian shirts rather than business suits.

FABIO ZANGARA

The Boss. Knows nothing about modern technology, but knows people. Not interested in the tapes except as a sampling of what Bao and Helga have to offer. Took over for his brother, doing Federal time for racketeering charges.

FAZIO DECONCINI

Zangara's underboss, a levelheaded fixer with an eye for logistics. DeConcini is the brains of the porno operation, arranging the locations and actors. He's disgusted by the perverts who buy the tapes, and the ones who make them, but if you don't sell to degenerates you'll never get anywhere in the vice business.

ANTONIO BUGATTI

A made guy, Antonio is obsessed with the tapes. He is addicted both to starring in pornographic films, and playing the recordings back over and over. He increasingly finds the real thing less satisfying than the sensory playback, turning him into a full fledged wirehead.

DINO SALAZAR

The muscle. Dino is handy with a scattergun, tire iron or wheel gun. Spends most of his time pushing the extras around, but Fazio keeps him close in case someone doesn't listen to reason. Secretly enjoys tapes of sex as a woman, won't tell anyone.

MOBSTER

STR 12, CON 12, DEX 12, INT 12, POW 12, CHA 12

HP 12, WP 12, SAN varies

Skills: Alertness 50%, Criminology 60%, Dodge 40%, Drive 50%, Firearms 40%, Foreign Language Italian 40%, Law 40%, Melee Weapons 40%, Persuade 50%, Pharmacy 40%, Stealth 50%, Unarmed Combat 50%

Attacks: Pistol (40%, D10)

Shotgun (60%, 2D10)

Baseball Bat (40%, D8)

Optional Scenario Enhancement: The Zangara family as presented is a compact, self contained organized crime operation, bite sized enough for the Agents to deal with. The Zangaras can instead be folded in as a crew of the real world Patriarca family, a larger organized crime outfit in New England. The Providence faction of the real world Patriarcas was famous for shaking down strip clubs and other adult entertainment enterprises for protection money. Factional warfare plagued the Patriarcas throughout their slow decline in the 80s, which may spill over into the Zangaras' porn enterprise.

Optional Scenario Enhancement: By default, the Zangaras have paid off local law enforcement to ignore their illegal activities. The handler could introduce either local PD or the FBI as a third party, investigating the tapes. Law enforcement might be a valuable ally against the mobsters, but they could take a different view of the tapes, wanting to expose them as a new form of illegal vice rather than cover them up.

FEDERAL AGENT

STR 12, CON 12, DEX 12, INT 12, POW 12, CHA 12

HP 12, WP 12, SAN varies

Skills: Alertness 50%, Bureaucracy 40%, Criminology 50%, Drive 50%, Firearms 50%, Forensics 30%, HUMINT 60%, Law 30%, Persuade 50%, Pharmacy 50%, Search 50%, Unarmed Combat 60%

Armor: 3 points soft Kevlar

Attacks: Smith Wesson Model 13 (50%, D12)

Remington 870 (70%, 2D10)

THE STUDIO OPERATION

The taping operation moves around. Fazio arranges for Bao and Helga to bring the tape deck, and arranges for the performers to be there at the appointed time, along with the necessary muscle, costumes, sets, and anything else necessary. The mob owns a few properties in and around Providence that they use for this purpose. Houses in the suburbs, backrooms and second floors of clubs, sleazy basements and motels.

Fazio keeps a computerized record of the studio's next location. An Agent with **Computer Science** could easily access it - this is the 1980s, when computers were connected directly to the phone line and financial documents were kept in unsecured text files.

A typical popup studio operation will have three or four combat effective mobsters, though one of those is Antonio, who is usually unarmed, naked and full of coke. Add two to five girls (college students or prostitutes) and a couple guys to actually shoot the films. Then Helga and Bao to actually run the tape deck.

Depending on what they're shooting, they might cut five different tapes, or twenty. The operation is faster than a conventional pornography operation because it does not require cameras, multiple takes, special lighting or sound design. That doesn't mean the operation always runs smoothly. Performers get shy, fail to reach orgasm while being taped, or need additional lines of powdered confidence to maintain the appropriate vigor. The mobsters occasionally strike the girls (and not as a sex thing either), which makes Bao and Helga very uncomfortable

AUDITIONING

One way to track the location of the studio is to audition for a role on one of the tapes. This is easier for female Agents, who are in higher demand, but possible for male Agents with decent CHA or other traits to recommend them (such as existing criminal connections which would make the mob more willing to audition them). Agents who wish to audition are asked many personal questions over the phone about their sexual proclivities. Women are asked if they can orgasm on command, and if so how many times sequentially, or if they are only able to fake it. Men are asked if they're willing to fuck a man - Fazio finds it repulsive, but the demand for gay tapes (such as it is) far outstrips the supply. These and other invasive questions assess the Agent's suitability for a POV role, or whether they will serve as a partner to someone else wearing the headset.

Agents who impress during the phone interview are given the time and location of the next taping. Unless someone or something interrupts the operation, they arrive at the location, change into whatever lurid costume Fazio instructs them (or just get naked), don the headset (if acting as a POV character) and do the deed. What skills or stats are used to perform successfully in a sexual encounter recorded on a brain tape is left as an exercise for the Handler.

The main benefit of auditioning is that it gives the Agents Bao, Helga, the machine they use, and the mobsters in one room. It also allows the Agents to observe the entire process of tape creation - if they're willing to get a little dirty.

THE MAJESTIC OPTION

What if Delta Green weren't the only people investigating the tapes?

Optional Scenario Enhancement: MAJESTIC hears about the tapes through an informant at Brown University, a professor or a student. It doesn't matter. Special Agent Gary Galochio, FBI is the MAJESTIC's operative sent to look into the matter. He leads a legitimate task force whose members are unaware of MAJESTIC's existence, only he is aware that there is more to the matter than mobsters and porn.

If nothing (such as the Agents) interrupts things, Galochio smoothly takes over Zangara's outfit. MAJESTIC's surveillance apparatus made it easy to build an airtight case against the boss. Threat of a life sentence is enough to flip the old greaseball. He carries on handing out the tapes, but DEA Agents get to look at the outfit's recording equipment, handle the merchandise, and razz his customers whenever they want. Galochio's agents are real DEA, unaware of MAJESTIC's existence. Scientific personnel from PLUTO and other research arms of the conspiracy are sheep dipped as consultants or support specialists. Bao and Helga are given raises and told to keep doing what they're doing, and not tell anyone.

The brain scientist Dr Piter Ataturk arrives from OUTLOOK, to take charge of the duplication and reverse engineering of the tape deck. He is tall and oddly shaped, with a large head, large feet, and large spidery hands that dangle well below his knees. Medicine suggests Marfan Syndrome. He blocks out a

workshop at Brown University rather than hauling the whole ordeal back to the prying eyes of the Maryland or Puerto Rico facilities.

When the operation is judged a success (after they've observed the effects of tape addiction in detail) the MAJESTIC operation closes up shop, removing the tape deck from circulation and shutting off the supply of new tapes. Bao and Helga are determined to know nothing much of interest (having stolen the tape deck plans from an older paper) and are given professorships to get them out of the way in exchange for their silence. Dr Ataturk and co incorporate the experience playback technology into several of their later creations, including the [OUTLOOK Practicum](#) and the [Brain Machine](#). That's if the Agents don't do something about it.

SPECIAL AGENT GARY GALOCHIO - GARNET Plant in the FBI

STR 11, CON 12, DEX 13, INT 11, POW 12, CHA 13

HP 12, WP 12, SAN

Skills: Alertness 50%, Bureaucracy 40%, Computer Science 40%, Criminology 50%, Drive 50%, Firearms 50%, Forensics 30%, HUMINT 60%, Law 30%, Persuade 50%, Pharmacy 50%, Search 50%, SIGINT 40%, Stealth 50%, Unarmed Combat 60%

Armor: 3 points soft Kevlar

Attacks: Smith Wesson Model 13 (50%, D12)

Remington 870 (70%, 2D10)

DR PITER ATATURK - OUTLOOK Psychosurgeon

STR 14, CON 6, DEX 15, INT 17, POW 11, CHA 14

HP 10, WP 11, SAN 49

Skills: Bureaucracy 50%, Computer Science 80%, Craft Microelectronics 20%, First Aid 60%, Medicine 80%, Occult 41%, Persuade 40%, Pharmacy 50%, Psychotherapy 80%, Science Neurology 60%, Surgery 70%

Special Training: Psychosurgery (Surgery)