

**Kidnapped**

Copyright © 1998 Daniel Aufermann

COLLABORATORS

	TITLE : Kidnapped		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		January 19, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Kidnapped</b>	<b>1</b>
1.1	Kidnapped . . . . .	1

## Chapter 1

# Kidnapped

### 1.1 Kidnapped

Kidnapped  
a TaskForce scenario by Daniel Aufermann  
(english translation by Jens Granseuer)

Difficulty: Medium

The Plot

The most significant invention of this century is surely the teleporter. No other device has had such an impact on society and few can offer comparable opportunities. The man who finally constructed the very first functioning teleporter after many years of devoted study, was Dr.J.Johnson.

Three weeks ago Dr.Johnson has been kidnapped by a widely unknown terrorist organisation. We suspect that their aim is to use the scientist's knowledge for their illegal operations. I certainly don't need to go into details. We have to take steps to eliminate the threat that is implicated by that recent turn of events.

We have located the complex in which Dr.Johnson is held captive. Your task is to break into the building, free him, and guide him back to the rendezvous to the west where a helicopter will pick you up. You also have to take care that all data about the teleporter, which is probably stored somewhere in their computer systems, is deleted before you get out.

Over and out.

---