TS 006

7605

TOP SECRET®

ESPIONAGE ADVENTURE

7605

TOP SECRET®

GAME

ACE OF CLUBS
is an introductory adventure for 2-6 novice level agents.

ACE of CLUBS

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MEMORANDUM

If it's important, put it in writing!

MEMO: CONFIDENTIAL
TO: Taylor
FROM: Genya, Codes & Signals

I intercepted the following conversation last Thursday. Standard computer codes were used. A's transmission came from inside the resort. The source of B's transmission is unknown. Comments? Recommendations?

A: Jacks or better. Lady Luck has run into resistance. Two HEARTS instructors caught on, but were "reassigne

B: Do others have knowledge?

A: Possible, but not likely. Guards acting swiftly, an many guests are cooperative.

B: Watch T. Good luck. Fold.

A: Fold.

Copy: Neil

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☐ PLEASE RESPOND BY _____ ☐ NO RESPONSE NEC

Steve,
Our destination is Ace of Clubs, upstate New York. HEARTS is subterranean there. Taylor has notified us that 3 instructors have died recently. They want us to look into it. Contact the Shark. We'll need him on this one. Don't catch the measles.
Lou

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OPERATION: ACE OF CLUBS
CODE NAME: TRUMP
ADMINISTRATOR MISSION FILE TS 006
by Merle M. Rasmussen

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ADMINISTRATIVE MEMORANDA: FOR YOUR EYES ONLY

How to use this file

Setting up

Operation: Ace of Clubs is an introductory adventure designed for use with the TOP SECRET® rules. The mission is best suited for a group of 2-6 novice agents. This adventure may be played as a single adventure, or as part of a continuing TOP SECRET® campaign.

As Administrator, you should be familiar with all the material in this file before you begin the adventure. Carefully read through the file and refer to the maps and diagrams. Doing so will help you learn the location of persons and places described in the encounter areas.

Much of the information in this file is general. You can use your imagination to provide details where needed. Other information in the file is vital to the success of the agents' mission. Be sure to relay this information when appropriate. Don't give the agents too many hints, however. A good agent is one who can unravel a web of clues and save himself considerable legwork by using his head.

Before beginning play, you should prepare players for their mission.

First, give them the Agent File (p. 13-20). This file informs the players of their agents' goals in the mission, and also provides other reference materials, such as maps, diagrams, and schedules. The players may use the Agent File while they conduct their mission. Show the Resort Grounds Map (outside file cover) to the players before they begin. They may consult this map whenever they wish during play. You will also need to consult the maps given in the Agent File during play. Have the agents lay these maps out on the table so everyone can see them.

Second, the players should create the agents they will use on the mission. If the players are playing the TOP SECRET® game for the first time, they may create agents based on the procedures given in the rule book (p. 5-8). An alternate list of agents is also included in this adventure's Agent File. Players may choose any agent from this list rather than create their own. You should also give each agent $400 to use for buying arms and equipment. Have the players keep their own written record of their possessions (known as the agent's dossier).

Getting started

Once the players are ready to go, your next step is bring the agents into the mission. Start the agents off by providing a brief narrative, such as, "After obtaining supplies and getting organized, your group is transported via agency vehicle to the resort's main gate. From here, you will be directed to the Ace of Clubs main lodge. . ."

The agents will probably take more than one game session to explore the resort. If the players wish to suspend the game temporarily, make appropriate notes of each agent's status so the next game session can begin where the last one left off.

The agents may also want to pull out of the resort area and prepare for a return visit when they are refreshed or reinforced. If the agents do this, they must work their way to a safe place and discuss with you any pertinent details about the mission until they return. If agents leave the resort area before the mission has been completed, the status of areas already explored (doors left open, new people in rooms) is left to your discretion.

If the agents use more than one session to complete the mission, they may apply any experience points and benefits they gained during the first part to complete the mission.



Keeping track of time

Whenever there is no combat occurring, time is measured in 10-minute segments. When combat does occur, segments are suspended until fighting is resolved.

Monitor time as you see fit, but keep in mind that exploring and examining things takes time. The thoroughness with which agents explore areas and objects directly affects how much time they spend in a certain area. Players who waste time arguing or discussing unimportant matters should have their poor play reflected in game terms, such as extra encounter checks (see Random encounters). On the other hand, time can pass quickly if agents move rapidly through areas that have already been explored.

Time also affects the healing process. One lost Life Level point can be healed every 72 hours. The agent who has suffered the Life Level loss must spend this time resting and recuperating. This healing process also applies to the opposition's forces.

Using languages

The dominant language spoken at the resort is English, although the agents will hear it spoken in a variety of dialects, including British, American, Australian, and South African. To add difficulty and realism to the mission, you may introduce nonplayer characters (NPCs) that speak no English. These NPCs may speak a variety of languages at various levels of fluency.

Interrogating NPCs

Agents must talk to many of the NPCs during the course of their mission to get information. The agents should have no trouble getting answers to routine or simple questions. When agents begin probing

ADVANCED FIREARMS TRAINING COURSE SCHEDULE

TIME	EVENT
DAY 1	
10:00 a.m.	Arrive at main gate of Ace of Clubs.
10:15 a.m.	Check in at main desk in main lodge.
10:30 a.m.	Move into reserved suite.
[illegible] m.	Report to trap & skeet shooting area for course orientation.
[illegible] m.	Course orientation ends. Class dismissed.
	[illegible] trap & skeet shooting area for [illegible] instruction, and [illegible] for
	[illegible] in [illegible]
	[illegible] art for
	[illegible] ends.
12:30 p.m.	[illegible] golf ca[illegible] guard and brea[illegible] ut in [illegible] rity
1:30 p.m.	Report to hunting ar[illegible] golf cart for head count by [illegible] guard and security clearance. hut in [illegible] urity
1:45 p.m.	Report to shooting range in golf cart for rifle issuance, instruction, and practice.
4:45 p.m.	Rifle instruction and practi[illegible] Return rifle. [illegible] ends.
5:00 p.m.	Repor[illegible] hut in [illegible] ecurity

NOTE: ADMINISTRATOR

*SECURITY FORCES WILL BE ALERTED IF AGENTS FAIL TO FOLLOW THIS SCHEDULE.

Agents who attend all required classes of the Advanced Firearms Training Course gain 1d10 Courage points and 1d10 Coordination points. Agents attending both optional personal weapon classes may add 1 point to their Courage score and 1 point to their Coordination score.

Using abbreviations

The abbreviations used in this file are:

Personal traits:

PS -	Physical Strength	**CH -**	Charm
W -	Willpower	**CO -**	Courage
K -	Knowledge	**CD -**	Coordination
OF -	Offense	**DP -**	Deception
EV -	Evasion	**LL -**	Life Level
AOK -	Area of Knowledge		

Weaponry traits:

PWV -	Projectile Weapon Value	**ROF -**	Rate of Fire
HWV -	Hand Weapon Value	**WS -**	Weapon Speed
DECP -	Deception change of armsbearer	**RM -**	Range Modifier (point blank/short/ medium/long)

In text, a weapon's trait may be listed only as a Projectile Weapon Value, followed by the Deception Adjustment. *Example:* Throwing Star (-11/-3). Also, most weapons listed in this file are followed by a letter or series of letters in parentheses. These letters refer to the weapon's placement on the Weapons Table, p. 21-22 of the TOP SECRET rule book.

Security systems:

In text, security system traits may be listed as a Concealment Value, followed by an Efficiency Rating. *Example:* Booby-trapped car ignition (15/10)

more deeply in their meetings with NPCs, you should consult the Contact rules from the TOP SECRET rule book (p. 13-15), depending on the means of "communication" employed by the agents.

Using the Personnel Chart

A chart listing all NPCs in the resort is included on the inside file cover. NPCs are listed by first name only. This chart lists each NPC's occupation, personal traits, weapon carried, and location (day and night). Code symbols have also been given for each NPC. These symbols denote the topics about which NPCs have information (see Code phrase explanations). Use the Personnel Chart whenever agents encounter NPCs. It will help you run your encounters more smoothly.

Computing experience

At the end of the mission, divide equally the value of any object targets received or confiscated between all surviving agents. Any equipment or special items accumulated during the course of the mission should be given to eligible agents at random (roll dice to determine which agents receive the items), or the agents should surrender the items to the agency.

Reward experience points to agents only for actions related specifically to the assigned mission. Agents who attend all required classes during the course of this mission gain 1d10 Courage points and 1d10 Coordination points. Agents who attend both optional personal weapon classes may add 1 to their Courage score and 1 to their Coordination score.

Once an agent has accumulated enough experience points, he may rise to the next highest level of experience, and gain the benefits of the new level. See the TOP SECRET rule book (p. 7-8, 18) for more information about experience levels.

Plot synopsis

General mission information can be found in the Agent File. Use this synopsis for background information, and as a guide for running the mission.

10 years ago: HEARTS was created by an association of western espionage agencies for the purpose of training secret agents. The players' agents in this adventure work for the organization known as "the agency."

5 years ago: The Ace of Clubs was built in the United States by the agency as an operating front. Local HEARTS administrative offices, classrooms, and laboratories are located beneath the main lodge.

Taylor, Ace of Clubs administrator, was assigned by HEARTS to operate the resort front as an exclusive adventure sports and gambling resort for members only.

Taylor hired resort workers and recruited instructional staff, including Neil as personnel manager. Neil is actually a member of TRUMP, a terrorist revolutionary group. Taylor does not know this. Neil has become Taylor's trusted assistant.

1 year ago: Taylor decided to funnel the profits from the casino front into his own pocket rather than back into the resort. He hired a casino staff to run the casino and rearrange the books. The casino staff does not know about the HEARTS school. Taylor did not notify the agency of this change. Only Neil is aware of the illegality.

8 months ago: Neil seized the opportunity to blackmail Taylor by threatening to report the impropriety to the agency unless Taylor cut him in on the casino's profits. Taylor agreed to buy Neil's silence with half the profits from the casino.

7 months ago: Neil initiated Operation Lady Luck, the takeover of the Ace of Clubs. Neil immediately brought in two TRUMP members to fill positions at the Ace of Clubs: Curtis was brought in as house detective, and Alex was brought in as school administrator.

4 months ago: Taylor complained to Neil that he didn't like the staff changes being made by Neil. Neil again threatened to report the casino profits to the agency unless Taylor stopped complaining about staff changes.

As Ace of Clubs security guards were rotated out of active duty by Curtis, members of TRUMP were brought in to replace them. Each has been armed with a .45 Ingram M-10 submachine gun. These new security guards' names are Bruce, Bud, George, Glenda, Guy, Joan, Kelly, Kurt, Lisa, Lynn, Rita, Sally, Sharon, Wanda, and Zak.

6 weeks ago: A few veteran instructors caught on to Neil's plan before Alex could replace them. Terry, a martial arts expert, was drugged and killed. Curtis and a security guard made his death look accidental. Terry appears to have fallen on his own sword while rappelling down a cliff at night.

5 weeks ago: Jake, a scuba instructor, accidentally drowned when he became entangled in a net with only minutes of air left in his tanks. Taylor had recently discovered that Jake was an alcoholic; Jake was drinking heavily the day he drowned.

1 week ago: Arnie, a fencing instructor, was drugged and killed. Curtis and a security guard made his death look accidental. Arnie appears to have wandered into the demolitions area, not knowing that time bombs had been placed there minutes before by trainees.

TRUMP security guards investigated the three deaths but made no connection between them.

4 days ago: Taylor suspected the deaths are related. He called for outside assistance from the agency at the risk of his own career.

1 day ago: Curtis and two TRUMP security guards entered Taylor's office and escorted him to suite **151**. He was drugged to keep him silent.

The following events take place during the week in which the players' agents are at the resort. Work in the details of these events as agents investigate. Exact days and times are left up to you.

- Neil keeps watch over Taylor in room **151**. Neil continues to run Operation Lady Luck from that room.
- The players' agents arrive at the Ace of Clubs, using advanced firearms training as a cover.
- Instructors Genya, Jess, Carmen, and Frank suspect the deaths of Terry and Arnie are not accidental.
- Neil brings in TRUMP members Hans, Irene, Mark, Oliver, Vera, and Yvonne to get information out of guests and residents.
- Alex brings in TRUMP fencing instructor, Heidi, to replace Arnie.
- Carmen relates her suspicions about the deaths of Terry and Arnie to Alex.
- Carmen is drugged and placed behind a target on the indoor shooting range by two TRUMP security guards. She is to be shot by trainees in a way that looks accidental.

Codes, rumors, and encounters

Code phrase explanations

NPCs having code phrase knowledge may divulge information or acknowledge code use (as a password, rumor, etc.) in any given situation. Consult the Personnel Chart to determine the amount of information held by each NPC. The symbols listed beneath each NPC's code entry coincide with the explanations listed below. For example, if a heart shows in an NPC's code listing, the NPC knows all information listed by the heart below (HEARTS). How often NPCs use these code phrases, and how much they explain about them, is left up to you. Agents may have problems if they indiscriminately or inappropriately use code phrases. The phrases and their meanings are listed below:

♥**HEARTS:** This term is an acronym for Headquarters of Education Against Revolution, Terrorism, and Sedition. HEARTS owns the Ace of Clubs and has its local administrative offices, classrooms, and laboratories beneath the main lodge. The Ace of Clubs is the operating front for HEARTS.

Anyone who knows about HEARTS also knows about the **WIRES** code. This term refers to a wiring diagram mounted on the wall of room **L34**. The diagram is actually a secret door that leads to HEARTS offices and classrooms.

♠ **TRUMP:** This is the acronym for Terrorist Revolutionaries for United Military Power. TRUMP is an international terrorist group obsessed with putting the entire world under military rule. Democratic countries are TRUMP's first and foremost targets. Any means, including violence, that achieve TRUMP's goals are acceptable to its members.

♦ **ALICE'S or ALICE'S WONDERLAND:** This phrase refers to a casino operated on the lower level of the main lodge.

Anyone who knows about ALICE'S knows how to gain access to the casino (**THROUGH THE LOOKING GLASS** and **STORAGE**). The first phrase refers to disguised transfer booths in women's apparel (area **U14**) and men's apparel (area **U17**). The booths open toward STORAGE, which is a code name for a disguised elevator that links the main lodge's upper level to its lower level. Several rooms are marked STORAGE, but only one is an elevator. On the lower level, the elevator opens beside ALICE'S WONDERLAND.

$ **CROSSFIRE:** This phrase is used by certain TRUMP members to refer to Neil's doublecross of Taylor: Taylor, the club's administrator, broke the agency's rules by illegally pocketing the casino's profits, rather than returning them to the resort. Neil, who is Taylor's trusted personal assistant, is actually a member of TRUMP, and is blackmailing Taylor by threatening to report the casino's profits unless Taylor cuts him in on the action. Taylor has swallowed the bait; now Neil is reeling in half of the take and is asking for more favors in order to maintain his silence.

♣ **LADY LUCK:** This is the name of a body of water at the Ace of Clubs resort. It is also TRUMP's codename for the takeover of the Ace of Clubs: First, Neil replaced the Ace of Clubs house detective and HEARTS school administrator with members of TRUMP. Next, the Ace of Clubs security guards were rotated out of active service by Curtis, the house detective. (Staff rotations are common occurrences and are usually handled by Neil. He may also assign an assistant to this task, if the assistant will not draw agency attention.) Members of TRUMP were brought in to fill the security positions. Also, Alex was planning to replace instructors with members of TRUMP. Neil's goal is to place the Ace of Clubs entirely under TRUMP control. TRUMP has engineered this takeover in order to compromise the identities, placement, and weaknesses of trained agency recruits. TRUMP agents can also be trained using Ace of Clubs' facilities.

✪ **OFF-ROAD AREA:** This section of the Ace of Clubs resort is actually a driver's training area complete with four separate race tracks and a wide variety of vehicles.

Anyone who knows about this area also knows about the **HUNTING AREA**, which is actually a shooting range beside a large demolitions pit.

Rumors

Before the mission, each agent should roll a 10-sided die (1d10) to determine if he has heard any rumors and, if so, how many. Each agent should roll the die with you individually, away from the other players.

If the agent rolls:	he hears:
1-2	1 rumor
3-4	2 rumors
5-6	3 rumors
7-8	4 rumors
9-10	no rumors

If the agent has heard any rumors, determine which rumors he hears by having the agent roll a 20-sided die. Index the agent's die roll on Table 1, and read the appropriate rumor to the agent. Roll again in case of repetition.

Do not tell the agents which rumors are true. Agents may share their rumors with other agents.

TABLE 1
AGENT RUMORS

Die Roll	Rumor
1	An underwater passageway runs from the outdoor fountain to the indoor pool (*false*).
2	The code phrase "Lady Luck" spoken to the right employee admits you to the casino (*false*).
3	The code phrase "Through the looking glass" spoken to the right employee admits you to the casino (*true*).
4	The resort's perimeter is guarded by snipers and guard dogs (*false*).
5	Hot ice is hidden in the garbage in the back near the loading dock (*false*).
6	Hot ice is mixed with the cold ice in the kitchen freezer (*false*).
7	All of the security guards are members of TRUMP (*true*).
8	The bell captain carries a snub-nose revolver under his hat (*false*).
9	If you go backstage, you'll get to the bottom of this (*true*).
10	The dressing room mirrors lead to Alice's Wonderland (*true*).
11	One of the chefs in the kitchen is Karl Kleinschmidt. He is wanted in Israel for crimes against humanity during WWII. A $10,000 reward may be claimed by anyone who brings him to Tel Aviv alive (*true*).
12	The housekeepers keep toxic substances under their service sinks (*true*).
13	The sports instructors are conspiring to close the Ace of Clubs so they can start their own club under new management (*false*).
14	Large sums of counterfeit money can be found in room 110 (*false*).
15	An assassination attempt is planned to take place in room 007 (*true*).
16	Jake, the scuba instructor, was intoxicated when he drowned. The death was obviously accidental (*true*).
17	Neil is spending a lot of time lately with his tailor (*true*).
18	Neil is running the resort for Taylor. Taylor can be found in room 151 recovering from the flu (*false*).
19	Lady Lana, the world famous duchess, is staying at the Ace of Clubs this month (*true*).
20	The security guards are carrying nonregulation machine guns (*true*).

Random encounters

Whenever an agent is outside his suite, there is a chance that he encounters people or random objects. These encounters can occur anywhere on the main lodge's upper level, or anywhere on the resort grounds (outside the lodge). The frequency of these encounter checks depends on the time of day (one encounter check every segment during daytime, one check every 2 segments during nighttime). Roll percentile dice (d%) when checking for random encounters. Do not roll for a second encounter until the first encounter has ended.

If an encounter does not fit a particular game situation, you should roll for a new encounter. In some cases, the random encounter may not occur because the NPC listed is unable to be involved. You might also roll an encounter that the agents have already experienced. In either instance, roll again for a new encounter.

You may decide to make additional encounter checks to reflect the game circumstances. For example, if the agents are making a great deal of noise, you might roll for an extra encounter to represent the attention drawn by the clumsy agents.

Refer to the following lists when making random encounter checks. The number series before the colon in each entry represents the dice roll range; the text after the colon is the agents' encounter.

DAYTIME ENCOUNTER LIST

(10 a.m. - 10 p.m.)

01-10: No encounter occurs.

11-15: Agents hear the sound of footsteps only.

16-20: Agents hear the sound of unintelligible conversation in the distance.

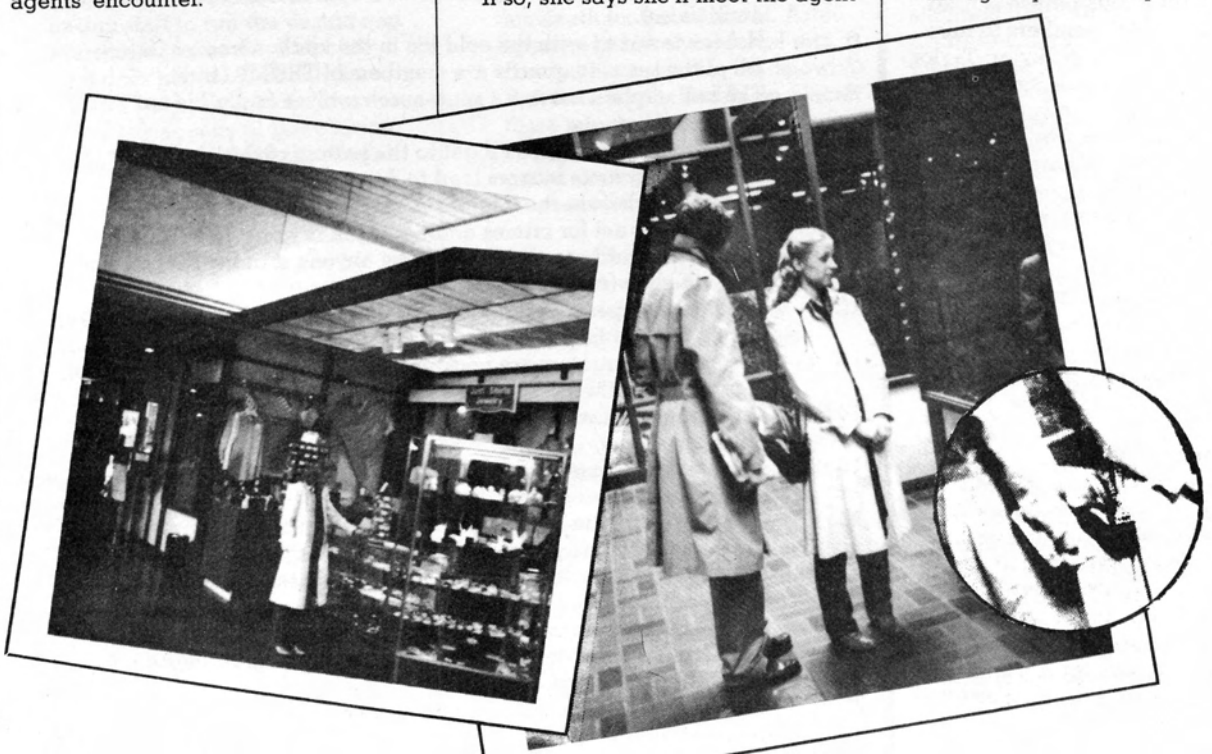
21-25: Agents see a young couple (Mark, Irene) walking hand-in-hand.

26-30: Agents meet an old couple (Oliver, Vera) with camera. The couple approaches an agent and asks him to take a picture of them for the folks back home. If the agent agrees to take the photo, the couple insists on taking the agent's picture in return. The couple does not take no for an answer. If the agent starts to show anger, the old man snaps a photo of the agent's scowling face. Otherwise, the couple follows the agent everywhere until he submits to the elderly pair's wish. If the agent tries to take or destroy the film, the old lady cries, "Help! He's beating on me! Stop, thief!" until a security guard or a civic-minded NPC comes to her assistance.

31-35: A woman (Irene) in a bikini approaches and asks a male agent (select randomly if more than one is present) if he would like a drink. If so, she says she'll meet the agent at poolside later that same day. When he gets to poolside, she is sitting at a table facing the pool. As he sits down with his back to the pool, a young couple playing with a beachball runs by and "accidentally" knocks the agent into the pool. Irene grabs anything the agent left at the table (camera, money, drink, etc.) and disappears. The young couple graciously apologizes and offers to pay for any damages. Check to see if the water affects anything carried by the agent into the pool. If more than one agent shows up to meet Irene, she dives into the pool and tries to splash as much as she can. She flirts with the agents, trying to get them to come into the pool. If she succeeds, the young couple grabs anything the agents leave at poolside.

36-40: The agents find scattered cash. Roll 1d10: *1* - $1; *2* - $2; *3* - $5; *4* - $10; *5* - $20; *6* - $50; *7* - $75; *8* - $100; *9* - $150; *10* - $200. No one has reported the lost money to the main desk.

41-45: The agents find casino chip(s) in corner. Roll 1d10: *1* - one worth $1; *2* - one worth $5; *3* - one worth $10; *4* - one worth $20; *5* - one worth $50; *6* - one worth $100; *7* - three worth $50 each; *8* - two worth $100 each; *9* - five worth $50 each; *10* - five worth $100 each. This find is suspicious since nothing the agents were given by the agency made any mention of a





casino on the club grounds. "Alice's Wonderland" is printed on the chips.

46-50: Two female security guards (Lisa, Sally) ask a female agent (select randomly if more than one is present) to accompany them to the nearest restroom. The guards then tell the agent to lean against the wall while they search her for weapons. If the guards find a weapon, they try to remove it. They ask the agent if she has a legal permit to carry the weapon. If so, the guards ask where the permit is and try to remove it. If the agent is not carrying a permit, the guards handcuff her and lead her to the house detective's office. If the guards do not find any weapons, they ask for some form of identification. If the agent matches her I.D., the guards apologize for having made a mistake. They tell the agent, "You looked like a known criminal we've been looking for named Robin Banks." If the agent has no matching I.D. or is carrying more than one I.D., the guards handcuff her and lead her to the house detective's office for further questioning.

51-55: If the agents are alone, they discover that they are being tailed! A novice agent (Hans) is trying to follow the agents, but loses them the second time the agents take evasive action. Hans tries to flee if agents approach him. If agents catch or corner Hans, he swallows a pill (aspirin) and shouts, "You can't take me alive—I'll die first!" If the agents question him further, Hans explains, "I'm learning to tail. I guess I'm not very good at it. Oh well, at least I'll be rid of this headache."

56-60: A tall man (Tom) in a turban decorated with a large round stone turns to face the agent(s). He smiles and then leaves. If the agents search the man, they find a camera in his turban. The large round stone is a disguised camera lens, and the shutter release cable runs down the man's right sleeve to his right hand. He's been photographing everyone in sight. If the agents follow the man, he returns to room **117** to develop the film in his bathroom-turned-darkroom.

61-65: A muttering male custodian (Francis) hurries past the agents and heads for the electrical room backstage in the main lodge.

66-70: A woman (Dawn) walks up to the agents and says, "Nice day to go hang gliding." If the agents do not reply, she turns and walks toward the lake. If any agent comments about the weather, she hands the agent a set of two keys to room **001** and then heads toward the lake. If the agents enter room **001**, they are met by two security guards (Guy, Jay). The guards frisk the agents and ask for identification, as outlined in entry 46-50 on this list. (The guards do not, however, ask about Robin Banks.) Use the Contact rules for any other conversation between Dawn and the agents.

71-75: A woman (Marie) in jogging clothes trots past agents on her way to the gym.

76-80: Agents find a spare key dropped by a housekeeper. This passkey allows entry into any room in the main lodge's upper level.

81-85: A bellhop (Lenny) returns to the main desk. If the agents are carrying anything, he asks to carry it for them in hopes of getting a tip.

86-90: A drunk (Dave) on his way to room **110** staggers toward the agents holding his keys. He tries to unlock each door he finds. If the agents help him to room **110**, they find 50 real $100 bills scattered across the carpet. Once in his room, the man passes out on his bed for 30 minutes.

91-95: An agent (select randomly if more than one is present) finds a well-used golfball.

96-00: An agent (select randomly if more than one is present) finds a woman's diamond earring worth $2,500. If the agent returns the earring to the Lost & Found at the main desk, the clerk calls Lady Lana, who rewards the agent with either $250 or the equivalent in goods or services within the main lodge. She won't take no for an answer.

NIGHTTIME ENCOUNTER LIST

(10 p.m. - 10 a.m.)

01-25: No encounter occurs.

26-40: Agents hear the sound of distant footsteps running north.

41-55: Agents hear faint laughter in the distance.

56-60: Agents see a pair of frightened, unarmed people (Jack, Nancy).

61-65: A woman dressed in expensive evening wear approaches the agent(s) and says, "I'd like a few words with you." She leads the agent(s) to a quiet corner, pulls a Beretta (d) and takes all valuables. The woman is Robin Banks, but she does not tell the agents her name.

66-70: The agents find scattered cash. See the Daytime Encounter List, entry 36-40.

71-75: The agents find lost casino chip(s). See the Daytime Encounter List, entry 41-45.

76-80: A female security guard (Sharon) asks, "What are you doing here at this hour?" She gladly escorts agents back to their suites.

81-85: Agents are being tailed by a female novice agent (Yvonne). She reacts in the same manner as the male novice agent from the Daytime Encounter List, entry 51-55.

86-90: A custodian (Francis) is picking up scattered paper trash.

91-95: Agents find a well-dressed, sleeping drunk (Dave). He suddenly wakes up and attracts security by yelling, "Thief!" repeatedly if anyone touches him.

96-00: Agents find a thick "Do Not Disturb" sign. If agents examine the sign closely, they notice that it is unusually heavy. The sign is actually a battery-operated receiver/transmitter listening device that can be hung on doorknobs. Agents may use the device if they wish.

Resort security

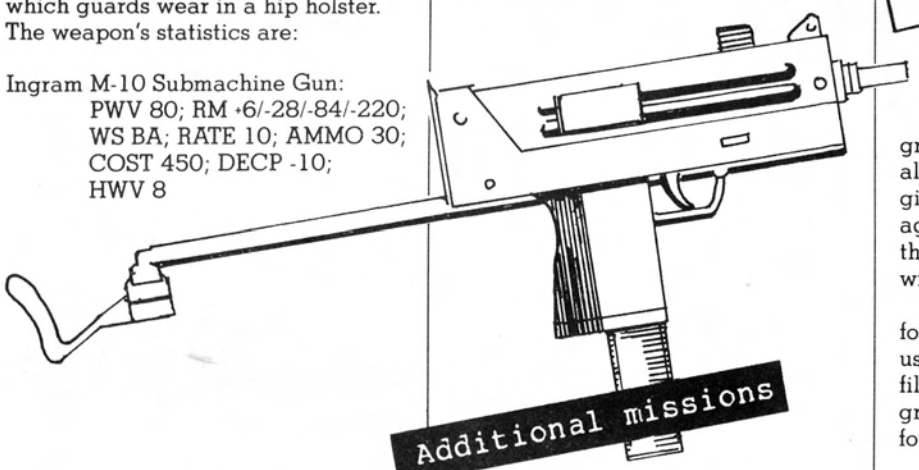
Alarm reactions

The resort protects itself against outside infiltrators. Security notices immediately if personnel begin disappearing. Security regularly searches trouble areas, and anyone is subject to interrogation. Suspicious characters or those bearing arms without permission are sent first to the house detective and then to casino security (area **L42**) on the lower level. From there, "infiltrators" are quickly escorted from the resort grounds in a garbage truck and terminated.

Security guard armament

Each guard at the Ace of Clubs is armed either with a 9mm Luger (f) or a new weapon, the .45 Ingram M-10, which guards wear in a hip holster. The weapon's statistics are:

Ingram M-10 Submachine Gun:
PWV 80; RM +6/-28/-84/-220; WS BA; RATE 10; AMMO 30; COST 450; DECP -10; HWV 8



Local police

The police are aware that the resort is more than it appears to be, but because of "national security," they do not investigate resort activities. No matter how serious the incident, local police do not intervene in resort matters unless their services are specifically requested by the resort's administrators. The resort's security force handles all police matters within the resort.

Physical security

All exterior doors are locked (-/20) at night. Interior doors can be locked or unlocked at your discretion. Desks, files, and drawers can be considered locked 75% of the time. The doors of occupied suites will probably be locked and chained. Security chains have a difficulty rating of +10. Keys are left in resort vehicles only 5% of the time.

Lighting

Most rooms and suites have a light switch inside the door to the right and 1d10 light sources in the room. Unless otherwise noted, most lights operate from light switches and are fluorescent.

Entering the resort

Agents can enter the resort grounds from any point outside the perimeter of the Resort Grounds Map (outside file cover). Agents may fly into the Ace of Clubs airport, drive in through the main gate, or climb over the perimeter fence. Agents who do not follow the guidelines set forth in their mission briefing, however, are likely to alert security and jeopardize the mission.

Additional missions

You may want to use the Ace of Clubs setting for other TOP SECRET® game missions. Once agents have completed the primary mission given (see p. 15 for complete details), you may want to assign the agents the task of both locating the enemy forces at the Ace of Clubs and neutralizing their effect. Such neutralization would entail the arrest of proven enemy agents, and the possible liquidation of those who resist arrest. Extreme care would have to be taken to protect the lives of friendly agents and innocent civilians whose deaths would bring regrettable repercussions to the agency and its operatives. Be sure to balance encounters in such a mission appropriately.

You may also want to use the Ace of Clubs setting simply as a place for agents to rest and recuperate from other missions. This option would allow you to easily work the Ace of Clubs into a TOP SECRET® campaign.



OUTDOOR RESORT ENCOUNTERS

(Use Resort Grounds Map, outside file cover)

Area descriptions for the resort grounds are given in this section. Not all details about areas have been given. Use your discretion when agents ask questions about an area that are not answered by the area's written description.

The capital letters in parentheses following the encounter titles are used on the Personnel Chart (inside file cover) to show areas of the resort grounds where certain NPCs may be found.

ACTIVITIES AREA (A)

A 1/4-mile running track surrounds a grass-covered athletic field in this area. The area's other features include a regulation-sized softball field, eight tennis courts, six volleyball courts, four badminton courts, two basketball courts, and two tetherball areas.

AIRPORT (B)

This airstrip is designed for small craft, especially jet-assisted planes that perform short takeoffs and landings. Helicopters can take off and land simultaneously from the twin 200-square-foot helipads. Two open hangars, one for airplane use (**1**) and one for chopper use (**2**), double as airport terminals for arriving and departing guests. A third windowless, locked (-/35) hangar (**3**) contains a light, 4-seated twin-prop plane and a small 6-seated jet. These planes can be chartered at $75 and $100

an hour, respectively. A ready-to-fly helicopter sits on each helipad. One chopper seats two and can be chartered for $50 an hour. The other chopper seats four and can be chartered for $60 an hour. Two pilots, Rhonda and Kim, tune all aircraft radios to the airport tower frequency. One of the pilots is on call 12 hours a day for charter flights. The control tower is run by Ron during the day, and Ursula at night.

CAMERA EMPLACEMENTS (C)

Nine remote-controlled, closed-circuit television cameras stand on wooden posts that are strategically placed around the resort. All nine cameras are monitored from the south security hut and the house detective's office. The camera emplacements are on 6-inch-diameter wooden poles; mercury vapor lamps are mounted above them. The lamps illuminate a 200-foot-diameter half-circle from sunset to sunrise. The camera at the main gate security hut is in plain view, does not pivot, and is trained on the roadblock there so that it views all incoming and outgoing vehicles.

The other eight cameras sweep a 180-degree arc, which usually shows the perimeter fence. The cameras pivot automatically and cannot be stopped or started from either monitoring station. The cameras are not well-hidden in the trees, and are set high enough so that they look down on the 3-meter-high privacy berm that surrounds the resort grounds (the one camera that does not look down on the privacy berm is located by the lagoon bridge).

A two-lane, dirt jeep trail runs around the top of the berm. A security jeep driven by Kelly and Kurt (or Zak and Rita at night) usually goes past each camera once per hour. The guards are disguised as hunters and have two Ingram M-10 submachine guns stored under the jeep seats. The back of the jeep contains two high-powered flashlights, a tool kit, a screw-type jack, a tire iron, two loaded .303 Lee-Enfield bolt-action rifles (p), and two loaded .410 caliber, variable-choke, pump-action shotguns (ee).

This patrol only interrupts its scheduled rounds to investigate cut camera cable, sliced fence wire, footprints that cross or track along the dirt roads, and other obvious signs of infiltration (refer to the Intruder Discovery Table in the TOP SECRET® rule book, p. 36). If the patrol does not report in once per hour at each security hut, all security guards (except those at the main gate) converge on the last known patrol location.

DEMOLITIONS PIT (D)

This pit stands near the shooting ranges in the hunting area. The demolitions pit is a terraced depression that has a 3-foot-deep, 10-foot-wide pool of water at the bottom. Grenade-blasted holes mark the pit walls every few yards. A few weeds are growing among ripped sandbags and three burned-out automobile bodies.

18-HOLE GOLF COURSE (King of Clubs) (E)

This par 72 course has two tees for each hole. A caddy (Jeff or Gerry) can be hired at $5 an hour on a first come, first serve basis. Club rental runs $30 per nine holes. If agents care to play, they may finish 9 holes per hour.

FITNESS CIRCUIT (F)

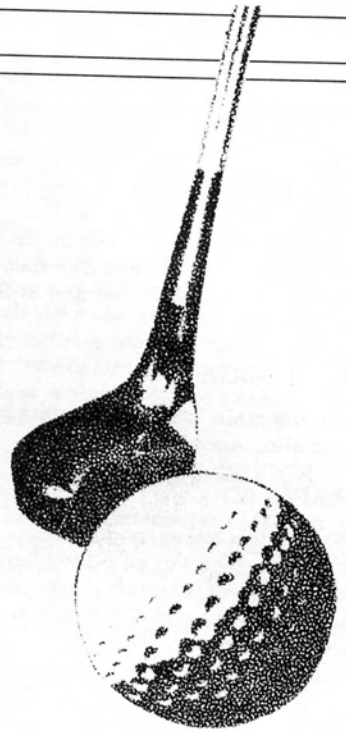
This mile-long path is made up of a series of 16 exercise stations. Each station features a different exercise and an illustrated sign that provides instructions.

HUNTING AREA SECURITY HUT (G)

The security guard (Bruce) at this roadblock does not allow nonsecurity vehicles or any unscheduled person or party to enter this fenced area of the resort. If the person's arrival is not scheduled, Bruce claims the area is reserved for only a limited number of hunters and that, for safety reasons, today's quota cannot be exceeded. If anyone asks the guard about reserving space for a future date, he refers to a clipboard hanging in the security hut. He tells the person or party that the area is booked solid for the next 7 days, but that he will happily reserve any date after that.

If the person or party is scheduled to enter at the time they arrive at the gate, Bruce counts those entering, writes the number down, raises the gate, and waves the person or party through.

This roadblock has a gate that is padlocked (10/35) at night, and is wired to set off an alarm at the south security hut if not properly deactivated. Bruce and Lynn have the keys to the padlock.



LAGOON BRIDGE (H)

This double-lane arch spans the Lady Luck Lagoon. A total of 40 ounces of plastique is hidden (20/05) against both bridge supports. The explosives are wired to paired radio detonators that can be triggered from either the house detective's desk or from the main gate security hut. If either trigger is pressed, the lagoon bridge is blown off its supports and falls into 50 feet of water. Any persons or vehicles on the bridge when it blows also fall into the water. The blast causes 240 points of damage to anyone within 10 feet, 60 points to anyone from 11-20 feet away, 20 points to anyone from 21-40 feet away, and 5 points to anyone from 41-80 feet away. The bridge measures 300 feet from support to support. The explosives represent a last line of defense if any unauthorized vehicles try to flee the resort over the lagoon bridge.

MAIN GATE SECURITY HUT (I)

At this well-guarded roadblock, security guard Bud asks to see a membership card. Reservations and a membership card are required in order to pass through this gate. If visitors are missing either one, they are not allowed to proceed inside the resort. If all is in order after checking with the front desk, the guests are allowed to pass through the gate and check into the resort.

All visits to the main gate are recorded, and incoming visitors are reported to the main desk by telephone.

Bud is covered at all times by

security guard Glenda in the flanking security hut living quarters. All visitors to the main gate are on camera (**C**). Agents cannot bribe Bud or Glenda. Two buttons are located inside the door of the living quarters. When pressed simultaneously, these buttons detonate the plastique at the lagoon bridge.

MAIN LODGE (J)

See the main lodge encounters for information about this area.

MARINA (K)

Sailboats, canoes, paddle boats, and scuba gear can be rented here. Walt also gives windsurfing instructions here. Rental charges can be billed to a room by showing a room key. Crafts cost $5-15 per hour. Fishing is permitted in the eastern inlet. Water skiing, sailing, and windsurfing are allowed on the rest of Diamond Lake. Scuba instruction is currently not available because of the death of Jake.

OFF-ROAD AREA (L)

Four separate race tracks make up the off-road area. Each track has a different surface: asphalt, concrete, dirt, and gravel. A thick forest of leafy trees keeps these tracks from being seen from outside the area. A locked (-/50), windowless building stands in the pit area of the dirt track. Inside the building are 11 vehicles used for driver education on the various track surfaces. Each of the vehicles has keys in the ignition, and all doors are unlocked. The vehicles are: domestic 4-passenger auto, 2-passenger sportscar, limo, unmarked police car, 4-wheel-drive jeep, motorcycle, unmarked police cycle, van, pickup truck, straight truck, and semi-trailer truck.

OFF-ROAD AREA SECURITY HUT (M)

The security guard stationed at this roadblock (Wanda) does not allow nonsecurity vehicles or pedestrians to enter this fenced area of the resort. She claims that reservations are required to use this area. In short, agents are treated exactly the same as they would be at the hunting area security hut.

At night, this roadblock is closed and the gate padlocked (10/35). It is also wired to set off an alarm at the south security hut, if not properly deactivated. Wanda and Lynn each have a key to the padlock.

PARKING LOT (N)

Approximately 50 expensive new cars stand on this concrete lot; all are locked. The parking attendant (Clyde) keeps the keys to each car on a pegboard behind the main desk. Because the cars are expensive, their door locks (-/20) and ignition systems are difficult to bypass (Electrical Engineering AOK of 75 or higher) without the proper keys. Most guests drive to the main lodge, hand their keys to the parking attendant, and receive a location tag. Waiting bellhops try to unload guest vehicles and carry luggage to the main desk.

RANCH RESORT (O)

A ranch resort for pets is located a half-mile from the main lodge. Guests can place cats and dogs in this kennel and have them cared for at $20 per day. Ten riding horses are kept in the nearby corral, and can be rented for $15 an hour. Guests can either ride in the corral or ride on the numerous bridle trails that wind throughout the nearby woods. The ranch is run by Sandy and Cathy, who are identical twins.

RAPPELLING CLIFFS (P)

Amy, an activities instructor, is here from 10 a.m. to 10 p.m. teaching mountain climbing skills at $10 per hour. Equipment rental charges can be billed by showing a room key. The cliffs range in height from 10-60 feet, and are generally sheer.

SHOOTING RANGES (Q)

These ranges are located in the hunting area, and are surrounded by high walls of trees and shrubs. Four roofed firing lines each face 10 targets hanging in front of a 15-foot-tall adobe wall. There are a total of 40 firing positions. A windowless, cement block building with a locked and alarmed door (10/35) stands among the roofed firing lines. Behind the locked door are six copies of each gun listed in the TOP SECRET® rule book (a - ee). Fifty rounds of the proper ammunition are stacked beside each gun. If intruders activate the silent alarm, Lynn (at the south security hut) is alerted. Bruce, Lynn, and Wanda each have a key to this door.

SKI SLOPE (Joker Hill) (R)

The skiing facilities on this poor excuse for a mountain are not operating because of the lack of snow (you may modify this detail depending on the time of year you have agents at the resort). The ski lift is not operating, either. No seats are attached to the lift. The hill rises to a height of 250 feet, and is a good place from which to see the entire resort grounds. Grass skiers can attain speeds up to 40 m.p.h. skiing down the 1,500-foot, bromegrass-covered slope. Grass skis can be rented for $10 an hour at the gift shop (area **U13**) in the main lodge. (Point out to agents who ski on the grass that they must walk up the hill because of the broken lift.)

A small, locked (-/30) ski lodge stands at the bottom of the slope. The lodge contains an unstocked bar and grill, restrooms, 6 trestle tables, and 36 wooden chairs. A large, carpeted lounging area surrounds the empty gas fireplace.

SOUTH SECURITY HUT (S)

This roadblock separates the hunting area from the off-road area. The security guard living at this post (Lynn) monitors the cameras at positions marked "C" on the Resort Grounds Map. She also monitors the security-wired locks at each of the security huts.

TRAP & SKEET SHOOTING (T)

Shotguns, ammo, and professional instruction are available in this area from Scott. Gun rental is $10 per hour. The guns may be used only in this area, as the hunting area is off-limits at this time. The guns are locked separately (-/25) in a gun rack, and are kept in a double-locked(-/35)(-/45), windowless storehouse. One hundred rounds of ammo for each gauge are also kept here. Scott carries all gun keys in his right pocket and the storehouse key in his left. There are six of each type of variable-choke, pump-action shotgun (z-ee) in the storehouse. Other stored weapons (12 of each) include bows, crossbows, and hunting slingshots. There are 144 arrows in 12 quivers, 144 bolts, and 72 ball bearings. The range is lit from sunset until 10 p.m., and is surrounded by a chain link security fence. The fence is not topped with barbed wire. Scott carries a .45 self-load pistol (l) in a hip holster.

MAIN LODGE - UPPER LEVEL ENCOUNTERS

(Use Upper Level Map, p. 13)

Descriptions of all areas on the upper level are given in this section. You may add your own details for areas about which agents want more information.

U1. LOBBY

This busy crossroads of activity is decorated in a card game motif. A crystal chandelier dominates the ceiling. If agents enter through the main doors, at least two bellhops (Jen, Lenny) unload the agents' car. The parking attendant exchanges a location tag for the agents' car keys, and hangs the keys on a pegboard behind the main desk. A bell captain (Andrew) wearing a billed hat stands in the center of the lobby. He directs bellhops to carry luggage and assist on the outer drive. Everyone has a hand out, waiting for tips. To the right are lounging couches and a discotheque (area **U30**); to the left is the main desk.

U2. MAIN DESK

Anyone who approaches this desk is greeted by a smiling manager (Paul) who politely asks, "May I help you?" He then proceeds to do whatever agents ask of him. Paul asks the agents to sign the register. He then gives the agents their room keys. Several bellhops will be glad to carry the agents' luggage and assist them to their rooms. Behind the main desk is a telephone, a guest register, the parking lot attendant's key board, and a wall of pigeon holes for mail and extra keys. A cash register holds $1,678 in bills and change. There is also a public address system microphone and a bell to call bellhops. Messages can be left here for other resort guests. A desk clerk (Juli) handles any financial matters.

U3. HOUSE DETECTIVE'S OFFICE

Nine television monitors line the walls of this room. Each broadcasts a picture being transmitted by one of the resort's camera emplacements ("C" on the Resort Grounds Map). A plainclothes house detective (Curtis) sits behind a desk, on which rests a telephone. He does not let anyone pass into the valuables lock-up behind him. The keys to the lock-up hang on the right side of his belt. Inside his top right desk drawer are two buttons that, when pressed simultaneously, detonate the plastique on the lagoon bridge. A single playing card is also in this drawer. It is an ace of clubs, and the number "151" has been scrawled in pencil on the card.

The TV monitors scan trees, the dirt road, and security fence. The camera that shows the main gate does not move. If the agents try to change channels on any of the monitors, the incoming closed-circuit signal is lost. None of the monitors has sound.

U4. VALUABLES LOCK-UP

A siren alarm (-/20) mounted on the inside wall guards this locked room. This noisy alarm must be turned off with a key before the door may be opened. The same key does not work for both. The two keyholes are visible. Inside this house vault, in three locked (-/25), fire-resistant cabinets are: $76,125 cash in small bills, $15,000 in jewelry, and three airline tickets, respectively. The tickets are to London, Vancouver, and Melbourne. The room has no windows or ventilation. Closing the door does not turn off the siren or relock the door.

U5. RESERVATIONS

The reservations clerk (Eric) works here. Papers cover his desk. A telephone and a ledger listing the guests in all the suites on each floor are the only notable features on the desk. Entries are by first name only. The ledger is similar to the guest register in the Agent File.

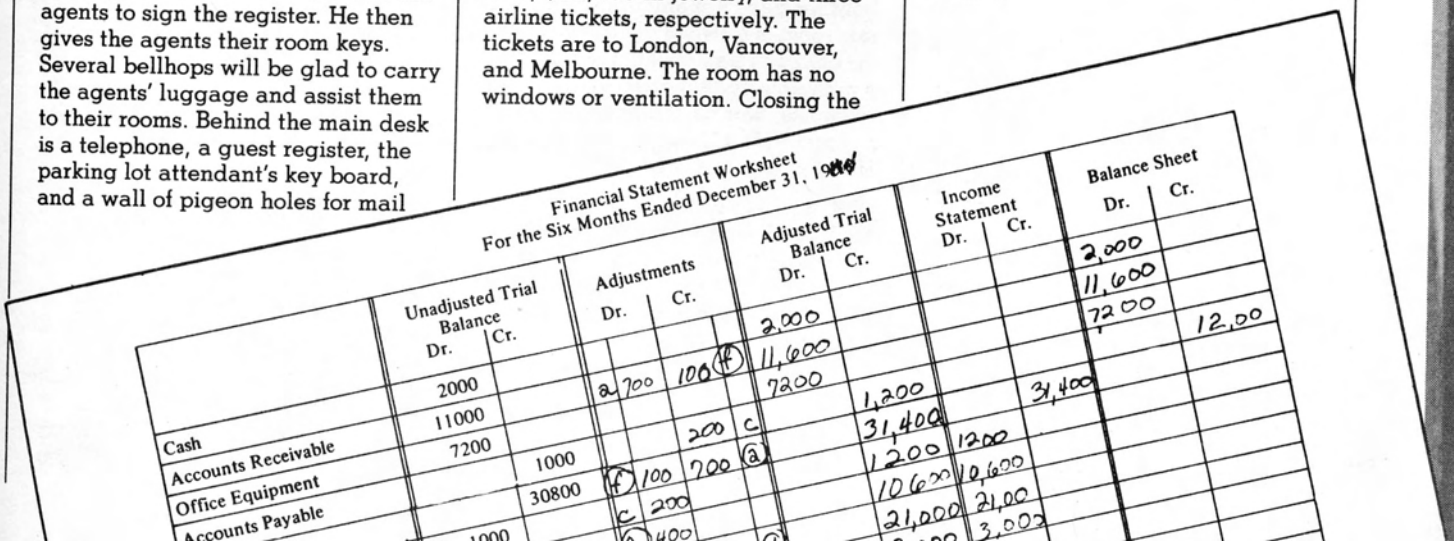
U6. TIMEKEEPER'S OFFICE

The club's timekeeper (Liz) and bookkeeper (Earl) share this office. A complete list of employee's first names lies on Liz's desk. Each employee's work area and work hours are given on the list.

Earl's desk has a telephone and a ledger that lists all employees' first names and their positions at the Ace of Clubs. If agents ask about a specific employee, consult the Personnel Chart and give them any relevant information. Bookkeeping records in the room indicate that the club, though rarely filled to capacity, manages to show a weekly profit. The records include wages and resort expenses. All of these papers appear to be legitimate.

U7. RESORT SWITCHBOARD

The switchboard operator (Tama) sits at a switchboard cabinet positioned against the west wall of this room. An agent having an AOK of 75 or higher in Electrical Engineering notices a cable patching all calls to the house detective's office. The operator is aware of the illegal cable. The switchboard handles about one call per minute. Agents having an AOK of 85 or higher in Electrical Engineering are able to operate the console.



Financial Statement Worksheet
For the Six Months Ended December 31, 19--

	Unadjusted Trial Balance Dr.	Unadjusted Trial Balance Cr.	Adjustments Dr.	Adjustments Cr.	Adjusted Trial Balance Dr.	Adjusted Trial Balance Cr.	Income Statement Dr.	Income Statement Cr.	Balance Sheet Dr.	Balance Sheet Cr.
Cash	2000		a 700	100 (f)	2,000				2,000	
Accounts Receivable	11000			200 c	11,600				11,600	
Office Equipment	7200			700 (a)	7200				7200	
Accounts Payable		1000	(f) 100			1,200				12,00
Notes Payable		30800	c 200			31,400		31,400		
		1000	(b) 400	(a)		1,200		1200		
						10,600		10,600		
						21,000		21,00		
						3,002		3,002		

U8. WOMEN'S RESTROOM

The unlocked door to this room is marked "Queens."

U9. MEN'S RESTROOM

The unlocked door to this room is marked "Kings."

U10. GAME ROOM

Eighteen coin-operated electronic video games, and two pinball machines blip, buzz, and whir in this room. Each locked (-/25) machine contains 2d10 dollars in coins. All machine keys are on either Hope or Heidi's belt.

U11. TABLE ROOM

This room contains a billiards table, a foosball table, a pocket pool table, and an air hockey table. Along the walls are cue racks, triangles, talcum powder containers, and chalk cubes.

U12-17. RESORT SHOPS

These convenience stores are open from 10 a.m. to 10 p.m. daily. Because of the glass walls, anyone can see from one shop into the next.

U12. Drug store: This shop contains almost all over-the-counter medicines, from aspirin to sleeping pills. Daily newspapers, paperback books, magazines, tobacco, cigars, cigarettes, and candy bars are also for sale. Del, the cashier, has $278 in the register.

U13. Gift shop: Novelties, souvenirs, jewelry, toys, and flowers can be purchased here. Golf, tennis, badminton, racquetball, and handball equipment is also on sale. Grass skis and poles can be rented here for $10 an hour. The gift shop cashier (Ivor) has $168 in the cash register.

U14. Women's apparel: The latest in women's golf, tennis, and swim wear can be purchased here. There is $357 in the register. If any agent says the phrase "through the looking glass" or "Alice's Wonderland," the cashier (Edna) invites the agent to "step this way, please!" She directs him to stand inside the three-view mirror in the corner of the store. "We might have something you'd like in storage," she suggests as she swings the side mirrors shut on either side. The agent now stands inside a mirrored triangle. Seconds later, the forward mirror swings open to the left. As the agent steps into a lighted 20-foot wide hallway, the mirrored door closes and the side mirrors are reset for the next agent. The mirrored secret door does not open from this side. On the opposite wall, a sign that reads "STORAGE" points to the left.

The chance that the agents see someone use the secret door is 5% per hour. Agents can wait and watch for others on either side of the secret door, but the odds remain the same. Anyone who comes through the door proceeds to the storage area as directed. Anyone on his way to the storage area proceeds normally unless agents accost him.

U15. Stylist: Helen styles hair in an hour for $25. A manicure costs $5. In this room is a swivel chair, two regular chairs, a hair dryer, a mirror, and a complete collection of tints, bleaches, hair permanents, hairpins, scissors (-10/-5), combs, and sprays. Helen's cash box holds $175.

U16. Barber: Barbara cuts hair for $15, gives a shave for $5, and does so in 30 minutes. Manicures cost $5. There is a 10% chance per minute that, if an agent talks during a 5-minute shave, he suffers 1 point of damage to the neck. In this shop is a swivel chair, a wall mounted mirror, two regular chairs, a straight razor (-10/-3), clippers, combs, and scissors (-10/-5). Barbara has $95 in the cash box.

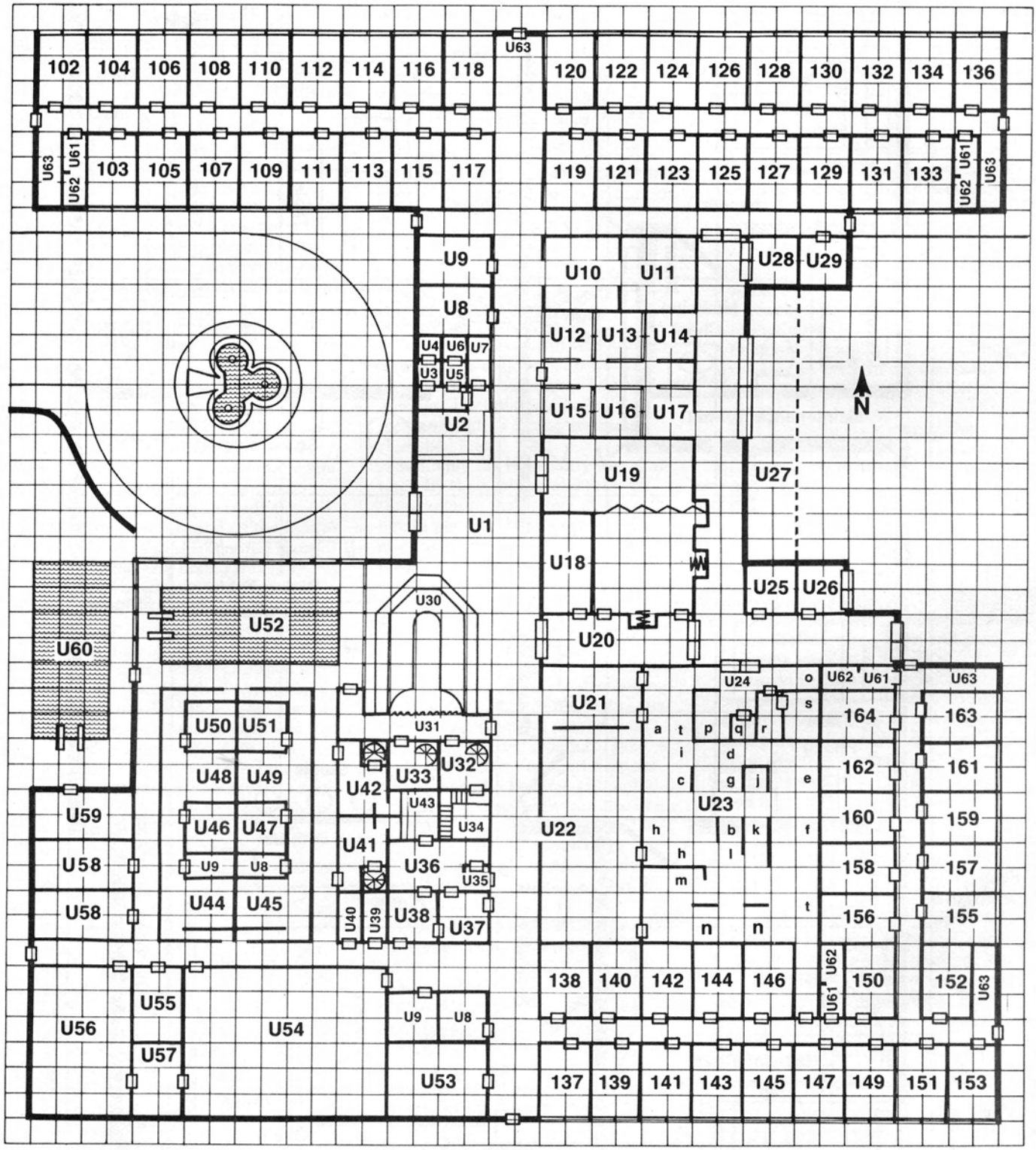
U17. Men's apparel: The latest in men's tennis, golf, and swim wear is available here. There is $417 in Vic's cash register. If agents mention the words "Alice's Wonderland" or "through the looking glass" to Vic, he smiles. He then points to the three-view mirror in the corner of the shop and says, "I think we have what you want in storage." This mirrored secret door is identical to the one in the women's apparel shop (area **U14**), including the storage sign. The percentage chances of noticing the door are also 5%.



U18. HAT & COAT CHECK

Sara happily takes all hats, coats, briefcases, umbrellas, or other items for temporary safekeeping on one of the shelves or hangers in this room. She returns a claim tag and expects a tip when the agents retrieve their belongings. After the agents leave items with her, Sara inspects all items using an under-the-counter fluoroscope. She reports anything questionable (unusual weapons, special devices, large amounts of cash) to the house detective by phone. If directed by the house detective, Sara tries to remove the questionable item. If she does so, she hands the item over to the house detective, who picks it up and locks it in the valuables lock-up (area **U4**).

Main Lodge
Upper Level Map



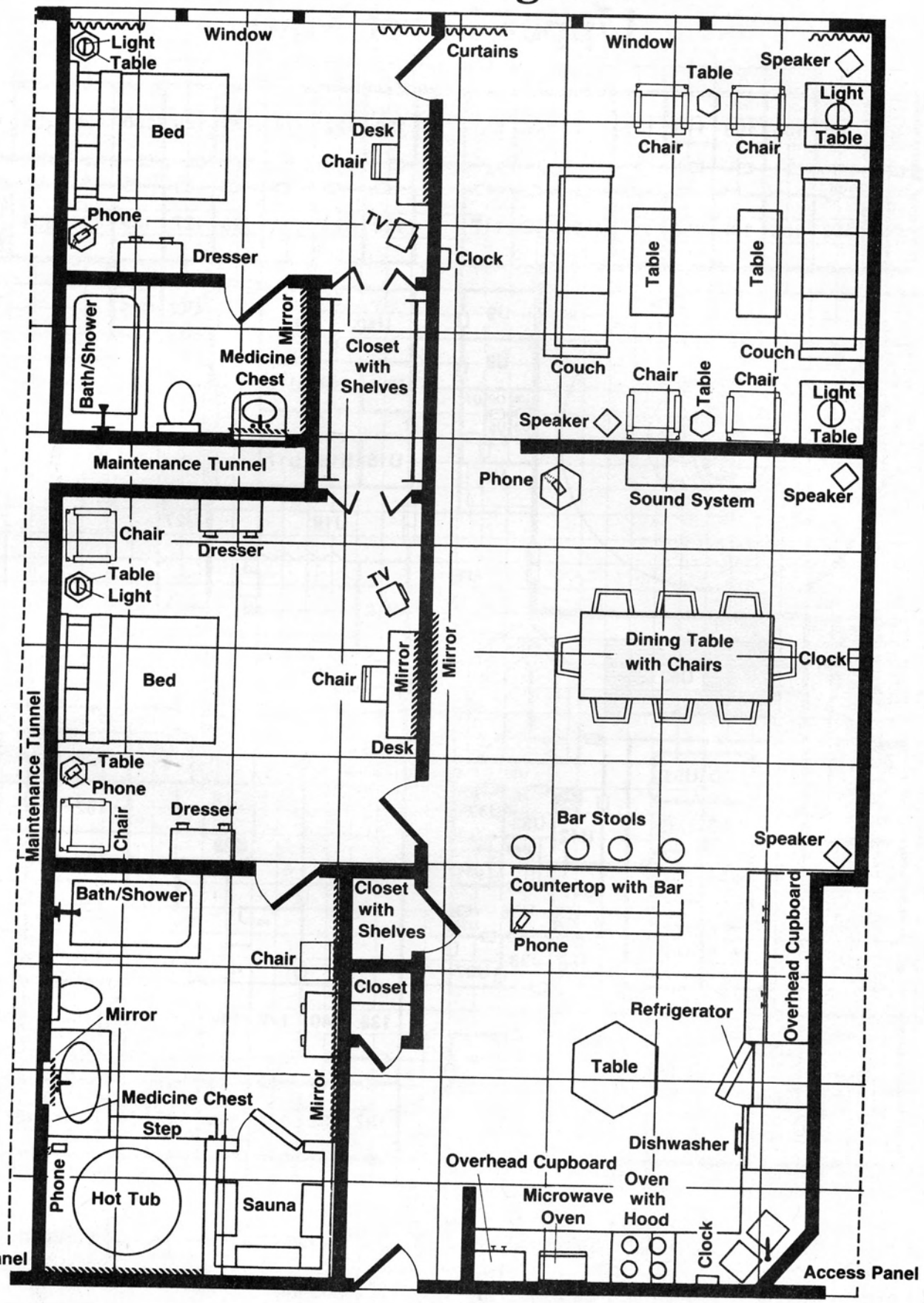
Door
Spiral staircase
Wooden staircase
Partition
Window
Curtain
Counter

1 square = 20 feet

To remove center eight pages, open the staples between p. 16-17, pull out Agent File, and bend staples back.

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Suite Diagram



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1 square = 5 feet

Mission briefing

Reconnaissance

The Ace of Clubs, an exclusive resort for members only, is actually a western spy school. College graduates, detectives, military officers, teachers, business people, and others come here to learn a new profession. That profession is espionage.

Recruits are eager to train for their new careers. These trainees may come and go as they please but are pledged to secrecy regarding the true purpose of the club. Students are usually recruited by the agency. Few are allowed entry to the courses if they have not passed strict security checks.

Located in upstate New York, the club's main lodge is surrounded by several square acres of rolling countryside, which include a lake. The main lodge holds gymnasiums, swimming pools, suites, bars, a dining area, and administrative offices. All classrooms are located on the lodge's lower level. The surrounding area offers bridle and hiking trails, a shooting range, kennels, a marina, an airfield, athletic fields, and a ski hill. The complex is surrounded by a 3-meter-high shoulder. A chain link fence rims the shoulder, topped by three strands of barbed wire placed on Y mounts. Personnel gain entry by showing a membership card to a security guard at the main gate. Permission to enter by airplane is required from the club control tower. After landing, personnel must show membership cards to security in order to proceed further.

Personnel categories at the Ace of Clubs include: trainee, instructor, security, service, and administrative. The trainees are intelligent and quick-witted, and have diverse personalities. No more than 20 trainees are at the lodge at one time. The instructors are bright, tough, and generally recognized by the agency as experts in their areas of knowledge. Security personnel are highly professional, and are deadly at hand-to-hand and projectile combat. The club's service employees are hard-working and friendly, but are not able to provide much information outside their areas of responsibility. Most are aware of the club's true intent, as they have been thoroughly screened by the agency. They, too, have been sworn to secrecy regarding the school. The administrative personnel are few, and are unquestioningly obeyed by the employees.

All persons at the Ace of Clubs are known by their first names. The guest register included in this file lists names and occupations of most of the people you are likely to encounter on this mission. This register is highly confidential, and is usually only available to top level club administrators.

Security personnel carry walkie-talkies and 9mm Lugers in belt holsters at all times. Most are in uniform when on duty. Security guards dressed as hunters patrol the perimeter fence day and night. These guards carry rifles and shotguns.

Current status

The Ace of Clubs ran smoothly for 5 years. The majority of trainees graduated as expected, while the number of people accidentally injured or killed during training remained low.

Suddenly the tranquility was shattered by the accidental deaths of three veteran instructors within a 2-month period. This was not only a statistical irregularity, but also a tragic loss of life that disrupted the training of recruits. Taylor, the club's head administrator, immediately called for outside assistance when the body of his longtime friend, Arnie, was found. Arnie, a fencing instructor, had apparently wandered into the demolitions area, not realizing that trainees had placed time bombs there minutes before. Jake, a scuba instructor, drowned 5 weeks earlier when he became entangled in a net. He had had only minutes of air left in his tanks. A week before the drowning, Terry, a martial arts expert, was killed by his own sword as he fell while rappelling down a cliff one night.

The people involved in the mishaps were questioned thoroughly, but investigators were unable to establish any connections between the deaths. No physical security had been breached at any time.

Taylor still insists that the "accidental" deaths are related; he has requested an investigation from the outside. All club personnel are suspect.

Assignment

Due to the delicacy of the situation and the overall lack of reliable information concerning conditions within the resort, agent discretion is advised. Once inside the resort, you are on your own. No reinforcements will be available.

At Taylor's request, you are to investigate the deaths in order to determine their respective causes. If foul play is involved, you are to investigate the source(s). Once you have gotten this information and obtained supporting evidence, leave the resort with the evidence and report all findings to the agency. You are not to arrest anyone while at the resort unless absolutely necessary. Excessive termination is discouraged.

Do not reveal this mission to anyone. Such a breach of security could destroy all chances of completing the mission, and could also jeopardize the lives of fellow agents and innocent civilians.

Photographs and audio recordings may serve as proof of mission completion to agency administrative personnel.

This file includes a map of the main lodge's upper level, a suite diagram, a guest register, a training course schedule, and an incomplete map of the lodge's lower level. This map has been left incomplete for security reasons, although you may add details as you see fit.

Method of infiltration

Your investigating team will pose as agents requiring 1 week of advanced firearms training. This form of entry allows firearms to pass security checks. Be sure to bring legal permits for your guns when you arrive. Each of you has $2,000 credit for the 1-week stay. The credit is good for room service, meals, bar tabs, tips, and recreational activities.

The agency has reserved rooms in your aliases for 7 days. Rooms **111-114** have been set aside for you. Each of you will be issued an Ace of Clubs membership card and a copy of the Advanced Firearms Training Course Schedule following this briefing. You will be driven to the main gate in an agency-supplied automobile. Then you will be directed to the main lodge.

Mission briefing completed. Good luck!



ADVANCED FIREARMS TRAINING COURSE SCHEDULE

TIME	EVENT
DAY 1	
10:00 a.m.	Arrive at main gate of Ace of Clubs.
10:15 a.m.	Check in at main desk in main lodge.
10:30 a.m.	Move into reserved suite.
1:00 p.m.	Report to trap & skeet shooting area for course orientation.
5:00 p.m.	Course orientation ends. Class dismissed.
DAY 2	
9:00 a.m.	Report to trap & skeet shooting area for shotgun issuance, instruction, and practice.
12:30 p.m.	Return shotgun. Break for lunch.
1:30 p.m.	Report to trap & skeet shooting area for shotgun issuance, instruction, and practice.
4:00 p.m.	Shotgun instruction and practice ends. Return shotgun. Class dismissed.
DAY 3	
9:00 a.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
9:15 a.m.	Report to shooting range in golf cart for carbine issuance, instruction, and practice.
12:15 p.m.	Carbine instruction and practice ends. Return carbine.
12:30 p.m.	Report to hunting area security hut in golf cart for head count by security guard and break for lunch.
1:30 p.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
1:45 p.m.	Report to shooting range in golf cart for rifle issuance, instruction, and practice
4:45 p.m.	Rifle instruction and practice ends. Return rifle.
5:00 p.m.	Report to hunting area security hut in in golf cart for head count by security guard. Class dismissed.
DAY 4	
9:00 a.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
9:15 a.m.	Report to shooting range in golf cart for submachine gun issuance, instruction, and practice.
12:15 p.m.	Submachine gun instruction and practice ends. Return submachine gun.
12:30 p.m.	Report to hunting area security hut in golf cart for head count by security guard and break for lunch.
1:30 p.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
1:45 p.m.	Report to shooting range in golf cart for assault rifle issuance, instruction, and practice.
4:45 p.m.	Assault rifle instruction and practice ends. Return assault rifle.
5:00 p.m.	Report to hunting area security hut in golf cart for head count by security guard. Class dismissed.
9:00 p.m.	Optional personal weapon practice. Attendance not required. Report to hunting area security hut on foot for head count by security guard and security clearance.
9:30 p.m.	Report to shooting range on foot for optional nighttime personal weapon instruction and practice. Bring own weapon.
12:30 a.m.	Optional nighttime personal weapon instruction and practice ends. Take own weapon.
1:00 a.m.	Report to hunting area security hut on foot for head count by security guard and security clearance. Optional class dismissed.
DAY 5	
9:00 a.m.	Optional personal weapon practice. Attendance not required. Report to hunting area security hut on foot for head count by security guard and security clearance.
9:30 a.m.	Report to shooting range for optional personal weapon instruction and practice. Bring own weapon.
12:30 p.m.	Optional personal weapon instruction and practice ends. Take own weapon.
1:00 p.m.	Report to hunting area security hut on foot for head count by security guard and security clearance. Optional class dismissed.
9:00 p.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
9:15 p.m.	Report to shooting range in golf cart for nighttime carbine issuance, instruction, and practice.
12:15 a.m.	Nighttime carbine instruction and practice ends. Return carbine.
12:30 a.m.	Nighttime rifle issuance, instruction, and practice begins.
3:30 a.m.	Nighttime rifle instruction and practice ends. Return rifle.
3:45 a.m.	Report to hunting area security hut in golf cart for head count by security guard. Class dismissed.
DAY 6	
9:00 p.m.	Report to hunting area security hut in golf cart for head count by security guard and security clearance.
9:15 p.m.	Report to shooting range in golf cart for nighttime submachine gun issuance, instruction, and practice.
12:15 p.m.	Nighttime submachine gun instruction and practice ends. Return submachine gun.
12:30 a.m.	Nighttime assault rifle issuance, instruction, and practice begins.
3:30 a.m.	Nighttime assault rifle instruction and practice ends. Return assault rifle.
3:45 a.m.	Report to hunting area security hut in golf cart for head count by security guard. Class dismissed.
DAY 7	
12:30 p.m.	Leave reserved suite.
12:45 p.m.	Check out of main lodge at main desk and receive course evaluation.
1:00 p.m.	Leave Ace of Clubs through main gate.

List of prerolled agents

You may use any one of the agents listed below for this and other TOP SECRET® missions if you do not want to create your own agent. Some secondary and tertiary trait values are not given. You can compute these using the trait values listed.

Assassins

Clyde McMahon (code: Animal)

PS	78	**CH**	29
W	94	**CO**	40
K	39	**CD**	39
OF	38	**DP**	35
EV	45	**LL**	17

Comments. A nongentleman who terrorizes his victims by growling during attacks. Has an astonishing record of successes.

Audrey Loring (code: Shrew)

PS	59	**CH**	85
W	99	**CO**	97
K	37	**CD**	26
OF	62	**DP**	91
EV	56	**LL**	16

Comments. An unexpectedly tenacious fighter. Prefers the out-of-doors, and oversized opponents.

Hector Von Allen (code: The Shrink)

PS	80	**CH**	91
W	93	**CO**	92
K	90	**CD**	85
OF	89	**DP**	92
EV	88	**LL**	17

Comments. Psychological warfare expert who attempts hypnosis. Has been effective in using psychiatrist cover to gain confidence of targets.

Ling Sing (code: Tokyo Fats)

PS	96	**CH**	46
W	41	**CO**	88
K	45	**CD**	69
OF	79	**DP**	67
EV	58	**LL**	14

Comments. Retired sumo wrestler. Enjoys judo.
AOK. Military Science - 130

Nathan James (code: Dr. Blade)

PS	84	**CH**	82
W	29	**CO**	87
K	94	**CD**	74
OF	81	**DP**	85
EV	78	**LL**	11

Comments. Famous in the agency for his prowess with knives. Not very talkative.

Confiscators

Willie Lamm (code: Vulture)

PS	32	**CH**	44
W	71	**CO**	78
K	41	**CD**	85
OF	82	**DP**	61
EV	65	**LL**	10

Comments. Extremely proficient, low profile operator. Strong aversion to any kind of offensive attack.

Vic Barber (code: Shark)

PS	49	**CH**	64
W	86	**CO**	58
K	87	**CD**	94
OF	76	**DP**	61
EV	79	**LL**	14

Comments. Playing card expert. Loves gambling, games of chance, and scuba diving.

Leslie Moore (code: Uptown)

PS	39	**CH**	98
W	61	**CO**	80
K	36	**CD**	91
OF	86	**DP**	89
EV	95	**LL**	10

Comments. Gentleman pickpocket. A well-dressed, charming operator.

Adam Marks (code: Sky Cap)

PS	40	**CH**	73
W	45	**CO**	91
K	91	**CD**	93
OF	92	**DP**	82
EV	83	**LL**	9

Comments. Professional stunt pilot. Likes racing, barnstorming, and parachuting.

Dena Dee (code: Madame Magnet)

PS	39	**CH**	99
W	31	**CO**	63
K	85	**CD**	94
OF	79	**DP**	81
EV	97	**LL**	7

Comments. Infil-exfil specialist.
AOKs. Engineering, Electrical - 135; Metallurgy - 129; Physics - 121

Investigators

Quinn Hall (code: The Operator)

PS	34	**CH**	74
W	36	**CO**	63
K	92	**CD**	73
OF	68	**DP**	69
EV	74	**LL**	7

Comments. Communications specialist.
AOKs. Computer Science - 120; Engineering, Electrical - 124

Maureen Hughes (code: Who Nose)

PS	95	**CH**	74
W	92	**CO**	74
K	26	**CD**	66
OF	70	**DP**	74
EV	70	**LL**	19

Comments. Woman of a thousand faces. Carries facial disguise kit.
AOK. Fine Arts - 130

Avery Sedgewick (code: Charmer)

PS	88	**CH**	99
W	43	**CO**	90
K	30	**CD**	56
OF	73	**DP**	95
EV	78	**LL**	13

Comments. British wit and conversationalist. Enjoys parties, beautiful people, and diplomats.

Kirk Donalds (code: Flash)

PS	34	**CH**	43
W	94	**CO**	99
K	55	**CD**	95
OF	97	**DP**	71
EV	69	**LL**	13

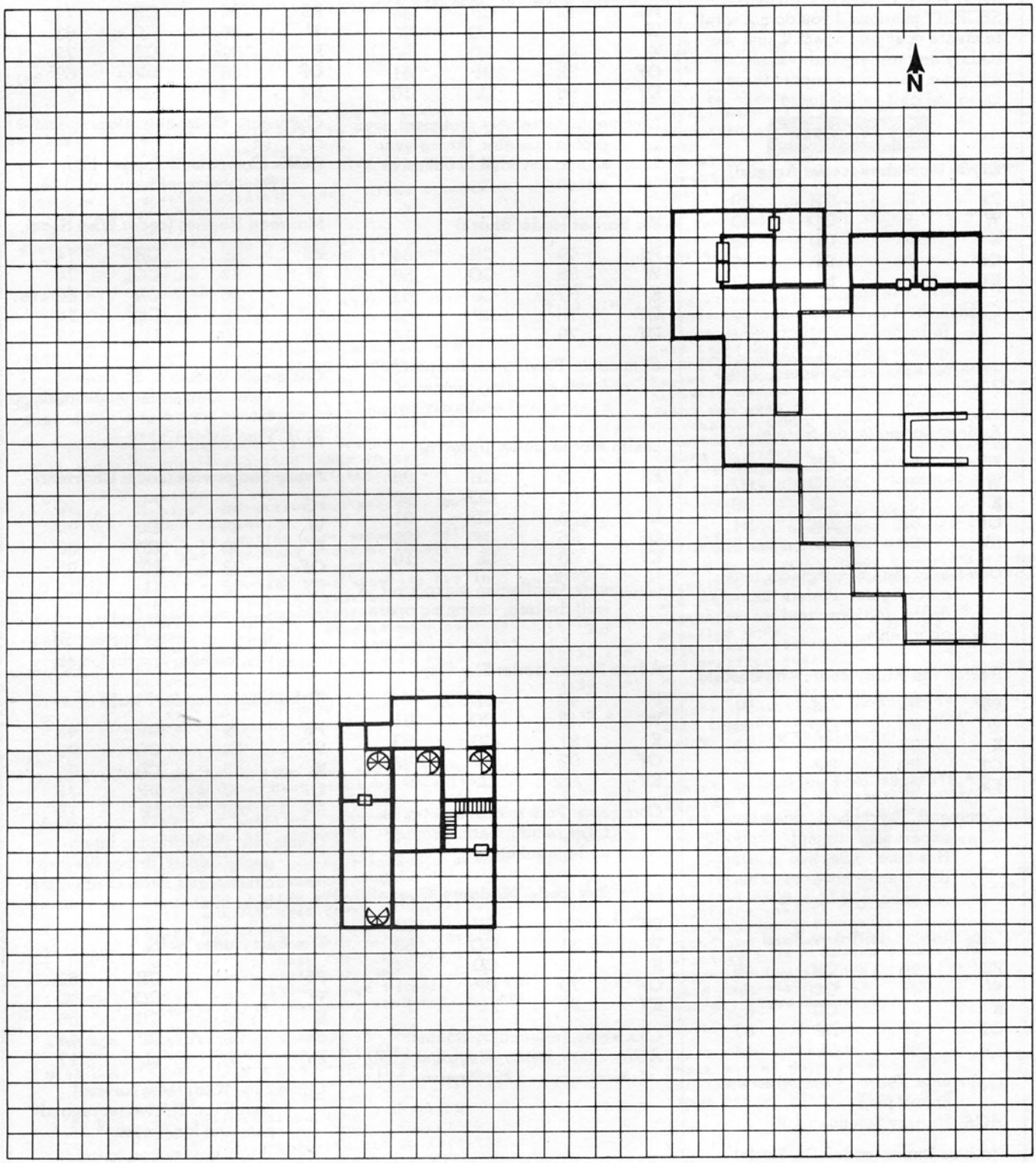
Comments. Photographic intelligence expert. Brings his own camera and infrared or normal light film.

Tim Burr (code: Wolf)

PS	76	**CH**	62
W	96	**CO**	50
K	70	**CD**	85
OF	68	**DP**	44
EV	56	**LL**	17

Comments. Wilderness survival instructor. Thrives on ruggedness and loneliness.

Agents' Map
Main Lodge - Lower Level



1 square = 20 feet

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WEEK OF JUNE 11-17

ACE of CLUBS GUEST REGISTER

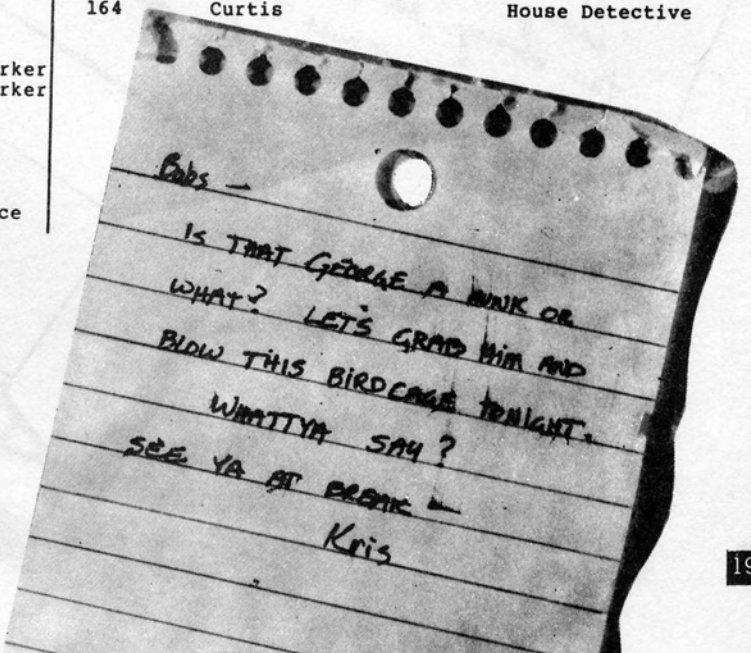
CONFIDENTIAL

Main Lodge - Upper Level

Room No.	Occupant	Position
102	Biff	Lifeguard
	Del	Cashier
103	Earl	Bookkeeper
	Eric	Clerk
104	Tex	Casino Worker
	Blanche	Casino Worker
105	Ivor	Cashier
	Matt	Waiter
106	Edna	Saleswoman
	Dawn	Barmaid
107	Felix	Winesteward
	Floyd	Maitre d'
108	Unoccupied	
109	Wayne	Valet
110	Dave	Guest
111	Reserved	
112	Reserved	
113	Reserved	
114	Reserved	
115	Emil	Masseuse
	Lance	Masseur
116	Lady Lana	Guest
117	Do Not Disturb	
118	? Hans	Guard
	Yvonne	Guard
119	Unoccupied	
120	Irene	Guest
	Mark	Guest
121	Candy	Casino Worker
	Babs	Casino Worker
122	Kris	Casino Worker
	Lolly	Casino Worker
123	Donny	Casino Worker
	Michael	Casino Worker
124	Nicky	Casino Worker
	Rex	Casino Worker
125	Gladys	Housekeeper
	Ida	Housekeeper
126	Bruce	Guard
	Zak	Guard
127	Juli	Clerk
	Sara	Checker
128	Wade	Clerk
	Vic	Salesman
129	Rudy	Casino Worker
	Romero	Casino Worker
130	Oliver	Guest
	Vera	Guest
131	Tama	Operator
	Helen	Stylist
132	Jeff	Caddy
	Max	Maintenance

Room No.	Occupant	Position
133	Andrew	Bell Captain
	Paul	Desk Manager
134	Barbara	Barber
	Gay	Lifeguard
136	Heidi	Leisure Serv. Dir.
	Kelly	Guard
137	Marie	Guest
138	Jack	Guest
	Nancy	Guest
139	Robin	Guest
140	Kurt	Guard
141	Unoccupied	
142	Kim	Pilot
	Ursula	Controller
143	Amy	Activities Dir.
	Walt	Instructor
144	Clyde	Parking Attendant
	Charles	Chef
145	Unoccupied	
146	Liz	Timekeeper
	Betty	Baker
147	Rayette	Waitress
	Thelma	Waitress
149	Unoccupied	
150	Unoccupied	
151	Taylor	Club Admin.
152	Mert	Bartender
	Ben	Bellhop
153	Unoccupied	
155	Darlene	Dishwasher
	Shirley	Chef
156	Louise	Launderer
	Tammy	Groundskeeper
157	Unoccupied	
158	Unoccupied	
159	Do Not Disturb	
160	Unoccupied	
161	Unoccupied	
162	Ann	Groundskeeper
	Jen	Bellhop
163	Unoccupied	
164	Curtis	House Detective

Tama, Have Taylor call me re: guard's pay raises. Thank you.
Earl



ACE of CLUBS GUEST REGISTER

CONFIDENTIAL

Main Lodge - Lower Level

Room No.	Occupant	Position
001	Do Not Disturb	
002	Unoccupied	
003	Hope	Member
004	Unoccupied	
005	Unoccupied	
006	Unoccupied	
007	Do Not Disturb	
008	Unoccupied	
009	Sandy	Rancher
010	Unoccupied	
011	Rita	Guard
012	Unoccupied	
013	Brian	Waiter
014	Unoccupied	
015	Unoccupied	
016	Unoccupied	
017	Unoccupied	
018	Lisa	Guard
	Sally	Guard
019	Unoccupied	
020	Unoccupied	
021	Unoccupied	
022	Lamar	Maitre d'
023	Unoccupied	
024	Unoccupied	
025	Sharon	Guard
026	Unoccupied	
027	Do Not Disturb	
028	Unoccupied	
029	Unoccupied	
030	Rhonda	Pilot
031	Unoccupied	
032	Unoccupied	
033	Gerry	Caddy
034	Do Not Disturb	
035	Unoccupied	
036	Do Not Disturb	
037	Unoccupied	
038	Ron	Controller
039	Unoccupied	
041	Unoccupied	
042	Cathy	Rancher
043	Unoccupied	
044	Unoccupied	
045	Lenny	Bellhop
046	Unoccupied	
047	Unoccupied	
048	George	Guard
	Joan	Guard
049	Oscar	Housekeeper
	Mitch	Groundskeeper
050	Otis	Housekeeper
051	Myrna	Housekeeper
052	Unoccupied	
053	Frank	* Member
055	Jess	* Member
	Veronica	* Member
056	Ken	Receptionist
057	Genya	* Member
	Ruth	* Member
058	Unoccupied	
059	Ted	* Member
060	Francis	Custodian
061	Doc	* Member
062	Alex	Charter Member
	Neil	Administrative Assistant
063	Dorrine	* Member
	Judy	* Member
064	Rich	* Member
	Vonnie	* Member



U19. MEETING ROOMS

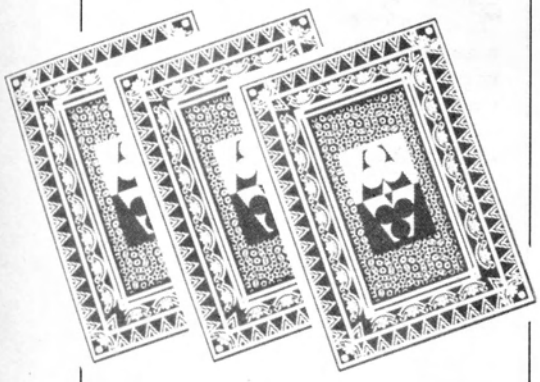
This large chamber can be subdivided several ways by folding partitions that can be drawn from wall recesses. Three 8-foot-long tables currently stand in a row here; 18 chairs surround them. A wheeled blackboard that shows a chalk drawing of the resort layout is also in the room. All camera emplacements are marked "C," and all guarded roadblocks are marked "X." The lagoon bridge is marked "BOOM!" and the perimeter is marked "JEEP TRAIL." The map is poorly drawn, but is easy to understand.

U20. TABLE AND CHAIR STORAGE

Folded and stacked against the walls are 23 8-foot tables and 282 chairs. Two sets of double doors lead to the main hallway and the service hallway. The doors are usually shut but seldom locked.

U21. LONELY HEARTS BAR

Mert the bartender serves any mixed drink here for $6, or $2 if the drink does not contain alcohol. Other than the bar and full-length mirror, ten bar stools and five booths furnish the room. Mert has $305 in the cash register and a .357 snub-nosed revolver (i) under the center of the bar.



U22. THE HOUSE OF CARDS DINING ROOM

This elegant restaurant is furnished with 24 booths and 11 tables that surround a 20-foot salad bar in the center of the room. The maitre d' (Floyd, days; Lamar, nights) shows agents to a table and hands them menus. The agents are then left alone for precisely 3 minutes. A wineteward (Felix) wearing a large, useless silver key on a chain around his neck then takes any drink orders. A waiter (Matt, days; Brian, nights) or waitress (Rayette, days; Thelma, nights) follows shortly thereafter to take any meal orders. Meal preparations usually take 30 minutes. After ordering, agents may help themselves to the salad bar. There is a constant flow of employees through the kitchen doors. The flow of dinner guests through the dining room is less regular. The cash register holds $513. A 15% gratuity is added to the price of the meal. Agents may place meals on room bills by showing a suite key to the checkout clerk (Wade) near the door.

U23. KITCHEN

Three chefs (Shirley, Charles, and Karl) work in this maze of countertops, wheeled carts, hanging utensils, and smoke hoods. Each claims to be the head chef. A baker (Betty) and a dishwasher (Darlene) are also in the room. Amid the din of dishwashing machines and deep fat fryers, waiters and waitresses enter through the swinging doors, bark orders, and leave.

The kitchen is a dangerous place. Items range from freezing cold to boiling hot. Sharp instruments are everywhere, and there is plenty of glass that can be easily broken. Running through the kitchen is difficult because of the amount of traffic. If an agent runs through the kitchen, roll percentile dice (d%) and compare the result to the agent's Coordination. If the dice roll is greater than the agent's Coordination, the agent suffers 1-6 points of damage from cuts, scrapes, or burns. If the dice roll is less than or equal to the agent's Coordination, the agent runs through the kitchen safely.

General kitchen areas have been noted on the Upper Level Map as keyed below:

a) ice & water station
b) bakery
c) coffee area
d) dish rack area
e) dirty dish trucks
f) dishwashing sink & machine
g) pots & pans washing area
h) hot food trucks
i) cold food storage
j) cold food truck storage
k) cold food preparation area
l) light cooking area
m) final cooking area
n) waiter/waitress pick-up counters

U24. KITCHEN STORAGE

Chef Karl usually gets supplies from this back room at least once an hour. The walk-in freezer and refrigerator have door handles on both sides and 9-inch by 9-inch glass windows in the doors. A metal pin on each door handle is used to lock the doors (-/50) from the outside. Karl is so paranoid about someone investigating his past that he treats all new faces suspiciously (see Rumors). If an agent presses Karl for any kind of information, he tries to lead the questioner into the soundproof freezer, knock him down, lock him in, and then escape from the club. Any persons Karl finds snooping around his area meet the same fate. For cold effects, divide the victim's Willpower by 10. This number represents how many hours pass before damage from the cold begins. After the allotted time passes, the victim begins taking 1d10 points of damage for each hour spent in the freezer. There is a 20% chance per hour that one of the other chefs opens the freezer, freeing any "freezing" agents.

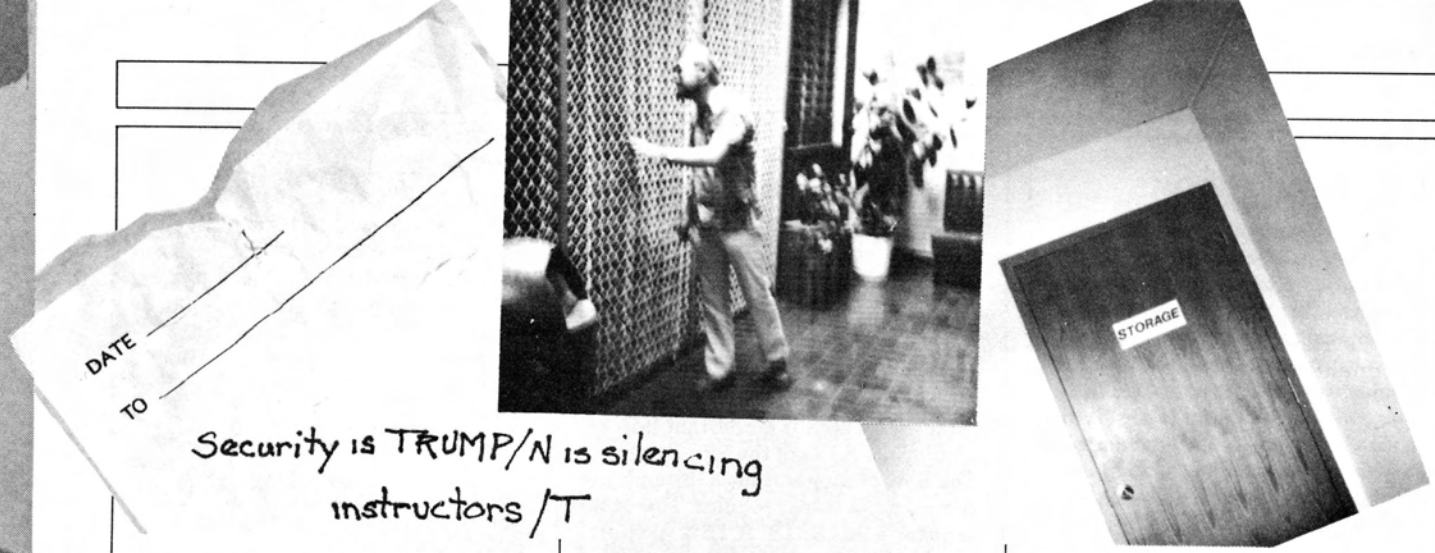
The freezer contains two 10-pound sacks of ice cubes as well as sides of beef, pork, and mutton, which hang from meat hooks. The key to this area of the map is as follows:

o) bulk dry & canned food storage
p) kitchen cleaning equipment storage
q) fresh foods refrigerator
r) meat refrigerator
s) meat freezer
t) room service carts

U25. MAINTENANCE OFFICE

Max can be found here 50% of the time. He has a master key on his belt that opens any Ace of Clubs door lock. On his littered desk are some boring maintenance reports, a telephone, and a small sheet of paper that reads, "Gladys, use the wires to reach offices."

There is a 33% chance every 20 minutes that a groundskeeper (Tammy, Mitch, or Ann) enters the office to pour a cup of coffee. The coffeemaker is always on during the day. The door is seldom locked, but is usually closed. A sign that reads "Maintenance Office" is posted outside on the door.



U26. GARBAGE STORAGE

Ten plastic garbage bags are stored here. If the agents search the bags, they find something different in each: *1:* potato peelings; *2:* cigarette butts and ashes; *3:* old, wadded newspaper; *4:* mulch; *5:* floor sweepings, and $1 in small change; *6:* empty food cans and bottles; *7:* oily, greasy rags; *8:* paper trash and carbon paper (one carbon paper (one carbon is letter to TRUMP explaining Operation Lady Luck and the takeover of the Ace of Clubs—signed Neil); *9:* shredded paid billing statements; *10:* three used hypodermic needles and a crumpled note that reads, "Security is TRUMP/N is silencing instructors/T."

U27. LOADING DOCK

There is a 75% chance agents find a custodian (Francis) eating a snack out here. There is a 2% chance agents see either a food truck unloading or a garbage truck loading here. If agents speak to Francis, he tells them anything they want to know about the layout of the Ace of Clubs. He is a veteran employee and can give directions to any area of the resort grounds. All agents need do is ask. He does not take tips or bribes; he won't accompany agents either.

U28. STORAGE

A sign on the door to this room reads, "STORAGE - Close Door After Entering." The door is not locked. There is no light switch on the inside wall; instead, a cord hangs from a light bulb in the ceiling. If agents leave the door open and pull the cord, the light reveals walls lined with hanging tools. There are rakes, shovels, hedge trimmers, tree pruners, brooms, a lawn seeder, and a coil of garden hose.

If agents close the door when the light is on, nothing unusual occurs. If agents close the door when the light is off, pulling the light cord causes an interesting action: the floor begins descending to area **L28** on the lower level of the main lodge (see Lower Level Map, inside file cover). The door remains locked during the descent, and the light automatically turns on after the elevator stops. The door opening from the elevator onto the lower level remains locked until the elevator stops completely. The elevator does not ascend until someone opens and closes the door on the lower level and pulls the light cord again. The 15-foot trip lasts 30 seconds.

U29. TRASH INCINERATOR

This incinerator is not used anymore because of new club health codes. A 1-foot-thick layer of ash still covers the floor. Bottle caps and burnt nails lie buried beneath the ash and inflict 1 point of damage on any bare hands or feet that search the floor. A metal chimney leads up from the lower level of the lodge and runs through the incinerator. The chimney gets warm and smokes 10% of the time. There are no openings from the chimney to the incinerator.

U30. DEUCES WILD DISCOTHEQUE

During the day this area is a quiet lounge. But at 7 p.m., it is transformed into a musical gathering place complete with a dance floor and a stage for live entertainment. The disco's floor is two steps lower than the lobby floor. The carpeted steps serve as a seating area around the sunken dance floor. The glass windows that form one wall look upon the indoor pool. Footlights line the edges of the raised stage and runway. Andrew the bell captain occasionally doubles as DJ here.

U31. BACKSTAGE

The two stage curtains are operated from stage left. The curtains part in the middle and have a half-inch clearance on the bottom edge. Stage spotlights and runway lights are also controlled from the stage left control panel. The disco's lighted dance floor and rotating mirrored ball, which hangs from the ceiling, are operated from the DJ's booth on stage right.

Two of the doors backstage are marked "AIR CONDITIONING" and "HEATING." Two other doors lead from this area into corridors. These doors are one-way locked (-/20) so that persons can leave the backstage area but cannot return.

U32. HEATING EQUIPMENT CONTROL ROOM

Steam pressure gauges and valve control wheels line the walls of this room. An agent having an AOK of 75 or higher in Hydraulic Engineering is able to raise the temperature of any area inside the main lodge up to 100 degrees Fahrenheit by using these controls. An unlocked door marked "ELECTRICITY CONTROL" leads to a neighboring room. A set of metal spiral stairs leads to room **L32α** on the lower level.

U33. AIR CONDITIONING CONTROL ROOM

Pipes and dial controls line the walls of this room. An agent having an AOK of 75 or higher in Hydraulic Engineering is able to lower the temperature of any area in the main lodge to 50 degrees Fahrenheit by using these controls. A metal spiral staircase leads down to room **L33** on the lower level.

U34. ELECTRICITY CONTROL ROOM

Fuse boxes, electric meters, and control switches line the walls of this small chamber. An agent having an AOK of 75 or higher in Electrical Engineering is able to turn off the electricity to any area in the main lodge by using these controls. A

wooden stairway leads down to room **L34** on the lower level.

U35. VALET

During the day, a valet (Wayne) is here shining shoes or sewing buttons on shirts. He does 10-minute household errands, but he expects at least a $5 tip for taking him away from his regular work for a period longer than that. In the room is a collection of shoe polishes, rags, a sewing kit, and a pistol (f), which Wayne is cleaning for Taylor, the club administrator. Eight rounds of live ammunition are in the drawer of Wayne's desk. Wayne locks the door (-/20) if he leaves the room.

U36. LAUNDRY

Three heavy duty washers and two industrial-style dryers crowd this room. Beside piles of soiled and clean towels are men's and women's clothing, including security guard uniforms. The clothes are all cleaned and hung near the valet's inner door, waiting to be delivered. Three 1-gallon containers are also in the room. They contain bleach, bluing, and detergent. Treat all as convulsionary poisons containing 1d10x10 doses each.

U37. LINEN STORAGE

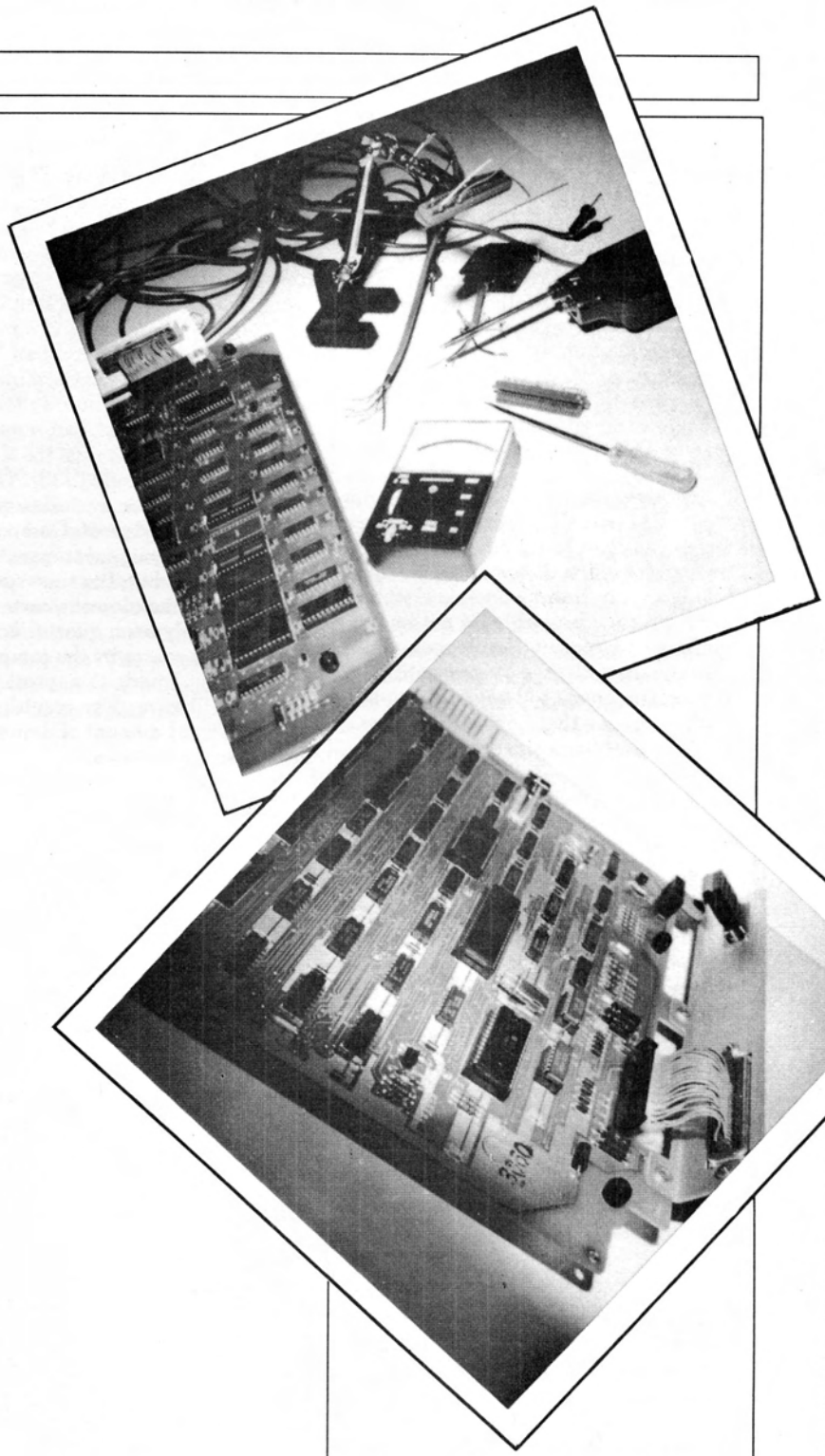
The locked (-/20) doors to this room are marked "LINEN CLOSET." Shelves that line the walls are stacked high with folded bath towels, hand towels, sheets, blankets, and mattress pads. The launderer (Louise) and all five housekeepers (Ida, Gladys, Myrna, Oscar, and Otis) have keys to this room. A handwritten note posted on the back of the door reads, *"DO NOT DISTURB ROOMS 001, 007, 027, 034, 036, 117, 151, or 159."*

U38. HOUSEKEEPING STORAGE

The locked doors (-/20) to this room are marked "STORAGE." Stacked along the shelves of this room are cases of cleaning solvent, cleansing compounds, wrapped bars of soap, sanitized glasses, scouring brushes, mops, brooms, vacuum cleaners, buckets, and light bulbs. All five housekeepers have keys to this room.

U39. LIFEGUARD OFFICE

The locked door (-/20) to this room is marked "LIFEGUARD." This seldom-used room contains a desk, chair, and two water safety books. The lifeguards (Biff and Gay) each carry a key to this room on their necklaces. A portable first aid kit sits in a corner and heals 1-4 points of damage if it contents are applied correctly to minor injuries.



U40. LEISURE SERVICES OFFICE

Hope can be found here during the day. The sign on the open door reads "ACTIVITIES DIRECTOR." On the desk are maps to the resort grounds. Hope will be happy to direct agents to any activity area. Hope locks the door (-/20) behind her when she leaves the office. Both Hope and Heidi have keys to this door.

U41. MALE EMPLOYEE DRESSING ROOM

Male employees enter this room through a door marked "MALE PERSONNEL ONLY." They place their street clothes in baskets that are stored in room **U43** by Louise. A secret trapdoor in the bathroom stall opens onto a spiral staircase that leads down to room **L44b**.

U42. FEMALE EMPLOYEE DRESSING ROOM

Female employees enter this room through a door marked "FEMALE PERSONNEL ONLY." They place their street clothes in baskets that are stored in room **U43** by Louise. A secret trapdoor in the bathroom stall opens onto a spiral staircase that leads down to room **L33b**.

U43. BASKET STORAGE

Employees hand baskets from rooms **U41** and **U42** across a countertop to Louise, who exchanges the baskets for claim checks. Agents may find both men's and women's clothing here, but they probably do not find a uniform or swimsuit. Employees retrieve their clothes by presenting their claim check to Louise. There is a 25% chance that Louise recognize an imposter, since she deals with the same people on a daily basis. Otherwise, she assumes the imposter is a new employee.

U44. MEN'S LOCKER ROOM

A quarter releases a key from a numbered locker where one can store his belongings. Any locker that doesn't have a key is locked (-/27) and contains men's clothing. The key must be replaced in the lock to open the locker. Ten percent of the lockers are locked at any one time.

U45. WOMEN'S LOCKER ROOM

This room is the same as room **U44**, except that the lockers contain women's clothes.

U46. MASSAGE ROOM

The staff masseur (Lance) gives massages underneath a heat lamp in this room. He expects a $5-10 tip for his work.

U47. MASSAGE ROOM

This room is the same as room **U46**, except that it is staffed by Emil, a masseuse.

U48-49. SHOWERS

Each of the 10 shower heads in these rooms can be separately controlled by hot and cold valve handles.

U50-51. SAUNAS

Along all four walls of each of these rooms are redwood benches for lounging. A stack of a dozen folded towels is outside the door to each room. The controls to the saunas are also outside the rooms and can be set up to 180 degrees Fahrenheit. The saunas' temperature is currently set at 120 degrees. The door to the saunas cannot be locked, but agents may lean a chair against the doorknob from the outside (-/35). The door does not have a window and the room is not soundproof. Compute damage for any agent trapped in a sauna by rounding the time spent in the sauna to the closest quarter hour. Next, multiply each quarter hour spent in the sauna by the temperature setting. Divide this result by the agent's Willpower. The result represents the total amount of damage sustained by the agent.

U52. INDOOR POOL

The swimming pool is surrounded on three sides by large insulating windows. During the day Biff can be found sitting in a chair near the diving boards. A one-way locked door (-/20) leads to area **U31**. Anyone backstage at the disco can pass into area **U52** but the reverse is not as easy.

U53. TABLE TENNIS ROOM

Three ping-pong tables stand ready for use in this area.

U54. GYMNASIUM

A basketball court dominates this gym. A hoop stands at each end of the court; a basketball rests at midcourt. There is no seating area available for spectators.

U55. GENERAL EXERCISE ROOM

Weightlifting and body building equipment fill this room. The floor is padded for floor exercises and martial arts training.

U56. AUXILIARY GYMNASIUM

A volleyball net is suspended across this small gym. A ball sits against a net support pole. No seating is available in this room.

U57. EQUIPMENT STORAGE

Heidi, a leisure services director, can be found here during the day dressed in fencing garb. She loans out any of the sports equipment stored here for 2 hours at a time. There are extra basketballs, volleyballs, nets, paddles, cues, bats, wickets, floor mats, and foils. Heidi will be happy to give directions to any Ace of Clubs activity area. If pressed for information about the previous fencing instructor (Arnie), she says that he just disappeared, but she would be happy to give lessons. She is very proud of her fencing prowess and, if an agent brags about his fencing abilities, she challenges that agent to a match on the spot. Whoever has the lower Coordination is backed up against a wall, and the match ends. Heidi asks questions during her foil maneuvers to terrorize or dazzle her opponent. Fencing without a mask causes 2 points of damage. Fencing without a jacket causes 1 point of damage.

Both leisure services directors (Hope and Heidi) have keys to this room, and they lock the door whenever they leave (-/25).

U58. HANDBALL COURTS

These rooms are used on a first come, first serve basis and double as racquetball courts. Equipment for either sport can be found at the gift shop (room **U13**).

U59. POOL EQUIPMENT STORAGE

This locked (-/25), airtight room is full of chlorine gas. If anyone opens the door, roll d% and compare the result to the Surprise Value of every person (agent or NPC) within 10 feet of the door. If the percentage total is less than or equal to a person's Surprise Value, the person gets a whiff of the gas and escapes its effect (if he closes the door and steps away). If the dice roll is greater than a person's Surprise Value, the person is caught in the cloud and suffers the same effect as two doses of irritant poison. Add the effect of one extra irritant poison dose for each full minute the person breathes the chlorine gas.

The gas appears as a heavy yellow cloud and tumbles out the door until it eventually rolls out along the

ground. If agents do not close the door immediately, the gas affects everyone within a 25-foot radius from the door. Effects of the gas last 5 more minutes after the agents close the door.

The chlorine spill appears to be accidental. A container of bugspray fell into a container of dry algaecide compound. The mixture of the two compounds caused the deadly chlorine to be released. The chlorine gas dissipates within an hour if the door is left open. Club personnel cordon off the area once the staff is informed of the spill.

The room contains pool skimmers and vacuums used in cleaning the pools. A large tank and a boiler located here heat the swimming pools. An agent having an AOK over 75 in Hydraulic Engineering could manipulate both the pump and heat controls. One set of controls raises the temperature of the water 5 degrees. The other set of controls drains the pools in 24 hours. It takes 24 hours to fill the pools, but they cannot be overfilled. Both pools are controlled separately. The Ace of Clubs fountain can be turned off or drained using the pump and controls in this room. Biff and Gay each carry keys to this room around their necks.

U60. OUTDOOR POOL

Beside this heated outdoor pool is a lifeguard (Gay), several lounge chairs, umbrella tables, and a motorized minibar. Dawn, a barmaid, operates the minibar, driving it around the outdoor activities area. She mixes any kind of drink, and charges $6 for alcoholic drinks, $2 for nonalcoholic drinks. Agents may charge drinks to their room account by showing Dawn a suite key. The minibar is a modified electric golf cart that must be connected overnight to an electric current. It can attain speeds up to 15 m.p.h. on flat terrain. Dawn carries $167 in the minibar till.

U61. HOUSEKEEPING SUPPLIES

Stacked on shelves in these rooms are sets of bed linen, blankets, and pillow cases. Hand and bath towels are stored here beside extra bath mats, sanitized glasses, and small bars of soap. These rooms are locked (-/20) most of the time, although all 5 housekeepers (Gladys, Ida, Myrna, Oscar, and Otis) carry keys for the lock.

U62. SERVICE SINK

Underneath these sinks are containers of toxic cleaning solvents and cleansing compounds. Each of the six containers holds the equivalent of 1d10 doses of convulsionary or irritant poison. A mop, a broom, a vacuum, a brush, a box of rags, and 12 light bulbs are also near the sinks.

U63. ICE AND VENDING MACHINES

Ice can be scooped from the icemakers. Soft drinks, fruit juices, coffee, soups, cocoa, candy bars, gum, and cigarettes are available from the five vending machines placed here. Each locked (-/25) machine contains 2d10 dollars in change. The hotel manager has the machine keys hanging behind the main desk.

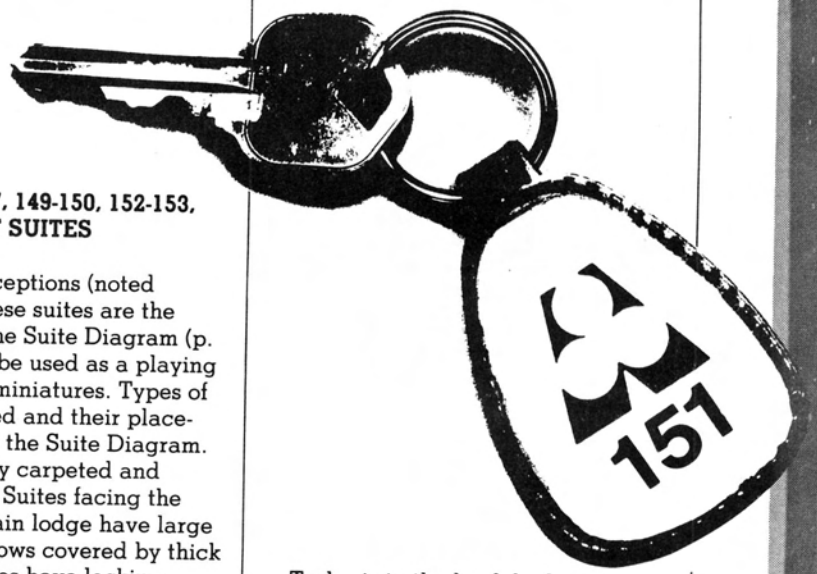
102-134, 136-147, 149-150, 152-153, 155-164. GUEST SUITES

With some exceptions (noted below), all of these suites are the same. Refer to the Suite Diagram (p. 14), which may be used as a playing aid with 25mm miniatures. Types of furniture included and their placement is noted on the Suite Diagram. Each suite is fully carpeted and richly furnished. Suites facing the outside of the main lodge have large plate glass windows covered by thick curtains. All suites have locking doors (-/30) and security chains (-/20).

One chair in every suite is bugged. The button-sized microphone is usually well-disguised (45/33). There is a 33% chance that the bug does not work. Each bug picks up conversation at 20 feet and whispering at 5 feet. The frequency of each bug is different. This variation allows Neil in room **151** to tune in on any room he wishes by using an all-wave radio receiver and scanner. Other receiver scanners pick up the microphone bugs, but these scanners do not know which frequencies go to which rooms. If a room's bug is working, there is a 2% chance that Neil is listening in on any given room.

151. GUEST SUITE

The physical make-up of this suite is the same as all of the other guest suites in the Ace of Clubs. However, Neil is seated at the dining table listening to his scanner. If anyone knocks on the door to this suite, Neil asks, "Who is there?" If the visitor answers, Neil then asks, "How has lady luck been treating you lately?" The proper response is to state a phrase using the word "trump." If the proper response is given, Neil picks up his Ingram M-10 submachine gun from the table and answers the door. If agents try to break the door down, or if agents respond to the password improperly, Neil reaches for his submachine gun, takes defensive cover, and blasts any intruders who enter through the door. The door is always locked. Neil is a ruthless man who realizes that the failure of Operation Lady Luck would cost him his life. He fights to the death.



Taylor is in the back bedroom, strapped down to the bed. He has been drugged with a massive dose of depressants. It takes 1 hour for Taylor to regain his senses. If he is saved and is not harmed, he is able to recall very little. Taylor does know that TRUMP has infiltrated the club, but he doesn't know who in the club belongs to which organization. He believes that all of the instructors' deaths were TRUMP's work. The longer agents talk to Taylor, the more they realize that he requires hospitalization because of exhaustion and detoxification side-effects.

If agents search the room, they find eight vials of clear liquid (depressants) and a plastic bag half-full of disposable syringes.



MAIN LODGE - LOWER LEVEL ENCOUNTERS

(Use Lower Level Map, inside file cover)

Descriptions of all areas on the lower level are given in this section. Details about some areas have been left out so that you may provide your own information and clues for the agents. Rooms **L1-27**, **L29-31**, **L35-37**, **L45-64** belong to the HEADQUARTERS of EDUCATION AGAINST REVOLUTION, TERRORISM, and SEDITION (HEARTS).

L1. RECEPTION AREA

A receptionist (Ken) sits behind a desk at the end of a 10-foot-long, 5-foot-wide hallway. The narrow hallway is actually a metal detector and walk-through fluoroscope tunnel that scans all persons who approach the receptionist's desk.

One inch of armor plate lines the desk, which contains a telephone, a metal detection signal light, and a fluoroscope video monitor. If any agent is carrying a weapon made of ferrous metal, the metal detector goes off, and the agent is asked to leave the weapon with the receptionist. After agents have handed over any detected weapons, they are asked to identify themselves and state their purpose. If agents fail to give up weapons, or if they show signs of aggression, the receptionist presses a silent alarm button beneath his desktop. This signal calls in security reinforcements from throughout the club and electromagnetically locks all doors (-/35) on the lower level. The receptionist is armed with four sleeping gas capsules that he simultaneously drops and tosses in order to knock out everyone in the area. The gas also affects the receptionist.

If the receptionist hears a gunshot or explosion in the surrounding area, or if he detects a blaze, he presses the silent alarm. The receptionist reacts in the same manner if he receives a phone call about any such incident anywhere in the main lodge. Three security guard reinforcements use a master key to move from room to room until the infiltrator or blaze is encountered. Once the problem is identified, the guards try to arrest any infiltrators, or control any blaze with firefighting equipment. It is unlikely that a fire would spread from the main lodge's lower level to its upper level.

L2. SOCIAL STUDIES OFFICE

In this room, papers dealing with world political and economic situations are scattered across two desks. Agents having an AOK of 75 or higher in Economics, Geography, Law, Literature, Political Science, Religion, Social Studies, or World History recognize that the information in their particular AOKs is authentic and current. The agents also realize that the world news has an Eastern bloc slant to it, and has been censored before reaching this office. A telephone sits on each desk. Other papers indicate that Rich, the social studies instructor, works here with someone else.

L3. ADMINISTRATIVE OFFICE

Alex, the school's administrator, works here behind a 1-inch plate metal reinforced desk. A telephone sits on Alex's desk. An agent having an AOK of 75 or higher in the areas listed under area **L2** (social studies office) is able to understand the papers on this desk. The classified papers are current world political and economic status reports from western espionage sources. It is obvious to agents who have the proper AOK values that Alex is censoring world reports before passing them on to Rich. Alex carries a 9mm Luger (f) in a shoulder holster and defends himself from any unknown or unwanted person who enters his office. He carries five keys. One is to the records room (area **L6**); the rest fit his file cabinets in that room.

L4. GENERAL OFFICE

This room contains standard office machines, supplies, and furniture.

L5. COPYING MACHINE ROOM

No copies of correspondence can be found here. However, an agent having an AOK of 75 or higher in Mechanical Engineering may discover that inside one of the four machines is an electrostatically charged belt used in making copies. This belt retains an electrostatic charge of an original until 100 originals are run through the machine. The belt is then recharged. Recent images are directives from TRUMP telling about Operation Lady Luck (add details as you see fit). A cabinet in the room contains a ream of copy paper and a liter of indelible carbon-carrying copy fluid.

L6. RECORDS ROOM

Inside this locked (-/20) room are four locked (50/30) and alarm-wired file cabinets. Complete personnel files for all employees at the resort are kept in these cabinets. The alarm is a loud foghorn that, when tripped, alerts everyone on the lower level. The foghorn is on the wall above the file cabinets.

L7. BUSINESS EDUCATION OFFICE

Vonnie, the business instructor, works here during the day planning her curriculum for next week. She announces visitors to Alex in the administrative office (area **L3**) before allowing them to enter.

L8. WOMEN'S RESTROOM

The door to this room is marked "Queens."

L9. MEN'S RESTROOM

The door to this room is marked "Kings."

L10. TYPEWRITING POOL

Four electric typewriters sit at typing stations in this room. A ream of typing paper is kept at each station.

L11. CONFERENCE ROOM

Five tables and thirty chairs face an empty podium and blackboard in this room.

L12. REPAIR ROOM

Stacked on tabletops beside wrenches, screwdrivers, pliers, and lubricants are a broken typewriter, a keyless adding machine, and a jammed desktop copier.

L13. OFFICE PRACTICE

Various office machines imported from all over the world crowd this room. Paper and supplies are available near each machine so that machines can be used for practice. Keypunches, calculators, sharpeners, staplers, various dispensers, computerized word processing systems, and

even a telephone switchboard console are all kept here.

L14. BUSINESS MACHINES

Various business machines imported from all over the world are kept here, including mini-computers, vending machines, video games, typesetters, and composers. Various supplies are stacked beside each machine.

L15. INDIVIDUAL OFFICES

Each office contains a desk, a telephone, assorted books, and papers that tell agents who occupies the office and what type of activity each is teaching. Each office door is locked (-/25), and the indicated occupant (see following list) carries the key.

L15a) Genya, Graphic Arts

L15b) Ruth, Photographic Arts

L15c) Jess, Drawing and Fine Arts

L15d) Veronica, Sculpting

L15e) empty

L15f) Dorrine, Library Science

L15g) Frank, Biological Sciences

L15h) Doc, Chemistry

L15i) Judy, Physics

L15j) Ted, Electronics

L15k) Carmen, Ballistics and Military Sciences

L15l) empty

L15m) empty

L15n) empty

L16. MEETING ROOM

This room contains 20 folding chairs with armrest desk surfaces. A blackboard and a retractable projection screen are mounted on the south wall.

L17. TEACHERS' WORKROOM

This room has four chairs, a table, and shelves. Amid stacks of various magazines and reference books are ashtrays and styrofoam coffee cups. On the shelves are boxes of paper, rubber bands, paperclips, chalk, pens, file folders, and notebooks.

L18. TEACHERS' LOUNGE

Surrounding a coffee table in the center of the room are sofas and overstuffed chairs. A pot of cold coffee sits on the table beside a stack of styrofoam cups.

L19. CLASSROOM

All classrooms have five rows of four chairs that face a podium, a blackboard, and a retractable projection screen.

L20. MEETING ROOM

This room is the same as the conference room (area **L11**), except that this room has only one door.

L21. CONFERENCE READING ROOM

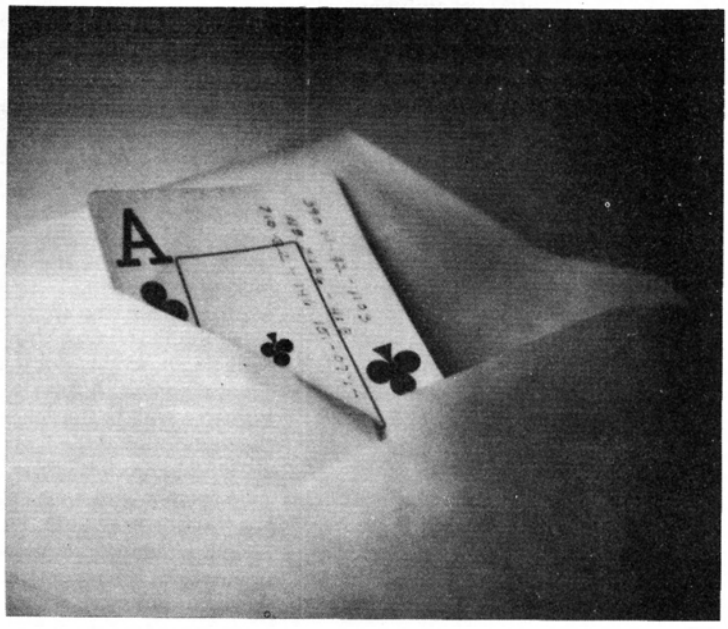
Plush chairs and sofas are staggered among wooden bookshelves that contain a stereo and several foreign language books. A large collection of cassette tapes and phonograph records are available here in every European language except English. Multiple sets of headphones are available for foreign language teaching. Rich can often be found asleep during the day on one of the sofas. He'll be wearing headphones and listening to Moussorgsky's "Pictures at an Exhibition."

L22. PAINTING AND DRAWING STUDIO

Amid easels and palettes of oil paints, Jess is working feverishly. He is rapidly covering a canvas with thick globs of fast-drying acrylic paints. An agent having a 75 or higher in Arts & Crafts or Fine Arts is able to tell that Jess is not painting an abstract as much as he is painting over some sort of envelope. A coded message on an Ace of Clubs playing card is in the envelope. If agents confiscate the message, an agent having a Knowledge value of 75 or higher is able to solve the simple substitution code in 5 minutes. The message says, *"Trump has played its latest card; Hearts lost. Lady Luck has been too kind to Trump. Send help so I can better the odds and stay in the game."* Jess is hesitant to talk, but he eventually explains his suspicions concerning TRUMP. He uses a palette knife (0/-19, HWV 5) to defend himself.

L23. ARTS CLASSROOM

Long heavy tables and folding chairs face an easel, blackboard, projection screen, and podium in this room. Hundreds of sketches decorate the walls. All the pinned-up portraits are graded and of equal quality. Portraits of security guards, the house detective, and the HEARTS administrator are displayed on the east wall. A sketch of Taylor, as well as sketches of other employees, trainees, and guests all appear on the west wall. There is a 75% chance that agents recognize their own portraits hanging on the west wall.



L24. ART ROOM STORAGE

Paints, stretched canvasses, brushes, flammable paint thinner, pencils, pens, charcoal, chalk, scratchboard, paper, and colored inks for calligraphy are all stacked here on shelves.

L25. GRAPHIC ARTS AREA

If agents enter this room during the day, they find Genya sitting at an electronic phototypesetter, entering the message, *"TRUMP has infiltrated HEARTS at the Ace of Clubs. Signed: GR, Electronics Signals Specialist, S47 Zebra"* onto a diskette. When agents enter the room, they surprise Genya, who attacks with scissors (-8/6). She runs toward the agents, yelling, "I'll get rid of you, TRUMP!" Any agent having a Charm value above 75 is able to convince Genya that the agents do not work for TRUMP.

Agents having an AOK of 75 or higher in Education recognize the computer signature code as an agency code. Genya assists the agents if they ask her to join the group.

The rest of the room is filled with collators, drying racks, staplers, punches, a paper cutter, and an electrostatic copier.

L26. PRESS ROOM

A large offset press is usually chugging in this room, drowning out most sounds in this room and room **L25**.

L27. PAPER STORAGE

Cardboard boxes full of multicolored paper and posterboard line the shelves in this room. Also in the room are 1-pint cans of stiff printers' ink in many colors. Two gallons of flammable cleaning solvent and a box of greasy rags sit in one corner of the room.

L28. ELEVATOR

When the elevator is on this level, the interior light is on and the door is unlocked. If the elevator is entered, the door must be closed and the light cord pulled before the light goes out. The floor then starts to rise. If agents leave the door open or the light on, the elevator does not rise to the upper level. The elevator rides on a large hydraulic cylinder; the pumps and hydraulic lines are located in the floor beneath the elevator on the lower level.

A large arrow opposite the elevator door points to the left and bears the words, "Welcome to Alice's Wonderland."

L29. PHOTOGRAPHIC STUDIO

One large process camera penetrates through the wall of this room into room **L30**. An arc-light plate burning machine, a light table, a film cabinet, and two copy stands each holding a 35mm SLR camera fill the rest of this room. Ruth, the photographer, has booby-trapped the door (30/5) to photograph anyone who enters the room. The resulting flash temporarily blinds whoever comes through the door first. Reduce Coordination for the blinded person by 25% for 1 full minute afterward. The booby-trap is meant to be a joke. If agents show aggression, Ruth tries to defend herself by throwing a pair of scissors (-8/-6) and screaming for help.

L30. DEVELOPING ROOM

Three light switches (normal white, amber, or red safe light) are mounted on the wall of this room. Beside the film end of the process camera from room **L29** is a long sink that holds pans of developing chemical, a wash, and a fixing solution. None of these fluids is flammable, but treat each as an asthenic or deliriant poison if ingested. A rope of clips hangs from one wall to the other. A telephoto closeup of the house detective shaking hands with Alex at the main gate security hut hangs among photos of security guards. The photos have been developed and are not damaged if the normal white light or amber light is turned on. Agents are not able to find the negatives.

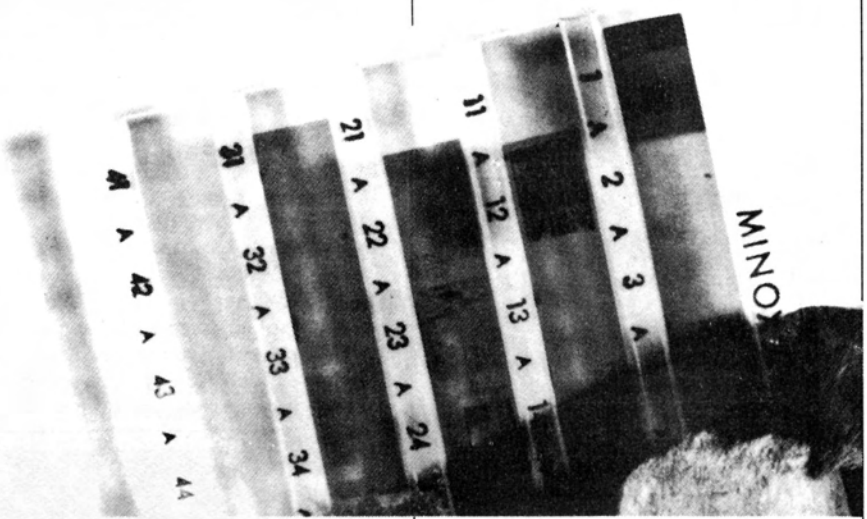
L31. PHOTOGRAPHIC SUPPLIES

Stored here inside a metal cabinet are 20 cameras imported from all over the world. Proper film has been inserted in each of them. Print paper, flashbulbs, flash units, carrying cases, telephoto lenses, and batteries fill the rest of the cabinet.

An agent having an AOK of 50 or higher in Photography is able to load film and take proper pictures using any camera selected. Extra film is stored in a refrigerator next to the metal cabinet. If the agent's AOK in Photography is over 75, that agent can develop and print a roll of film in an hour or more in room **L30**.

L32a. HEATING EQUIPMENT TRANSFER ROOM

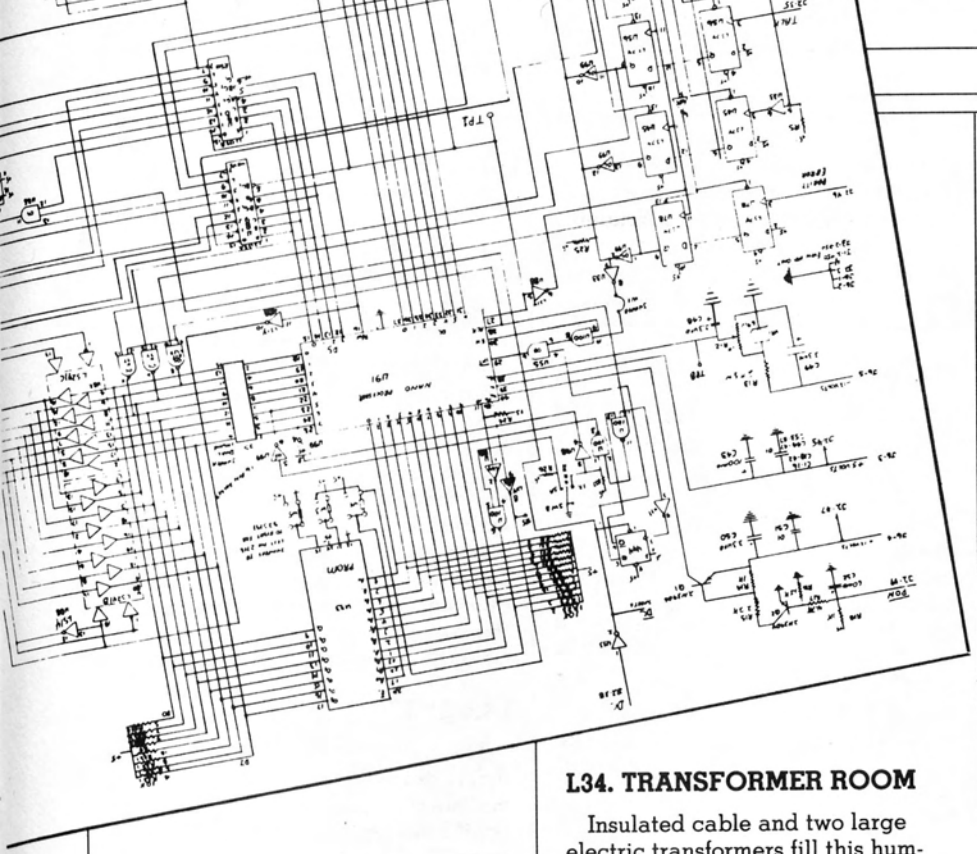
A set of metal spiral stairs links this chamber to room **U32** on the upper level. Cable, pipes, and tubing cross this room and lead into room **L32b**.



L32b. HEATING EQUIPMENT ROOM

A large boiler and a pump stand in this room. The pump forces hot water through pipes, which heat air. The hot air ducts heat the main lodge. Five gallons of fuel oil remain in the boiler. If ignited, the fumes explode with a force equivalent to 10 sticks of dynamite. There is a 33% chance that, if the fumes are ignited, a blaze erupts, billowing thick black smoke out of room **L32b**.

The boiler does not operate unless activated in the control room (area **U32**) on the upper level. Heat ducts lead to room **L33α** on the lower level, where the heat can be blown through the air conditioning ductwork.



L33a. AIR CONDITIONING UNIT

A set of spiral stairs leads to room **U33** on the upper level. This room contains a large pump that is currently operating. The pump can be turned off in the control room (area **U33**). The pump sounds like a constantly filling bathtub, as gravity pulls cold water down from the rooftop cooling towers via room **U33**. Cool air is blown through the ducts inside the main lodge. Hot air is returned. The hot air warms water, which is then pumped back to the roof to be cooled. None of the multiple air ducts is large enough to crawl through. Smoke detectors are placed throughout the air conditioning ducts in the upper and lower levels of the main lodge. If any foreign substance is introduced into the duct system, the air conditioning blower fans shut down automatically for 30 minutes and an alarm sounds. This also occurs if any substance is introduced into the system when it is being used to heat the main lodge. This emergency safety system cannot be bypassed and is designed to protect the indoor environment.

L33b. SPIRAL STAIRCASE

A spiral staircase in this room descends from the restroom in room **U42**. A door stands in the south wall of this room. Spare heating and air conditioning parts are kept here.

L34. TRANSFORMER ROOM

Insulated cable and two large electric transformers fill this humming room. Any agent who severs a cable that does not have at least a half-inch of insulation risks a 50% chance of electrocution (consult the Execution Table in the TOP SECRET rule book, p. 47). A large, 5-foot by 3-foot plywood panel wiring diagram is mounted against one wall. This panel is actually a secret door. There is a 10% chance that agents find it by accident, and a 25% chance that they find it if they are actively searching for a secret door. The door swivels open into a wide hallway across from the reception area (area **L1**).

A wooden staircase descends into this room from room **U34**. An unlocked door stands in the south wall of this room, leading into room **L44a**.

L35. MODELING AND CRAFT STUDIO

Potter's wheels and plastic bags holding wet clay are scattered among handmade pots and ceramic dishware in this room. Veronica is here working on a wire armature of a standing figure, but she sets it aside if agents enter the room. She asks if she can help with anything, and she offers to teach the agents sculpting. Agents who closely examine the figure notice two antennae leads sticking out from it. The sculpture, when finished, will contain a listening device, and will be placed in an office or public place. If agents question Veronica about the sculpture, she says that she makes these all the time for Neil, who works in room **151** for Taylor.

L36. CRAFTROOM STORAGE

Large blocks of wood, carving tools, indelible glazes, kiln cones, wire, lead strips, stained glass, macrame yarn, various types of leather, and carving knives (-4/-6) are all stored here. An agent having an AOK of 75 or higher in Arts & Crafts is able to identify and properly use all materials and tools in this room.

L37. KILN ROOM

This area contains three gas-fired kilns. There is only a 10% chance that something is being fired when agents enter. The three kiln exhaust stacks join near the ceiling, and the single stack extends into the incinerator room (**U29**) on the upper level. The kilns are cool 90% of the time.



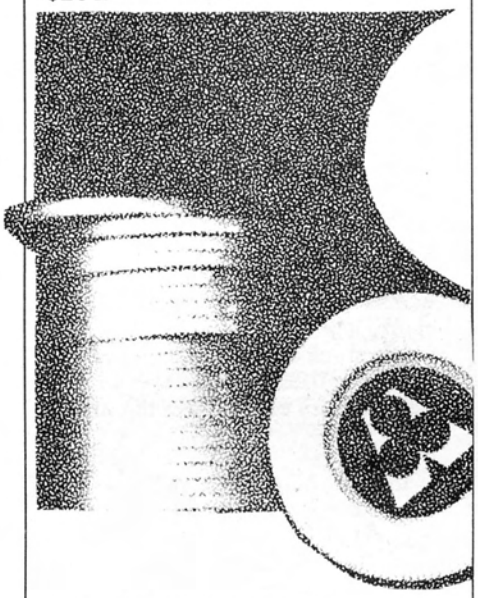
L38. ALICE'S WONDERLAND

Agents find 2-12 patrons here chugging coins into slot machines or gambling at one of the tables, no matter what time it is. Five out of the nine casino personnel are usually on duty during any particular hour. The personnel's names are: Babs, Blanche, Candy, Donny, Lolly, Nicky, Rex, Romero, and Rudy.

Roulette, blackjack, baccarat, poker, craps, and lotto are all available here for one's gambling enjoyment. Mirrors line each wall of this room, except for the north wall (restrooms **L8** and **L9**). There is a $100,000 house limit on any wager.

L39. BAR & GRILL

Fast food and drinks are available here for casino patrons. The area has been stocked with a full wet bar and microwave ovens. Tex works here and keeps a 9mm Luger stashed in the cash drawer. His till contains $264.



L40. CASHIER'S CAGE

Kris works at this window during the day; Michael is here at night. Either one exchanges cash for chips and vice versa. Chips come in $1, $5, $10, $20, $50 and $100 denominations. "Alice's Wonderland" is printed on each chip. The glass separating the cashier from the patron is standard bulletproof and is pierced by a metal voice screen. A trough used for passing contents back and forth runs underneath the glass. The cashier has $18,379 in the till.

L41. SECURITY GALLERY

The mirrored walls surrounding Alice's Wonderland are actually two-way mirrors. Security personnel can see through the walls into the casino. George (daytime only) or Joan (nighttime only) patrols this corridor, keeping a watch on the patrons and looking for anything that might mean trouble. There is a 50% base chance that these security guards notice a problem out on the floor. You should modify this base to reflect the type of problem or circumstances surrounding an event. Each guard carries a loaded 9mm Luger (f), gas mask, and handcuffs. Anyone could easily shatter the two-way mirrors with a bullet or fist, but security guards would rather walk through the secret doors. Agents have a 10% chance of detecting the secret doors from the casino side, but the doors can only be opened from the gallery side. Agents must actively search to detect the secret doors; of course, such actions would attract attention on the other side of the mirrors.

L42. SECURITY OFFICE

This nearly barren room has a single desk, telephone, and two office chairs. Troublemakers are arrested, handcuffed, and brought here to be questioned. If security deems them to be dangerous, the prisoners are silenced with a dose of depressant, and are carted away from the club grounds by garbage truck. If the prisoners do not appear to be dangerous, they are turned over to law enforcement officials outside the club and are asked not to return. If security decides a prisoner is indeed dangerous, the prisoner is terminated.

L43. CASINO OFFICE

Tony, the casino manager, lives here in order to guard the locked and alarmed safe (30/60). He carries a 9mm Luger at all times and locks his door (30/25) at night. If the alarm is not properly deactivated, a foghorn sounds, attracting security guards to the lower level. The safe contains $201,949 in assorted bills.

L44a. LODGE STORAGE

Extra tables, chairs, tablecloths, napkins, beds, blankets, pillows, and some furniture in disrepair are kept here. Everything is stacked precariously, and there is a 25% chance that if an agent touches anything, the resulting avalanche causes 1 point of damage to the agent and makes a lot of noise. The door leading into room **L34** is not locked.

A path of sorts has been carved through the debris in this room. The path leads back to a shelf loaded down with cleaning supplies, which stands against the west wall of the room. Agents have a 25% chance of discovering that the shelf is actually a secret door. If agents push the cabinet to the left, the cabinet rolls easily aside. A passageway opens up, leading into room **L44b**.

L44b. SPIRAL STAIRCASE

A metal spiral staircase descends into this room from the restroom in room **U41**. An unlocked door stands in the north wall of this room. The room contains lengths of steel and copper tubing, and other various electrical and plumbing supplies.

L45. ELECTRICITY AND ELECTRONICS LABORATORY

Radios, oscilloscopes, tape recorders, microphones, and telephones are strewn on worktables throughout this room. Soldering guns and electric wires run across tabletops, and speakers hum with static pulses. Ted is in the room, using a hot soldering gun to repair a miniature spike mike. The soldering gun (HWV 30) leaves a brand if it touches flesh. Ted eyes intruders suspiciously, but does not bother them unless they try to take a piece of electronic gear from the room.

L46. TESTING BOOTH

The copper mesh lining of these rooms keeps transmissions from passing out of or into the rooms. The booths are used to isolate and test signalling equipment by preventing outside electromagnetic interference.

L47. PHYSICS LAB

Judy, the physicist, is busy here among scales, rules, inclined planes, and electromagnets. She picks up a long narrow metal box if anyone approaches. If any agent is carrying ferrous metal (which is contained in most guns), the box begins ticking like a geiger counter or timer. If the agents stay at least 20 feet away, the box does not tick. If Judy detects any metal, or if agents show any aggression, Judy picks up what appears to be a battery-operated horn. It is actually an ultrasonic bombarder. The device fits into Judy's hand, and has a range of 20 feet. The ultrasonic waves given off by the horn expand in a cone, ending at 20 feet in a 3-foot diameter area. The horn can burst for up to 2 minutes before the power in the battery is used up. For every 5 seconds the weapon is aimed at a person's head, the victim takes 1d10 points of damage leading toward unconsciousness. Once the victim is unconscious, the 1d10 points of damage lead to death. The victims suffer extreme pain in the ears and sinuses and automatically try to protect themselves by covering their ears. This action reduces Coordination by 50% unless the victim's Willpower is over 100. In such cases, Coordination is only reduced by 25%. After 2 minutes of continuous bombardment, the weapon is useless. The bombarder can be used against multiple targets, but 5 seconds of the

2 minutes is wasted each time the weapon is shifted to a new target.

Ultrasonic Bombarder (experimental weapon): PWV -21; PB 0; S -2 (limited to range of 20 feet); WS S; RATE 1; AMMO 120; COST 5,000; DECP None; HWV 6

The device also shatters flat glass and kills small animals immediately.

L48. SOUNDPROOF BOOTH

Sound-absorbent materials line the walls, ceiling, and floor of this chamber. The room is also very well-insulated for temperature. Once the doors are sealed, no sound leaves or enters the room. The doors lock from the outside (-/30). Agents inside the booth become aware of the sound of their own heartbeat. The room is used to measure specific noise levels of special devices. Security may also keep troublemakers here until further help arrives, or until someone decides what to do with them.

L49. DARKROOM

A "DARKROOM" sign is posted on the outer wall beside a revolving door. There are no light switches or light sources in the room. Spark and fluorescent tests take place in here. Currently, there is nothing in the room.

L50. PREPARATION AREA & PHYSICS STORES

Physics tools, machines, and supplies are stacked on shelves here. Agents may find the following items here: wire, batteries, low-level radioactive isotopes, physical models, generators, thermometers, calorimeters, scales, telescopes, lenses, and springs. An agent having an AOK of 75 or higher in Physics is able to identify and operate all equipment in this room and the lab (area **L47**).

L51. CHEMISTRY LABORATORY

Doc works here amid countertops of fragile glassware and rubber tubing. He is adding dark brown crystals to a retort full of clear liquid, which is boiling over a bunsen burner. If agents do not interrupt him, Doc continues his work, waits a few moments, and then turns off the burner. He pours the now brown fluid into a beaker and drinks it. Agents having an AOK of 25 or higher in Home Economics recognize the bitter-tasting solution as instant coffee. No other operations are currently underway in the lab, except for a copper water distiller working in one sink. A tube of tap water enters one end, and drops of distilled water fall into a graduated cylinder at the far end.

Agents having a 75 or higher in Chemistry should be able to recognize and operate the equipment in the lab. They should also be able to mix, separate, and analyze simple compounds in this well-stocked room. Four spigots on each table control the flow of O2, CO2, methane, and a vacuum. The oxygen supports combustion but is not flammable by itself. The methane can easily be ignited and can be used as an explosive. An open flame or spark ignites methane in a normal atmosphere. Four liters of methane equal 1 ounce of plastic explosive. Turning the methane spigot on full fills the room with 3,000 liters of methane in 10 hours. In 1 hour, the resultant explosion would be equivalent to 75 ounces of plastic explosive. The range of an ignited spigot reaches out to 1 meter when turned up full. The 3,000-liter supply tanks for the 02, CO2, and methane are buried in concrete beneath the chemistry lab floor. The vacuum pump is located in the chemistry preparation & storage room (**L52**). A shower and eye wash stand in the corner opposite the door to the lab.

L52. CHEMISTRY PREPARATION & STORAGE ROOM

Name the chemical and it is probably stored here in some quantity of less than a liter. Agents can find acids, bases, elements, simple compounds, and indicators. Some of the principal chemicals stocked here include ethyl alcohol, ammonia, bicarbonate of soda, ether, formaldehyde, table salt, and sand. Instruments include funnels, burners, burettes, crucibles, distillers, pestles, mortars, bottles, retorts, beakers, and test tubes. There are also pH meters, thermometers, boxes of glass tubing, piles of filter paper, metal clamps, and bars useful for setting up continuous chemical reactions. A vacuum pump in the corner automatically turns on when line pressure drops, which occurs when vacuum spigots are turned on. A 1-liter moisture trap bottle separates the pump from the incoming vacuum line.

L53. PHYSIOLOGY LABORATORY

Frank sits at a table in this room, looking through a microscope at what appears to be chemically treated blood smears. He does not even look up if agents enter the room quietly. If agents question Frank about the smears, he answers that the blood is from Jake, the scuba instructor. He was just curious if the blood contained anything interesting. He has already determined that Jake's death was accidental, since he had large amounts of alcohol in his blood and was widely rumored to be an alcoholic. Blood samples from Arnie and Terry showed traces of a depressant, and Frank suspects foul play. Frank shares all post-mortem findings with the agents. He carries 14 keys on a belt loop key chain. The keys fit all of the faculty office doors.

L54. MORGUE

This chilly chamber has four rows of lockers stacked three high. The room is locked (-/25), and three of the lockers are marked and locked (-/35). Frank possesses the necessary numbered keys. The bodies of Jake and Arnie are in two of the center lockers, and the body of Terry is in one of the lower lockers. The bodies are being kept until the next of kin are notified. Taylor must formulate acceptable explanations before the bodies can be released. This practice is common because the men died in the line of espionage. Body damage reflects the various causes of death: Jake drowned, Arnie suffered a subdural hematoma after being struck by debris from a nearby explosion, and Terry died of multiple trauma resulting from falling from a cliff holding a drawn sword. The locker temperatures are controlled by a thermostat currently set at 35 degrees Fahrenheit. They can be heated up to 72 degrees, but stored bodies deteriorate faster at temperatures higher than 35.

L55. MEDICAL PREPARATION & STORAGE

An agent having an AOK of 75 or higher in Medicine/Physiology is able to identify and operate all equipment stored here. Microscopes, dissection kits, forceps, hypodermic needles, scalpels (-4/-6), stethoscopes, and other supplies are kept here. One to six doses of each of nearly every kind of poison, medicine, stimulant, narcotic, sedative, analgesic, anesthetic, antiseptic, antibiotic, laxative, and antacid are kept inside a locked (-/50) medicine cabinet. Frank has the key to this cabinet in his lab coat pocket, which hangs on a hook in the corner.

L56. READING ROOM

Crowded into this library are many rows of bookshelves and a few study carrels. The books are in many of the world's major languages, and cover every AOK listed in the TOP SECRET rule book (p. 7). The shelves are bolted to the floor and cannot be toppled.

L57. LIBRARY CLASSROOM

This room has 40 desk chairs with armrests. The chairs face a projection screen and blackboard. Agents can tell from the clustered chairs that students often study here. A secret door disguised as a bookcase connects this room to the cave (area **L65**).

L58. CONFERENCE ROOM

Although a sign on the door reads "CONFERENCE ROOM," the tables are covered with recently bound books, and books that still need to be bound. Two knives (-2/-13) lie among stacked and glued pages. A pint of liquid adhesive sits near a ruler, stapler, and glue brush.

L59. AUDIO-VISUAL EQUIPMENT

An agent having an AOK of 65 or higher in Arts & Crafts or Education is able to identify and operate the devices stored here. Movie projectors, slide projectors, tape recorders, phonographs, laminators, lettering devices, and necessary supplies line the shelves of this room. Rolls of plastic lamination and wax screen markers are also stacked against one wall.

L60. PERIODICAL COLLECTION

During the day, the librarian (Dorrine) is here, sorting foreign newspapers and magazines into their proper stacks. HEARTS subscribes to most major national and foreign newspapers and periodicals. Dorrine asks agents if she can help find anything for them, but she becomes vehemently upset if the agents don't properly check out library materials. If agents make loud noises or mess up the library, she calls security on the telephone.

L61. WORK ROOM

Although the sign on the door reads "BINDERY," this room contains 20 chairs that face a blackboard and projection screen.

L62. SHOOTING RANGE

A countertop and a well-locked door (10/35) marked "ARSENAL" are all agents see in this room. The alarm on the locked door is silent, but notifies both the house detective and security when someone breaks into the arsenal. A prerecorded telephone message tells the location of the break-in. Carmen carries the key to the door, but she is not currently available. A second door marked "INDOOR RANGE" is not locked. Six pairs of ear protectors hang on a hook beside this door. Agents who properly wear the protectors reduce their hearing range by 50%.

L63. ARSENAL

Behind this locked door (10/35) are six of each gun listed on p. 21-22 of the rule book (a-ee), except for o. Fifty rounds of the proper ammunition are stacked beside each gun. If agents activate the silent alarm, the house detective (Curtis) is alerted. He then alerts security. Six each of other weapons (ff-uu) are also in the room.

L64. INDOOR RANGE

The firing line is divided by bullet-proof metal walls into six stations. Six dimly-lit targets hang 280 feet away. The targets appear as human silhouettes; scoring areas are marked in white. Six loaded .30 caliber Johnson semi-automatic rifles (o) rest on mats in the firing stations.

Wandering aimlessly in the darkness behind the targets is Carmen, the ballistics instructor. Roll d% There is a 25% chance she is lying still behind target number 3, and a 75% chance she steps out from behind target number 3 and staggers toward the firing line. If she stays behind the paper target, she is struck by any bullet that strikes the target. If wounded, Carmen crashes through the paper and falls on the floor into the view of the agents. Roll once for each shot agents fire at the targets. Carmen does not cry out or make a noise even if she is wounded because she has been drugged with a depressant.

The drug in her veins is the same as that found in Arnie and Terry. The effect wears off in 30 minutes. She was supposed to be another "accident," shot by her own students. Carmen became aware of the plot to kill her after she discovered TRUMP was executing Operation Lady Luck. TRUMP needed her out of the way so they could put their own instructor in charge of target practice. After the drug wears off, she tells agents about TRUMP's plan and offers to help in any way she can. She wants Neil for herself since he is the one responsible for having her drugged. Carmen has the key to the arsenal (area **L63**) in her pocket. She is also an excellent shot with any firearm.

L65. THE CAVE

This area is accessible through secret doors in two hallways, one library classroom, and room **001**. The drainage systems from both swimming pools and the fountain on the upper level run through this area and connect to the pool equipment room pumps. The pipes run overhead from one drain to another, and eventually, the drained water is pumped into the underground sewage system beyond the pool equipment room pumps. These 6-inch-diameter drain pipes are always full of water and run along the ceilings of these 20-foot-wide maintenance corridors. The maintenance corridors connect the drain areas directly beneath the fountain and pools. If a drain area ceiling or a drain pipe should be punctured, thousands of gallons of water pour down into the "cave." The fountain floods the floors to a depth of 3 inches. Each pool contributes 12 inches of chlorinated water to the cave floors. If agents leave any connecting doors open, other lower level areas are flooded.

L66-67. SUPPLIES & SINKS

These areas are the same as areas **U61** and **U62**.

L68. ICE AND VENDING MACHINES

This area is the same as area **U63**.

ROOMS 001-039, 041-053, 055-064. STAFF SUITES

Staff suites are the same as the guest suites on the upper level, except that there are no windows. The door to room **007** is booby-trapped (45/75) with 20 ounces of plastique. A sign on the door reads,

"WARNING! DO NOT ENTER. ROOM CONTAINS HAZARDOUS MATERIALS. DANGEROUS AREA!"

ACE OF CLUBS PERSONNEL CHART

NAME	OCCUPATION	PS	CH	W	CO	K	CD	O	LL	QRC	LOCATION A.M.	LOCATION P.M.	CODE
Alex (T)	School Admin.	48	106	24	85	112	95	90	7	f	L3	062	♥♦♠♣$⊛
Amy	Instructor	77	72	51	66	37	84	75	13	—	P	143	♥♦♠⊛
Andrew	Bell Captain	84	99	26	21	05	03	12	11	—	U1	133	♥♦
Ann	Groundskeeper	81	23	98	22	16	19	21	18	—	U25	162	♥♦⊛
Babs	Casino Worker	07	61	07	37	18	69	53	1	—	L38	121	♦
Barbara	Barber	67	39	29	04	88	94	49	10	*	U16	134	♥♦
Ben	Bellhop	18	71	35	16	87	65	41	5	—	152	U1	♥♦
Betty	Baker	34	67	67	30	89	98	64	10	—	U23	146	♥♦
Biff	Lifeguard	75	73	74	20	15	80	50	15	—	U52	102	♥♦
Blanche	Casino Worker	23	46	18	24	47	64	44	4	—	L38	104	♦
Brian (H)	Waiter	46	90	72	18	37	41	30	12	—	013	U22	♥♦♠⊛
Bruce (T)	Guard	88	50	42	52	15	110	81	13	!	G	126	♥♦♠♣⊛
Bud (T)	Guard	57	104	29	87	09	31	59	9	!	I	I	♥♦♠♣⊛
Candy	Casino Worker	49	31	37	45	73	57	51	9	—	121	L38	♦
Carmen	Instructor	18	12	99	105	37	90	98	12	—	L64	L64	♥♦♣⊛
Cathy (H)	Rancher	66	81	70	80	51	83	82	14	—	0	042	♥♦♠⊛
Charles	Chef	78	43	66	39	81	55	47	14	*	U23	144	♥♦
Clyde	Prkg. Attendant	38	78	11	98	05	11	55	5	—	U2	144	♥♦⊛
Curtis (T)	House Detective	18	100	03	106	71	97	102	2	!	U3	164	♥♦♠♣$⊛
Darlene	Dishwasher	99	52	16	41	31	76	59	12	*	U23	155	♥♦
David	Guest	86	95	24	90	78	28	59	11	—	110	110	♦
Dawn	Barmaid	10	80	33	63	86	78	71	4	—	U60	106	♥♦
Del	Cashier	56	93	59	59	31	02	31	12	—	U12	102	♥♦
Doc	Instructor	99	23	51	63	100	27	45	15	f	L51	061	♥♦♠⊛
Donny	Casino Worker	26	26	37	18	52	67	43	7	—	123	L38	♦
Dorrine	Instructor	86	56	53	04	95	31	18	14	—	L60	063	♥♦♠⊛
Earl (H)	Bookkeeper	35	17	37	13	93	66	40	7	—	U6	103	♥♦♠⊛
Edna	Saleswoman	26	100	27	94	84	18	56	5	—	U14	106	♥♦
Emil	Masseuse	74	79	79	69	61	77	73	15	—	U47	115	♥♦
Eric	Clerk	99	67	23	65	96	93	79	12	—	U5	103	♥♦
Felix	Winesteward	98	75	24	36	63	25	31	12	—	U22	107	♥♦
Floyd	Maitre d'	86	96	40	31	54	99	65	13	—	107	U22	♥♦
Frank	Custodian	76	53	76	102	105	75	89	15	—	U27	060	♥♦⊛
Francis	Instructor	43	78	27	33	90	54	44	7	—	L53	053	♥♦♣⊛
Gay	Lifeguard	79	80	77	81	68	72	77	16	—	U60	134	♥♦
Genya	Instructor	15	103	53	75	30	98	87	7	—	L25	057	♥♦♣♣⊛
George (T)	Guard	54	02	86	93	46	87	90	144	f	L41	048	♥♦♣♣$⊛
Gerry (H)	Caddy	76	24	23	59	60	31	45	10	—	E	033	♥♦♠⊛
Gladys	Housekeeper	46	62	73	20	219	99	60	12	—	U37	125	♥♦
Glenda (T)	Guard	38	78	98	36	47	43	45	14	!	I	I	♥♦♣♣⊛
Guy (T)	Guard	05	17	32	25	14	107	66	4	!	001	001	♥♦♣♣⊛
Hans (T)	Undercover	97	40	22	110	18	45	78	12	—	—	118	♥♦♣♣⊛
Heidi (T)	Leisure Director	73	95	67	95	79	99	97	14	—	U57	136	♥♦♣♣⊛
Helen	Stylist	38	54	82	72	87	97	85	12	*	U15	131	♥♦
Hope (H)	Leisure Director	73	100	65	93	04	10	52	14	—	U40	003	♥♦♠⊛
Ida	Housekeeper	16	87	70	73	13	18	46	9	—	U37	125	♥♦
Irene (T)	Undercover	61	117	50	60	96	16	60	11	—	—	120	♥♦♣♣⊛
Ivor	Cashier	90	92	38	52	65	14	33	13	—	U13	105	♥♦
Jack	Guest	54	18	45	03	74	94	49	10	—	138	—	♦
Jay (T)	Guard	88	107	35	38	69	23	31	12	!	001	001	♥♦♣♣⊛
Jeff	Caddy	90	76	41	59	90	08	34	13	—	E	132	♥♦
Jen	Bellhop	26	50	92	86	30	41	64	12	—	162	U1	♥♦
Jess	Instructor	51	94	98	48	76	103	76	15	*	L22	055	♥♦♣♣⊛
Joan (T)	Guard	74	67	07	98	62	88	93	8	f	048	L41	♥♦♣♣$⊛
Judy	Instructor	75	40	25	51	45	80	66	10	*	L47	063	♥♦♠⊛
Juli	Clerk	20	19	93	48	91	92	70	11	—	U2	127	♥♦
Karl	Chef	13	108	95	26	86	105	66	11	—	U23	159	♥♦♣♣$⊛
Kelly (T)	Guard	90	104	31	21	27	53	37	12	—	C	136	♥♦♣♣⊛
Ken (H)	Receptionist	37	80	91	81	24	98	90	13	—	L1	056	♥♦♠⊛
Kim	Pilot	54	38	09	93	80	91	92	6	—	142	A	♥♦⊛
Kris	Casino Worker	37	57	92	96	99	68	82	13	—	L40	122	♦

PERSONNEL CHART KEY

PS — Physical Strength
CH — Charm
W —Willpower
CO — Courage
K — Knowledge
CD — Coordination
O — Offense
LL — Life Level

QRC — Quick Reference Code
! — Person carries M-10 submachine gun.
* — person carries secret weapon.
Other letters refer to Weapons Table, TOP SECRET® rulebook.

NAME	OCCUPATION	PS	CH	W	CO	K	CD	O	LL	QRC	LOCATION A.M.	LOCATION P.M.	CODE
Kurt (T)	Guard	05	04	92	110	33	03	57	10	!	C	140	♥♦♠♣⊛
Lamar (H)	Maitre d'	92	93	82	37	77	88	63	17	f	U22	022	♥♦♠⊛
Lana	Guest	56	111	81	36	03	24	30	15	—	116	116	♦
Lance	Masseur	72	91	64	60	07	73	67	14	—	U46	115	♥♦
Lenny (H)	Bellhop	84	35	05	80	35	04	42	9	—	U1	045	♥♦♠⊛
Lisa (T)	Guard	21	101	44	72	37	56	64	7	!	—	018	♥♦♠♣⊛
Liz	Timekeeper	06	87	85	27	99	14	21	9	—	U6	146	♥♦⊛
Lolly	Casino Worker	24	04	39	89	26	54	72	6	—	122	L38	♦
Louise	Launderer	77	73	59	40	90	74	57	14	—	U43	156	♥♦
Lynn (T)	Guard	31	93	17	105	29	13	59	5	!	S	S	♥♦♠♣⊛
Marie	Guest	48	25	79	26	21	05	16	13	—	137	137	♦
Mark (T)	Undercover	49	118	22	46	42	10	28	7	—	—	120	♥♦♠♣⊛
Matt	Waiter	58	92	20	39	63	75	57	8	—	U22	105	♥♦
Max	Maintenance	31	100	65	51	87	89	70	10	—	U25	132	♥♦⊛
Mert (H)	Bartender	50	11	46	92	89	68	80	10	!	U21	152	♥♦♠⊛
Michael	Casino Worker	61	46	95	63	42	58	61	16	—	123	L40	♦
Mitch	Groundskeeper	31	18	12	68	53	100	84	4	—	U25	049	♥♦⊛
Myrna	Housekeeper	68	24	75	39	66	57	48	14	—	U61	051	♥♦
Nancy	Guest	08	15	05	60	38	98	79	1	—	—	138	♦
Neil (T)	Asst. Manager	88	103	128	73	118	93	83	22	!	151	151	♥♦♠♣$⊛
Nicky	Casino Worker	86	96	36	03	59	55	29	12	—	124	L38	♦
Oliver (T)	Undercover	45	90	23	58	63	52	55	7	—	—	130	♥♦♠♣⊛
Oscar	Housekeeper	41	11	76	37	64	62	50	12	f	U61	049	♥♦
Otis	Housekeeper	100	98	73	78	39	38	58	17	—	U61	050	♥♦
Paul	Desk Manager	50	93	14	46	77	83	65	6	—	U2	133	♥♦⊛
Rayette	Waitress	33	96	21	31	36	30	31	5	—	U22	147	♥♦
Rex	Casino Worker	15	54	84	91	86	60	76	10	—	L38	124	♦
Rhonda (H)	Pilot	36	23	13	15	56	98	57	5	—	B	030	♥♦♠⊛
Rich	Instuctor	20	43	80	17	72	45	31	10	—	L21	064	♥♦♠⊛
Rita (T)	Guard	69	105	07	83	42	31	57	8	!	011	C	♥♦♠♣⊛
Robin	Guest	72	92	97	104	30	103	104	17	d	139	—	♦
Romero	Casino Worker	63	30	81	92	14	64	78	14	—	L38	129	♦
Ron	Controller	65	03	34	94	77	81	88	10	—	B	038	♥♦⊛
Rudy	Casino Worker	88	42	75	92	13	69	81	16	—	L38	129	♦
Ruth	Instructor	37	36	40	84	52	48	666	8	*	L29	057	♥♦♠⊛
Sally (T)	Guard	36	27	100	101	67	28	65	14	!	—	018	♥♦♠♣⊛
Sandy (H)	Rancher	66	81	70	80	51	83	82	14	—	0	009	♥♦♠ ⊛
Sara	Checker	37	106	80	02	16	68	35	12	—	U18	127	♥♦
Scott	Instructor	42	95	55	105	91	117	111	10	I	T		♥♦♠⊛
Sharon (T)	Guard	68	52	68	19	65	107	63	14	!	025	—	♥♦♠⊛
Shirley	Chef	61	62	15	93	87	84	89	8	*	U23	155	♥♦
Tama	Operator	03	57	100	88	99	103	96	10	—	U7	131	♥♦
Tammy	Groundskeeper	81	94	82	90	48	64	77	16	—	U25	156	♥♦
Taylor	Club Manager	77	94	77	94	42	41	68	15	—	151	151	♥♦♠♣⊛
Ted	Instructor	61	98	09	45	88	04	25	7	*	L45	059	♥♦♠⊛
Tex	Casino Worker	87	26	69	66	80	98	82	16	f	104	L39	♦
Thelma	Waitress	54	94	62	30	69	91	61	12	—	147	U22	♥♦
Tom (H)	Guest	21	50	45	80	11	92	86	7	—	—	117	♥♦♠⊛
Tony	Casino Manager	88	31	97	42	35	10	26	19	f	L43	L43	♥♦♠♣$⊛
Ursula	Controller	72	54	85	92	73	17	55	16	—	142	13	♥♦⊛
Vera (T)	Undercover	45	96	66	65	08	27	46	11	—	—	130	♥♦♠♣⊛
Veronica	Instructor	13	99	62	41	77	80	61	8	—	L35	055	♥♦♠⊛
Vic	Salesman	81	97	20	37	75	95	66	10	—	U17	128	♥♦
Vonnie	Instructor	98	90	87	14	34	29	22	19	—	L7	064	♥♦⊛♠
Wade	Clerk	24	55	35	26	19	90	58	6	—	U22	128	♥♦
Walt	Instructor	19	87	12	92	99	91	91	3	—	K	143	♥♦
Wanda (T)	Guard	26	74	59	72	75	109	91	9	!	M	M	♥♦♠♣⊛
Wayne	Valet	41	92	96	56	10	94	75	14	—	U35	109	♥♦
Yvonne (T)	Underground	38	78	98	46	47	43	45	14	—	118	—	♥♦♠♣⊛
Zak (T)	Guard	35	90	73	95	35	101	98	11	!	126	C	♥♦♠♣⊛

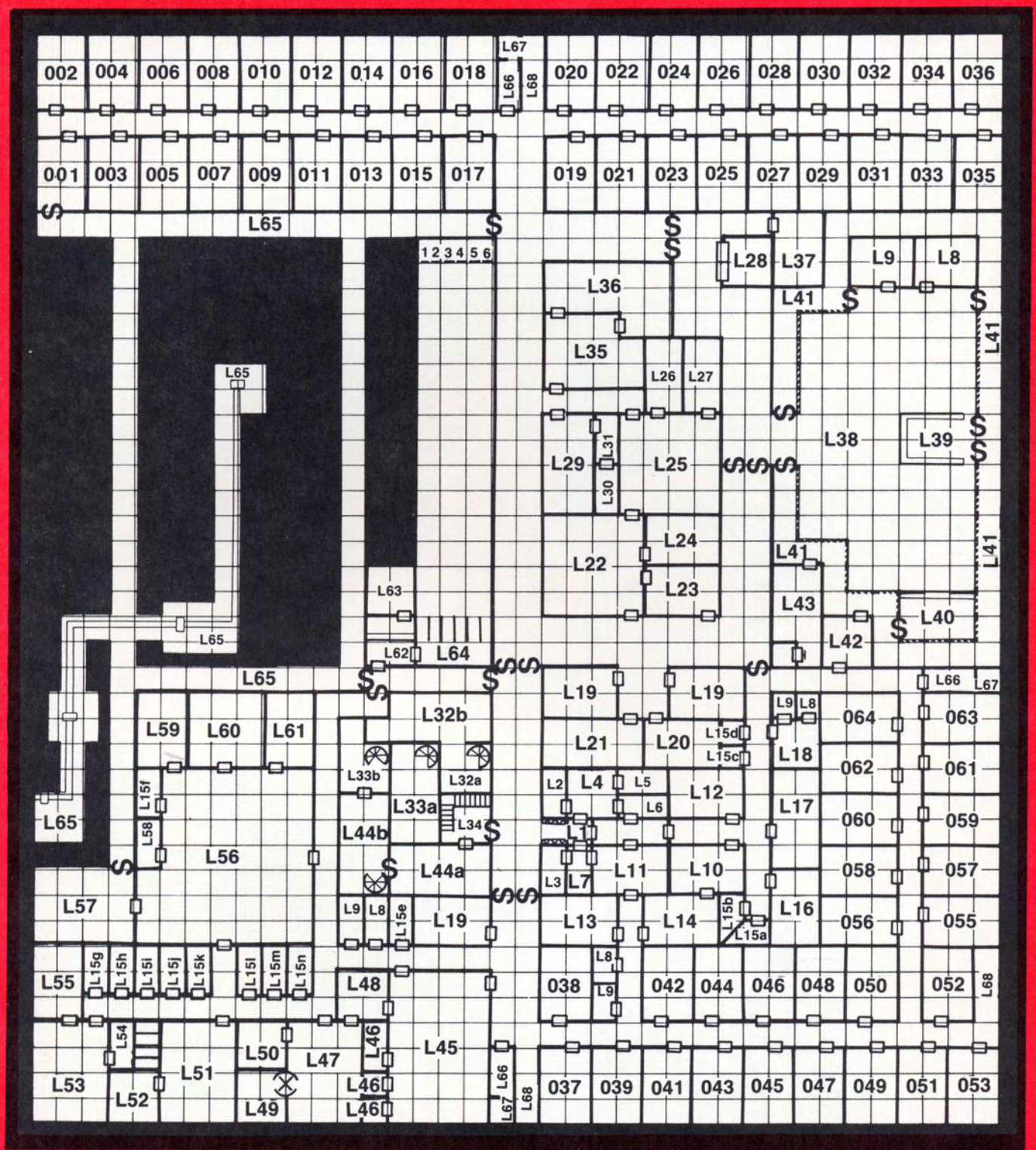
AM — Person is here from 10 a.m. to 10 p.m.
PM — Person is here from 10 p.m. to 10 a.m.
CODE — Symbol referring to Code phrase explanations, p. 4 in booklet.

(♥) — knows about HEARTS
(♦) — knows about ALICE'S
(♠) — knows about TRUMP
(♣) — knows about LADY LUCK

($) — knows about CROSSFIRE
(⊛) — knows about OFF-ROAD AREA

H — is a HEARTS trainee
T — is a TRUMP member

Main Lodge
Lower Level Map



Door
Secret door
Revolving door
Mirrored wall
Pipe
Spiral staircase
Wooden staircase
Targets
Shooting partitions
Counter
Safe
Metal detector

1 square = 20 feet

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ACE of CLUBS
Resort Grounds Map
AIRPORT
HANGAR 1
TOWER
HANGAR 2
HELIPAD
HELIPAD
HANGAR 3
RANCH RESORT
King of Clubs GOLF COURSE
Water Skiing
Wind-surfing
Fishing
Sailing
Diamond Lake
MARINA
Scuba Diving
FITNESS CIRCUIT
ACTIVITIES AREA
PARKING LOT
MAIN LODGE
MAIN GATE
SECURITY HUT
LAGOON
BRIDGE
Lady Luck Lagoon
TRAP & SKEET SHOOTING
Joker Hill SKI SLOPE
RAPPELLING CLIFFS
OFF-ROAD SECURITY HUT
HUNTING AREA SECURITY HUT
HUNTING AREA
N
250
500
1000
2000
1 inch = 2,000 feet
OFF-ROAD AREA
JEEP TRAIL
ARSENAL
FIRING LINES
SHOOTING RANGES
PIT STOP
ASPHALT TRACK
DIRT TRACK
GRAVEL TRACK
CONCRETE TRACK
DEMOLITIONS PIT
SOUTH SECURITY HUT
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ACE of CLU

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mering waters of Diamond Lake, or just relax by one o
our swimming pools.
The Ace of Clubs features nearly every sport im-
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courts, fully-equipped gymnasiums, a ski slope, a fitness
circuit, and a challenging 18-hole golf course.
If you just feel like getting away from the excitement
for awhile, the Ace of Clubs also features an elegant
dining room and comfortable, luxurious suites.
The Ace of Clubs is one of a kind, but it's a winner.
We're looking forward to dealing you in!

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7605XXX1401

TUE, DEC 13, 1983, 9:34 AM

OPERATION: ACE OF CLUBS

CODE NAME: TRUMP

ADMINISTRATOR MISSION FILE TS 006

by Merle M. Rasmussen

An adventure for the
TOP SECRET® Game
from TSR, Inc.

You're staying at a luxurious resort in an elegant country setting. But this is hardly a vacation. The Ace of Clubs resort is actually the home of a Western spy school, and all is not well. Instructors are dying mysteriously, and the club's administrator has called you in to answer some questions:

What caused the untimely deaths?
Has the resort been infiltrated?
And most important,
Will you survive the investigation?

The stakes are already high, and not all the cards have been dealt.

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