

**ADMINISTRATOR
FILE
001**

**TOP
SECRET**

**OPERATION: SPRECHENHALTESTELLE
CODE NAME: PISCES**

**DO NOT ACCEPT FROM COURIER
IF SEAL IS BROKEN**

**Agency courier is required by law to demand proof
of security clearance by seeing your card 7006.
This file cannot be relinquished without such posi-
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INTRODUCTION

This package forms the special instructional module for play of TOP SECRET, and as such, is specifically designed for beginning players and Administrators. Due to its special design, it has numerous applications and serves a multiplicity of purposes.

Most material within this module is designed for easy use with the TOP SECRET game booklet. In some instances, new material (such as additional human targets, object targets, etc.) is included, and when this is so, every effort has been made to provide a pertinent explanation of important aspects and effects.

Those who intend to be beginning players using this module would be well advised to stop reading this now and to avoid further examination of the module details or game map. The reason for this is that enjoyment of the module will be much more enhanced when the challenge of the unknown and unexpected confronts the participants, who will not be able to benefit from any familiarity with the game situation other than the background provided by the game-master. This element of the unknown and the resultant exploration in search of unknown object targets (with hostile human targets and unexpected dangers to outwit and overcome) is precisely what TOP SECRET is all about, and "knowing too much" can greatly spoil the fun of the gaming experience that makes TS so special. So, if you're going to be a player in this module, stop reading here, resist the temptation (which will be considerable) to go further in examining the contents, put the module aside, and wait for your Administrator to get ready to use this package for gaming. You won't be sorry.

NOTES FOR THE ADMINISTRATOR

As a beginning Administrator, you will find this module helpful in many ways. First of all, it serves as a graphic example of a beginning game setting environment. For this reason, it should prove illustrative to fledgling Administrators who will benefit from a look at what another environment design "looks like". Those designing their own environment will want to note various aspects of this setting which will give them valuable insights into the creative process which allows them to formulate material for their own games.

Second, this package provides an almost "ready-made" game situation which can be utilized for one or more playings. Some initial preparation is necessary in addition to reading the material through one or more times before using it in a game. The preparation, however, is interesting and fun as well as instructional, for it shows how an Administrator (or Admin) "stocks" the environment with assorted object targets and human targets before any adventuring begins. Separate lists of human targets and object targets to key with the various locations inside the environment insure that no two modules will be the same when set up by different Admins, and will also guarantee that players will not know what to expect in any given room or location. As for player characters, participants can use their own characters rolled up according to the guidelines within the TOP SECRET rulebook or choose from a list of pre-generated characters supplied here (including possible assistants to accompany the player characters in their mission).

Thirdly, there are several salient points of good environmental design illustrated in this module which new Admins would be wise to note. Likewise, they should keep these factors in mind when they start to design their own game maps and situations:

- 1) Since it is important to offer a challenge commensurate to the players' level, this two-level environment design is

made specifically for TOP SECRET for exploration by beginning players in a party of 3 to 6 agents (player and non-player characters combined). This is reflected in various ways:

- a) In general, this environment is less deadly and more forgiving than one designed to test experienced players. It is designed to be fairly challenging, however, and is by no means "easy". Careless operatives will pay the penalty for a lack of caution—only one of the many lessons to be learned within the environment!
 - b) The environment is designed to be instructive for new players. Most of it should be relatively easy to map.
 - c) The human targets encountered will generally be commensurate with the adventurers' ability to defeat them. For the few that are too formidable, the adventurers will have to learn the necessary art of fleeing or else employ more powerful means against them.
 - d) The object targets to be found will generally be small, although a couple of more lucrative finds are possible if the adventurers are clever or lucky.
- 2) The environment includes a good assortment of typical features which players can learn to expect, including some interesting tricks and traps:
 - a) a few camouflaged secret doors
 - b) valuables mixed with worthless objects, discernible only by knowledgeable characters.
 - c) a rat-filled corridor to test a character's courage
 - d) a hotel and an inn full of mysterious guests
 - e) an empty warehouse guarded by vicious dogs
 - f) an elevator trap that submerges unwary characters below sea level.
 - g) a rickety building with roofs and floors to fall through
 - h) a room, a booth, and an outdoor table that sink to a lower level.
 - i) a hidden passageway through the end of a wine cask
 - j) a roof-top sniper
 - k) occasional disguised poisons, weapons, and explosive devices
 - l) a multitude of business fronts used to cover subversive espionage activities
 - m) a refuge maintained for needy characters
 - 3) There is a legend or story explaining some details of the setting and providing a background (i.e., why it exists, its background, how the characters became involved with it, etc.). Of course, players/adventurers will probably only know bits of this information—or perhaps only rumors of dubious reliability. Most good environments (and indeed, entire game campaigns) rest upon a firm basis of interesting background and "history" as set for the players by the game moderator, or Administrator. (This particular environment is on the fantasy side of a contemporary real-life setting, but it is in keeping with the flavor of the more exotic spy situations of novels and television).
 - 4) The setting is neither too simple nor too difficult. Agents can leave the environment by simply moving out of the mapped area. Several ways down to the lower level are available for discovery, and several traps may also bring adventurers unexpectedly there.

PREPARATION FOR THE USE OF THE MODULE

The use of this module by the Administrator first requires a working familiarity with its layout and various design features. Therefore, the first step is to completely read the module, doing so with care and with reference to the three maps provided to learn the basic layout and location of the various parts described in the written commentary. A sec-

ond and third reading will also prove beneficial in preparing for a game employing the module.

Once the Administrator has obtained a background knowledge of the situation and the various features of the area to be explored, he must key the three maps by placing various human targets and object targets within the environment complex. To do so, he utilizes the two lists provided which follow within this booklet, taking advantage of the special system to allow easy setup and reference.

Upon examination of the three game maps, it will be noticed that each prominent room or location has a numeral for designation purposes. Each numeral corresponds to a written description within the body commentary which accompanies the maps and which is contained in this booklet. Thus, a description of each such area of the environment is easily referenced by locating the written material within the booklet, and these are arranged in numerical order. The details of furnishings (desks, tables, chairs, etc.) and other mundane details can be set by the gamemaster. The basic descriptions are standard, but in some cases there is no mention of either human targets inhabiting a particular area or specific object targets to be found within (except for occasional items which are part of the furnishings and which may have some unusual value). A space exists after each description with a brief area for listing either a human target or an object target (or both) which may be within that room; exactly what will appear in each room, however, is up to the Administrator, who will fill in some of the spaces to denote their presence. This is done easily through the use of the number and letter-coded lists provided for human targets and object targets, respectively. It is important to note, however, that not every location will contain a human target, an object target or both—in fact, a fair number of places will contain neither, and in some cases valuable items will be hidden or concealed in some manner. Further details on the use of the two lists is contained in the description which precedes them in the section entitled KEYING THE ENVIRONMENT.

Once the environment has been keyed and the Administrator's preparation is complete, he must assist the players in getting ready for the adventure. The first step is in providing them with the background outline which sets the stage for the game. This "PLAYERS' BACKGROUND SHEET" (which differs in some ways from the more detailed description/background for the referee) is part of a 4-page folder sheet for players which accompanies this booklet, and is designed to be handed to the players for reference prior to the adventure. Their agent's map of Sprechenthaltestelle is also part of the same folder.

Once the players know the background, they can prepare their characters for the adventure. If new characters are needed (as they will be if the players are just starting their first game), they can be rolled up by using the dice and following the prescribed procedure within the TOP SECRET rule booklet. The Administrator also determines each agent's amount of starting money and this amount is available for the purchase of arms and equipment. Once the players have decided upon the equipment they will be carrying, as well as their own weapons, they are ready to start play. A written record of abilities, wealth, and items owned and carried is kept by each player.

As an alternative to spending time rolling the characters up, a list of assorted adventuring characters is included on the reverse side of the "PLAYERS BACKGROUND SHEET". If the Administrator decides to do so, the players can choose one of the characters listed there as their player character. In such a case, the Admin then provides the pertinent specifications and ability ratings of the character from his master list within this booklet, and the player makes a note of it.

If there are only two or three players, or if a group wishes additional assistance, one or more assistants (non-player characters who will be a part of the group but who will not be

under the total control of the players) can be added to the group of adventurers at the Administrator's discretion. These characters can also be from the list, and their specifications and ability ratings are also on the master list for the Admin. It is assumed that these assistants are fellow agents of the players' organization, assigned by their superiors to assist on this mission.

When players have assistants, the Admin must use common sense in their employment within the game. Once an assistant has been assigned to join a group, the non-player character will generally function according to the direction of a particular player character being served (perhaps the one who is "in charge"). The Administrator in essence runs the character, although the assistant's actions will generally follow the desires and suggestions of the players (unless a risky or unduly hazardous action is demanded). In these situations, the Administrator serves as the "conscience" of the assistant, and may cause him to balk at ordered action or perhaps even desert in the face of danger or as a result of unrewarded courage or accomplishment. For example, if a party is facing a hazardous situation and a player tells his assistant to do something which would seem more dangerous than the actions pursued by the other player characters, the assistant may hesitate to act upon the order—or in some cases may choose to ignore it or even run away to seek safety if the chance of death is great (this reaction being determined by the Admin's secret die roll at the chances of his choosing, depending upon the situation and disposition of the non-player character). Likewise, if an assistant successfully executes a hazardous action (disarming a dangerous time bomb without any help, for instance) and does not get a proportional reward, then he will understandably consider deserting the player characters who ill-treated him by demanding reassignment. In such cases, the Admin will determine the outcome and, as always, his decisions (often the result of die rolls at appropriate chances which he determines) are final.

The independent character (assistant) participates in a mission in return for a share of the payoff or any windfall gained, and this share (which will be at least proportional or equal to amounts received by player characters) must be decided upon before the mission begins. After the mission has been completed, the extra character might simply take his share and disappear from further use or, if the Admin desires, be available for similar service in future missions. The section entitled THE CHARACTER LISTS gives additional suggestions for the employment of non-player assistants.

Once the players have completed their preparations for the game, the referee finishes "setting the stage" by bringing the player characters from the background story to the place where the game adventure will begin. This is usually simply a matter of providing a brief narrative (such as, "Your group, after obtaining supplies and getting organized, is transported via airplane to the local airport. From there an airport limo delivers you to the northeast corner of Sprechenthaltestelle . . .").

To start the adventure, the players must decide on an order of march for all the characters in their group—who will be in front, who in the middle, who at the rear, and so on. This should be diagrammed on a sheet of paper and given to the Administrator for reference, and any change in the order of march during the adventure should be noted. In a standard 10' wide corridor, the most common arrangement is two Agents side by side in each rank, although three characters could operate together in a single rank if all of their weapons were short and easily wielded (daggers or pistols, for instance).

One player in the group should be designated as the leader or "caller" for the party, while another one or two players can be selected as mappers (at least one is a must!). Although individual players have the right to decide their own actions and relay them to the administrator as play pro-

gresses, the caller will be the one who gives the Admin the details on the group's course of action as they move around and explore (such instructions as "We'll move slowly down this alley to the east . . ." or "We'll break down this door while so-and-so covers our rear . . ." are typical directions given by a caller to the Admin). In the course of the mission, the caller will naturally discuss the options available to the party with the rest of the agents, but it is he who the Admin relies upon for official instructions (although individual players can still pursue alternate courses of action at appropriate times, if they insist, by telling the Admin). Once a caller (or any player) speaks and indicates an action is being taken, it is begun—even if he quickly changes his mind (especially if he realizes he's made a mistake or an error in judgment). Use your discretion in such cases.

The player or players mapping the explored area should use graph paper. Orient them according to the same direction on the referee's map (with the top being north in almost all cases). After that, allow them to draw their maps from your descriptions as they wish—but make certain that your verbal descriptions of the areas they explore are accurate (although you can say such things as "approximately sixty feet", especially in large or open areas, or places where there are few good reference points). Above all, avoid the considerable temptation to correct their maps once they have drawn them. It will not be uncommon for players to show you their map (especially if they're confused) and ask you, "Is this right?". In most such instances, you should avoid correcting any mistakes there, unless it would be obvious through the eyes of the adventuring characters. Encourage good mapping skills and an attention to detail rather than falling into the rut of continual player map questions.

Exploration of the entire area comprising the module may well take more than one game session. It is also quite possible that adventurers (especially if wounded or reduced in number) may want to pull out of the area and prepare for a return visit when refreshed or reinforced. If this is done, they must work their way to a safe place and discuss with you the pertinent details and time passage until their return. In such cases, the exact status of areas already explored will depend upon your judgment—whether areas cleared of human targets might in some cases be re-occupied by new ones, doors left open closed again and locked, security increased, or whatever.

If on an extended mission, the exploring adventurers wish to suspend the game temporarily during a rest period (when the adventuring characters stop to sleep, as they must do every 24 hours), appropriate notes should be made of each adventurer's status so that resumption of the game can begin at the same point on the next meeting of the players. Their choice of where to camp is a factor to consider, as well, since a check for wandering human targets must be made up to three times for any 8-hour period they remain there (these checks are made at a normal 20% chance). It is customary to have one or more adventurers in the party standing guard at any one time, as the party members sleep in shifts in order to always have continual protection (although the devious Admin may give a slight chance of a guard being asleep if a human target comes . . .). Just as with march order, it is important that players provide the Admin with the sleeping location of each member and the placement of the guard or guards, since this may be crucial if and when a human target approaches from a given direction.

Experience points earned and any benefits gained will only be applicable if and when the adventurers successfully exit the environment; experience gained in a mission is only credited after the mission is complete. However, successfully exiting the environment and then returning later would allow the characters to use experience gained on the previous foray, if applicable.

TIME

As adventures go on, the Administrator is responsible for keeping track of time elapsed.

In normal non-combat exploration periods, time is considered to pass in ten minute increments. If combat occurs, time is more or less suspended until the fighting is resolved. Actual fighting time usually takes much less time than normal movement and exploration turns and Weapons Combat and Hand-to-Hand Combat are resolved in 5-second turns.

Every third turn of adventuring (that is, every 30 game minutes of player activity), the Admin should make a die roll for the possible appearance of wandering human targets at the indicated chances (which are normally 2 in 10, or 20%, but which may vary depending upon location and the details of the particular game environment). Some occurrences (such as noise and/or commotion caused by adventurers) may necessitate additional checks to reflect the greater possibility of attracting attention.

Paper and pencil can be used to tally time, and the Admin should monitor its passage as he sees fit, but keeping in mind that exploring, mapping, and examining various things take up considerable time—with the larger the area and the greater the care taken in examining, the more time consumed. Wasted time is also a factor which should be noted, as players may waste time arguing or needlessly discussing unimportant matters or by simply blundering around aimlessly. On the other hand, time can pass quickly if operatives move rapidly through areas which have been previously explored and mapped. In all cases, the Admin should use his good judgment and common sense.

Generally, eight hours of each twenty-four must be spent resting and sleeping, and prudent agents will sleep in shifts with a guard always awake if they must do so in the course of a mission. As a general rule, three checks will be made each "night" for possible wandering human targets unless the characters are passing the night in a safe and secure place.

Passage of three days—or 72 hours—will mean the healing of 1 lost Life Level point for each character who has suffered a loss and who has spent the time in recuperation and not in other activities.

COMPUTING EXPERIENCE

At the conclusion of a mission (the party's emergence from an environment), the surviving characters divide the value of any object targets gotten (with equal shares generally awarded to each and any equipment or special items diced for by eligible characters or surrendered to their agency) and experience is computed. Assistants usually get an equal share of any windfall or payoff, although their experience points award may vary at the Administrator's discretion from half to the full amount awarded to player characters, depending upon their accomplishments.

Once enough points are accumulated, a character can rise to the next higher level of experience, and gain the benefits of the new level. Wealth obtained can be used to purchase equipment or supplies, defray everyday expenses, make payoffs, sponsor various enterprises, or can be spent in any manner.

HOW TO BE AN EFFECTIVE ADMINISTRATOR

The Administrator, as referee, is the pivotal figure in any game of TOP SECRET. Accordingly, his ability and expertise—as well as fairness—will be important factors in whether or not the game will be enjoyable for all of the participants, as well as himself or herself.

TOP SECRET is a role playing game, and is unlike tradition-

al games which have a firm basis of regulated activity and repetitious action. TS is free-flowing and often goes in unknown and unpredictable directions—and that is precisely the reason it is so different and challenging. The Administrator is best described as the moderator of the action, for he oversees the whole process, keeps the game moving, resolves the action based upon events occurring and player choices made, and monitors the actions and events outside the player group (i.e., handles human targets encountered, determines the actions of non-player characters encountered, etc.). His responsibilities are considerable, but his foremost concern should be to provide an enjoyable game which is challenging to the players. This means that risk should be balanced with reward, and that game situations are neither too “easy” nor too deadly. Above all, he must be fair, reasonable (without kowtowing to the unreasonable demands of the players), and worthy of the respect of all the participants.

Beginning Administrators who are not familiar with the game often ask the most common first question, “Exactly how do you referee the game?”. The answer is that there is no single best way—different Admins have different styles, just as individual players do. However, there are certain guidelines which are important to follow

First of all, it is crucial to keep in mind that TS is a game based on player interaction and player choice. The game generally follows the course of the players’ actions—if not always their plans! As moderator, you present an ever-changing situation as it occurs (sort of like an unfolding story, or even a movie, if you like to think in those terms), and the players respond pretty much as they desire. As the game goes on, you are presenting them with a hundred different opportunities and choices—exactly how the game goes will depend upon their response to those opportunities and choices. For instance, if players decide to walk down a corridor and find a dead end with three doors, they have a number of choices—simply turn around and ignore the doors, listen at one or more before proceeding elsewhere, try to open one or more (either normally, by forcing them, or even by simply bashing them in), or whatever. You describe the situation, then await their decision as to a course of action. Of course, some decisions will be more difficult, or quick, or crucial to survival—and as always, imagination and resourcefulness, as well as quick thinking, will usually be rewarded.

Second of all, a good Admin remains “above the battle” and does not attempt to influence player actions or channel the activity in a particular direction. The Administrator should do all he can to assist players in their quest without actually providing important information unless the players themselves discover it or put the pieces of a puzzling problem together through deduction or questioning, or a combination of the two. A large part of the game consists of player questions, many of which are “what do we see?”. Your job as gamemaster is to answer those questions without giving too much away. You need not hint to players any information that they do not ask for on their own, except in unusual instances. Allow them to ask questions, and allow them to make choices.

In the same vein, as Administrator you will enjoy watching players wrestle with the problems you present them with. Although you may set up situations to challenge them, you must understand that you are not their adversary, nor are you necessarily out to “defeat” them. You will enjoy moderating a well-played game where players respond to the challenges encountered much more than one where the agents foolishly meet their demise in quick time. However, if your players abandon caution or make stupid mistakes, let them pay the price—but be fair. In many cases, a danger due to lack of caution can be overcome, or a mistake in judgment countered by quick thinking and resourcefulness, but let your players do the thinking and the doing.

As Administrator, you are the game moderator. This means you set the tempo of the game and are responsible for keeping it moving. Above all, **you** remain in control of the situation, although with reasonable players your game should always be in control. If players are unusually slow or dilly-dally unnecessarily, remind them that time is wasting. If they persist, allow additional chances for wandering human targets (security personnel) to appear—or at least start rolling the dice to make the players think that you are doing so. If players are argumentative with each other, remind them their noise also serves to attract the attention of unwelcome human targets; if they persist, show them that this is true.

Lastly, it is important to remember that the Administrator is the final arbiter in his or her game. If players disagree with you, hear them out and reasonably consider their complaint. However, **you** are the final judge—and they should understand that, as well as the fact that not everything will go their way, or as they expect. Be fair, but be firm. With human nature as it is, players will undoubtedly attempt to try to talk you into (or out of) all sorts of things; part of the fun of being an Admin is this verbal interplay. But in the end, what you say goes.

BACKGROUND

ADMINISTRATION MEMORANDA: A vast amount of information is contained with this module about Sprehenhaltestelle, but it is only an outline. You must use your imagination and your judgment to fill in the gray areas. There are certain rules presented in this module that TOP SECRET makes no reference to and situations which only the Administrator has final say in. Information on language use, personal encounters, level descriptions, personnel and code phrase is all very complex, but to the administrator who can apply it all will come the joys of believable simulation.

INTRODUCTION: Background information on the general setting of Sprehenhaltestelle can be obtained from the PLAYERS’ BACKGROUND SHEET, but the following additional details are offered for the Administrator.

Sprehenhaltestelle is a contemporary setting, but it is not a real-life setting. Rather, it mimics the more exotic spy plots of television or the movies. It has more than its share of mysterious persons and locations, as exploring agents will find!

This district of town tends to protect itself pretty well even amidst the constant political rivalry. If local characters begin disappearing at an unusual rate (more than once a day) because of outside agents, the entire community may retaliate. Within minutes businesses will close and their operators will hit the streets in search of troublemakers. Extra forces from underground will surface and will often take positions on rooftops to gain a better view of the disturbances. At these times it is best not to be a new face in town, since newcomers will be stopped and questioned on the street. Those persons who are found bearing arms or are questionable in any way tend to disappear underground until they can prove their innocence—which is followed by a quick departure from the region. Trigger-happy agents will not last long in this environment!

All outside doors can be assumed to be locked at night. Interior doors can be locked or unlocked at the discretion of the gamemaster, but if preferred a roll can be taken with a 50% chance of a particular door being locked. Desks, file drawers, and the like can be similarly considered, but with a 70% chance of being locked.

Local police generally stay out of the area altogether. If they do appear, they generally come in groups of four. Each typically carries a nightstick and a 9mm Luger (f).

The scenario includes a physical map and the description of areas and buildings and the characters who inhabit them. Each character possesses certain weapons, traits, areas of knowledge, and methods of communication which provide a link in a web of vital information. If an agent can unravel this web, he can often gather information which would save considerable legwork over checking every structure on the map instead. A beginning agent should not try to comprehend the entire complexity of this network, for it is filled with loops, intersections, and blind alleys too numerous to understand. Agents working for both sides, no side, or as decoys can lead exploring player characters astray and leave them in a haze of disbelief and bewilderment. As an Administrator you hold the key in the players' search through this maze as they try to unravel the clues and piece bits of information together to provide a larger understanding. Hopefully their search will be a challenging, exciting, and enjoyable one! Now begins the intrepid journey into the intricate thoroughfares of Sprechenhaltestelle

ABBREVIATION INFORMATION: Character's Personal Traits, Weaponry Traits, and Animal Traits are listed in the following manners:

PERSONAL TRAITS: Physical Strength-Knowledge-Willpower-Charm-Coordination-Courage/Offense-Deception-Evasion/Life Level (Referred to as "L.L."). All other Secondary and Tertiary traits can be calculated as they are required.

Example for a designed character: 100-09-93-22-74-77/
76-50-48/19

Example of random character: X/X/X

WEAPON TRAITS: Projectile Launchers (Guns): Accuracy, Concealment, Firepower, Power, Reliability/Projectile Weapon Value/Deception Adjustment/Number of Live Rounds in Weapon.

Example for .22 double action self-load handgun: (C)
6,5,4,3,5/23/-2/6

Striking: Weapons or Thrown Weapons (Knives, Clubs):
/Projectile Weapon Value/Deception Adjustment/

Example for bowie knife (jj): /-10/-6/

Example for any thrown object not
a knife or cane: /-13/-5/

ANIMAL TRAITS: /Injuries given per attack/Life Level/

Example for a Wolf: /8/10/

LANGUAGE USE INFORMATION: An administrator can assume that all characters speak the same language with equal fluency. To add to the overall difficulty and realism of the game, the following concerns the application of a multi-lingual communications network.

Four different languages are used extensively in Sprechenhaltestelle. They are English, Russian, French, and German. It is advisable at the start of the mission to find out how much of each of these languages an agent understands. The agent's knowledge of various languages is a function of his or her KNOWLEDGE rating (see the LANGUAGES Section of the TOP SECRET rules).

To find a non-player character's area of knowledge score for a particular language see the PERSONAL LANGUAGE KNOWLEDGE AND USAGE CHART under **PERSONNEL INFORMATION**.

PERSONAL ENCOUNTER INFORMATION: Whenever an agent is out on the street, he has numerous chances to meet randomly passing pedestrians. These encounters can occur anywhere outside of a building or streetside cafe. The frequency may depend on the time of day as the following charts indicate:

DAYTIME STREET AND ALLEY PEDESTRIAN ENCOUNTER CHART (7AM - 7 PM).

Roll percentile dice for every 100 feet covered.

| Dice roll | Pedestrian(s) Encountered |
|-----------|--|
| 01-35 | None |
| 36-50 | Shadows in the distance only. |
| 51-65 | Sound of footsteps only. |
| 66-75 | A pair of average unarmed tourists. |
| 76-80 | Lone woman beckoning others to follow her. She is C143(L.L.:10) and she tries to lure newcomers into the alley between the INN, #2 at street level and the CAFE, #3 at street level. She carries a small transmitter/receiver which she will activate as she nears the alley. Activating the device alerts C12(L.L.:16) and C13(L.L.:17), who live in the OCCUPIED RESIDENCE, #40 at street level. After the woman and her pursuers enter the alley, C12 and C13 will follow them in blocking that end of the alley. The woman acts as though scared of C12 and C13 while climbing through a window into room 14 of the INN. The pursuers can either confront C12 and C13 in the alley or follow the girl through the window and confront SS14(L.L.:17) and S7(L.L.:16) at gunpoint in room 14. They will want weapons, name, and demand to know what business visitors have in Sprechenhaltestelle. If outsiders answer and allow themselves to be disarmed, they will be released unharmed. If not, they will be shot and taken by C12 and C13 to the wharf and thrown in the water. |
| 81-85 | Lone Beggar pleading for money. He is C20(L.L.:11) and he will try to find out everything he can about those accosted. If told anything, he will head straight for C19(L.L.:10) in the PUB BASEMENT, #40 below street level. If not paid, he will tag along until he gets money or some kind of information. He is a pesky vagabond that wants to impress his boss, C19. |
| 86-90 | A pair of authentic average drunken sailors who accidentally bump into those encountered. |
| 91-92 | A hurdy-gurdy man, C11(L.L.:7) complete with a monkey (/2/6/). The hurdy-gurdy he cranks for listeners is equipped with a camera, radio transmitter/receiver, and tape recorder so he can photograph, record, and transmit information about them to C6(L.L.:12) at the TAILOR, #4 on street level. After leaving, he will go straight to C6 with photos and recordings. |
| 93-94 | Flower vendor, C18(L.L.:6) will almost run into people with her flower cart. Within the cart is a radio transmitter/receiver she will use after leaving to call C19(L.L.:10) in PUB BASEMENT, #40 below street level. She will have \$12 and two messages in her cash box. The messages say, "Both fish have been sold but are acting like clams." She doesn't know what they mean. |
| 95-96 | Blind man with seeing-eye dog. S0(L.L.:8) goes everywhere with his trained dog (/6/12/) which will obey his every command including "attack." |
| 97-98 | Wood-carving Sailor known as WCS (L.L.:13). If asked, he can tell what is inside buildings #43 to #54, including personnel and below street level descriptions. His carving knife (/6/-4/) has a carved ivory handle and is worth \$125. |
| 99-00 | Man with newspaper known as C4(L.L.:2) on his way to MASSAGE PARLOR, #28 on street level to see C1(L.L.:13). Folded inside the newspaper is \$5000 of local currency in large bills. He would prefer not to be stopped by anyone. |

NIGHTTIME STREET AND ALLEY PEDESTRIAN ENCOUNTER CHART (7PM - 7AM).

Roll percentile dice for every 200 feet covered.

Dice Roll Pedestrian(s) Encountered

| | |
|-------|---|
| 01-20 | None |
| 21-40 | Faint light ahead in the distance only. |
| 41-60 | Sound of running feet up ahead only. |
| 61-70 | A pair of frightened average unarmed tourists. |
| 71-75 | Lone woman beckoning others to follow her. At night she is C144(L.L.:10) and reacts the same as C143 on DAYTIME CHART above. |
| 76-80 | Lone beggar pleading for money. At night he is C22 (L.L.:10) and reacts the same as C20 on the DAY-TIME CHART above. |
| 81-90 | A pair of authentic average drunken sailors who accidentally bump into those encountered. |
| 91-92 | A single pickpocket, S6(L.L.:11), who tries to bump into others so he can take their wallet to C11 (L.L.:7) at the INN, #2 on street level and find out who they are. If successful (with a Deception higher than his victim) he will immediately go to C11. If the attempt is unsuccessful and the victim's Knowledge is higher than his, the victim detects the pickpocket attempt. If not he will disappear into the shadows. |
| 93-94 | From 1 to 6 German and Russian speaking persons going to room 11 of the HOTEL, #1 on street level. They are unarmed and have identity papers. They would prefer not being stopped. |
| 95-96 | From 1-6 English, French, and Spanish speaking persons going to the VACANT WAREHOUSE, #49 on street level. They are unarmed and would prefer not being stopped. |
| 97-98 | Peddler with sack, known as C17(L.L.:13). This peddler is going from S72(L.L.:7) at WAREHOUSE A, #51 on street level to FOREIGN IMPORTS, #10, JEWELRY, #11, and ART IMPORTS, #13. He usually takes stolen goods stored by S72 to one of the three stores where it is bought by the shop-owners who aren't even there (they just leave the money in a window crack the next evening). Tonight C17 will pick up \$100-\$600 at each store's window. He carries a .22 handgun (6,5,4,3,5/23/-2/6) in the sack. |
| 99-00 | Three dudes with stilettoes who would like to have any valuables which those accosted are carrying. They are S12(L.L.:10), S13(L.L.:17), and S14 (L.L.:10). If rewarded, they will go to the back-room of the GREASY SPOON, #47 on street level. |

LEGEND AND ANONYMOUS TIPS TABLE

Prior to the first adventure into the environment, the Administrator will utilize this table to impart "background knowledge" (from rumors or legends known) to the adventurers. The table itself includes bits and scraps of information regarding the locale to be explored—most of it accurate; however, legends and rumors being what they are, some of the information is false and misleading. It will be up to the players to act upon the information they "know"; the Administrator will tell them that these are legends or rumors they have heard about the place, and that is all (it will be up to the players to decide upon the value or veracity of such information).

To determine legends/rumors known, each player character will cast a 10-sided die in secret conference with the

Administrator (non-player characters or assistants will get no roll). The result of the roll will give the number of rumors/legends known by the individual rolling the die:

| | |
|------|---------------------|
| 1-2 | One legend known |
| 3-5 | Two legends known |
| 6-8 | Three legends known |
| 9-10 | No legends known |

Rolls of 1 to 8 will result in the appropriate number of rolls on the Legend and Anonymous Tips Table using a 20-sided die. A roll of 9 or 10 indicates that the adventurer has no knowledge of any rumors or legends pertaining to the environment; any information he desires he must attempt to obtain from the other players adventuring with him.

The particular legends/rumors known are determined by the player's roll of the 20-sided die, and the Admin reads the appropriate information from the table to the player for each roll (this is done secretly where the other players cannot overhear). The Admin then tells the player that this is the extent of background information known by his or her player character; whether or not the player chooses to share this information (all or only part of it) with the other players is a personal decision. In this manner each player is given a chance to see what bits of additional information their character knows before the adventure starts.

"F" denotes a false legend, rumor, or anonymous tip, but the player will not know it is false.

- 1) The name of this district is Sprechenhaltestelle. Literally translated this means "the speaking stopping place". It refers to all the secret information that is exchanged here often by word-of-mouth only.
- 2) The code phrase "Amontillado" spoken in the right place will get you admitted to an underground trading center for spies.
- 3) A well protected and concealed submarine occasionally visits Sprechenhaltestelle at night only.
- 4) Refugees and defectors from the East are referred to as "fish" in this district.
- 5) Beware the rooftop sniper with a scope!
- 6)F The sewers are used as underground highways.
- 7) "Sanctuary" is a secret place beneath the hotel that you should visit if weary, wounded or weak.
- 8)F The money from the burned down bank is buried in the ground beneath where the bank stood.
- 9)F No outsiders have ever entered PAIR-A-DICE and returned to tell the tale.
- 10) Never turn the candle on your cafe table counter-clockwise.
- 11) If you try to buy a Magic Carpet be ready to fly on it.
- 12) A Wizard in the basement of a bar knows you're here and who you are.
- 13) Hundreds of hungry carnivorous rats live in a deserted sewer beneath a flop house.
- 14)F Half a million dollars in small bills lies hidden beneath the floorboards of an empty warehouse.
- 15) The delicatessen serves some of the most unlucky people in town.
- 16) If you value your life do not light a match inside the candle shop.
- 17) Make a bid at the massage parlor and you may get more than you bargained for.
- 18) PAIR-A-DICE is really a casino operating beneath a wharfside warehouse.
- 19)F Ivan Ikatchtakoph and Karl Petrovich have been liquidated.
- 20)F A mechanical sea serpent inhabits the waterway.

NOTE: on this table, roll again if any number duplicates one already rolled by the same player.

ENCOUNTER AREAS

The various encounter areas for street level and below street level are given in the following pages. Descriptions are given for various features of each room or location, but much remains for the Administrator to describe, such as furnishings or other details. Likewise, questions about a place will be answered by the Administrator using his own discretion when written descriptions do not cover all the details.

Entry into the environment can be from any street location on one of the sides of the map. As mentioned previously, it is common to enter the area by foot. Those who exit the map area are assumed to have escaped the area and any danger, and generally will not be pursued.

Player characters will seek information through verbal interaction with the characters they encounter. Answers to routine or innocuous questions will generally be obtainable, but more in-depth queries will necessitate using the CONTACTS rule from TOP SECRET, depending upon the means employed by the player characters. The Administrator can play the role of the encountered characters during this verbal interplay, and doing so will be an enjoyable part of the game.

STREET LEVEL DESCRIPTIONS: *\$30 + \$5/person over 2*

1. HOTEL: This building is rumored to have a "bug" in every room. There are eleven rooms for guests, an office area behind the main desk, a lobby with skylight, a kitchen, a large dining hall, a storage room, a small switchboard, and a closet. There are \$216 and a .38 handgun (4,5,3,4,6/31/-2/5) beneath the check-in counter. Each of the guest rooms has one double bed (except rooms 14 and 16 which have two), two chairs, a TV, a desk, a nightstand, a telephone, a full bath, and a closet. There is a skylight with a man-size crawlway through it above the hallway between rooms 15 and 191.

During the **daytime** hours (7AM - 7PM) the following characters are located in the indicated areas:

The hotel operator, C5(L.L.:11) is usually found behind the main desk.

The hotel switchboard operator, H50(L.L.:10) is usually found in the switchboard room beside the main doors. Underneath her switchboard are fifteen cables which can be plugged into a speaker or tape recorder at

anytime to listen in on conversations in any room or hallway in the hotel. The bugs are located inside light fixtures and are fairly well hidden.

The hotel cook and dishwasher, HC(L.L.:10) and HD(L.L.:10) can be found in the kitchen or dining room at any time. There is a small bottle of depressant poison with two doses sitting on top of the knife box, which contains one cleaver (/ -12/-8/) and six assorted cutting knives (/ -9/-6/) in the kitchen. The poison is used in the food of anyone who stays in room 13 and eats in the hotel dining room. The cook is slightly eccentric due to a head injury from the war.

The busboy and waitress also serve as bellhops, messengers, room and maid service. They are innocent hard workers who leave Sprechenhaltestelle before nightfall.

S3(L.L.:11) is in room 11.

S2(L.L.:9) is in room 12.

Room 13 is vacant. The room is slightly dusty.

C144(L.L.:10) is usually asleep in room 14.

Room 15 is occupied, but only at night.

Rooms 16 and 17 are occupied at night only.

NS0(L.L.:10), the nighttime switchboard operator, is usually asleep in room 18.

Room 19 is vacant. The last occupant died in his sleep two days ago.

Room 190 is occupied, but only at night.

Room 191 is vacant. There are no windows to this room.

At **night** (7PM - 7AM) the characters are found in these locations:

NS0(L.L.:10) works the switchboard and main desk. She is linked at both locations by intercom to room 16.

S3(L.L.:11) is still in room 11.

S2(L.L.:9) is still in room 12.

C143(L.L.:10) is usually asleep in room 14.

C18(L.L.:6) is usually asleep in room 15. She is a flower vendor who padlocks her flower cart just outside her open window.

C5(L.L.:11) and HC(L.L.:10) live in room 16. An intercom links them to the main desk and the switchboard.

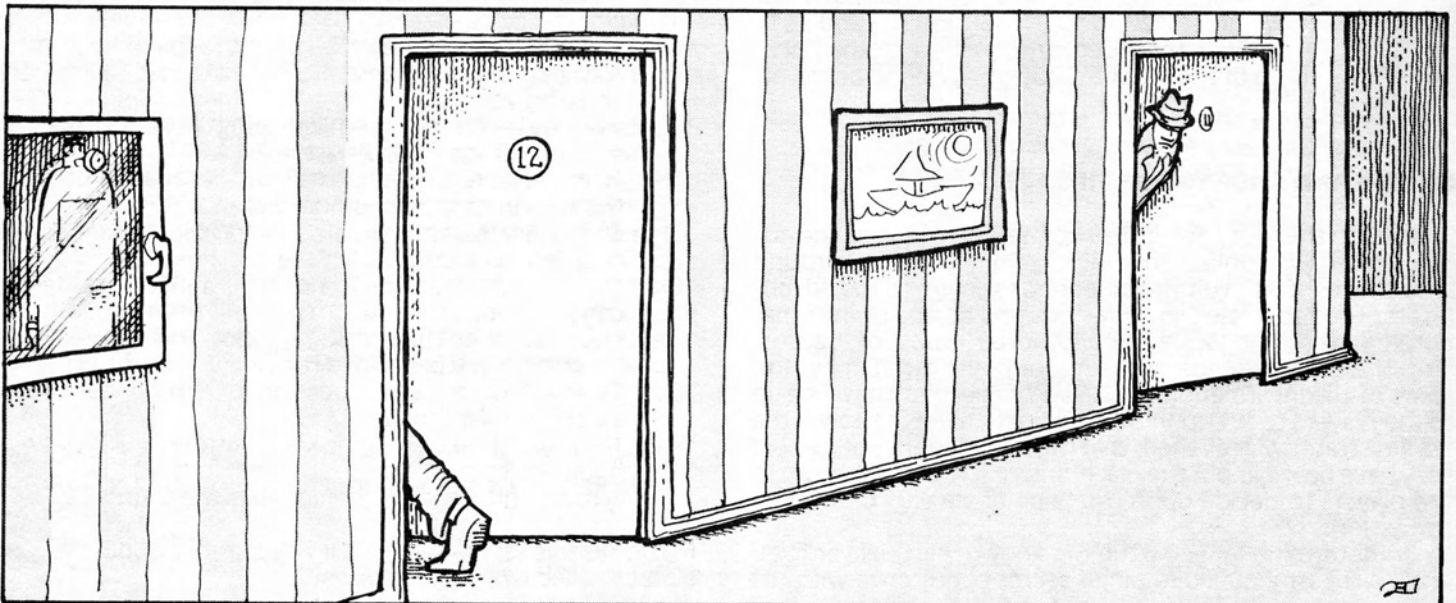
H50(L.L.:10) sleeps in room 17.

Room 18 is occupied during the day only.

C4(L.L.:2) sleeps in room 190.

HUMAN TARGET:

OBJECT TARGET:



2. INN: This inn is associated with the CAFE, #3, next door. There are fifteen small rooms for guests. There is also a main desk with a switchboard room behind it. A stairway behind the main desk leads to a storage cellar in the basement. None of the rooms have baths but there are common baths in the center hallway for men and women respectively. A sum of \$155 is kept in a drawer underneath the switchboard. Each guestroom has a double bed, a chair, and hangers.

During **daylight** hours (7AM to 7PM) the following characters are located in the indicated areas:

The innkeeper C8(L.L.:13) also runs the switchboard and rarely leaves the main desk or switchboard area.

S6(L.L.:11) can be found in room 1. He carries a walkie-talkie.

S4(L.L.:11) is in room 2. He also carries a walkie-talkie.

Rooms 3 and 4 are occupied only at night.

C15(L.L.:18) is in room 5.

Many different people stay in room 6 for indeterminate amounts of time.

Rooms 7 and 8 are occupied, but only at night.

Rooms 9 through 13 are vacant.

SS14(L.L.:17) is in room 14.

S7(L.L.:16) is in room 15.

During the **nighttime** hours (7PM to 7AM) the following characters are located in these areas:

C8(L.L.:13) sleeps on a cot in the switchboard room.

Room 1 is occupied, but only during the day.

S4(L.L.:11) is in room 2 with his walkie-talkie.

S6(L.L.:8), a waiter from the CAFE, #3, stays in room 3.

C2(L.L.:13) is usually asleep in room 4.

C15(L.L.:18) is in room 5.

The occupants of room 6 keep changing and usually someone is here at night (perhaps innocent tourists).

CC(L.L.:10) from the cafe sleeps in room 7.

C11(L.L.:7) and his pet monkey sleep in room 8. His portable organ is with him.

SS14(L.L.:17) is still in room 4.

S7(L.L.:16) is still in room 15.

HUMAN TARGET: OBJECT TARGET:

3. CAFE: This busy sidewalk dining establishment has both outdoor and indoor tables. There are also a kitchen, a storeroom, a closet, a pay telephone, and restrooms. A stairway in the kitchen leads to a wine cellar. One of the outdoor tables and one corner inside table can be submerged below street level. Submersion is usually activated by a waiter or waitress turning the table candle 90° to the left and travelling down with the seated diner. The hydraulic table returns to the surface after the platform is cleared of riders and a switch on the basement wall is pressed.

Inside the cafe is a cash register holding \$264.

A cook, CC(L.L.:10) works long daytime hours in the kitchen and lives in room 7 at the INN.

A waiter, C7(L.L.:8) lives in room 3 at the INN at night.

All the other employees leave Sprechenhaltestelle before nightfall.

There are two waitresses, W1(L.L.:7) and W2(L.L.:8), a waiter R1(L.L.:9), a busboy B1(L.L.:10), and a wine steward host WS1(L.L.:11). Alcohol is sold here, of course.

HUMAN TARGET: OBJECT TARGET:

4. TAILOR: The shop is a typical tailoring shop except for the short-wave radio in the backroom. C6(L.L.:12), the tailor, keeps small change and goes to the WINE SHOP,

#9, after work each day. He has \$19 and a 9mm handgun (3,4,5,6,6/47/-4/8) in a locked box on top of his radio. The key is in his pocket along with a .22 ball-point pen gun (1,6,1,3,1,1/14/0/1).

HUMAN TARGET: OBJECT TARGET:

5. LAUNDRY: L1(L.L.:7), the sole owner and operator of this cleaning establishment, keeps \$144 in an empty soap box near the washing machine and \$26 in his cash register. At night after work he goes to the WINE SHOP, #9.

HUMAN TARGET: OBJECT TARGET:

6. BARBER SHOP: B2(L.L.:8), the barber, has \$58 in his unlocked cashbox plus 2 razors (/ - 16/ - 1/) and a scissors (/ - 8/ - 6/) beside his barber chair. He goes to the WINE SHOP, #9, after work each night.

HUMAN TARGET: OBJECT TARGET:

7. BEAUTY SALON: B3(L.L.:8), the beautician, has \$17 in her cash register and two pairs of scissors (/ - 13/ - 4) within easy reach. She too goes to the WINE SHOP, #9, at night.

HUMAN TARGET: OBJECT TARGET:

8. DELICATESSEN: Besides delicious sausages and cheeses on the shelves, this shop also has \$137 in the cash register. B4(L.L.:15), the butcher, uses two cleavers (/ - 12/ - 8/) and three knives (/ - 9/ - 6/) almost every day. This place not only has a storage room with a door to a back alley but also a two cubic foot dumbwaiter which can be lowered below street level. A man cannot fit down the narrow shaft to see where it leads. After work at night the butcher goes next door to the WINE CELLAR, #9.

HUMAN TARGET: OBJECT TARGET:

9. WINE SHOP: Many local business people come to this shop as the sun goes down and leave as the sun rises. There is nothing special about the wines and beers sold and stored here, but the place does have a small back room. In the back room is a stairway leading to a wine cellar and brewery in the basement. There is also a back door to the back room which is always locked. B5(L.L.:9) runs the shop and sleeps on a cot in the back room. He has \$98 under his pillow and a Thompson submachine gun (13,0,6,5,1/84/nc/20) under a rug next to his cot. If you ask him if he has a "cask of Amontillado" he will direct you down the stairs to his assistant, C9(L.L.:17).

HUMAN TARGET: OBJECT TARGET:

10. FOREIGN IMPORTS: The emporium of world goods brought to Sprechenhaltestelle by the dwindling merchant marine is mostly junk except for six precious stone rings. They are displayed in six sensitive tape alarm glass cases and are valued at \$125, \$300, \$475, \$500, \$600, and \$885. If an agent has an area of knowledge value over 75 in either Geology or Metallurgy he can tell which stones are worth more than the others. There is \$126 in the cash register. In the rear is a small warehouse with a door in each end and a freight elevator which travels to a lower level. All three outside doors to this place of business have window alarms and sense pads which are triggered if the door is opened without the proper key. The owner, S9(L.L.:4), leaves Sprechenhaltestelle at night with the key in his pocket.

HUMAN TARGET: OBJECT TARGET:

11. JEWELRY: This small shop deals in precious stones and jewelry. They will buy valuable pieces brought to them with no questions asked unless they were taken from this shop. A stairway leads to the basement where the jeweler, S8(L.L.:1), lives. His assistant, Z1(L.L.:5), leaves Sprechenhaltestelle at night. S8 has \$224 in his cash register and five sensitive tape window alarmed display cases. At night the floor sensor pads are activated to detect any pressure of over one kilogram mass.

In Case #1 there are .25 stones worth from \$100 to \$600 each.

In Case #2 there are 10 stones worth from \$100 to \$1000 each.

In Case #3 there are 12 watches worth from \$100 to \$600 each.

In Case #4 there are 3 necklaces valued at \$750, \$125, and \$250.

In Case #5 there are 15 rings worth from \$10 to \$1000.

If an agent has an area of knowledge value over 75 in either Geology or Metallurgy he can tell which stones are worth more than others. If he has an area of knowledge value over 75 in Arts and Crafts or Fine Arts he can tell the approximate value of watches, rings, and necklaces.

HUMAN TARGET: OBJECT TARGET:

12. ART IMPORTS: This shop deals in art from all over the world as a purchasing and selling agent. There is a small storage room in the back with a door leading to an alley. The dealer, S10(L.L.:8) leaves Sprechenhaltestelle at night. There is no cash register in the place but a locked box in the back contains \$80. The key is in the dealer's sock.

At night the floor sensor pads are activated to detect any pressure exerted by a mass of 1 kilogram or more.

Lining the walls are ten worthless paintings and twelve ranging in value from \$10 to \$1000. One painting is valued at \$2500. There are 15 sculptures standing in the middle of the room. Eight of them are worthless, but the remaining seven are valued from \$20 to \$1200 and each has a mass from ten to one thousand kilograms. An agent having an area of knowledge value of over 75 in the Fine Arts will be able to discern the approximate value of all the art works.

HUMAN TARGET: OBJECT TARGET:

13. EARRING SHOP: This small shop is just one of a series of shops built to stimulate the tourist trade which has blossomed in Sprechenhaltestelle since shipping has declined in recent years. The owner-operator, S19(L.L.:16), goes to the KNIFE SHARPENER, #18, each night after work. She has \$28 stashed in a cardboard box she keeps in a desk drawer.

HUMAN TARGET: OBJECT TARGET:

14. TATTOO SHOP: The artist, S18(L.L.:14), has \$56 hidden in an empty black ink container on a shelf. The needles he uses can inflict some pain and leave an indelible mark if used as weapons. He has ten of them in assorted colors (/ - 2/ - 1/). He also goes to the KNIFE SHARPENER, #18, after work each night.

HUMAN TARGET: OBJECT TARGET:

15. PALM READING: The resident gypsy, S20(L.L.:12), keeps \$20 under his worthless crystal ball and \$119 under a loose floorboard. After work he goes to the KNIFE SHARPENER, #18. He will lie about anything.

HUMAN TARGET: OBJECT TARGET:

16. PORTRAIT PAINTING: The artist, S17(L.L.:7), has no money in the shop, but two of his forty-nine portraits are valued at \$500 each. An agent having an area of knowledge value over 75 in the Fine Arts will be able to find the valuable paintings, while the rest are worthless. Each evening after work the painter goes to the KNIFE SHARPENER, #18.

HUMAN TARGET: OBJECT TARGET:

17. PRINT SHOP: Here copies can be obtained of any written material brought in within twenty-four hours, for \$2 per hundred. Photos and graphics work cost \$20 per hundred and take 2 days. The cash box holds \$110 and the printer, S15(L.L.:16), goes next door to the KNIFE SHARPENER, #18 each night after work.

HUMAN TARGET: OBJECT TARGET:

18. KNIFE SHARPENER: After dark in the early evening and just before sunrise, many local business people can be seen entering or leaving this popular shop. In the back of the shop is a rug under which is a trap door. A ladder here leads below street level. The shop owner, C10(L.L.:14) will only let you through to the back of his shop if you mention the word "alley" as in "Amontillado Alley." Otherwise he will confront you with one of the knives he has on display. If pressured he will randomly select a weapon ranging from / - 4/ - 1/ to / - 13/ - 5/ and attack with it. He keeps \$26 in a jar beneath his counter top. By pounding his northern wall he can summon the locksmith, S16(L.L.:12). Gunfire will also summon him. He sleeps on a cot over the trap door.

HUMAN TARGET: OBJECT TARGET:

19. LOCKSMITH: Keys can be duplicated here, no questions asked, for \$2 apiece. Locks brought in can be picked or a key for the lock made for \$5. The locksmith's lock pick set is second to none, but he will not sell or duplicate it. The smith, S16(L.L.:12), keeps \$1269 locked inside one of his five safes. They are all locked. By pounding on his southern wall he can summon the knife sharpener, C10(L.L.:14). Gunfire has the same effect as pounding. After work S16 goes to the KNIFE SHARPENER, #18, next door.

HUMAN TARGET: OBJECT TARGET:

20. SHOE STORE: The cobbler, A1(L.L.:9), both sells and repairs footwear. He keeps \$275 in (what else?) one of two hundred shoe boxes which he constantly forgets the location of, especially when under pressure. His weapon is a / - 13/ - 5/ cobbler's hammer. A1 goes to the back door of the WINE SHOP, #9, and opens it with his own key each night after work.

HUMAN TARGET: OBJECT TARGET:

21. TOBACCONIST: Here customers can have their favorite tobacco blended to their specific prescription. There is an antique 100 kilogram cash register worth \$1600 holding \$39 in cash. An agent with an area of knowledge value over 75 in Arts and Crafts will be able to tell the true value of the antique. The tobacconist, A2(L.L.:10) also has a key to the back door of the WINE SHOP, #9, and goes there each night after work.

HUMAN TARGET: OBJECT TARGET:

22. TOURIST INFORMATION CENTER: A3(L.L.:13), the information guide, can be bribed to tell just about anything visitors want to know about Sprechenhaltestelle. Code phrases and locations are her area of expertise for \$1000 each. She also has a key to get in the back door of the WINE SHOP, #9, after work.

HUMAN TARGET: OBJECT TARGET:

23. PAWN SHOP: Goods can be left here on deposit, no questions asked, if they weren't taken from here. If not claimed in thirty days, goods will go on sale. S11(L.L.:6), the pawn broker, runs his business from building #23 where most of the valuable goods are stored. Worthless items are in building #30. Among the valuable items for sale in the shop are two guns, a .45 self-load (2,2,5, 6,6/45/-8/8) and a 9mm Luger (3,4,5,6,6/47/-4/8), each for \$400 including a full magazine of ammunition. The owner also has a jewelry display case holding four \$250 antique diamond rings, a \$350 necklace made of jade, two Egyptian scarabs worth \$1050 each, a Viking brooch worth \$425, and an Arabic dagger (/ - 16/-3/) in a jewel-encrusted scabbard worth \$660 whole or \$550 in loose stones. The case is protected with both sensitive tape window alarms and two sets of sensor pads. An agent with an area of knowledge over 75 in the Fine Arts will be able to tell the value of the displayed goods. The broker will have them overpriced at 200% value. He keeps all of his money, \$125, in his pocket with the key he uses nightly to get through the back door of the WINE SHOP, #9.

HUMAN TARGET: OBJECT TARGET:

24. DRUG STORE: All sorts of medicinal needs as well as household supplies can be purchased here. The druggist A4(L.L.:11), and her assistant, A5(L.L.:12), each have a key to the WINE SHOP, #9, which they go to after work each night. They have \$135 in their cash register and six jars of tablets under the counter numbered 1 through 6. Each number corresponds to different types of poison and each tablet is worth one dose: 1 = deliriant, 2 = inebriant, 3 = convulsionary, 4 = depressant, 5 = asthenic, 6 = irritant. There are 1 to 100 tablets in each jar and, given the chance, they will slip a random pill into anything visitors might swallow because they're not a familiar face. For 10 times the normal price they will sell truth serum or anesthetics.

HUMAN TARGET: OBJECT TARGET:

25. BANK DEBRIS: These charred fragments of wood and plaster used to be the walls of a neighborhood bank which unfortunately burned to the ground following a terrific explosion three months ago. There is a 25 percent chance per agent of stepping through the weakened floor in the area on which the vault used to stand. If they step through the floor they will fall into a tunnel dug by thieves who didn't reach the vault before another gang of crooks blew it up. Falling in this tunnel will cause the loss of 1 to 10 points from the unfortunate agent's Life Level.

HUMAN TARGET: OBJECT TARGET:

26. IMPORT DISPLAY: The importer, D1(L.L.:7), has some of his worthless purchases displayed here. A double door separates this room from the IMPORT WAREHOUSE, #27. D1 leaves Sprechenhaltestelle at night and puts C21 (L.L.:12) in charge. D1 also refers a lot of telephone calls to C21 during the week. There is a grand total of \$5 in the cash register.

HUMAN TARGET: OBJECT TARGET:

27. IMPORT WAREHOUSE: A double door separates this room from the IMPORT DISPLAY, #26. C21(L.L.:12) lives here. There are 25 crates of wicker junk and carved green wood piled about the warehouse, but near C21's cot under a moth-eaten wool rug are two long crates marked 'FRAGILE: FIREPLACE IRONS.' The first crate opened will have irons, a prod, a shovel, a wire broom, and a fireplace curtain. The second crate opened holds 5 M3 submachine guns without ammunition. A stairway leads below street level.

HUMAN TARGET: OBJECT TARGET:

28. MASSAGE PARLOR: This booming business boasts five masseuses, five massage rooms where they work, a red-carpeted hallway, and sanitary rest rooms. The masseuses, X1(L.L.:17), X2(L.L.:18), X3, X4(L.L.:19;19), and X5(L.L.:20) leave Sprechenhaltestelle before dark each night. Their boss, S1(L.L.:15), is almost always on the phone. One character, C1(L.L.:13), actually lives in room #5. Frequent visitors to this establishment are C2 (L.L.:13), C3(L.L.:12), and S0(L.L.:8). During daytime hours there is a 50 percent chance per visitor of meeting them here in one of the rooms. S1, the boss, keeps \$55 in a cigar box next to the telephone and front door. A basic massage costs \$20. The masseuses will defend their employer, S1, to the death, so threats will only enrage them.

HUMAN TARGET: OBJECT TARGET:

29. FLOP HOUSE: There are no valuables or cash stored here. The building is divided into two parts. In the front part the keeper of the house, C210(L.L.:9), lives 24 hours a day. He charges \$1 per person per night to stay here and lets them use the common toilet for free. In the back part is a closet and in the closet is a trap door leading below street level. During the day C17(L.L.:13), S12 (L.L.:10), S13(L.L.:17), and S14(L.L.:10) lie around trying to sleep. They each carry a stiletto (/ - 15/-2/) in their boot. S120(L.L.:12) and S0(L.L.:8) sleep here at night; in the morning S0 leaves but S120 visits with C210.

HUMAN TARGET: OBJECT TARGET:

30. PAWN SHOP STORAGE: Worthless goods from the PAWN SHOP, #23, are stored here. There is a 2 percent chance of someone coming inside these premises at any given time intruders are there. Most likely it would be S11 (L.L.:6), the pawn broker.

HUMAN TARGET: OBJECT TARGET:

31. BASKETS: In keeping with tourist demands, baskets are woven and sold here by Y1(L.L.:8) and Y2(L.L.:9). They have \$17 hidden in one of their smallest baskets. Each possesses a reed cutting knife (/ - 3/-3/). The two weavers leave Sprechenhaltestelle at night.

HUMAN TARGET: OBJECT TARGET:

32. HAT SHOP: This millinery shop specializes in tourist head gear. The owner, Z2(L.L.:8), keeps \$5 under three of the thirteen mannequin heads and leaves Sprechenhaltestelle at night. A metal-edged throwing hat under the counter costs \$115 and hits like a bowie knife (/ - 10/-6/). The cash box holds \$10.

HUMAN TARGET: OBJECT TARGET:

33. LEATHER GOODS: Although specializing in shoe repair, this store also sells belts, vests, laces, and buckles. The husband, X6(L.L.:10), and wife X7(L.L.:11), proprietors leave Sprechenhaltestelle nightly, but have \$28 in their cash register and four knives (/–6/–4/) in the work area.

HUMAN TARGET: OBJECT TARGET:

34. PERFUMERY: Exotic blends of rare perfumes can be ordered, mixed, and purchased here. The manager, X8 (L.L.:10) leaves this section of town at night and has \$19 in the cash register. For \$20, sleeping or tear gas can be purchased in perfume or cologne bottles. The shopkeeper has 3 sleeping gas and 2 tear gas containers under his counter. If anything like perfume is bought here, there is a 10% chance of getting a sleeping gas bottle instead that won't shut off once activated.

HUMAN TARGET: OBJECT TARGET:

35. CANDLE SHOP: All sorts of wax, candles, candlesticks, candelabra, and matches can be purchased here—but strangely, no candles are ever burning in the shop. One silver candelabrum in the window display is worth \$400. The owner of the shop, X9(L.L.:9), leaves the neighborhood at night after turning on his sensitive tape window alarms. There is \$72 in the cash register plus an electronic booby trap. If the total (=) key on the register is not held in while the drawer is opened, an electrical shock of considerable voltage will be discharged, causing the loss of 5 hit points from the unlucky person's Life Level and stunning for 1-20 minutes. In the back of the shop are explosive items that the shopkeeper will mention if inquirers are discreet: 100 feet of electrical wire and fusing cord, five thermite bombs, twenty sticks of dynamite, ten fragmentation grenades, four pounds of plastic explosive, and other assorted items like cigarette lighters. Everything is priced at two to three times the normal price. If there is any open flame or an explosion in the shop, there is a 25% chance the whole place will explode, destroying this and adjacent shops and causing a fire. The fire department will arrive in 5-15 minutes.

HUMAN TARGET: OBJECT TARGET:

36. RUG SHOP: This seemingly popular shop is run by the manager, A11(L.L.:8). If the words "magic" or "flying carpet" are mentioned, he will direct users of the password to his office and close the door, remaining outside the office. By his pressing a button or by the visitors pressing one on his desktop, the luxuriously carpeted room begins to descend in its entirety. The entire floor of his office will submerge below street level on a hydraulic post. Activating this post will alert and/or awaken workers below street level who will then take their respective positions. A11 stays in the shop almost continuously. His assistants, A6(L.L.:7) and A7(L.L.:6), leave the neighborhood at dusk. There is \$87 in the cash register. Customers arrive here sporadically 24 hours a day, some to utilize the "magic carpet", others being unwitting tourists seeking decorative rugs.

HUMAN TARGET: OBJECT TARGET:

37. TEXTILES SHOP: The textiles shop carries all manner of sewing supplies: fabrics, patterns, threads, and miscellaneous materials. A decorative gold braid cord 15' long resembling a rope is on the wall and is for sale for \$15. There are 3 scissors (/–8/–6/) in the shop, which is very cluttered since there is no basement for storage. The proprietress, W3(L.L.:5), is a very friendly and talkative

old woman who loves to help out her customers with sewing questions but who is completely oblivious to any other goings-on in Sprechenhaltestelle. She leaves the area after locking her shop at night.

HUMAN TARGET: OBJECT TARGET:

38. BRASSWARE SHOP: This shop is closed and locked, and a sign on the door says (in 4 languages) "closed for vacation". Inside the store are miscellaneous decorative brass items, none of unusual value. The cash box holds only \$2, but a brass spittoon in the corner holds \$26 in local coins. A11, manager of the RUG SHOP, #36, has a key to this store. Despite the sign, it seems to be closed indefinitely. There is no basement.

HUMAN TARGET: OBJECT TARGET:

39. GLASSWARE STORE: This shop is closed also, although the sign on the door (again in 4 languages) says "out to lunch". It too has been closed indefinitely. A11 does have a key to this shop, as well as the other. The cash register is locked, but contains \$44. The shelves and counters have all sorts of glass ornaments, none of any great value. If someone were to fall or be pushed into the standing display counter, they would suffer 1-10 points damage to their Life Level as a result of each such fall. There is no basement.

HUMAN TARGET: OBJECT TARGET:

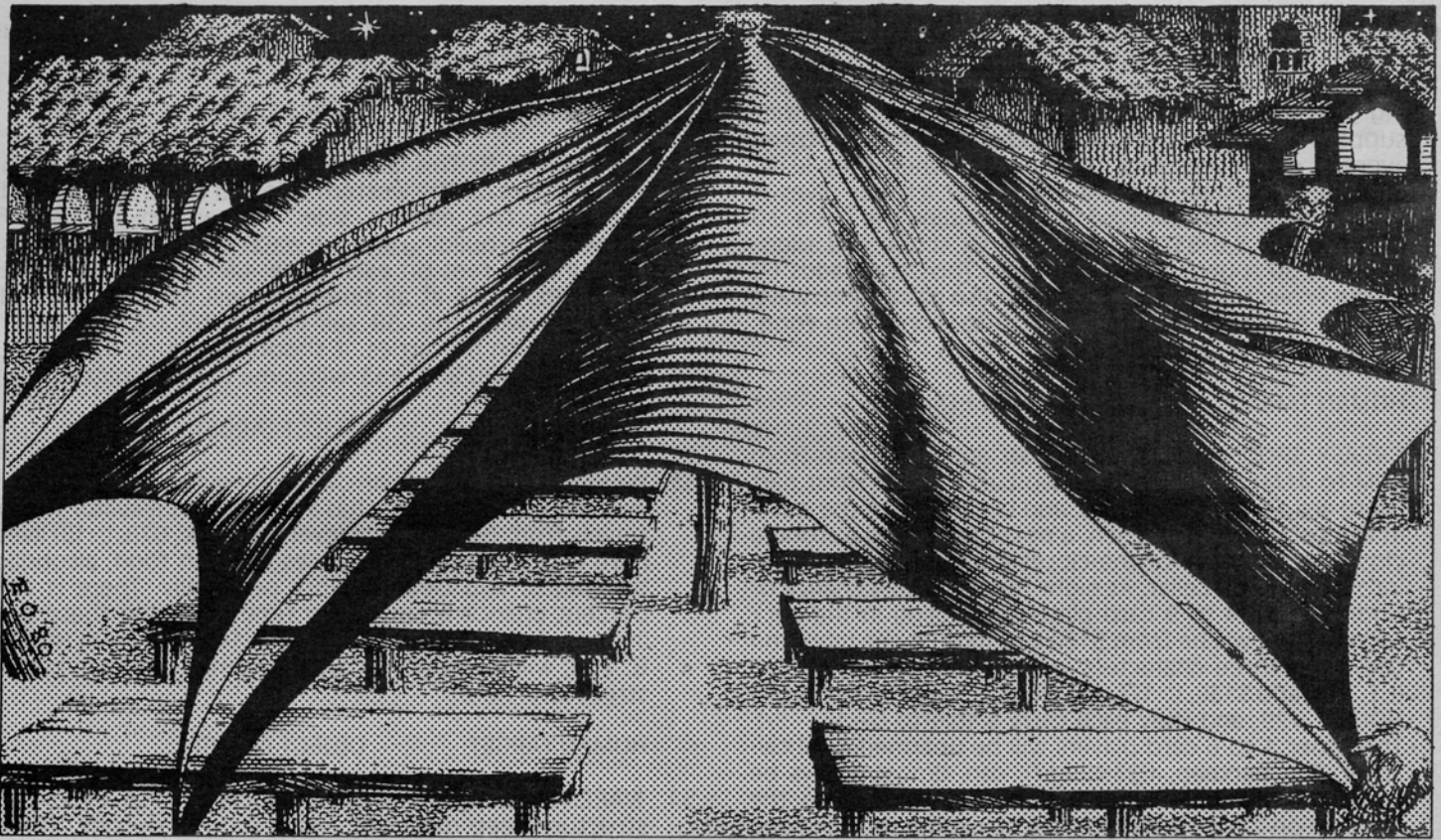
40. OCCUPIED RESIDENCE: Two characters, C12(L.L.:16) and C13(L.L.:17), live here but do not run a business. They are here most of the time and only come out when called by C143(L.L.:10) or C144(L.L.:10) to follow her into the alley between the INN, #2 and the CAFE, #3. They have a small radio transmitter and receiver that beeps and lights up when they are called to leave. The building has no basement.

HUMAN TARGET: OBJECT TARGET:

41. SPICE SHOP: Many varieties of exotic herbs and spices, including incense and food seasoning, can be purchased here. This place seems to be popular with tourists, though prices seem steep. In the back room are several boxes of supplies in addition to normal inventory, and six small poison containers hidden in a cardboard box. Each of the six containers, marked Deliriant, Inebriant, Convulsionary, Depressant, Asthenic, and Irritant, contains from 1 to 10 doses. If player characters buy anything here, there is a 10% chance a dose of one of the six poisons (determined randomly) will be mixed with it. The spice shop owner A8(L.L.:4), is apparently a charming little man who leaves Sprechenhaltestelle at night and who claims to know little of what occurs around him. There is no basement.

HUMAN TARGET: OBJECT TARGET:

42. FRESH AIR MARKET: In this large open area five-foot-wide tables stand where local farmers, fishermen, and merchants can bring their products to be sold. Assorted civilians man each of 13 rickety tables during daylight hours, but as dusk approaches the market clears out. Each table has a 5% chance of collapsing if a person's weight is upon it, and anyone collapsing a table will suffer 2 points of damage. Large gray sails from obsolete sailboats are suspended from poles standing throughout the market, and they keep the area shady and allow



breezes to blow through the market. If a person climbs upon them, there is a 25% chance any sail will collapse, causing that person to suffer 1 to 10 points of damage.

HUMAN TARGET: OBJECT TARGET:

43. MISSION HOUSE: This small building by the waterway has a bath in one corner and a deluxe all-wave radio receiver scanner in the other. The operator of the mission house, A9(L.L.:5), brings the radio operator, S5(L.L.:13), clean laundry and meals since S5 never leaves and pays well for the extra service. Furnishings are few, and there is no money stored here.

HUMAN TARGET: OBJECT TARGET:

44. PUB: Ever since the local health department forced the Greasy Spoon either to serve only alcoholic beverages or be closed permanently, business has been slack here. The pub owner, A10(L.L.:16) lives in a side room where there are stairs to the basement. A10 has no cash storage other than \$15 in a cigar box for change, but does rent out his basement. A back door to the pub opens toward the waterway.

HUMAN TARGET: OBJECT TARGET:

45. FISH WAREHOUSE: Three large doors on the western side of this building are patrolled during the day by G1(L.L.:15) and by G2(L.L.:14), who comes from inside the building, at night. Besides the three large doors, which are usually always locked, are two small doors at the back of the building which are nailed shut. A working telephone is here, too. In the center of the building is a large trap door which opens to a below-street-level storage area. A small crane hangs over the trap door and is used to lower crates from street level to basement level. The

crane is on rails and can be maneuvered near any door and along the center of the building's wings.

Approximately once a week a small freighter with 3 crew members docks for a short time in front of WAREHOUSE B, #52. G1 and G2 help the crew members unload from 2 to 12 crates and then use a forklift to carry each crate into the north door of the FISH WAREHOUSE. The ship leaves as soon as the crates are in the warehouse. There is only a 2% chance of seeing this unloading procedure at any given time.

Inside any one crate there is a 75% chance that it will be filled with iced fish and a 25% chance of a live human. The human will be either a defector or refugee fleeing from the East who boarded the freighter at an indeterminable location along the shore. Crates containing people are usually lowered by crane into the storage area below street level where they can stay in relative comfort for a while. Crates containing fish are kept at street level until they are unpacked and sold at the FRESH AIR MARKET, #42, over the next day or two.

Crates containing valuable defectors, "big fish", are not taken to the basement but are moved by forklift to WAREHOUSE D, #54, where they are placed on the southeast freight elevator, forklift included. The crate is unloaded in that basement and the forklift returns by freight elevator to the street level. There is only a 2% chance of seeing this crate movement at any given time.

Crates containing refugees, "small fry", are opened in the basement of the FISH WAREHOUSE. The refugees are given food, clothing, identity papers, and directions on how to get to room 11 of the HOTEL, #1, where S3 (L.L.:11) will direct them out of Sprechenhaltestelle into a new life outside the East. There is a 2% chance at any given time of seeing a refugee leave the FISH WAREHOUSE and go to room 11 and then out of Sprechenhaltestelle.

HUMAN TARGET: OBJECT TARGET:

46. MARINE SUPPLIES: This building has three large doors facing west and no doors out the back. There is little or no money here but the building is filled with rope, fishing gear, nets, hooks, anchors, buoys, traps, and other supplies needed by the local merchant marine. The three average employees lock the building when they leave Sprechenhaltestelle at night. B6(L.L.:12), a sniper, lives in a small lean-to on the roof of the building. He has a .30 rifle (/26,0,5,3,6/83/nc/16) with a 6x scope and silencer with 50 rounds of ammunition. This scope adds 60 to the Projectile Weapon Value. He also has a short-wave battery operated radio in his lean-to along with food, water, clothing, and a cot.

HUMAN TARGET: OBJECT TARGET:

47. GREASY SPOON: This crowded bar and grill (open from 4PM to 4AM) is divided into two parts. In the front part there are a bar, a few tables, and booths along the walls. In the back are the kitchen, a poker table, and a storage closet. In the floor of the closet is a trap door opening into a dark unlit cellar. At night there is a 25% chance of finding from 4 to 9 card players gambling in the back room. There will be from \$100 to \$1000 on the table and the same three characters will be there. They are S12 (L.L.:10), and S13(L.L.:17), and S14(L.L.:10) from the FLOPHOUSE, #29, and they each carry a stiletto (/—15/—5/). The other 1 to 6 card players will be unarmed local civilians. The barkeep, C23(L.L.:17), can almost always be found behind the bar at night, or asleep during the daytime on a cot. He has \$57 in a box under the bar along with a .44 magnum revolver (/3,2,4,6,6/28/—8/6mag/).

HUMAN TARGET: OBJECT TARGET:

48. EMPTY WAREHOUSE: This warehouse has not been in use for quite some time. The floorboards are rotten and each person entering has a 25% chance of falling through the floor into the darkness below, suffering 1 to 5 points of damage. A door in the back opens into the fenced area around the LOCKED WAREHOUSE, #50.

HUMAN TARGET: OBJECT TARGET:

49. VACANT WAREHOUSE: This warehouse also appears not to have been in use for years. However, there is a trap door near the back of the place with a ladder leading to a chamber below. C16(L.L.:14) lives in the upper part of the warehouse and has many visitors. There is a 2% chance of seeing these visitors at or on their way to this warehouse at night.

HUMAN TARGET: OBJECT TARGET:

50. LOCKED WAREHOUSE: This well-protected building is always locked and the chain link fence around it is topped with three strands of barbed wire. One to five Doberman pinschers (/3-13/3-13/) prowl around the building inside the fence. G5(L.L.:13) lives inside the building and cares for the dogs that obey his every command.

HUMAN TARGET: OBJECT TARGET:

51. WAREHOUSE A: This structure has a door in three sides and stairs leading to a lower level. The place is full of fish netting, cobwebs, broken oars, empty barrels, dust-covered trunks, and other odds and ends. S72(L.L.:7) lives here and guards a box containing \$648 under his bunk. A boat stops here once a week at night to deliver

stolen art works to S72. There is a 2% chance at any given time at night to see this delivery.

HUMAN TARGET: OBJECT TARGET:

52. WAREHOUSE B: This large empty building has two main locked doors on the western side and three small locked doors on the eastern side. Stacked on the wharf between the building and the water are ten empty crates measuring 5 feet on each edge. G6(L.L.:14) lives inside the WAREHOUSE at all times and will guard it from all intruders with the .38 self-load pistol (/3,5,3,4,4/35/—2/8/) which he carries. If shooting occurs, G7(L.L.:15), from WAREHOUSE C, #53, will come to investigate.

HUMAN TARGET: OBJECT TARGET:

53. WAREHOUSE C: This narrow building beside the waterway and near the bridge has a new freight elevator which travels from below street level and back. G7(L.L.:15) lives here and inspects all deliveries of fresh food, alcoholic beverages, and clean laundry personally. There is a 5 percent chance at any given time of seeing these deliveries. If shooting occurs, G6(L.L.:14) from WAREHOUSE B, #52, will investigate. Garbage comes out from below street level here.

HUMAN TARGET: OBJECT TARGET:

54. WAREHOUSE D: Locked double doors on each end of this structure keep most inquisitive tourists outside. There are two freight elevators in opposite corners of the building and a wall telephone. The northwest elevator has two button controls marked "Up" and "Down". If the "Down" button is pressed, the elevator will travel beyond the basement level and into a water-filled chamber where it will remain for thirty minutes, drowning its passengers. It will then return automatically to the basement level. The southeast freight elevator's "Down" button operates normally and will travel to the basement level only.

G3(L.L.:16) and G4(L.L.:17) take twelve-hour shifts guarding "big fish" in the basement brought in, crates by forklift from the street level FISH WAREHOUSE, #45. During the day G4 sleeps on a cot near the northwest elevator. At night G3 does the same thing.

HUMAN TARGET: OBJECT TARGET:

BELOW STREET LEVEL DESCRIPTIONS:

1. VACANT FALLOUT SHELTER: This lighted, post-war shelter was walled up and forgotten a decade ago. It is accessible only through a camouflaged door located in the side of a storm sewer. There is a 1 in 10 chance of discovering the entrance by accident when passing. Now the shelter is known as "Sanctuary." It is a non-partisan harbor of safety for wounded, weakened and weary characters. Once past the camouflaged door the agent passes through a metal detector, an x-ray scanner, and an infrared detector before he is asked to disarm himself. He is then let through a magnetically locked door where he is searched by two assistants before he is allowed to enter "Sanctuary" through a combination locked 6 inch stainless steel door. The combination lock's dial is on the side of the door. The entire entrance hallway is monitored with 6 closed circuit television cameras.

Inside "Sanctuary" are 8 areas lettered **a** through **h**. From 1 to 6 persons will be in each area:



a. Security control room from where the entrance doors are controlled and detectors, scanners, and cameras are monitored.

b. Male quarters are here, complete with bunks, non-locking lockers, and large sink with mirror.

c. Female quarters are here with the same accommodations as male quarters.

d. Scrub and supply room for e. (operating room) complete with restroom.

e. Operating room kept somewhat sanitary for emergency lifesaving operations.

f. Kitchenette used to prepare all meals.

g. General supplies, from clothing to identity papers to food and cotton swabs, are kept here.

h. General purpose room used for triage, recovery, dining, overflow sleeping, and meetings.

HUMAN TARGET: OBJECT TARGET:

2. STORAGE CELLAR: Roll-away beds, light bulbs, floor cleaner, and other inn supplies are kept here. It is lighted by two bulbs.

HUMAN TARGET: OBJECT TARGET:

3. WINE CELLAR: Wine is stored in the main area of this cellar but a locked door leads to a detention area. The door key hangs on a nail beside the doorway. On one side of this detention area is a hydraulic jack in the up position. A button on the wall makes the jack rise but only when it is in the down position. On the other side of the area are four cells lettered **a-d**. Cells **b** and **c** are empty but in cell **a** is a Soviet counterspy that accidentally turned the candle on her table and wound up in the cellar and was put in this cell until she could prove her innocence. Her code is D3(L.L.:16), and she will gladly aid anyone who frees her until she reaches street level and can leave Sprehenhaltestelle.

In cell **d** is an unconscious Western politician who has been missing the past month. The cafe owner is holding him until his home government will give \$50,000 for his release. The same government will give \$5000 to anyone who brings him out of Sprehenhaltestelle alive. Unfortunately he will remain unconscious.

A small locked door at the end of the detention area also has a key hung on a nail beside the doorway. In this small L-shaped room is another hydraulic jack and a button as described in the detention area. Each chamber has a single light bulb. The cells are dark.

HUMAN TARGET: OBJECT TARGET:

4. COSTUME STORAGE AND MANUFACTURE: Just one of the many shops within "Amontillado Alley," this one is used to produce whatever appearance an agent may require. C6(L.L.:12) can be found here at night. After midnight C6 stays at the INFIRMARY, #5.

HUMAN TARGET: OBJECT TARGET:

5. INFIRMARY: Here newly injured and recovering agents stay in clean sheets and protective care. A washer and dryer stand next to room #6. L1(L.L.:7) can usually be found here at night, asleep.

HUMAN TARGET: OBJECT TARGET:

6. SCRUB AND SUPPLY ROOM: Operating room personnel put on gowns and scrub in this room, where medical supplies from locked-up narcotics to traction splints are stored. B2(L.L.:8) and B3(L.L.:8) can usually be found here at night or asleep at the INFIRMARY, #5.

HUMAN TARGET: OBJECT TARGET:

7. OPERATING ROOM: Injured agents are operated on here by B4(L.L.:15), assisted by B2(L.L.:8) and B3(L.L.:8). In the rear of the operating room is a door leading to a dissection chamber. There mortally wounded and deceased characters are brought to be cleaned, ground, weighed, and packaged before being hoisted by dumbwaiter to the unsuspecting hungry public at street level during the daytime. In the room is the dissecting table, 3 knives (/ - 9/ - 6/), 3 scalpels (/ - 6/ - 3/), 2 cleavers (/ - 12/ - 8/), the sink with a hose and suction, clean aprons, scales, packaging materials, floor drain, garbage can, dumbwaiter, meat grinder, and wall opening. At night there is a 2 percent chance of seeing B4 at work. If disturbed he will attack with the nearest scalpel. After midnight he is usually asleep in the INFIRMARY, #5.

HUMAN TARGET: OBJECT TARGET:

8. WINE CELLAR: C9(L.L.:17) sleeps on a cot and lives here. If met, he will ask visitors to hand over any weapons they are carrying. He then searches them and if they are clean he will direct them to the last cask on the right lettered **c**. If the spigot is turned to the left, the end of the cask will swivel open, revealing a passageway.

If visitors refuse to give up all their weapons, he will direct them instead to a small hinged grating underneath the stairs lettered **g**.

Each lettered position (except **g**.) is a large cask as follows:

a. Turning this cask's spigot will release ale.
b. Turning this cask's spigot will release wine.
c. Turning this cask's spigot will reveal a passageway.
d. Turning this cask's spigot will unlatch the front of the cask, causing it to fall forward on the person turning it. A heavy collection of human bones will tumble out, and this will cause 2 points of damage to the person opening the cask. The bones are placed in the back of the cask through a narrow wall opening from the OPERATING ROOM's, #7, dissection chamber.

e. Turning this cask's spigot will reveal a collection of firearms kept here by C9 until their owners return for them (roll a 10-sided die for each type to determine the number here: 1-2 One, 3-4 Two, 4-5 Three, 6-7 Four, 8-10 None of that type):

.22 pocket self-loads (/3,5,5,3,4/35/-2/6)
9mm double-action self-loads (/3,4,5,6,6,/47/-4/8)
.38 standard weight 6-shot revolvers
(/4,4,4,5,6/40/-4/6)
.44 special self-loads (/3,2,4,6,6/28/-8/8)
.45 self-loads (/2,2,5,6,6/45/-8/8)

f. Turning this cask's spigot will release beer.
g. Upon crawling into the area behind this grating, characters can glimpse light through another grating ahead of them. When one or more has entered the crawlway, sleeping gas will be released. The trapped characters will then be disarmed and taken thereafter to the DETENTION AREA, #9, and placed in cells **a** through **d**.

HUMAN TARGET: OBJECT TARGET:

9. DETENTION AREA: Prisoners are kept here until their fate is decided upon. Cells lettered **a** through **e** contain two bunks, a toilet, a sink, and a locked door. Food is slid through a space under each door. D4(L.L.:15), the full-time guard, lives in area **f** where there is a bunk, a sink, lockers, magazines, and a TV. D4 keeps the keys to rooms **a** through **f** on his belt hook. Doors **a** through **d** are unlocked, and often tired characters catch 40 winks here after having D4 unlock the main door **f** for them.

Karl Petrovich (L.L.:12) is in cell **e**. In his cell are a tape recorder, ten 60-minute unrecorded cassette tapes, a table, chair, paper, and pens besides the usual cell furnishings. He gets 3 meals a day plus snacks when he requests them. He hasn't talked yet.

HUMAN TARGET: OBJECT TARGET:

10. FOREIGN IMPORTS BASEMENT: This place is filled with crates of worthless furniture and assorted bric-a-brac. One open box in plain view shows a 9mm Schmeisser MP-40 submachine gun, but close examination will reveal that it is only a well-crafted replica which is not capable of firing. Each wing of the basement is lighted by one bulb.

HUMAN TARGET: OBJECT TARGET:

11. JEWELER'S HOME: S8(L.L.:1), the jeweler, lives here. He has a bed, two dressers, a lavatory, worthless art reprints on his walls, carpets, a well-stocked library, stove, refrigerator, cooking implements, food, and a telephone. If he or his shop is disturbed he will call C210 immediately and C17(L.L.:13) will arrive within five minutes.

HUMAN TARGET: OBJECT TARGET:

12. SLEEPING QUARTERS: Ten bunk beds line the walls of this chamber along with 20 lockers full of clothes and personal items. During night hours, up to 12 characters will be trying to sleep here with the light off. Cast a 10-sided die for each as shown below, with the indicated roll meaning that character is found sleeping there, or otherwise is absent:

| | |
|-------------------|-------------------|
| S19 (L.L.:16) 1-2 | S16 (L.L.:12) 1-5 |
| S18 (L.L.:14) 1-2 | A1 (L.L.:9) 1-6 |
| S20 (L.L.:12) 1-3 | A2 (L.L.:10) 1-7 |
| S17 (L.L.:7) 1-3 | A3 (L.L.:13) 1-8 |
| S15 (L.L.:16) 1-4 | A4 (L.L.:11) 1-9 |
| | A5 (L.L.:12) 1-9 |
| | S11 (L.L.:6) 1-9 |

HUMAN TARGET: OBJECT TARGET:

13. AMONTILLADO ALLEY: This major lighted underground thoroughfare is usually entered by a trapdoor and ladder from the KNIFE SHARPENER, #18 above, or through a cask at the WINE CELLAR, #8 below street level. Secret camouflaged doors at the extreme ends of the ALLEY open into the STORM SEWERS, #50 below street level. From within the STORM SEWERS there is a 10% chance of discovering one of the camouflaged openings by accident when passing, or 20% if an opening is being actively sought in the proper place. The percentage chance is taken for each character passing the opening.

From sundown to midnight most characters will be found in their own specialty shops located along AMONTILLADO ALLEY. From midnight to sunrise the shops are closed and their operators will usually be asleep in the SLEEPING QUARTERS, #12, the DETENTION AREA, #9, the ARSENAL, #17b, or the INFIRMARY, #5. From sunrise to sunset only D4(L.L.:15) and his prisoners plus C9(L.L.:17) and S21(L.L.:10) remain below street level.

HUMAN TARGET: OBJECT TARGET:

14. INVESTIGATORS FOR HIRE: S18(L.L.:14) and S19(L.L.:16) can be found here at night when not asleep at #12. Their sign states their business and they are partners. If asked, they will state their terms: \$200 per day each for investigative services, cash in advance. If hired, they will do lackluster work, for they are both lazy. They know a lot about the goings-on in Sprechenhaltestelle, but they are very close-mouthed about any sensitive information that might jeopardize their business if passed along. Nonetheless, if bribed they will give out vague tidbits about various matters without saying too much to be helpful to inquirers. Neither man carries a weapon and they will not do any killing for customers, but both are knowledgeable in the martial arts. They are discreet and will not betray those who engage their services; if they are in the employ of others, they may even protect them if things get tough.

HUMAN TARGET: OBJECT TARGET:

15. SURVEILLANCE SUPPLIES: S20(L.L.:12) runs this place at night and charges twice the standard rate that the PRICE LIST does. One of every surveillance gadget listed is available.

HUMAN TARGET: OBJECT TARGET:

16. TOOLS OF THE TRADE: Like SURVEILLANCE SUPPLIES, #15, the going rate for goods is twice that of the PRICE LIST. S17(L.L.:7) runs the place. One of every tool listed is available.

HUMAN TARGET:

OBJECT TARGET:

- 17a and 17b. COUNTERFEITING SHOP AND ARSENAL: Complete with print shop and printing supplies is S15(L.L.:16) in room 17a. He can forge just about any printed material perfectly in 12 hours for \$500 a page.

S21(L.L.:10) lives in the ARSENAL, room #17b, and sleeps on a cot here at night. Any explosive, ammunition, projectile launcher, or gun can be purchased here for \$50 over the cost on the PRICE LIST. He also has all of the tools and supplies needed to modify any weapon, but modifications take a minimum of 24 hours and are at cost. Within the ARSENAL he has two of everything listed on the PRICE LIST. He carries a gun that outwardly looks just like a .38 handgun (4,5,3,4,6/31/-2/5) in his waistband but he never uses it himself. It fires exactly in reverse at the person holding it. This is apparent if someone looks inside the gun before firing; otherwise it hits the unaware at point blank range, usually in the arm or chest.

HUMAN TARGET:

OBJECT TARGET:

18. NON-FIRING WEAPONS: S21(L.L.:10) from the ARSENAL, #17b, will also sell knives and nightsticks at the price listed. There are 3 of each kind listed on the PRICE LIST.

HUMAN TARGET:

OBJECT TARGET:

19. KEYS & LOCKS: In case an agent needs alarms desensitized, a safe or lock opened, or a wired building entered, S16(L.L.:12) can be hired for one night service. He charges up to \$2500 a job but will not break into the LOCKSMITH, #19 at street level, or sell his lock pick set at any price.

HUMAN TARGET:

OBJECT TARGET:

20. VEHICLE PURCHASING: Any vehicle listed on the PRICE LIST can be delivered in hours at any point along Sprechenhaltestelle's perimeter at 15% over cost. A1(L.L.:9) has the connections necessary to provide this amazing service. A1 demands a 50 percent deposit.

HUMAN TARGET:

OBJECT TARGET:

21. ASSISTANTS ON ORDER: Within 72 hours and for a standard cost of \$200 to \$1500 per day (at the Admin's discretion depending upon type and expertise), any assistant or technician needed can be hired and brought to Sprechenhaltestelle. A2(L.L.:10) has the necessary worldwide connections. A 50% deposit is required. To determine the amount of time until an assistant can arrive, a die roll of 1 to 20 can be made and the resulting number multiplied by 4 hours (with a roll of 19 or 20 indicating that the desired person is not currently available to come).

HUMAN TARGET:

OBJECT TARGET:

22. PURCHASING AND TRADING: By paying a 25% commission of the value of an item to A3(L.L.:13) and receiving 75% of its value, agents can dispose of most anything worthwhile they have acquired. This includes everything from weapons and clothing to formulae and vehicles. A3 must see the item, even if she has to go up to street level. However, she will not leave Sprechenhaltestelle. She has a 15% chance of having any particular desired item on hand (assuming it is not unusual or too exotic), at a price which is 20% over the PRICE LIST.

HUMAN TARGET:

OBJECT TARGET:

23. GOODS STORAGE: Purchased and acquired items can be stored here safely, no questions asked, for \$5 a day. S11(L.L.:6) collects the deposits for up to a week in advance, and items are placed in individual locker safes which have combinations that only S11 knows. Items will remain untouched while in safekeeping. A secret door in the back of the room opens into the SOUTHERN OBSOLETE SEWER, #27, and can be discovered accidentally at a 10% chance per character (or 20% if sought in the proper location). If the door remains open for more than several minutes, 1-100 rats (/0-8/0-8/) will invade AMONTILLADO ALLEY. 1-100 rats will invade each day until the door is again closed.

HUMAN TARGET:

OBJECT TARGET:

- 24a and 24b. DRUG STORAGE & PORNOGRAPHY DISTRIBUTING: A4(L.L.:11) is the operator of the DRUG STORE, and room #24a has assorted pharmaceuticals, as well as 1-100 doses of each of the six kinds of poison, truth serum, and sleeping gas. Also for sale (\$40 each) are non-metal one dose capacity death rings and hypodermic needles and syringes. Bullets and cutting edges of other weapons can be poison coated for the cost of the poison plus \$25. See the PRICE LIST for poison costs.

A5(L.L.:12) specializes in PORNOGRAPHY DISTRIBUTION, and #24b has 1-100 magazines worth \$1 each and 1-100 posters worth \$2 each. The rest of the place has worthless junk throughout it.

HUMAN TARGET:

OBJECT TARGET:

25. DESERTED BANK VAULT TUNNEL: Under the floor of the BANK DEBRIS, #25 at street level, the tunnel is 15 feet deep. It leads to the central STORM SEWER, #50 below street level.

HUMAN TARGET:

OBJECT TARGET:

26. IMPORT STORAGE BASEMENT: Agents who wish to stay here must be politically neutral, for C21(L.L.:12) will personally try to kill anyone who says they are from the West or East and wishes to hide here. The basement is mostly empty.

HUMAN TARGET:

OBJECT TARGET:

27. SOUTHERN OBSOLETE SEWER: Over five years ago it was decided to wall up the ends of this ancient sewer system with ten feet of solid concrete after installing the new sewer system which runs east to west and under the main streets. There is no light.

A secret door 40 feet from the northern end opens into GOODS STORAGE, #23 below street level. There is a 10% chance per character of finding this door by accident.

Two side tunnels lead to the FLOP HOUSE CELLAR, #28, and the GREASY SPOON CELLAR, #29.

The most terrifying thing about this dark, crumbling passageway are the hundreds of rats (/0-8/0-8/) that inhabit the area. They will run from loud noises and bright lights but will savagely attack sleeping, unconscious, or bleeding humans in hordes of 10 to 100, with attacks every 15 minutes.

HUMAN TARGETS:

OBJECT TARGETS:

28. FLOP HOUSE CELLAR: A trap door from the closet above is 15 feet up and can only be seen with a flashlight or better

lighting. A human skeleton lies directly under the trap door. The cellar is pitch black.

HUMAN TARGET: OBJECT TARGET:

29. GREASY SPOON CELLAR: Pitch black and smelling like the garbage which is thrown down here through the trap door to feed the rats, is this cellar. Fifteen feet up, detectable only by flashlight or better, is the trap door. At the western side of the chamber is an inundated stone stairway twenty feet long leading into the harbor and opening below water level. A fair swimmer can exit easily.

HUMAN TARGET: OBJECT TARGET:

30. ELEVATOR PASSAGEWAY: After reaching this chamber by riding the carpet down from the RUG SHOP, #36, visitors will be greeted by U01(L.L.:16). She will direct them into room #31 and close the door. Closing the door to room #31 activates the hydraulic post which raises the carpet from the RUG SHOP back up to street level in 30 seconds. A closed circuit television camera views this lighted passageway.

HUMAN TARGET: OBJECT TARGET:

31. WEAPON SEARCH: Here U02(L.L.:17) and U03(L.L.:18) will politely ask visitors to hand over any weapons or valuables they might be carrying. They will place the weapons on a table and tag them, handing persons a receipt for them. This cuts down on both violence and pick-pocket theft in PAIR-A-DICE. This also serves as a deposit for any debts incurred while visiting. Visitors will then be directed through a metal-detector and doorway to PAIR-A-DICE ALLEY, #33. When this door has closed behind, all valuables and weapons will be carried into VALUABLES STORAGE, room #32. A closed circuit television camera monitors this lighted area.

HUMAN TARGET: OBJECT TARGET:

32. VALUABLES STORAGE: U04(L.L.:20) places all checked weapons in a locked case against the north wall and all valuables in a locked case against the west wall. He carries the 2 keys to these cases in his pants pocket. At any one time there will be from \$100 to \$10,000 cash in the valuables case as well as \$100 to \$10,000 worth of jewelry. In the weapons case there will be from 1 to 10 guns ranging from Quick Reference Code a. to j. Two closed circuit television cameras monitor this well-lighted area.

HUMAN TARGET: OBJECT TARGET:

33. PAIR-A-DICE ALLEY: This passageway is the axis around which PAIR-A-DICE turns. At the north end stands U05 (L.L.:19) guarding an inside locked door to PAIR-A-DICE CONTROL, #38. At the south side of the central door is U06(L.L.:17) with a key in his pocket that will lock the central door from either side if there is trouble. At the southern door is U07(L.L.:18) with a key that will lock the door from either side if trouble arises. Two closed circuit television cameras watch the alley from either end.

HUMAN TARGET: OBJECT TARGET:

- 34 - 37. THE CATACOMBS: Each of these decorated caverns is well-lit, carpeted, and filled with comfortable furniture. From one to six guests will be in each chamber.

34. BAR: U08(L.L.:10), the bartender, serves alcoholic beverages and has purchasers sign for them.

HUMAN TARGET: OBJECT TARGET:

35. GRILL: All foods prepared here are heated in microwave ovens to reduce telltale smoke. U09(L.L.:9), the chef, has diners sign for their purchases.

HUMAN TARGET: OBJECT TARGET:

36. LOUNGE: Large davenports and overstuffed chairs fill this dimly lit room.

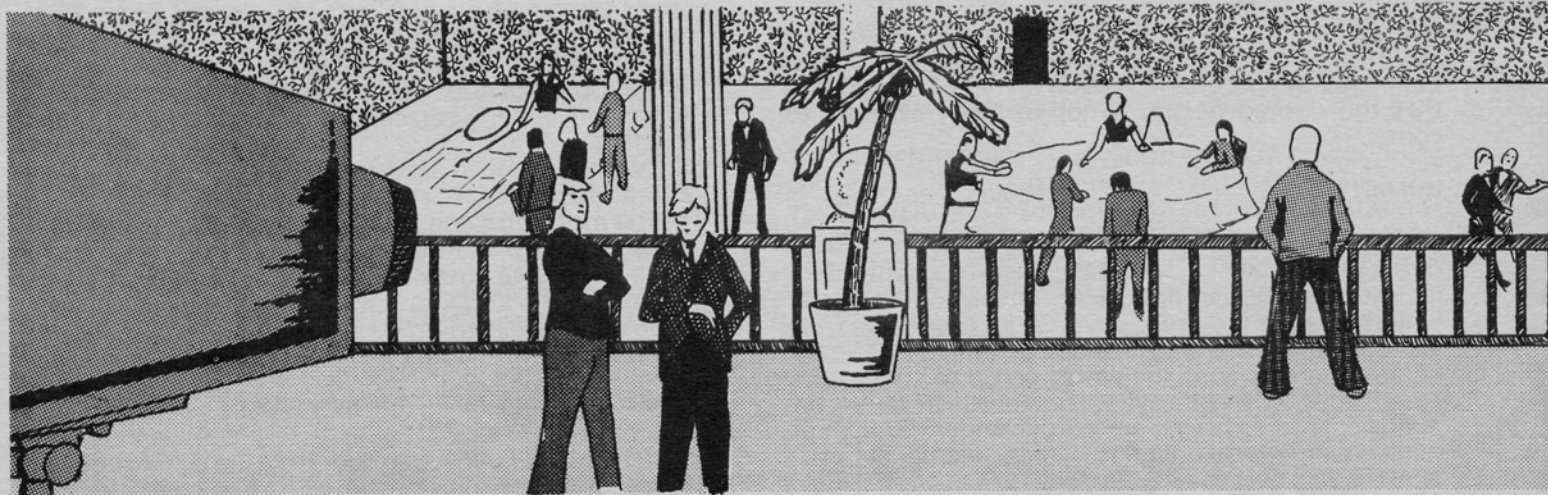
HUMAN TARGET: OBJECT TARGET:

37. WAITING AREA: This poorly-lit room is mostly used by sleeping guests waiting for the main gambling areas to open. Most of the employees sleep from 8 in the morning until 4 in the afternoon. Guests entering PAIR-A-DICE during these hours must wait till the main CASINO, #47, opens at 5 p.m.

HUMAN TARGET: OBJECT TARGET:

38. PAIR-A-DICE CONTROL: During daylight hours, U10 (L.L.:19) can be found in this security installation watching television monitors in chamber 38. U11(L.L.:21) sleeps in a back room and shifts positions with U10 at sunset. Keys to PRISONER'S CELLS, #39, are kept on the belt of the awake guard.

HUMAN TARGET: OBJECT TARGET:



39. PRISONER'S CELLS: Each of these cells has a bed bolted to the floor, reading materials, a wall light, and a lavatory. Meals (prepared at the GRILL, #35) are served on trays, through slots beneath the windowless doors. The cells contain:

a. A man (L.L.:8) wearing a tux being held for owing a large debt to PAIR-A-DICE. He is penniless.

b. A woman (L.L.:4) claiming to be kidnapped. She says she can pay any rescuer \$3000 if they can get her safely back to her hotel room. She is a plant and will use her 9mm magnum handguns (/3,4,5,6,6/47/-4/8/) on anyone releasing her from this cell without U10 or U11's permission.

c. A card cheater (L.L.:7) waiting for his family to pay off a \$10,650 debt.

d. A wealthy Western capitalist (L.L.:10) being held on suspicion of being a saboteur. He was found snooping around outside PAIR-A-DICE CONTROL. Upon reaching street level he will pay \$5000 to his rescuers.

e. A husband and wife (L.L.:11 and 10) team of terrorists being held for crashing into PAIR-A-DICE a week ago trying to free the man in cell f. If their door is unlocked they will burst out no matter what the odds are against them. They will then try to liberate their comrade in cell f.

f. A mad, once popular political terrorist (L.L.:8) who will attack with his bare hands anyone entering his cell (including those from cell e).

g. Ivan Ikatchtakoph (L.L.:13).

h. Empty.

i. A double agent (L.L.:9) who will gladly aid anyone who promises to help him escape from PAIR-A-DICE CONTROL. Once on the surface he will escape at the first opportunity.

j.-o. Empty.

HUMAN TARGET: OBJECT TARGET:

40. PUB BASEMENT: Three characters rent living space here. C19(L.L.:10) stays in chamber B where a stairway leads to the WATERWAY, #49. He keeps a shortwave radio beside his bunk and rarely leaves the room. During the daytime C22(L.L.:10) sleeps on a bunk in chamber A and brings C19 food and clean laundry when awake. C20(L.L.:11) takes C22's place at night. The three share a common lavatory and will defend each other if attacked.

HUMAN TARGET: OBJECT TARGET:

41. FISH WAREHOUSE BASEMENT: From 1 to 6 refugees can be found here as explained at street level FISH WAREHOUSE, #45.

HUMAN TARGET: OBJECT TARGET:

42. CARD TABLES: From 2 to 12 visitors can be found here at any time with U12(L.L.:8) and U13(L.L.:10) dealing during daylight hours. U14(L.L.:9) and U15(L.L.:11) deal during nighttime hours. Chips are used instead of their stored valuables. A person's word is considered good when wagering chips here.

HUMAN TARGET: OBJECT TARGET:

43. VACANT WAREHOUSE BASEMENT: From 1 to 6 unarmed defectors can be found in hiding here who will attack anyone trying to keep them from leaving Sprechenhaltestelle. A narrow stairway leads to the SUBMARINE LAGOON, #44.

HUMAN TARGET: OBJECT TARGET:

44. SUBMARINE LAGOON: There is a 5% chance of seeing an Eastbound submarine docked here on any given night. If tampered with, it will submerge and leave Sprechenhaltestelle immediately. Food, cooking utensils, clothing, and blankets are stored here in crates brought from the submarine for those staying in #43 to use.

HUMAN TARGET: OBJECT TARGET:

45. FLOODED BASEMENT: A 10 foot wide, 20 foot long water-filled tunnel leads to the dock area to the west. The slick moss-covered basement walls are unclimbable. The place is pitch black.

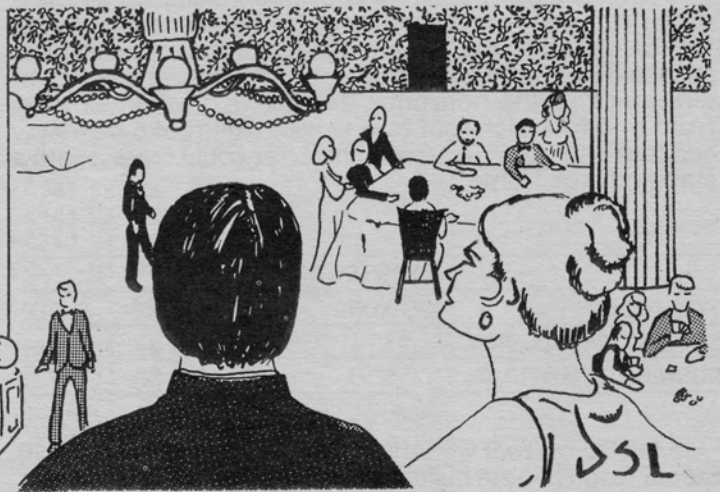
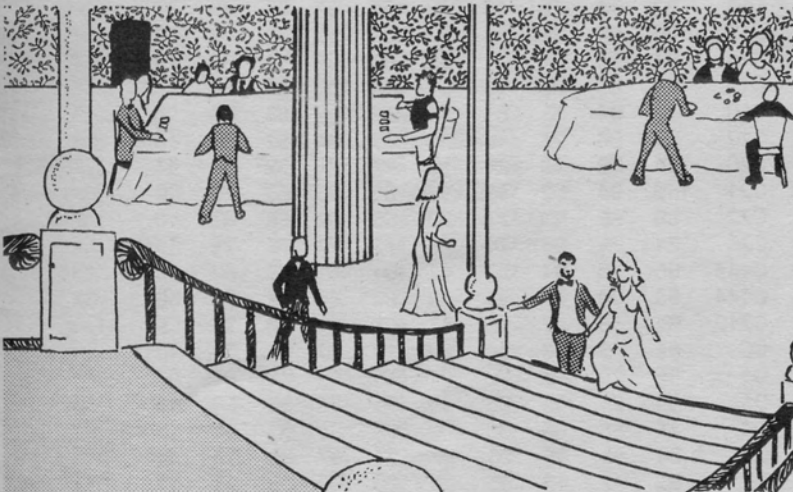
HUMAN TARGET: OBJECT TARGET:

46. WAREHOUSE A BASEMENT: This musty dark chamber is filled with over 50 oblong crates. 90% of them contain mannequins left behind by a bankrupt fashion designer. The other 10% of the crates contain human skeletons over 10 years old which are unidentifiable.

HUMAN TARGET: OBJECT TARGET:

47. CASINO: From 5 PM to 8 AM this is the liveliest night spot in all of Sprechenhaltestelle. The main employees come from their quarters surrounding the CASINO and run the various games of skill and chance. Like the CARD TABLES, #42, a person's word is good for his debts. Ten average employees entertain from 1 to 100 guests each evening. In a back room is a freight elevator which brings clean laundry, food, alcohol, and needed supplies down from WAREHOUSE C, #53 at street level. Garbage from this CASINO and all of PAIR-A-DICE is removed this way.

HUMAN TARGET: OBJECT TARGET:



48. WAREHOUSE D BASEMENT: There are from 1 to 6 "big fish" defectors staying in this basement. During the day, G3(L.L.:16), can be found here guarding these defectors. At night, G4(L.L.:17), takes his place. Each is armed with a 9mm handgun (3,4,5,6,6/47/-4/8). Food, water, bedding, and a lavatory complete the scene.

HUMAN TARGET: OBJECT TARGET:

49. WATERWAY: Storm sewer drainage flows into this stream. Water this close to the wharf area is ten feet deep and close to stagnant. The sides and bottom of the waterway are concrete. The bottom is twenty feet below street level and two bridges cross the chasm at street level. Chain link fencing protects pedestrians from falling in.

HUMAN TARGET: OBJECT TARGET:

50. STORM SEWER SYSTEM: It is reported that a homicidal wino, WCS(L.L.:13), prowls along these damp storm sewers day and night. He carries a small pocket knife (/ - 9/0/) and there is a 5% chance of running into him each turn characters are in the tunnels. If encountered he will ask for money or a drink and at the slightest hesitation will attack in a rage with his knife. If satisfied or injured he will leave persons alone. The tunnels slant towards the wharf area and there is a 10% chance per character of discovering one of the three secret connecting doors by accident when they are passed (20% if a search is made in the proper place). Four manhole covers connect the system by ladder to street level. The system opens just above water level at the waterway and wharf area at three locations.

HUMAN TARGET: OBJECT TARGET:

Above Street Level Descriptions:

Aside from the map there is not much at this level to describe. A sniper, B6(L.L.:12) lives in a lean-to on the roof of MARINE SUPPLIES, #46. He doesn't like to see people on these rooftops and will shoot at them if he sees them.

The roof of the EMPTY WAREHOUSE, #48, is rotten and there is a 25 percent chance of falling through the ceiling onto the floor below, causing 1 to 10 points of damage in the fall.

There is a 25 percent chance the ropes and sails above the FRESH AIR MARKET, #42, will collapse each turn they are forced to support the weight of a human being.

The skylights have spaces for persons to fit through them.

For leaping between roof tops find a character's fitness rating and use the following table. For leaping to a roof even with or lower than the one jumped from, the following table applies. For leaps to a higher roof add the vertical height difference to the horizontal distance (e.g. when jumping from a 10 foot high roof to a 12 foot high roof 5 feet away add 2 to 5 to get 7). A strong character could cross it with a standing broad jump.

| FITNESS RATING | | | | |
|---------------------|----------|---------|--------|-------|
| TYPE OF LEAP | WEAKLING | AVERAGE | STRONG | SUPER |
| STANDING BROAD JUMP | 3' | 5' | 7' | 9' |
| RUNNING BROAD JUMP | 5' | 8' | 12' | 17' |

A fall from a roof will inflict 1-10 points of damage per 10 feet of height. These buildings are 10 feet high at the eaves.

PERSONNEL INFORMATION

PERSONNEL INFORMATION: Characteristics of selected individuals are presented here for easy reference: Weaponry carried by a person is listed by Quick Reference Code and includes a loaded gun plus one full clip carried by them except in areas where security arrangements require weapons to be surrendered.

P.C. = Personnel Code
P.S. = Physical Strength
K. = Knowledge
W. = Willpower
Ch. = Charm
Co. = Coordination

Cr. = Courage
O. = Offense
D. = Deception
E. = Evasion
L.L. = Life Level
Q.R.C. = Quick Reference Code

Secondary and tertiary trait values not given in these listings can be easily computed using the primary trait values given.

PERSONAL TRAIT AND WEAPONRY CHART

| P.C. | P.S. | K. | W. | Ch. | Co. | Cr. | O. | D. | E. | L.L. | Q.R.C. |
|------|------|-----|----|-----|-----|-----|-----|----|----|------|--------|
| A1 | 45 | 15 | 45 | 80 | 30 | 25 | 28 | 53 | 55 | 9 | |
| A2 | 55 | 58 | 45 | 01 | 01 | 19 | 10 | 10 | 01 | 10 | |
| A3 | 83 | 75 | 51 | 52 | 95 | 72 | 84 | 62 | 74 | 13 | |
| A4 | 61 | 38 | 49 | 11 | 32 | 43 | 38 | 27 | 22 | 11 | |
| A5 | 62 | 71 | 58 | 19 | 67 | 85 | 76 | 52 | 43 | 12 | |
| A6 | 36 | 100 | 34 | 07 | 79 | 55 | 67 | 31 | 43 | 7 | |
| A7 | 12 | 37 | 48 | 70 | 28 | 85 | 57 | 78 | 49 | 6 | |
| A8 | 17 | 47 | 20 | 87 | 46 | 90 | 68 | 89 | 67 | 4 | |
| A9 | 24 | 41 | 23 | 76 | 55 | 29 | 42 | 53 | 66 | 5 | |
| A10 | 90 | 40 | 70 | 61 | 70 | 49 | 60 | 55 | 66 | 16 | |
| A11 | 42 | 95 | 41 | 88 | 37 | 98 | 68 | 93 | 63 | 8 | f |
| B1 | 88 | 85 | 11 | 96 | 03 | 77 | 40 | 87 | 50 | 10 | |
| B2 | 79 | 97 | 02 | 32 | 42 | 47 | 45 | 40 | 37 | 8 | |
| B3 | 41 | 102 | 37 | 72 | 85 | 37 | 61 | 55 | 79 | 8 | |
| B4 | 60 | 110 | 88 | 12 | 94 | 90 | 92 | 51 | 53 | 15 | |
| B5 | 33 | 45 | 60 | 80 | 98 | 102 | 100 | 91 | 89 | 9 | |
| B6 | 88 | 66 | 30 | 67 | 98 | 89 | 94 | 78 | 83 | 2 | o |
| C1 | 77 | 74 | 48 | 74 | 98 | 27 | 63 | 51 | 86 | 13 | |
| C2 | 67 | 76 | 65 | 48 | 04 | 95 | 50 | 72 | 26 | 13 | |
| C3 | 114 | 78 | 10 | 48 | 43 | 23 | 33 | 36 | 46 | 12 | |
| C4 | 02 | 64 | 17 | 88 | 16 | 46 | 31 | 67 | 52 | 2 | |
| C5 | 96 | 19 | 14 | 80 | 93 | 85 | 89 | 83 | 87 | 11 | |
| C6 | 34 | 80 | 85 | 48 | 45 | 70 | 58 | 59 | 47 | 12 | d |
| C7 | 31 | 39 | 50 | 65 | 11 | 18 | 15 | 42 | 38 | 8 | i |
| C8 | 96 | 88 | 29 | 97 | 22 | 83 | 90 | 60 | 53 | 13 | |
| C9 | 97 | 75 | 69 | 76 | 84 | 77 | 77 | 80 | 81 | 17 | d |
| C10 | 85 | 91 | 53 | 75 | 95 | 80 | 88 | 78 | 85 | 14 | |
| C11 | 19 | 76 | 48 | 90 | 83 | 32 | 58 | 61 | 87 | 7 | o |
| C12 | 88 | 46 | 75 | 82 | 80 | 95 | 88 | 89 | 81 | 16 | e |
| C13 | 90 | 11 | 79 | 49 | 38 | 96 | 67 | 73 | 44 | 17 | e |
| C15 | 90 | 09 | 88 | 95 | 47 | 66 | 57 | 81 | 71 | 18 | f |
| C16 | 77 | 37 | 61 | 21 | 55 | 81 | 68 | 51 | 38 | 14 | f |
| C17 | 48 | 65 | 82 | 13 | 91 | 88 | 90 | 51 | 52 | 13 | |
| C18 | 79 | 91 | 35 | 89 | 17 | 37 | 27 | 63 | 53 | 6 | |
| C19 | 79 | 86 | 23 | 19 | 42 | 85 | 64 | 52 | 31 | 10 | d |
| C20 | 64 | 88 | 48 | 26 | 39 | 17 | 28 | 22 | 33 | 11 | j |
| C21 | 119 | 94 | 02 | 55 | 98 | 81 | 90 | 68 | 77 | 2 | l |
| C22 | 80 | 86 | 19 | 77 | 09 | 55 | 32 | 66 | 43 | 10 | j |
| C23 | 71 | 76 | 99 | 74 | 78 | 75 | 77 | 75 | 76 | 17 | |
| C143 | 56 | 28 | 44 | 92 | 41 | 81 | 61 | 87 | 67 | 10 | |
| C144 | 53 | 20 | 42 | 91 | 49 | 82 | 66 | 87 | 70 | 10 | |
| C210 | 91 | 66 | 02 | 15 | 37 | 65 | 51 | 40 | 26 | 9 | l |
| CC | 52 | 73 | 52 | 89 | 69 | 14 | 42 | 52 | 79 | 10 | |
| D1 | 35 | 20 | 32 | 77 | 91 | 15 | 53 | 46 | 84 | 7 | |
| D3 | 104 | 25 | 55 | 85 | 90 | 95 | 93 | 90 | 88 | 16 | |
| D4 | 71 | 86 | 80 | 90 | 100 | 92 | 96 | 91 | 95 | 15 | e |
| G1 | 54 | 95 | 95 | 63 | 87 | 97 | 92 | 80 | 75 | 15 | h |
| G2 | 95 | 32 | 43 | 95 | 98 | 101 | 100 | 98 | 97 | 14 | h |

PERSONAL TRAIT AND WEAPONRY CHART

| P.C. | P.S. | K. | W. | Ch. | Co. | Cr. | O. | D. | E. | L.L. | Q.R.C. |
|------|------|-----|-----|-----|-----|-----|-----|----|----|------|--------|
| G3 | 81 | 82 | 81 | 05 | 86 | 90 | 88 | 48 | 46 | 16 | d |
| G4 | 58 | 84 | 110 | 16 | 88 | 92 | 90 | 54 | 52 | 17 | d |
| G5 | 60 | 68 | 69 | 74 | 80 | 86 | 83 | 80 | 77 | 13 | |
| G6 | 93 | 90 | 45 | 80 | 95 | 110 | 103 | 95 | 88 | 14 | h |
| G7 | 100 | 100 | 49 | 105 | 90 | 85 | 88 | 95 | 98 | 15 | f |
| L1 | 10 | 96 | 57 | 26 | 01 | 92 | 47 | 59 | 14 | 7 | |
| R1 | 45 | 11 | 44 | 36 | 26 | 04 | 15 | 20 | 31 | 9 | |
| S1 | 71 | 100 | 76 | 72 | 77 | 93 | 85 | 83 | 75 | 15 | |
| S2 | 50 | 85 | 37 | 47 | 94 | 79 | 87 | 63 | 71 | 9 | f |
| S3 | 37 | 96 | 73 | 70 | 66 | 81 | 74 | 76 | 68 | 11 | j |
| S4 | 97 | 13 | 10 | 01 | 40 | 93 | 67 | 47 | 21 | 11 | d |
| S5 | 45 | 98 | 88 | 80 | 76 | 95 | 86 | 88 | 78 | 13 | m |
| S6 | 84 | 67 | 21 | 60 | 88 | 83 | 86 | 72 | 74 | 11 | d |
| S7 | 83 | 67 | 73 | 86 | 09 | 78 | 44 | 82 | 48 | 16 | e |
| S8 | 04 | 03 | 08 | 81 | 29 | 75 | 52 | 78 | 55 | 1 | m |
| S9 | 08 | 71 | 33 | 80 | 58 | 76 | 67 | 78 | 69 | 4 | |
| S10 | 57 | 99 | 19 | 82 | 09 | 77 | 43 | 80 | 46 | 8 | |
| S11 | 04 | 88 | 56 | 72 | 06 | 75 | 41 | 74 | 39 | 6 | |
| S12 | 92 | 66 | 09 | 56 | 52 | 53 | 53 | 55 | 54 | 10 | |
| S13 | 88 | 86 | 85 | 49 | 40 | 83 | 62 | 66 | 45 | 17 | |
| S14 | 63 | 28 | 32 | 88 | 92 | 96 | 94 | 92 | 90 | 10 | |
| S15 | 77 | 79 | 82 | 64 | 95 | 80 | 88 | 72 | 80 | 16 | |
| S16 | 37 | 85 | 87 | 85 | 89 | 90 | 90 | 88 | 87 | 12 | g |
| S17 | 22 | 90 | 48 | 92 | 90 | 96 | 93 | 94 | 91 | 7 | |
| S18 | 51 | 37 | 85 | 85 | 95 | 97 | 96 | 91 | 90 | 14 | |
| S19 | 73 | 20 | 86 | 87 | 93 | 99 | 96 | 93 | 90 | 16 | |
| S20 | 35 | 78 | 85 | 89 | 91 | 101 | 96 | 95 | 90 | 12 | d |
| S21 | 11 | 89 | 88 | 88 | 09 | 85 | 47 | 87 | 49 | 10 | g! |
| S72 | 35 | 42 | 32 | 46 | 98 | 68 | 83 | 57 | 72 | 7 | c |
| S120 | 96 | 76 | 25 | 90 | 85 | 94 | 90 | 92 | 88 | 12 | |
| S0 | 65 | 31 | 16 | 54 | 10 | 51 | 31 | 53 | 32 | 8 | |
| SS14 | 76 | 76 | 92 | 70 | 94 | 60 | 77 | 65 | 82 | 17 | b |
| U01 | 80 | 30 | 80 | 90 | 88 | 99 | 94 | 95 | 89 | 16 | d |
| U02 | 78 | 56 | 90 | 93 | 92 | 97 | 95 | 95 | 93 | 17 | e |
| U03 | 90 | 48 | 87 | 09 | 96 | 95 | 96 | 52 | 53 | 18 | e |
| U04 | 105 | 65 | 93 | 52 | 100 | 93 | 97 | 73 | 76 | 20 | e |
| U05 | 88 | 75 | 99 | 84 | 98 | 91 | 95 | 88 | 91 | 19 | d |
| U06 | 79 | 12 | 89 | 88 | 92 | 92 | 92 | 90 | 90 | 17 | d |
| U07 | 91 | 31 | 86 | 92 | 86 | 94 | 90 | 93 | 89 | 18 | d |
| U08 | 51 | 08 | 48 | 26 | 73 | 84 | 79 | 55 | 50 | 10 | |
| U09 | 45 | 47 | 44 | 38 | 67 | 64 | 66 | 51 | 53 | 9 | |
| U10 | 89 | 78 | 100 | 65 | 99 | 111 | 105 | 88 | 82 | 19 | m |
| U11 | 120 | 45 | 88 | 10 | 106 | 96 | 101 | 53 | 58 | 21 | m |
| U12 | 33 | 47 | 46 | 75 | 55 | 37 | 46 | 56 | 65 | 8 | |
| U13 | 52 | 48 | 47 | 78 | 96 | 06 | 51 | 42 | 87 | 10 | |
| U14 | 46 | 50 | 43 | 81 | 21 | 50 | 36 | 66 | 51 | 9 | |
| U15 | 39 | 17 | 71 | 84 | 48 | 76 | 62 | 80 | 66 | 11 | |
| W1 | 20 | 34 | 50 | 29 | 94 | 66 | 80 | 48 | 62 | 7 | |
| W2 | 41 | 71 | 40 | 41 | 93 | 63 | 78 | 52 | 67 | 8 | |
| W3 | 25 | 09 | 23 | 61 | 35 | 14 | 25 | 38 | 48 | 5 | |
| WS1 | 44 | 46 | 65 | 86 | 96 | 54 | 75 | 70 | 91 | 11 | |
| X1 | 80 | 63 | 88 | 94 | 88 | 91 | 90 | 93 | 91 | 17 | |
| X2 | 92 | 44 | 87 | 82 | 90 | 37 | 64 | 60 | 86 | 18 | |
| X3 | 90 | 97 | 96 | 92 | 92 | 36 | 64 | 64 | 92 | 19 | |
| X4 | 91 | 88 | 98 | 80 | 95 | 01 | 48 | 41 | 88 | 19 | |
| X5 | 111 | 82 | 88 | 96 | 98 | 88 | 93 | 92 | 97 | 20 | |
| X6 | 53 | 49 | 45 | 32 | 93 | 17 | 55 | 25 | 63 | 10 | |
| X7 | 100 | 09 | 09 | 40 | 74 | 19 | 47 | 30 | 57 | 11 | |
| X8 | 54 | 75 | 43 | 86 | 05 | 88 | 47 | 87 | 46 | 10 | |
| X9 | 47 | 77 | 43 | 94 | 44 | 90 | 67 | 92 | 69 | 9 | |
| Y1 | 17 | 44 | 62 | 23 | 84 | 30 | 57 | 27 | 54 | 8 | |
| Y2 | 48 | 39 | 41 | 45 | 05 | 72 | 39 | 59 | 25 | 9 | |
| HC | 55 | 22 | 44 | 05 | 24 | 65 | 45 | 35 | 15 | 10 | |
| HD | 56 | 43 | 44 | 62 | 19 | 09 | 14 | 36 | 41 | 10 | |
| HS0 | 10 | 13 | 94 | 94 | 64 | 71 | 68 | 83 | 79 | 10 | |
| NS0 | 57 | 66 | 42 | 62 | 56 | 61 | 59 | 62 | 59 | 10 | |
| WCS | 93 | 56 | 38 | 38 | 68 | 35 | 52 | 37 | 53 | 13 | |
| Z1 | 22 | 52 | 28 | 61 | 72 | 47 | 60 | 54 | 66 | 8 | |
| Z2 | 41 | 57 | 39 | 30 | 87 | 54 | 70 | 42 | 58 | 8 | |

Non-player characters' areas of knowledge for particular languages, communication links to other characters, and secret code phrase knowledge are listed on this chart. For using the communication links, refer to the COMMUNICATION LINKS section of the TOP SECRET CAMPAIGN RULES. For a full description on the meanings of the code phrases see the **CODE PHRASE GLOSSARY**.

P.C. = Personnel Code

E. = English

F. = French

G. = German

R. = Russian

C.P. = Code Phrase Knowledge

P. = Paradise or PAIR-A-DICE

T. = Table

A = Amontillado or Alley

B = Boat

H = Fish

I = Ice

M = Magic Carpet

O = Oz

S = Sanctuary

PERSONAL LANGUAGE KNOWLEDGE AND USAGE CHART

| P.C. | E. | F. | G. | R. | | | | | | | | C.P. |
|------|----|-----|----|----|-----|------|----|-------|-----|-------|-----|------|
| A1 | 43 | 79 | 84 | 29 | | | | | | | | A |
| A2 | 12 | 89 | 14 | 34 | | | | | | | | A |
| A3 | 14 | 99 | 25 | 90 | | | | | | | | A |
| A4 | 61 | 100 | 86 | 72 | | | | | | | | A |
| A5 | 98 | 87 | 72 | 92 | | | | | | | | A |
| A6 | 97 | 78 | 88 | 93 | | | | | | | | A |
| A7 | 95 | 76 | 86 | 99 | | | | | | | | |
| A8 | 36 | 93 | 36 | 05 | | | | | | | | |
| A9 | 75 | 95 | 94 | 90 | | | | | | | | |
| A10 | 65 | 78 | 37 | 85 | | | | | | | | O |
| A11 | 99 | 80 | 90 | 95 | | | | | | | | MP |
| B1 | 81 | 76 | 86 | 81 | | | | | | | | T |
| B2 | 65 | 88 | 39 | 36 | | | | | | | | A |
| B3 | 05 | 85 | 54 | 64 | | | | | | | | A |
| B4 | 60 | 94 | 35 | 60 | | | | | | | | A |
| B5 | 86 | 83 | 91 | 93 | | | | | | | | A |
| B6 | 90 | 28 | 68 | 86 | | | | | | | | B |
| C1 | 81 | 76 | 95 | 23 | | | | | | | | HI |
| C2 | 25 | 77 | 94 | 26 | | | | | | | | BI |
| C3 | 03 | 81 | 93 | 09 | C9 | A11 | | C6 | | | | IMOP |
| C4 | 82 | 78 | 92 | 35 | C1 | | | C5 | | | | H |
| C5 | 83 | 84 | 77 | 96 | | | | | | S2 | | H |
| C6 | 60 | 79 | 91 | 65 | | | | | | C7 | | AB |
| C7 | 85 | 80 | 90 | 85 | | | | | | | | BT |
| C8 | 76 | 99 | 98 | 70 | | | | | | | | B |
| C9 | 84 | 81 | 89 | 91 | S21 | | | | | | | AO |
| C10 | 36 | 83 | 88 | 36 | | S21 | | S5 | | C18 | | AO |
| C11 | 85 | 82 | 87 | 85 | | | | C6 | | | | B |
| C12 | 94 | 55 | 67 | 52 | | C13 | | | S7 | | | H |
| C13 | 93 | 56 | 68 | 51 | | C12 | | | S7 | | | H |
| C15 | 85 | 85 | 79 | 86 | | | | | | | | B |
| C16 | 91 | 29 | 69 | 87 | | | | | | | | B |
| C17 | 08 | 82 | 22 | 15 | S72 | C210 | | G5,B6 | | S8-10 | | O |
| C18 | 86 | 81 | 80 | 89 | | | | C19 | | | | |
| C19 | 57 | 80 | 24 | 79 | C20 | | | | | | | |
| C20 | 50 | 79 | 66 | 92 | C21 | C22 | | | | | | |
| C21 | 48 | 88 | 19 | 25 | | | | | | C210 | C18 | |
| C22 | 86 | 77 | 11 | 95 | C21 | C20 | | | | | | |
| C23 | 04 | 86 | 12 | 40 | | | | | | | | |
| C143 | 92 | 83 | 78 | 90 | | | | C210 | | | | H |
| C144 | 93 | 85 | 79 | 92 | | | | C13 | C12 | | | H |
| C210 | 91 | 100 | 79 | 56 | | C17 | | C13 | C12 | S11 | | |
| CC | 83 | 78 | 88 | 83 | | | | | | | | T |
| D1 | 46 | 76 | 17 | 23 | | | | | | | | |
| D3 | 96 | 92 | 97 | 99 | | | | | | | | T |
| D4 | 03 | 80 | 36 | 48 | | | | | | | | A |
| G1 | 82 | 68 | 81 | 75 | | | G2 | G3 | | | | HI |
| G2 | 83 | 70 | 84 | 74 | | | G1 | G4 | | | | HI |
| G3 | 80 | 69 | 87 | 73 | | | G4 | | | | | HI |
| G4 | 81 | 71 | 82 | 72 | | | G3 | | | | | HI |
| G5 | 92 | 30 | 70 | 88 | | | | | | | | B |

PERSONAL LANGUAGE KNOWLEDGE AND USAGE CHART, CON'T

| P.C. | E. | F. | G. | R. | | | | | | C.P. |
|------|----|-----|-----|-----|-------|-------|------|------|-----|-------|
| G6 | 59 | 63 | 71 | 85 | | | | | | MP |
| G7 | 61 | 70 | 87 | 90 | | | | | | MP |
| L1 | 65 | 99 | 69 | 61 | | | | | | A |
| R1 | 79 | 76 | 84 | 79 | | | | | | T |
| S1 | 76 | 97 | 98 | 59 | C2,C3 | C1,S0 | | | | ABHIO |
| S2 | 97 | 54 | 99 | 55 | | | HS0 | | | H |
| S3 | 96 | 19 | 65 | 65 | | | | | | H |
| S4 | 77 | 27 | 75 | 84 | C15 | | S6 | | | B |
| S5 | 78 | 98 | 97 | 93 | | | | | | ABHIM |
| S6 | 79 | 99 | 76 | 85 | | | | | C11 | OPST |
| S7 | 95 | 23 | 100 | 76 | | | | | | B |
| S8 | 34 | 97 | 67 | 38 | | | C13 | C12 | | H |
| S9 | 94 | 96 | 69 | 13 | | | S11 | | | |
| S10 | 24 | 95 | 76 | 61 | | | S11 | | | |
| S11 | 53 | 94 | 21 | 20 | | | C23 | C210 | | A |
| S12 | 92 | 93 | 27 | 57 | | | S13 | | | |
| S13 | 60 | 92 | 75 | 38 | | | S14 | | | |
| S14 | 12 | 91 | 41 | 59 | | | C210 | | | |
| S15 | 32 | 90 | 14 | 71 | | | | | C18 | A |
| S16 | 15 | 89 | 18 | 11 | | | | | C18 | A |
| S17 | 12 | 88 | 58 | 07 | | | | | C18 | A |
| S18 | 39 | 87 | 77 | 82 | | | | | C18 | A |
| S19 | 42 | 86 | 30 | 22 | | | | | C18 | A |
| S20 | 71 | 85 | 68 | 23 | | | | | C18 | A |
| S21 | 80 | 75 | 96 | 92 | | | C10 | | | AO |
| S72 | 99 | 76 | 30 | 48 | | | | | C18 | |
| S120 | 25 | 78 | 42 | 59 | | | S12 | | | |
| S0 | 75 | 96 | 100 | 95 | | | S1 | | C18 | ABH10 |
| SS14 | 90 | 05 | 81 | 97 | | | S7 | G1 | | H |
| U01 | 95 | 94 | 98 | 74 | | | | | | MP |
| U02 | 51 | 62 | 71 | 80 | | | | | | MP |
| U03 | 63 | 72 | 89 | 99 | | | | | | MP |
| U04 | 74 | 80 | 93 | 51 | | | | | | MP |
| U05 | 85 | 98 | 54 | 64 | | | | | | MP |
| U06 | 97 | 53 | 65 | 78 | | | | | | MP |
| U07 | 56 | 66 | 77 | 82 | | | | | | MP |
| U08 | 95 | 50 | 62 | 53 | | | | | | MP |
| U09 | 73 | 66 | 51 | 54 | | | | | | MP |
| U10 | 73 | 84 | 67 | 62 | | | | | | MP |
| U11 | 71 | 84 | 95 | 78 | | | | | | MP |
| U12 | 89 | 95 | 95 | 56 | | | | | | MP |
| U13 | 67 | 50 | 86 | 66 | | | | | | MP |
| U14 | 77 | 78 | 81 | 99 | | | | | | MP |
| U15 | 90 | 58 | 89 | 92 | | | | | | MP |
| W1 | 77 | 78 | 82 | 78 | | | | | | T |
| W2 | 75 | 79 | 80 | 99 | | | | | | T |
| W3 | 23 | 87 | 36 | 35 | | | | | | |
| WS1 | 77 | 81 | 82 | 100 | | | | | | T |
| X1 | 55 | 98 | 74 | 74 | | | | | | |
| X2 | 01 | 87 | 10 | 34 | | | | | | |
| X3 | 65 | 89 | 14 | 22 | | | | | | |
| X4 | 67 | 77 | 39 | 20 | | | | | | |
| X5 | 54 | 104 | 67 | 25 | | | | | | |
| X6 | 57 | 86 | 67 | 16 | | | | | | |
| X7 | 52 | 84 | 01 | 58 | | | | | | |
| X8 | 64 | 89 | 69 | 36 | | | | | | |
| X9 | 15 | 99 | 30 | 73 | | | | | | |
| Y1 | 80 | 83 | 11 | 43 | | | | | | |
| Y2 | 43 | 92 | 55 | 70 | | | | | | |
| HC | 60 | 54 | 91 | 51 | | | | | | |
| HD | 50 | 51 | 52 | 48 | | | | | | |
| HS0 | 61 | 98 | 98 | 62 | | | | | C8 | H |
| NS0 | 65 | 88 | 78 | 59 | | | | | | H |
| WCS | 20 | 93 | 93 | 39 | | | | | | |
| Z1 | 45 | 22 | 61 | 24 | | | | | | |
| Z2 | 40 | 52 | 24 | 12 | | | | | | |

CODE PHRASE GLOSSARY:

Individuals with code phrase knowledge may divulge that information or acknowledge its use (for a password, or whatever) as appropriate to any given situation, at the discretion of the Administrator. Keep in mind, however, that inappropriate code phrase use may result in problems for the users

AMONTILLADO or ALLEY or AMONTILLADO ALLEY—UNDERGROUND community in southeast Sprechenhaltestelle. Entered via cask in the WINE CELLAR AND BREWERY, #8, below street level or via ladder from the KNIFE SHARPENER, #18 at street level. Two camouflaged doors open into the alley from the STORM SEWER SYSTEM, #50, but there is only one chance in ten of discovering these by accident when passing them.

BOAT or BOATRIDE—Method of departure from Sprechenhaltestelle via submarine which docks at SUBMARINE-LAGOON, #44, below street level. Defectors and refugees traveling to the East leave Sprechenhaltestelle by this method after staying in the VACANT WAREHOUSE BASEMENT, #43 below street level. There is only a 5 percent chance of seeing a submarine docked here on any given night.

FISH—Refugees or defectors from the East. Refugees are known as SMALL FRY and are kept in the FISH WAREHOUSE BASEMENT, #41 below street level. Defectors are known as BIG FISH.

ICE—Term used when BIG FISH are taken to WAREHOUSE D BASEMENT, #48 below street level. FISH on ICE are held as prisoners while being auctioned by their captors at the MESSAGE PARLOR, #28 above street level.

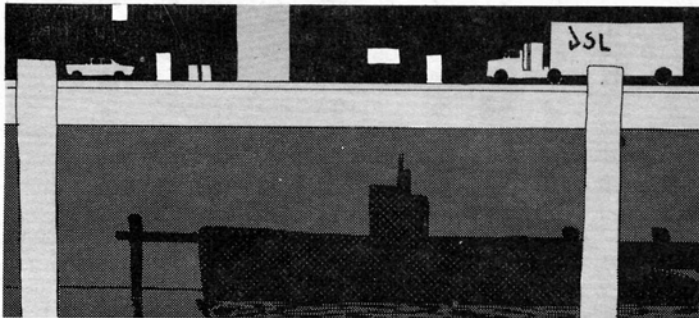
MAGIC CARPET or FLYING CARPET—Means of entrance to PAIR-A-DICE via camouflaged hydraulic jack located below the office of the RUG SHOP, #36 at street level. Button on corner of desk activates elevator mechanism and alerts PAIR-A-DICE.

OZ or WIZARD or WIZARD OF OZ—S5(L.L.:13). He is located in the MISSION HOUSE, #43 at street level, and operates a \$10,000 All-Wave Radio Receiver/Scanner. He has knowledge of nearly all occurrences in Sprechenhaltestelle, as well as all code phrases.

PARADISE or PAIR-A-DICE—Casino concealed beneath central Sprechenhaltestelle entered via MAGIC CARPET. Most types of indoor gambling are available, including cards, roulette, slots, and dice. Besides gambling there are dining, drinking, and lounge areas plus a little-known area called PARADISE CONTROL. PARADISE CONTROL includes surveillance monitors, weapons storage, and a detention cell block.

SANCTUARY—Well-known but well-concealed safety zone beneath the HOTEL, #1 at street level. Injured, hunted, and fatigued agents are admitted here freely.

TABLE IN BACK or PRIVATE TABLE or QUIET TABLE—Indoor and outdoor dining areas that submerge below street level into the WINE CELLAR, #3 below street level. Questionable diners are seated here in order to capture them for interrogation. Activation occurs as explained at the CAFE, #3 on street level.



KEYING THE ENVIRONMENT

Once the Administrator has read the entire module over one or more times and has gained a working familiarity with it, he is ready to key it. In doing so, he will take the basic descriptive framework and add his own ideas as to how and where the various human targets and object targets are located. The result will be an environment with his own indelible stamp, a bit different from all others—even those using the same descriptive outline.

With over one hundred rooms and chambers noted on the three level maps by numerals (and other unmarked open areas), there is plenty of space to explore. With 15 to 25 listed object targets (plus a few items of value that are part of the basic furnishings) and 16 to 20 human targets to place, the Admin is offered a real choice in setting up the environment, for it is he who will decide on which areas are forbidden with danger or rich in reward.

The human targets (number keyed 1. to 25.) and the object targets (lettered A to HH) should be placed with care and consideration, and in many cases there should be a reason or rationale *why* something is located where it is. Just as there is a logical (though imaginative) explanation behind the entire setting or scenario, so too should there be a similar thought behind what is to be found within the environment. Of course, in some cases, the unexpected or the inexplicable will be the exception—not everything should follow the normal order of things or be too predictable for the players.

As mentioned previously elsewhere, not every room or chamber will have a human target, an object target, or both. As a matter of fact, quite a number of places will simply be empty, while others may hold a human target with no object target or, rarely, an object target without a human target guarding it. In the latter instance, the unguarded object target will likely be well-hidden (as indeed any valuable thing can be) or otherwise concealed. Finally, in some instances, a room may contain a human target as well as an object target he is guarding, either wittingly (if it is his purpose) or unwittingly (if his appearance there was only coincidental). In such a case, it will be necessary to defeat (either by killing or driving away) the human target or targets before any attempt to discover or garner the object target is made. . . .

Although human targets will inevitably make their presence known, object targets are usually not obvious. It is up to players to locate them by telling the Admin how their characters will conduct any attempted search, and it is quite conceivable that they could totally miss seeing an object target which is hidden or concealed. In fact, any good environment will have undiscovered items in areas that have been explored by the players, simply because it is impossible to expect that they will find every one of them.

Once the Admin has decided on where to place the various human and object targets, he keys both the maps and the descriptive copy within this booklet by using the letter and number codes for object targets and human targets, respectively. On the two game maps, he marks (preferably using a colored pencil for readability and possible erasure) the letter (for object target) in each room containing an object target from the master list. He then places a number (for human targets) in each room which will contain a human target, and may also make a note on the map what type of human target is there. Each human target or object listing should appear but once on the game map when he is finished. He then refers to the descriptions of each room or chamber within the body copy of this booklet, and fills in the blanks following the proper sections corresponding to the marked map with the pertinent details and any side notes on: what human target is located there (if any), what object target is located within the room (if any), and where it is located and how it is hidden or protected (if it is). Any remaining space should be reserved for further notes, especially listing of the effects caused by subsequent player adven-

turing—human targets scared away to new locations, characters slain, object targets removed, equipment abandoned, etc. Of course, notes on the map can likewise be made as desired.

Once the environment has been keyed, it is ready for exploration by the players. Good luck, and have fun! Follow these guidelines when setting up your own environment from scratch, and you should be successful.

HUMAN TARGET LIST

The human targets occupying the area to be explored are an assortment of characters, some of which are former inhabitants and some of which have moved into the environment by unknown means.

The human targets (keeping in mind that the term refers to any encounter, no matter what the character type) can be encountered in two ways: either in their "lair" (the particular room or chamber where they live, or are most often found, as keyed by the Administrator), or as "wandering human targets". The latter encounters are more irregular, uncertain, and unpredictable as agents happen to meet the human targets on a random basis while exploring.

The human targets list below is keyed by number for easy reference, and shows the human targets which will be shown on the game map as being in their "lair". The wandering human target lists appear within the descriptive copy of the module and are given prior to the information on the street level of the environment—one being for daytime (7AM to 7PM) and the other for nighttime (7PM to 7AM).

Human targets are shown on the list with pertinent details given, thus allowing them to be employed by the Admin when encountered without additional dice rolling. **Important: although there are 25 listings, the Administrator should use only 16 to 20 of them in the environment, placing some on each of the two levels in the rooms and areas desired. The remainder are unused.**

The abbreviations below are used on the lists which follow:

AOK = Area of Knowledge value for the particular area(s) listed.

W = Weapon most often carried by the character (by Quick Reference Code letter)

a-z = Quick Reference Code letter for listed weapon types.

HUMAN TARGETS

1. Secretive Foreign Dignitary not wishing to speak. Carries \$134. (11-85-22-105-87-31/59-68-96/3)
2. Foreign Agent who is trigger-happy and wants to know exactly who intruders are and why they are there. (110-95-93-43-109-106/108-75-76/29) W:f
3. Traitor who is scared of every movement made and who will go for his gun at the slightest hostile act such as the raising of a voice. (50-82-23-97-24-10/17-54-61/7) W:b
4. Double Agent who is supercool and friendly. (83-100-102-100-51-117/84-109-76/19) W:m
5. Independent operative who asks questions but answers few. Carries \$32. (97-09-40-49-24-09/17-29-37/14) W:g
6. Organized Crime Figure who will speak politely until questioners get too curious. Carries \$1410. (87-90-95-115-47-64/56-90-81/18)

He has two hoods with him who will try to rough others up and will shoot if others draw a weapon first.

Hood #1: (104-61-85-81-61-01/31-41-71/19) W:h

Hood #2: (113-69-98-90-87-30/59-60-89/21) W:h

7. Local Politician who will appear very open and friendly. He carries \$290. (29-44-38-114-13-80/47-97-64/7)
If pressured, the politician's bodyguard will intercede and ask visitors to leave; if unheeded he will use force to remove them. (107-74-114-96-92-102/97-99-94/22) W:m
8. Scientist who sells his country's top secrets. He will be silent unless questioned about anything concerning money. Carries \$65. (22-106-49-66-33-06/20-36-50/7) W: carries 2 sleeping gas capsules.
9. Informant who will agree to anything. He will tell anything, even if it's a lie. Carries \$107. (37-105-24-15-46-57/52-36-31/6) W: a plus j; will try to use a first.
10. Assassin who would prefer to be left alone. The slightest provocation will make him attack, with weapon blazing. (150-80-95-12-99-89/94-51-56/25) W:f plus a death ring with one dose of irritant poison. Carries a full 8-shot clip in his right coat pocket.
11. Investigator who is naturally curious about visitors and their reason for being here. (61-41-02-110-09-50/30-80-60/6) W: j plus a pocket miniature tape recorder concealed under her clothes worth \$50.
12. Confiscator who likes to pickpocket strangers. He will move close and most likely bump into persons, with a 50 percent chance of removing one object from either their pocket or a holster, then immediately leave. (84-87-20-89-112-58/85-74-101/10)
13. Mad Inventor who will try to sell an unseen "Energy Converter" he says will make anyone rich if given a \$500 deposit. He has neither weapon nor cash. He will try to escape once he has the deposit. (61-118-50-38-58-65/62-52-48/11)
14. A Punk, who wants to prove something, will try to get an individual to fight him by accusing them of stealing his wallet minutes before. He will try to take their wallet during the ensuing combat with a 25 percent chance of success and will then run away with it. (76-13-02-03-07-28/18-16-05/8)
15. A beautiful blonde Snoop who will approach and try to find out who visitors are. She carries no money or weapon. (74-92-41-113-10-15/13-64-62/12)
16. A Crook who approaches and offers to sell one of his twenty watches, each valued at \$125. (14-83-45-80-117-09/63-45-99/6)
17. Innocent female bystander who doesn't know anything about espionage or this place. She carries \$200 in traveler's checks. (20-32-45-45-34-95/65-70-40/7)
18. Deaf civilian who doesn't know anything about espionage or this place. He will barely be able to read lips and will only use his hands to speak. He may shake his head yes and no randomly. He is carrying \$26 and no weapon. (83-87-90-04-11-11/11-08-08/17)
19. Local Police officer in civilian clothes who will try to arrest anyone speaking about anything related to espionage. (96-69-23-33-06-65/36-49-20/12) W: j plus handcuffs.
20. Store mannequin placed as a practical joke.
21. Insane civilian who will approach to tell about the "imaginary" person following him who is just next door watching him and those he encounters. (99-76-64-91-42-30/36-61-67/16)
22. Midget disguised as a child who will bounce a rubber ball toward others to catch. If bounced or tossed back, she will approach and try to give a hundred dollar bill. If the recipient doesn't give her some parcel or object in return, she will realize that they are not her contact. She will attempt to recover the money and will kick in the shin with her razor tipped shoes. They inflict one hit of damage per kick and are coated with asthenic poison. (39-35-24-100-105-101/103-101-103/6)
23. Four thugs who want money and possessions and will not take "no" for an answer. If their leader is killed, the other three will attempt a hasty retreat.
Leader: (101-73-119-97-84-86/85-92-91/22) W:b
Thug #2: (65-24-57-55-51-57/54-56-53/12) W: Switchblade
Thug #3: (41-22-75-19-93-24/59-22-56/12) W: Switchblade
Thug #4: (60-87-27-72-21-01/11-37-47/9) W: Switchblade
24. Religious fanatic who will approach and tell visitors to give up their evil ways and turn their weapons over to him. He will not cease until they leave the premises. (02-83-103-12-49-73/61-43-31/11)
25. Beautiful seductive woman who will wait for male agents to approach her. She will tell them she just loves exciting lifestyles and intrigue. She will pucker her lips toward them. If they touch her an ugly giant of a husband will appear and attempt to smash them to a pulp with his bare hands. She will deny everything.
Woman: (18-48-66-119-89-85/87-102-104/8)
Husband: (153-89-96-05-92-78/85-42-49/25)

OBJECT TARGET LIST

Listed below are 34 different object targets, each letter-coded for easy reference.

Considering their very nature, object targets in most instances should be concealed or hidden cleverly. The Administrator should use imagination in devising ways to hide items from discovery. Some suggestions for object target location might be: inside an ordinary item in plain view, within a secret compartment in a container, disguised to appear as something else, under or behind a loose stone in the floor or wall, under a heap of trash or debris, in a safe, or similarly hidden. Occasionally a treasure may be easily noticed, but this should be the exception rather than the rule.

In some instances, valuable object targets will be protected by locks, traps or security systems. The more deadly protections are reserved for more experienced adventurers, so any such devices will be uncommon in environments designed for beginning players, such as this one. The Admin should feel free to create an occasional protection which may confuse or delay characters attempting to find a particular object target, however.

OBJECT TARGETS

- A. Secret Government Security Documents, worth \$2200 to any government, in a manila envelope.
- B. \$10,000 in counterfeit (but well done) local currency—small bills in a paper sack.
- C. The missing "Serpent's Eye" topaz worth \$20,000 uncut.
- D. Pocket sized power adapter "Ergo" able to produce 10 percent more energy than goes into it. (fake). Asking price \$5000 down payment.
- E. 8" x 10" Picasso canvas portrait, unframed, worth \$6,000, rolled in a tube.
- F. Mind altering drug formulae (untested) worth \$24,000. Has a 10% chance of success, increasing Knowledge 1-10, and a 90% chance of failure, decreasing Knowledge 1-100.
- G. Only known preserved body of an eight-legged insect Pseudo-arachnid octo in a test tube (fake).
- H. Coagulation beam installation blueprint worth \$50,000 to interested parties.
- I. Keys to \$15,000 unregistered limousine parked just east of Sprechenhaltestelle.
- J. Explosives in a one button box that will explode with 1-20 hits of damage to all within 30 feet when button is pressed.

- K. Complete set of fake identification papers, valid only if used immediately: "Max Schultz, free lance photographer," citizen of U.S.A.
- L. Keys to \$15,000 limousine parked just east of Sprechenthaltestelle which will explode with 1-20 points of damage if sat in before key is inserted into ignition.
- M. Box of one dozen (12) depressant poison-tipped .22 handgun bullets.
- N. Bottle of 100 tablets, 10 of which are scored and are in reality deliriant poison. Other 90 are sugar.
- O. Set of handcuffs with a pair of duplicate keys.
- P. A box of 50 .22 caliber dum-dum handgun bullets.
- Q. Lockpick set.
- R. A roll of twelve \$100 bills, U.S. currency.
- S. Tin can containing uncut diamonds: 25 at \$10-\$1000 each.
- T. Dagger with a fake-jewelled handle (/12/-4) worth \$10.
- U. Blueprint map (shows immediate building and nothing else.)
- V. Miniature ivory walrus statue worth \$29. Small storage area for microdot in each eye. Info on one microdot is worth \$1000.
- W. .38 self-load handgun with 8 cartridges that never fire, but always jam—a worthless weapon and ammunition.
- X. A .10 caliber self-loading 6 shot handgun with no ammo. (/4,3,5,1,5/18/-6/0)
- Y. Wrist watch capable of detecting electronic surveillance equipment in 10' radius when pin is pulled. Dial flashes when close to bug.
- Z. Half-used book of 10 matches that give off sleep gas when lit.
- AA. Non-metallic death ring holding one dose of irritant poison which will inject anyone who puts on the ring. Only pain will be a needle prick. Stone in ring is worth \$75 loose.
- BB. Hand Grenade disguised as cigarette lighter. Has a fake diamond on exterior for ornamentation. Three second fuse ignites fragmentation grenade after flame is flicked on.
- CC. Mouth piece replacement transmitter for a telephone. No receiver. Worth \$10.
- DD. Top secret document copies said to be worth \$1200 (actually worthless).
- EE. Deck of playing cards actually disguising 52 photographs of military weapon installations worth \$100 each.
- FF. Bullet proof vest worth \$75.
- GG. Innocent Telephone Book with no codes or hidden messages within.
- HH. Pornographic magazine with no codes or hidden messages within.

Special note: Even though 34 object targets are listed here, only between 15 to 25 of them should actually be placed in the environment by the Administrator. The remainder should go unused. When object targets are chosen and placed, a good assortment of items should be represented: some very valuable, some worthless, most in between.

THE CHARACTER LISTS

The character lists are designed for multi-purpose use. First of all, they can be used by players to select a player character if they choose to do so rather than roll up abilities of their own; secondly, they can be used as non-player characters in the positions of assistants. In either case, certain dice rolls will be made to determine various particulars about each character. There are separate lists of 10 characters each for the three classes (bureaus) of assassins, investigators, and confiscators. The guidelines below explain how to use the lists depending upon desired applications.

SELECTING A PLAYER CHARACTER FROM THE CHARACTER LISTS

If a player prefers to choose a character from the lists rather than roll one up himself, he first determines the bureau classification of the character he wishes to play. He then examines the list of character names which appears on the back side of the "PLAYERS' BACKGROUND SHEET", and either chooses one he likes or rolls randomly to determine which one will be used. In any event, his choice is made without knowing further details about the character's exact ability ratings, which will be given to him by the Administrator once his decision is made. The personal traits are fixed, and may not be adjusted.

Once a player has gotten his character in this manner, he records the personal traits and selects his character's alignment (organization or agency). The player then determines wealth owned (which may be an amount given by the Admin, such as \$300-500) and obtains equipment (which again can be given by the Admin, or purchased from the Price List within the game booklet with the funds provided). The Administrator determines Fame and Fortune values for the character and records them secretly. All characters will begin at the first level of experience in their respective bureau classification.

USING THE CHARACTER LISTS FOR ASSISTANTS

Players about to embark on a mission may well wish to have additional assistance on the part of other fellow agents, and these other operatives are non-player characters who will act as assistants, assigned by their superiors to accompany the player characters for this undertaking.

The number of non-player characters available to a party of player characters is determined by consulting the table below, and by appropriate dice rolls as noted. The number of assistants available depends upon the number of player characters in the party—the more player characters participating, the fewer assistants available.

AVAILABILITY OF ASSISTANTS

| Player Characters | Chance For Assistants & Number Available |
|-------------------|---|
| 2 | 100% chance of 1-4 |
| 3 | 75% chance of 1-3 |
| 4 | 50% chance of 1-2 |
| 5 | 25% chance of 1 |
| 6 or more | None |

Once the party of players has determined that one or more non-player characters will be assigned to join their adventuring group, a 10-sided die is rolled on the following table to determine their bureau classification:

**TOP
SECRET**

BUREAU CLASSIFICATION OF ASSISTANTS

| | | | |
|---|---------------|----|--------------------|
| 1 | Assassination | 6 | Confiscation |
| 2 | Assassination | 7 | Investigation |
| 3 | Assassination | 8 | Investigation |
| 4 | Confiscation | 9 | Investigation |
| 5 | Confiscation | 10 | Any bureau desired |

Once a bureau classification for each non-player character has been determined, the appropriate listing of available characters for that bureau is consulted, and a character is either chosen by the Administrator or a die is rolled to choose one randomly. Once the determination has been made, the Admin gives the players specifics on the non-player character's personal traits, as well as other pertinent details (which are described following each character listing depending upon bureau classification). The alignment (national or political loyalty) of any non-player character will generally be compatible with the rest of the group since the agent has been assigned by the player characters' own agency or organization (as an option, the Admin can roll at a 10% chance for a particular assistant to be an "independent", or mercenary type of agent who is offering his services for a single mission).

Non-player characters may vary widely in personality. The Administrator plays their part to a great degree, although the players indicate what instructions or orders they are giving to the non-player characters during the course of a mission. The Admin can choose any personality he wants for a non-player character, or can determine the character's attitude by rolling on the table which follows. The other traits are those of the character itself—courage, physical strength, etc. The non-player character's personality as played by the Admin could be based upon those traits—a character high in physical strength might like roughing up others, for example, or a character high in courage might actually be reckless, etc. These variables give a distinct personality to each non-player agent (in this case, assistants), and provide the players with a measure of uncertainty in any case, since they are never informed of the exact personalities of non-player characters. Instead, they will discover them through interaction with the characters (as portrayed by the Admin), and by observing them in the course of the mission.

NON-PLAYER CHARACTER PERSONALITY

Attitude

- 1 Helpful/cooperative
- 2 Helpful/cooperative
- 3 Helpful/cooperative
- 4 Helpful/cooperative
- 5 Helpful/cooperative
- 6 Helpful/cooperative
- 7 Unreliable
- 8 Apathetic/lazy
- 9 Obstinate/argumentative
- 10 Domineering

Non-player characters will carry no wealth other than 1-100 dollars for incidental expenses. Agents will possess normal clothing as appropriate to the mission. In most cases, they will carry their own weapon and/or protection, plus possibly possess some useful bit of equipment. This will be determined by the Admin, who may make such a decision personally, or who may instead cast percentile dice once on each of the following tables:

NON-PLAYER CHARACTER ARMAMENT

- | | |
|-------|----------------------------|
| 01-20 | .22 Beretta (d)* |
| 21-35 | 9mm Luger (f)* |
| 36-49 | 9mm Walther PPK (h)* |
| 50-64 | .357 Snub Revolver (i)* |
| 65-74 | .45 US Gov. self load (l)* |
| 75-80 | 9mm Uzi (t) |
| 81-85 | 5.56mm NATO CAR-15 (y) |
| 91-00 | None |
- *includes holster

NON-PLAYER CHARACTER EQUIPMENT

- | | |
|-------|--|
| 01-20 | Weapon silencer |
| 21-30 | Sleeping gas capsules (2) |
| 31-35 | Small tool kit |
| 36-40 | Brass knuckles |
| 41-45 | Bulletproof vest |
| 46-50 | Light intensifier goggles |
| 51-55 | Normal 35mm camera and film (w/flash) |
| 56-60 | Miniature camera, normal type (w/flash) |
| 61-65 | Lock pick set |
| 66-70 | Miniature radio transceivers (2) |
| 71-75 | Metal cutting torch |
| 76-80 | Truth serum doses (2) w/hypodermic and syringe |
| 81-85 | Tear gas canister |
| 86-90 | Fragmentation grenade |
| 91-95 | Smoke grenades (2) |
| 96-00 | Plastic explosive (1/2#) and plunger detonator w/75' of wire |

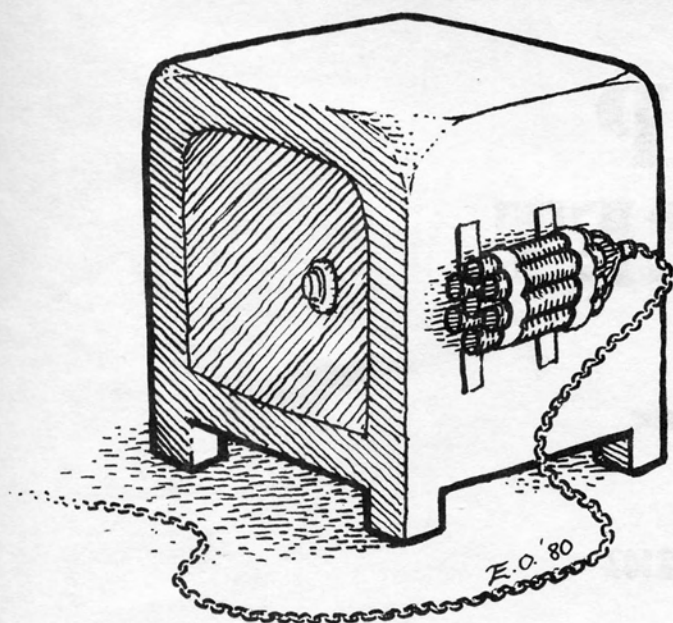


MASTER LIST OF POTENTIAL CHARACTERS

Secondary and tertiary trait values not given in these listings can be easily computed using the primary trait values given.

ASSASSINS

1. "The Silencer," a gentleman and a scholar. (95-95-90-97-93-90/92-94-95/19). Likes a silencer on any weapon he uses.
2. "Kingbreaker," a not-so-nice guy. (91-33-85-18-95-95/95-97-57/18). Prefers political targets.
3. "Shark," ex-marine, ex-bouncer, pool hustler, (94-61-96-26-99-94/97-60-63/19). Likes pool shooting and barroom brawls.
4. "Dr. Firestone," explosives expert. (90-90-60-41-20-71/46-56-31/15). Prefers plastic explosives over dynamite.
5. "Omega," last person victims see. (93-91-86-60-90-87/89-74-75/18). She enjoys hunting and short range shots.
6. Brandon, world famous bodyguard. (97-77-96-96-105-107/106-102-101/19). Will use his own body to protect others.
7. Sven, ex-Olympic weightlifter. (114-68-102-43-87-84/86-64-65/22). Likes to lift and mangle things.
8. Tsuji, martial arts expert. (93-117-91-40-93-81/87-61-67/18). Prefers a sword over a gun.
9. Hidalgo, knife thrower. (102-24-61-09-107-96/102-53-58/16) AOK: Metallurgy-113. Prefers throwing knives over guns.
10. K-101, marksman extraordinaire. (34-59-60-82-113-116/115-99-98/9). Likes to use a 9mm self-load handgun.



CONFISCATORS

1. "Pigeon," ex-con prisons expert. (86-80-72-29-94-73/84-51-62/16). AOK: Architecture-103. Hates being confined.
2. "Whitecollar Harry," computer circuitry expert. (47-106-97-74-98-100/99-87-86/14). AOK: Electrical Engineering-107.
3. "Green Thumb," counterfeiter. (91-101-88-04-119-15/67-10-62/18). AOK: Metallurgy-114, Photography-118, Arts and Crafts-122.
4. "Flin-Flam Sam," con-artist. (62-102-85-103-94-67/81-85-99/15). Preys on gullible, greedy, wealthy persons.
5. "Fingers" Malone, master in sleight of hand. (102-91-58-47-120-59/90-53-84/16). Loves playing cards and gambling.
6. Max Wheeler, vehicle transportation specialist. (81-07-27-32-99-64/82-48-66/11). AOK: Transportation Engineering-104.
7. Charles Wafflehanger, nobody, two-bit thief. (39-49-60-65-100-09/55-37-83/10). Average-appearing Western citizen.
8. Wes Smith, firearms and ammo provider. (51-16-89-84-69-22/46-53-77/14). AOK: Metallurgy-104. Prefers a trick gun.
9. Ms. Narc, controlled substance and contraband smuggler. (66-82-30-103-104-108/106-106-104/10). AOK: Medicine-103.
10. Mr. Mikado, businessman dealing in rare commodities. (98-103-69-95-91-89/90-92-93/17). AOK: Economics/Finance-112.

INVESTIGATORS

1. "Shadow," nondescript tail. (56-48-84-36-62-40/51-48-49/8). Likes dark alleys and underground tunnels.
2. "The Inquisitor," veteran investigation specialist. (105-94-81-92-92-51/72-72-92/19). Slightly mad, but highly efficient.
3. "Glass Eyes," typical window-watcher. (33-18-63-81-32-93/63-87-57/10). Likes to carry camera or binoculars at all times.
4. "The Magician," master of disguise. (111-106-91-91-92-74/83-83-92/20). AOK: Arts and Crafts-117. Loves parties and crowds.
5. "Sparks," electronic surveillance expert and radio operator. (89-98-33-33-109-66/88-50-71/12). AOK: Electrical Engineering-112.
6. "Ratchet," safe cracker and security breaker. (90-63-74-57-102-75/89-66-80/16). AOK: Mechanical Engineering-111.
7. Lafayette True, righter of wrongs. (76-52-50-83-41-63/52-73-62/13). Decent, fair man of good intentions.
8. Melville Sharp, wronger of rights. (79-02-17-38-36-38/37-38-37/10). Bumbling, unlucky, all-around loser.
9. Mr. Hide, wire tap and bugging expert. (95-96-59-33-92-52/72-43-63/15). AOK: Electrical Engineering-111.
10. ?, mysterious unseen master of surveillance. (103-94-102-106-95-95/96-101-101/21). Wears mask and gloves at all times.

**TOP
SECRET**

By Merle M. Rasmussen

AN INTRODUCTORY GAME MODULE FOR

TOP SECRET™

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**TSR Games
POB 756
Lake Geneva, WI 53147
ISBN 0-935696-17-2**

**AGENT
FILE
001**

**TOP
SECRET**

MISSION BRIEFING

**OPERATION: SPRECHENHALTESTELLE
CODE NAME: PISCES**

**Agency courier is required by law to demand proof
of security clearance by seeing your card 7006.
This file cannot be relinquished without such posi-
tive proof of identity and clearance.**

PLAYERS' BACKGROUND SHEET

RECONNAISSANCE BRIEFING: Sprechenhaltestelle, situated in a somewhat run-down section of a small neutral European town, has been known as the Hot Spot of the Cold War since the mid-1940's. Here, under the guises of travelling businessmen, tourists, shopkeepers, fishermen, importers, and peasants, international foreign services' agents have carried on a flourishing espionage business for over three decades. Information, goods, defectors, and refugees flow through this quaint waterfront community as readily as cash and bullets will allow.

The local police rarely patrol this section of town due to the low percentage of crimes reported. They tend to look the other way and let the local citizenry take care of its own misdemeanors. If the police are called, they show up in force, usually for their own protection and will normally investigate explosions and fires the next day.

It has been reported that if you want anything in the spy line you can get it in Sprechenhaltestelle. Military, political, scientific, and industrial secrets tend to pass through here. Weapons, forged papers, equipment, and pleasure can be bought for a price. Common thugs, smugglers, informers, and cutouts can almost be hired on the street. Only two things are not allowed in this district: one, to kill for no good reason, and two, to squeal on a friend.

So, with these warnings in mind both new and experienced agents can be sent here to catch up on the latest news, purchase a necessary commodity or service, or seek out personal challenges which may introduce them to the dangers and rewards of espionage.

Three major political factions are represented in Sprechenhaltestelle. The West and the East both assist defectors and refugees coming over to their respective sides as well as try to detain citizens leaving their homelands. The third faction, assumed and proclaimed Neutral, tends to aid anyone needing assistance—for a price. The three factions exist in relative peace but will not hesitate to draw blood to reach their respective political goals.

CURRENT STATUS BRIEFING: Somewhere in Sprechenhaltestelle East to West defectors are repeatedly captured and held at auction where they are purchased by interested powers. Two recently acquired energy technician colleagues, Ivan Ikatchtakoph and Karl Petrovich, are now believed to be within Sprechenhaltestelle. Ikatchtakoph is being held in a place called "paradise control" until he fetches a higher price by another power. Petrovich is being entertained in "Amontillado Alley" until he tells his captors all of his technical knowledge, which will be put on tape which can then be copied and sold on the world black market. Unfortunately, once finished with this exhaustive narrative Petrovich will probably disappear without a trace, as many before him have already.

MISSION OPTIONS: There are three missions available to daring agents or teams. The first mission is to find those responsible for the capturing and auctioning of these defectors who have already earned their freedom from the East. Once you have identified the culprits you are to make sure they cease their despicable kidnapping.

The second mission is to locate and disrupt "paradise control", rescue Ikatchtakoph, and get out of town alive.

The third mission is to locate "Amontillado Alley", rescue Petrovich if he's alive, destroy any tapes he has made if he can still talk (if not, take the tapes with you), and discover how captured defectors vanish without a trace.

EMBARKATION: Sprechenhaltestelle is of easy access. No one seems to notice or care whether you arrive at the waterfront by marine vehicle or step out of a land vehicle on one of the surrounding avenues.

Due to city zoning laws and the new influx of tourist trade, many of the inner streets and alleys are closed to motorized traffic. Land vehicles cannot be parked along the surrounding avenues. Marine vehicles cannot remain docked along the wharf due to merchant vessels loading and unloading. If a character can travel off the edge of the map, even if he has to swim, he is considered beyond pursuit and safely dispatched.

Customarily, agents arrive either by walking into this district on foot, being let off on the curb by cars or taxis, or rarely, by water. Air travel stirs up too much notice since there is no local airport or heliport near Sprechenhaltestelle.

Good luck.

PLAYERS' LIST OF POTENTIAL CHARACTERS

Listed here are 10 characters of each of the three character bureaus. The Administrator has a more complete listing of each character's personal traits and other information.

ASSASSINS (PHYSICAL STRENGTH IMPORTANT)

1. "The Silencer," a gentleman and a scholar.
2. "Kingbreaker," a not-so-nice guy.
3. "Shark," ex-marine, ex-bouncer, pool hustler.
4. "Dr. Firestone," explosives expert.
5. "Omega," last person victims see.
6. Brandon, world famous bodyguard.
7. Sven, ex-Olympic weightlifter.
8. Tsuji, martial arts expert.
9. Hidalgo, knife thrower.
10. K-101, marksman extraordinaire.

CONFISCATORS (COORDINATION IMPORTANT)

1. "Pigeon," ex-con prisons expert.
2. "Whitecollar Harry," computer circuitry expert.
3. "Green Thumb," counterfeiter.
4. "Flim-Flam Sam," con-artist.
5. "Fingers" Malone, master in sleight of hand.
6. Max Wheeler, vehicle transportation specialist.
7. Charles Wafflehanger, nobody, two-bit thief.
8. Wes Smith, firearms and ammo provider.
9. Ms. Narc, controlled substance and contraband smuggler.
10. Mr. Mikado, businessman dealing in rare commodities.

INVESTIGATORS (CHARM IMPORTANT)

1. "Shadow," nondescript tail.
2. "The Inquisitor," veteran investigation specialist.
3. "Glass Eyes," typical window-watcher.
4. "The Magician," master of disguise.
5. "Sparks," electronic surveillance expert and radio operator.
6. "Ratchet," safe cracker and security breaker.
7. Lafayette True, righter of wrongs.
8. Melville Sharp, wronger of rights.
9. Mr. Hide, wire tap and bugging expert.
10. ?, mysterious unseen master of surveillance.

Your Administrator has a complete list of guidelines for the use of these lists; they appear here for your reference only.

TIPS FOR PLAYERS

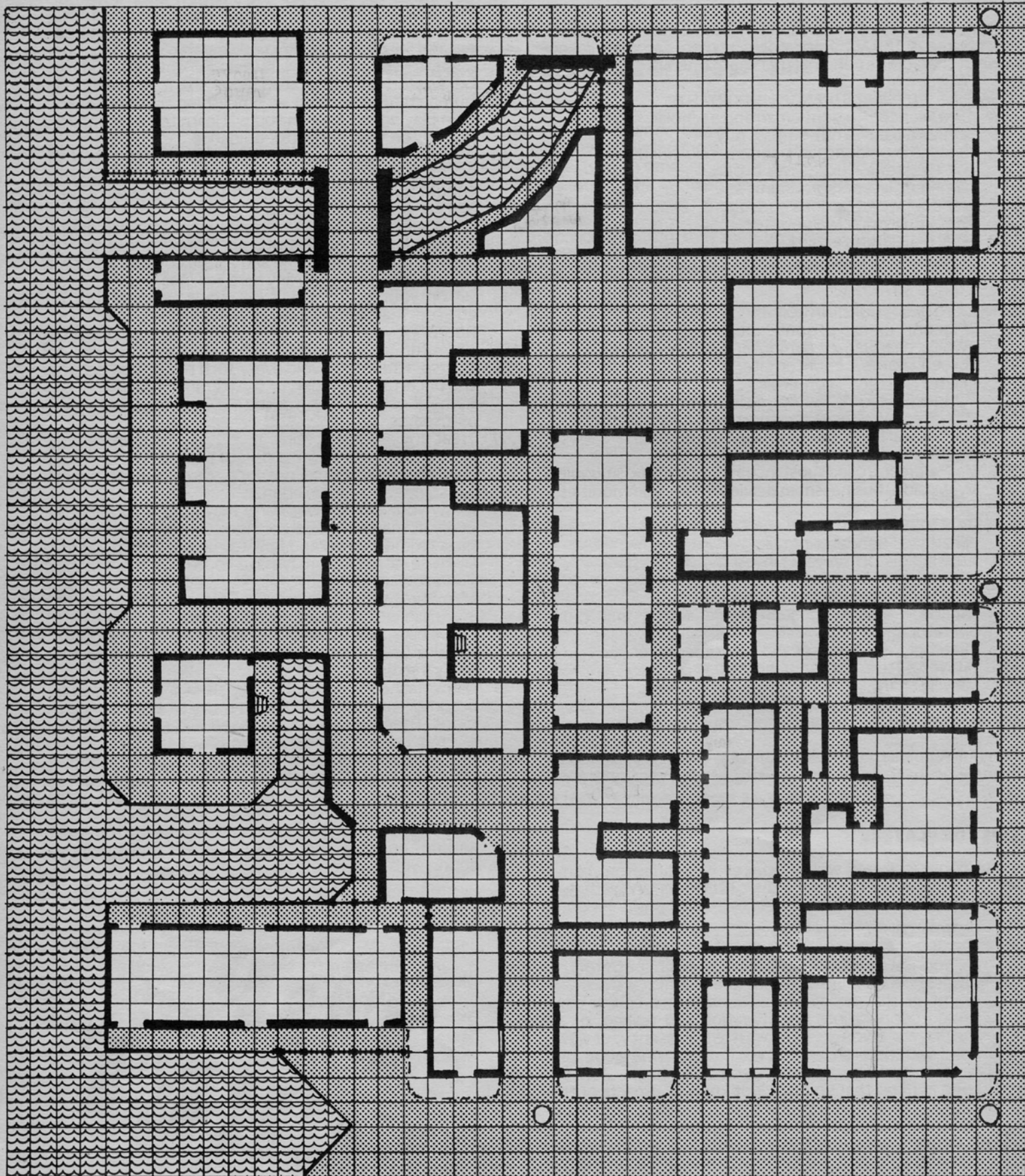
Beginning players would do well to profit from some basic advice before beginning their TS careers, and with that in mind the following points are offered for consideration:

- 1) Be an organized player. Keep accurate records on your character (experience, abilities, items possessed, etc.) for your own purposes and to aid the Administrator.
- 2) Always keep in mind that the Administrator is the moderator of the game, and as such, deserves the continued cooperation, consideration and respect of all the players. If you disagree with him, present your viewpoint with deference to his position as game judge, but be prepared to accept his decision as final—after all, keep in mind that you may not know all aspects of the overall game situation, and that in any case, not everything will always go your way!
- 3) Cooperate with your fellow players and work together when adventuring. Remember that on any foray into an environment, a mix of character classes will be beneficial, since the special abilities of the various characters will complement each other and add to the overall effectiveness of the party.
- 4) Be neither too hasty nor too sluggish when adventuring. If you are too fast in your exploration, you may recklessly endanger yourself and your fellow adventurers and fall prone to every trick and trap you encounter. If you are too slow, you will waste valuable time and may be waylaid by more than your share of wandering human targets without accomplishing anything. As you gain playing experience you will learn the proper pace, but rely on your Admin for guidance.
- 5) Avoid arguing. While disagreements about a course of action will certainly arise from time to time, players should quickly discuss their options and reach a consensus in order to proceed. Bickering in the environment will create noise which may well attract wandering human targets or security personnel. Above all, remember TS is just a game and a little consideration will go far toward avoiding any hard feelings.
- 6) Be on your guard. Don't be overly cautious, but be advised that some non-player characters may try to hoodwink you, players may doublecross you, and while adventuring, tricks and traps await the unwary. Of course, you won't avoid every such pitfall (dealing with the uncertainties is part of the fun and challenge of the game), but don't be surprised if everything is not always as it seems.
- 7) Treat any assistants fairly. If you reward them and do not expose them to great risks of life and limb that your own character would not face, then you can expect assistance and cooperation.
- 8) Know your limits. Your party may not be a match for every human target you encounter, and occasionally it pays to know when and how to run away from danger. Likewise, a mission may have to be cut short if your party suffers great adversity and/or depleted strength. Many times it will take more than one mission to accomplish certain goals, and it will thus be necessary to come back away from an environment to heal wounds, restore used equipment and ammo, and reinforce a party's strength.
- 9) Use your head. Many of the goals of a mission can be accomplished through the strength of arms or equipment. Others, however, demand common sense and shrewd judgment or deception as well as logical deduction. The most successful players are those who can effectively use all aspects of the game to advantage.
- 10) TS is a role playing game, and the fun of the game comes in playing your character's role. Take on your character's persona and immerse yourself in the game setting, enjoying the fantasy element and the interaction with your fellow players and the Administrator.

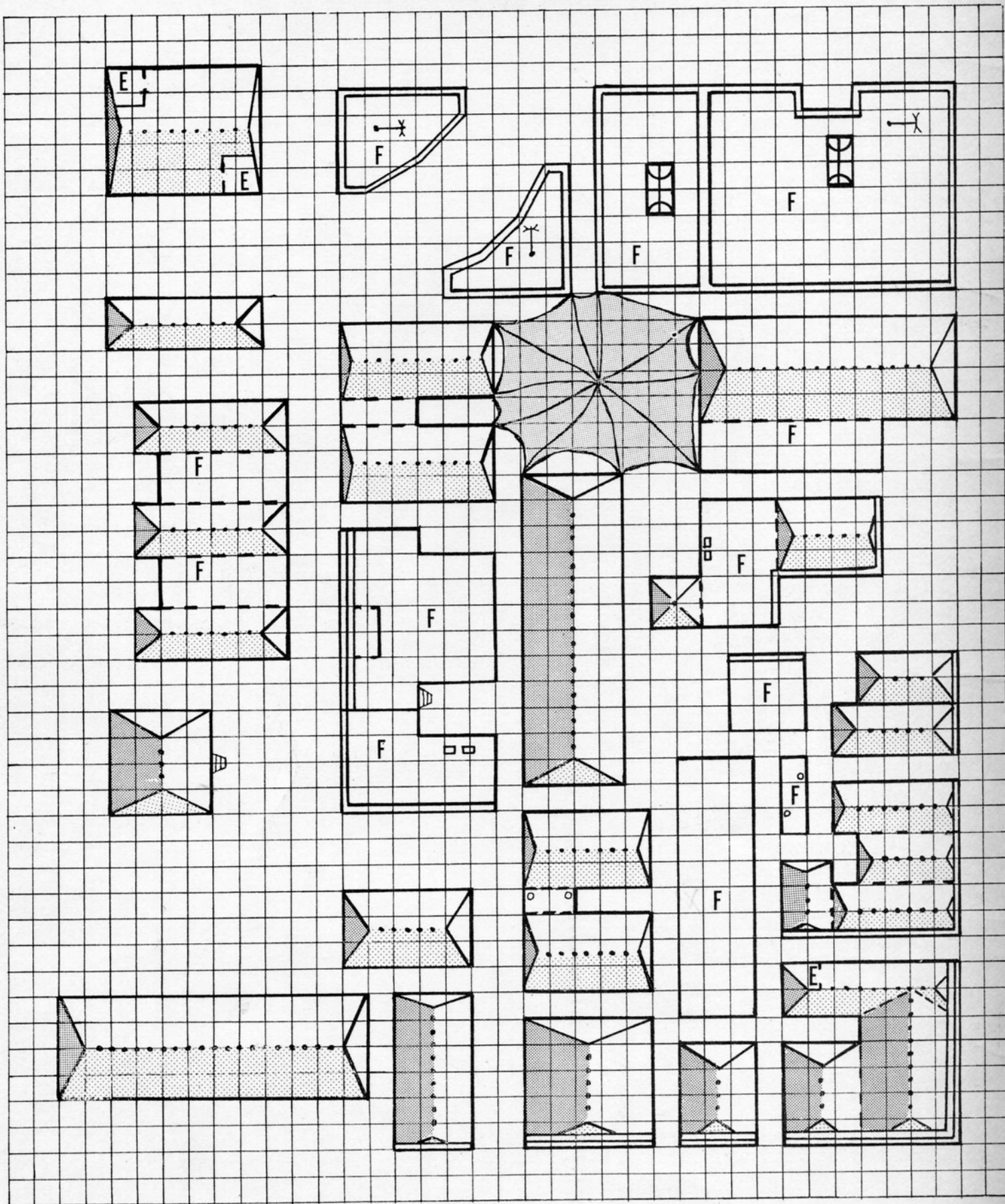
Enjoy yourself, and good luck!

TOP SECRET

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SPRECHENHALTESTELLE AGENT'S MAP



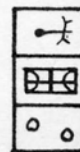
FLAT ROOF
FIVE FOOT GABLE
TEN FOOT GABLE
CREST



VALLEY
FIVE FOOT FALSE FRONT
TEN FOOT FALSE FRONT
ELEVATOR LIFT HOUSE

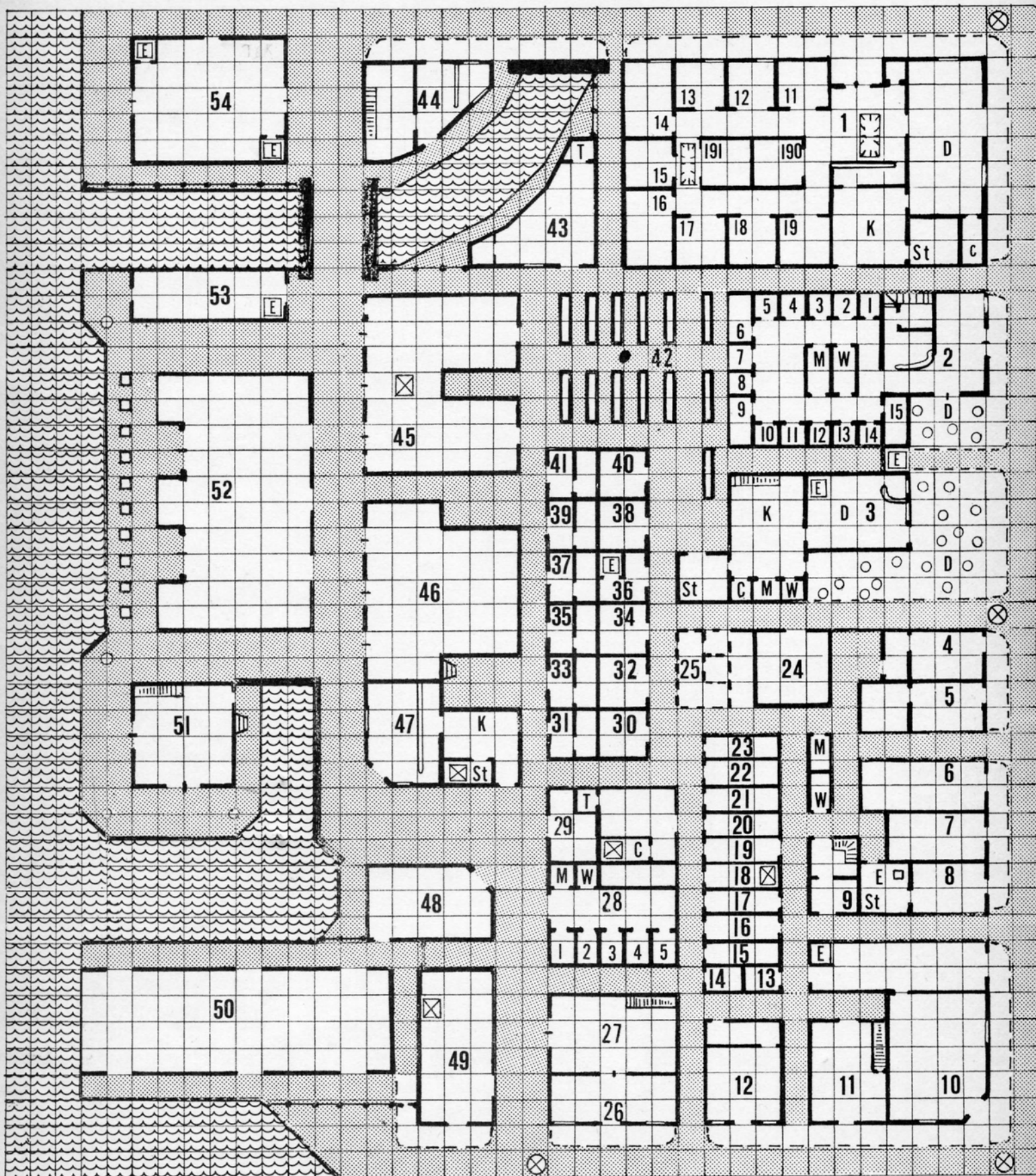


CHIMNEY
SAIL CLOTH
PINNACLE



ANTENNA
SKYLIGHT
STAND PIPES

STREET LEVEL



DOORS
WINDOW
DOUBLE DOORS
STAIRS DOWN
STORAGE; CLOSET



SKYLIGHT ABOVE
CHAIN LINK FENCE
CURBING
WATER
TOILET



ELEVATOR
TRAPDOOR
LADDER
MANHOLE
KITCHEN; DINING



| | |
|---|---|
| | |
| M | W |
| Q | |

**PILLARS
SEWER DRAIN ABOVE
SECRET DOOR**

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By Merle M. Rasmussen

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