

ADMINISTRATOR'S SCREEN AND MINI-MODULE

START:

Find enclosed one TSR TOP SECRET® Administrator's Screen, with all necessary game charts and tables. Also find one mini-adventure, OPERATION: Executive One. Agents must rescue the President of the United States from a squad of corporate mercenaries. END.

TOP SECRET
ESPIONAGE GAME



6601

TSR
The Game Wizards
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WEAPONS CHART

Quick Reference Code	WEAPON	PWV	PB	RANGE MODIFIER						Rate	Ammo	Cost	Decp	A	C	F	P	R	HWV
PISTOLS																			
a	.22 ball point pen, 1-shot	14	0	-50	X	X	A	1	1	140	0	1	6	1	3	1	2		
b	.22 small frame, swing-out revolver	23	0	-40	-145	X	F	1	6	300	-2	5	5	3	3	6	4		
c	.22 double-action self-load	23	0	-45	-145	X	F	1	8	325	-2	6	5	4	3	5	4		
d	.22 pocket self-load Beretta (Italy)	35	0	-50	-150	X	VF	1	6	350	-2	3	5	5	3	4	4		
e	9mm FN Browning High-powered self-load (Belgium)	47	0	-50	-150	X	VF	1	13	375	-4	3	4	5	6	6	4		
f	9mm P-08 Luger self-load (Germany)	47	0	-55	-145	X	VF	1	8	350	-4	3	4	5	6	6	4		
g	9mm Walther P-38 U.N.C.L.E. short-barrel self-load (Germany)	42	0	-60	-160	X	VF	1	8	350	-3	2	5	5	6	6	4		
h	9mm short Walther PPK self-load (Germany)	37	0	-45	-145	X	VF	1	7	325	-3	3	5	5	5	6	4		
i	.357 snub-nosed, swing-out revolver	31	0	-50	-160	X	VF	1	5	300	-2	3	5	3	4	6	4		
j	.357 Police Magnum swing-out revolver	40	0	-40	-135	X	F	1	6	345	-4	4	4	4	5	6	4		
k	.45 U.S. Gov. revolver	28	0	-45	-140	X	F	1	6	265	-8	3	2	4	6	6	4		
l	.45 U.S. Gov. self-load	45	0	-45	-145	X	F	1	8	295	-8	2	2	5	6	6	4		
CARBINES																			
m	.30 M1 semi-automatic	71	+5	-6	-69	-145	S	2	16	300	NC	20	0	5	3	6	10		
RIFLES																			
n	.22 Galil semi-automatic (Israel)	75	0	-2	-23	-60	S	2	10	325	NC	22	0	5	3	6	16		
o	.30 Johnson semi-automatic	83	+5	-4	-46	-120	S	2	16	300	NC	26	0	5	3	6	16		
p	.303 Lee-Enfield bolt-action (U.K.)	64	+5	-3	-44	-116	S	1	16	275	NC	26	0	4	3	6	16		
SUBMACHINE GUNS																			
q	.45 Thompson	84	+5	-27	-95	-287	BA	5	20,50	300	NC	13	0	6	5	1	12		
r	.45 M3	78	+5	-22	-80	-240	BA	4	30	300	NC	10	0	6	5	1	12		
s	9mm Schmeisser MP-40 (Germany)	78	0	-25	-85	-250	BA	4	32	300	NC	10	0	6	5	1	12		
t	9mm Uzi (Israel)	78	0	-20	-110	X	BA	4	25,32,40	300	NC	10	0	6	5	1	12		
u	9mm short Sterling MK-4 (U.K.)	75	0	-15	-120	X	BA	4	32**	300	NC	10	0	5	5	1	12		
ASSAULT RIFLES																			
v	5.56mm NATO M-16	79	+5	-8	-50	-160	S	3	20	325	NC	16	0	5	4	2	14		
w	7.62mm NATO FAL (Belgium)‡	88	+5	-10	-50	-150	S	3	20	325	NC	16	0	5	4	2	15		
x	7.62mm AKM (U.S.S.R.)‡	85	+5	-10	-60	-175	S	3	10,20,30	325	NC	16	0	5	4	2	14		
‡Note: NATO and Soviet 7.62mm rounds are not interchangeable!																			
y	5.56 mm NATO CAR-15	75	0	-5	-80	-200	S	3	30	325	NC	14	0	4	4	2	13		
SHOTGUNS (Semi-automatic shotguns cost \$100 more; RATE increases to 2; F increases to 5; PWV increases by +15) (Sawed-off shotguns are usable only at point-blank and short range. Add +10 to the RM at point-blank range and -5 to the RM at short range. The DECP rating becomes -10, and the HWV becomes 13.)																			
z	10 gauge variable-choke pump:	84					S	1	5	400	NC	24	0	2	7	6	16		
	full choke		+10	-4	-67†	X													
	modified choke		+10	-4	-50†	X													
	improved cylinder		+10	-4	-54†	X													
aa	12 gauge variable-choke pump:	80					S	1	5	375	NC	24	0	2	6	6	16		
	full choke		+9	-5	-80†	X													
	modified choke		+9	-5	-72†	X													
	improved cylinder		+9	-5	-65†	X													
bb	16 gauge variable-choke pump:	76					S	1	5	375	NC	24	0	2	6	6	16		
	full choke		+8	-7	-107†	X													
	modified choke		+8	-6	-96†	X													
	improved cylinder		+8	-5	-86†	X													
cc	20 gauge variable-choke pump:	72					S	1	5	375	NC	24	0	2	6	6	16		
	full choke		+7	-8	-133†	X													
	modified choke		+7	-7	-120†	X													
	improved cylinder		+7	-6	-108†	X													
dd	28 gauge variable-choke pump:	68					S	1	5	375	NC	24	0	2	6	6	16		
	full choke		+6	-12	-187†	X													
	modified choke		+6	-11	-168†	X													
	improved cylinder		+6	-10	-151†	X													

**Because of the Sterling's side-mounted magazine, users will frequently strap a spare magazine overlapping and in opposition to the feeding magazine for quick reloading. It will take players doing this 3 phases to replace a magazine.

‡Note: The Range Modifier for all shotguns at medium range is as follows — at 51-150 feet the subtraction listed is halved, at 150-300 feet the subtraction is as shown, and shotguns have no effect beyond 300 feet.

CONTACT REACTION TABLE

AGENT'S TRAIT VALUE	CONTACT'S TRAIT VALUE														
	1-10	11-20	21-30	31-40	41-50	51-60	61-70	71-80	81-90	91-100	101-110	111-120	121-130	131-140	141-150
1- 10	F	F	F	F	F	G	G	G	G	H	H	H	I	I	I
11- 20	E	F	F	F	F	F	G	G	G	G	H	H	H	I	I
21- 30	E	E	F	F	F	F	F	G	G	G	G	H	H	H	I
31- 40	E	E	E	F	F	F	F	F	G	G	G	G	H	H	H
41- 50	E	E	E	E	F	F	F	F	F	G	G	G	G	H	H
51- 60	E	E	E	E	E	F	F	F	F	F	G	G	G	G	H
61- 70	D	E	E	E	E	E	F	F	F	F	F	G	G	G	G
71- 80	D	D	E	E	E	E	E	F	F	F	F	F	G	G	G
81- 90	D	D	D	E	E	E	E	E	F	F	F	F	F	G	G
91-100	D	D	D	D	E	E	E	E	E	F	F	F	F	F	G
101-110	C	D	D	D	D	E	E	E	E	E	F	F	F	F	F
111-120	C	C	D	D	D	D	E	E	E	E	E	F	F	F	F
121-130	C	C	C	D	D	D	D	E	E	E	E	E	F	F	F
131-140	B	C	C	C	D	D	D	D	E	E	E	E	E	F	F
141-150	B	B	C	C	C	D	D	D	D	E	E	E	E	E	F
151-160	A	B	B	C	C	C	D	D	D	D	E	E	E	E	E
161-170	A	A	B	B	C	C	C	D	D	D	D	E	E	E	E
171-180	A	A	A	B	B	C	C	C	D	D	D	D	E	E	E
181-190	A	A	A	A	B	B	C	C	C	D	D	D	D	E	E
191-200	A	A	A	A	A	B	B	C	C	C	D	D	D	D	E
201 and higher	A	A	A	A	A	A	B	B	C	C	C	D	D	D	D

CONTACT REACTION KEY

KEY CODE	RESULT	KEY CODE	RESULT
A	Contact will listen to the agent, try to answer anything the agent asks, and try to do anything the agent requests.	F	Contact will not listen to the agent, and (Admin's die roll) will walk away (01-33); will ask the agent to leave (34-66); or will ask the agent to shut up (67-00).
B	Contact will listen to the agent, try to answer anything the agent asks, and will try to do anything the agent requests 50% of the time (01-50 on percentile dice).	G	Contact will not listen to the agent and (Admin's die roll) will hurry away (01-33); will demand that the agent leave (34-66); or will demand that the agent shut up (67-00).
C	Contact will listen to the agent, and will try to answer anything the agent asks.	H	Contact will not listen to the agent, and (Admin's die roll) will hurry away (01-25); will demand that the agent leave (26-50) or shut up (51-75); or will attempt to engage in Hand-to-hand combat (76-00).
D	Contact will listen to the agent, and 50% of the time (01-50 on percentile dice) will try to answer anything the agent asks.	I	Contact will not listen to the agent, and will attempt to engage in Hand-to-hand combat.
E	Contact will listen to the agent, then (die roll) will walk away (01-33); will ask the agent to leave (34-66); or will ask the agent to shut up (67-00).		

GENERAL INJURY DETERMINATION

Dice Result	Location
01-09	head/neck
10-16	right arm
17-18	right hand
19-25	left arm
26-27	left hand
28-46	chest (or upper back)
47-64	abdomen (or lower back)
65-79	right leg
80-82	right foot
83-97	left leg
98-00	left foot

If the target has the advantage of hard protective cover (such as a brick wall, solid furniture, etc.), a hit scored in a body area which is behind the protective cover will actually result in a miss — even though a hit was originally indicated. As a rule of thumb, a person firing a pistol over a wall will expose their head and gun arm. A person firing a rifle over a wall or around a corner will expose the head, both arms, and (if around a corner) one leg. These guidelines and common sense can be used to judge other situations not covered here.

PROJECTILE COMBAT DAMAGE

10-SIDED DIE ROLL	TYPE OF WOUND	LIGHT (1-5)	SERIOUS (6-10)
1-2	Abrasion	1 point	2 points
3-4	Incision	3 points	4 points
5-6	Laceration	5 points	6 points
7-8	Puncture	7 points	8 points
9	Fracture	9 points	10 points
10	Internal Damage	11 points	12 points

CHARACTER MOVEMENT RATE TABLE (Feet/ Turn)

MOVEMENT VALUE	1-120	121-220	221-300	301 +
FITNESS RATING	Weakling	Average	Strong	Super
TYPE OF MOVEMENT				
Crawling*	5 ft.	10 ft.	15 ft.	20 ft.
Walking*	20 ft.	25 ft.	30 ft.	35 ft.
Running*	60 ft.	75 ft.	90 ft.	105 ft.
Running and dodging*	35 ft.	40 ft.	45 ft.	50 ft.
Wading,				
waist to neck deep	5 ft.	10 ft.	15 ft.	20 ft.
Swimming**	10 ft.	15 ft.	20 ft.	25 ft.

*When moving uphill or over very rough terrain, reduce the distance covered by $\frac{3}{4}$ the amount shown.

**When swimming with fins, add 5 ft./turn to the distance.

HAND-TO-HAND COMBAT RESULTS

S1 — A defense called "Situation One." This can be applied when the defender's HTH value is less than or equal to twice the Offense value of the attacker.

S2 — A defense called "Situation Two." This can be applied when the defender's HTH value is greater than two times the Offense value of the attacker.

S3 — A defense called "Situation Three." This can be applied if the defender's Physical Strength value is greater than or equal to the attacker's Physical Strength plus 100.

V — Percentile dice roll	Damage
01-33	0
34-66	1 point
67-00	2 points

W — Percentile dice roll	Damage
01-25	1 point
26-50	2 points
51-75	3 points
76-00	4 points

X — Percentile dice roll	Damage
01-20	3 points
21-40	4 points
41-60	5 points
61-80	6 points
81-00	7 points

Y — Percentile dice roll	Damage
01-15	5 points
16-30	6 points
31-50	7 points
51-70	8 points
71-85	9 points
86-00	10 points

Z — Percentile dice roll	Damage
01-10	8 points
11-20	9 points
21-30	10 points
31-40	11 points
41-50	12 points
51-60	13 points
61-70	14 points
71-80	15 points
81-90	16 points
91-00	17 points

INJURY MODIFIERS

OFFENSIVE FIGHTER'S FITNESS RATING (see MOVEMENT)	OFFENSIVE FIGHTER'S HTH WEAPON VALUE (does not apply during Judo or Martial Arts combat)	
Weakling	-1	Less than 25 +1
Average	0	25-50 +2
Strong	+1	51-100 +3
Super	+2	101-150 +4
		151-200 +5
OFFENSIVE FIGHTER'S LIMB USE		201-300 +6
		300+ +7
Weak Arm	-1	DEFENSIVE FIGHTER USES
Strong Arm	0	A DEFENSIVE MANEUVER
Weak Leg	-1	ON A COMBAT CHART
Strong Leg	0	BEYOND HIS/HER
Wearing Boxing Gloves	-2	ALLOWABLE COMBAT
Wearing Karate Padding	-2	KNOWLEDGE +3

SWORDPLAY TABLE (PE/MS: 75/65)

ATTACK	DEFENSE					
	PARRY		UPSWEEP		DOWNSWEEP	
STAB TO:	SS	OS	SS	OS	SS	OS
Head	Y	Y	—	—	Y	Y
Arm	—	W	—	W	—	W
Torso	—	—	V	X	—	X
Leg	V	W	V	W	—	W

CUT TO:

Head	—	Y	—	Y	Y	Y	Y
Arm	—	W	—	W	—	W	W
Torso	—	Y	—	Y	—	Y	Y
Leg	V	W	V	W	—	W	W

An Agent may take three total actions on this table —up to two attacks and up to two defenses.

POSSESSION COMBAT TABLE

DIFFERENCE IN VALUES	DICE RESULT	
	In possession of lower value fighter "A"	In possession of higher value fighter "B"
0	01-50	51-00
1-10	01-45	46-00
11-20	01-40	41-00
21-30	01-35	36-00
31-40	01-30	31-00
41-50	01-25	26-00
51-60	01-20	21-00
61-70	01-15	16-00
71-80	01-10	11-00
81-90	01-05	06-00
over 90	—	01-00

HTH ACTIONS POSSIBLE

COMBAT TYPE	DEFENSES	ATTACKS	TOTAL ACTIONS
Untrained	Up to 1	up to 2	2 Actions
Knife Fighting	Up to 2	up to 3	3 Actions
Boxing	Up to 2	up to 3	3 Actions
Sword play	Up to 2	up to 2	3 Actions
Judo	Up to 2	up to 2	3 Actions
Martial Arts	Up to 2	up to 3	3 Actions

INTRUDER DISCOVERY TABLE

	Human Guard**	Animal Guard
Solitary Guard	50	45
Lightly Guarded	70	65
Moderately Guarded	90	95
Heavily Guarded	110	125
**The following modifiers are considered for human guards only:		
Darkness, without spotlights or other special illumination		-30
Darkness, with spotlights or other special illumination		-15
Some cover for obscuring intruders		-10
Considerable cover for obscuring intruders		-20
Non-alarm surveillance devices in use (television cameras, etc.)		+20
Recent penetration of secured area (within 48 hours) or guards pre-alerted		+20

UNTRAINED COMBAT TABLE (PE/MS: 0/0)

On the Untrained Combat Table, the attacker must indicate whether a blow or hold is being used before the defender selects his or her defenses.

ATTACK	DEFENSES							
	SS PROTECT	OS PROTECT	FEINT	CLINCH	RETREAT	S1	S2	NONE
Blows								
Hand to: Head/Neck	W	—	W	—	—			W
Chest	V	—	V	—	—			V
Abdomen	V	—	V	—	—			V
Arm	V	—	V	—	—			V
Leg	V	—	V	—	—			V
Foot to: Head/Neck*	X	—	X	—	—			X
Chest*	X	—	X	—	—			X
Abdomen	W	—	W	—	—			W
Arm*	V	—	V	—	—			V
Leg	W	—	W	—	—			W
Sap	Y	—	Y	—	—			Y
Billy club	Y	—	Y	—	—			Y

Holds

Hand over Mouth			+	—	—	+	**	+
Bear Hug			X	—	—	X	**	X
Arm around Neck			Y	—	—	Y	**	Y
Hands on Throat			X	—	—	X	**	X
Comealong Lock			X	—	—	X	**	X
Bite to: Head			W	—	—	W	**	W
Chest			V	—	—	V	**	V
Abdomen			V	—	—	V	**	V
Arm			V	—	—	V	**	V
Leg			V	—	—	V	**	V

*Possible only if opponent is prone or kneeling.

+No damage, but hold successful.

**Hold unsuccessful, broken.

KNIFE FIGHTING (PE/MS: 35/25)

An attack on this table may only be made if the attacker has a knife. The attack is always made with the hand containing the knife. Switching the knife from one hand to the other counts as an action. The defender may select one defense from Block, Point Block, and Catch and one from all the other defenses. Point Block may be chosen only if the defender also has a knife, and only to the side which the knife is on.

ATTACK	DEFENSES											
	BLOCK		POINT BLOCK		CATCH		SLIP		FEINT	CLINCH	RETREAT	NONE
SS Wrist	W	—	—	W	W	—	W	—	W	—	—	W
OS Wrist	—	W	W	—	—	W	—	W	W	—	—	W
Abdomen	—	—	—	—	Y	—	X	—	Y	Z	—	Y
OS Kidney	Z	—	Y	—	Y	—	—	Z	Z	Z	—	Y
Upstroke/Ribs	Y	—	X	—	Y	—	X	W	—	Y	—	Y
Throat	Y	—	X	—	—	—	X	X	—	—	—	Y

BOXING COMBAT TABLE (PE/MS: 65/50)

ATTACK	DEFENSES										
	BLOCK		SLIP		DUCK	BOB	WEAVE	FEINT	CLINCH	RETREAT	NONE
Jab: Head	Y	—	Y	—	—	V	V	Y	—	—	Y
Abdomen	X	X	—	—	Y	Y	V	X	—	—	X
Hook: Head	Y	—	Y	V	—	—	W	Y	—	—	Y
Cross: Head	Y	W	Y	—	—	—	—	Y	—	—	Y
Uppercut: Head	Y	W	V	W	X	W	—	Y	—	—	Y
One-Two	W	W	W	W	—	V	V	Y	—	—	Y
Roundhouse	Y	X	Z	W	—	W	W	Y	—	—	Y
Elbowing	Y	—	Y	—	—	W	W	Y	—	—	Y
Below Belt	Y	Y	—	—	Y	W	W	Y	—	—	Y
Shouldering	X	—	Y	—	—	W	V	X	—	—	X
Head Butt	X	—	X	—	X	W	V	X	—	—	X
Heeling	Y	—	Y	—	—	W	W	Y	—	—	Y
Thumbing	Y	—	X	—	—	V	V	X	—	—	Y
Rabbit Punch	Z	—	Z	—	Z	X	X	Z	—	—	Z

JUDO COMBAT TABLE (PE/MS: 90/75)

If an attack combination (throw with lock) is used, the attacker must attempt to use a lock next turn. The attacker must also specify whether Holds or Throws are going to be used before the defender selects defenses.

DEFENSES

ATTACK	BACK	BREAKFALLS		ROLL	FEINT	CLINCH	RETREAT	NONE
		SIDE	FORE					
Throws								
Ankle	V	—	V	V	V	—	—	V
Ankle w/lock	W	—	W	W	W	—	—	W
Hand/front	V	—	—	V	V	—	—	V
Hand/front w/lock	W	—	—	W	W	—	—	W
Hand/rear	—	—	V	V	V	—	—	V
Hand/rear w/lock	—	W	W	W	W	—	—	W
Hip	V	—	V	W	W	—	—	V
Hip w/lock	X	—	V	W	W	—	—	X
Leg	—	—	—	V	V	—	—	V
Leg w/lock	W	—	W	W	W	—	—	W
Shoulder	W	—	W	W	W	—	—	W
Shoulder w/lock	X	—	X	X	X	—	—	X
Sacrifice	V	V	W	—	W	—	—	V
Sacrifice w/lock	X	X	X	—	X	—	—	X
Holds	S1	S2	S3		FEINT	CLINCH	RETREAT	NONE
Routine Hold	V	*	V		V	—	—	V
Strangle Lock	Y	*	—		W	—	—	Y
Choke Lock	X	*	X		V	—	—	X
Straight Armlock	V	*	W		W	—	—	V
Figure Four Armlock	W	*	W		W	—	—	W
Arm Crush	X	*	X		X	—	—	X

*Hold unsuccessful, broken.

MARTIAL ARTS COMBAT TABLE (PE/MS: 125/100)

One may choose one arm and one leg or two arm defenses. However, the Center Block defense does not permit the use of a second arm defense. Remember that both sides of a maneuver cannot be chosen (thus no Arm Block Left, Arm Block Right combinations; however, an Arm Block Left, Leg Block Right would be perfectly acceptable).

DEFENSES

ATTACK	BLOCK			CATCH											
	SS	OS	CENTER	SS	OS	SS	OS	SS	OS						
	ARM	ARM		LEG	LEG	ARM	ARM	LEG	LEG						
Hand															
Top of Head	—	—	W	W	W	W	—	W	W	—	Y	W	—	—	W
Temple	Y	—	Y	Y	Y	Y	—	Y	Y	—	Y	X	—	—	Y
Eyes	—	—	—	Y	Y	W	W	Y	Y	—	Y	X	—	—	Y
Nose	—	—	—	W	W	W	W	W	W	X	V	W	—	—	W
Ear	X	—	X	X	X	X	—	X	X	—	W	X	—	—	X
Adam's Apple	Y	—	—	Y	Y	X	—	Y	Y	Y	Y	X	—	—	Y
Chest	W	—	—	W	W	X	—	W	W	X	X	W	—	—	W
Lower Ribs	W	—	W	V	V	X	X	W	W	X	—	W	—	—	W
Solar Plexus	X	—	X	V	V	X	—	X	X	Y	X	X	—	—	X
Kidneys	X	—	Y	X	—	X	—	X	X	—	—	X	—	—	Y
Below Navel	X	X	X	—	—	V	—	X	X	Y	—	W	—	—	X
Groin	Y	Y	Y	—	—	—	—	V	V	Z	—	X	—	—	Y
Knee	W	W	W	W	—	W	W	W	—	W	—	V	—	—	W
Elbow	V	—	V	V	—	V	V	V	V	—	—	V	—	—	V
Foot															
Temple	Y	—	Y	Y	—	Y	—	Y	Y	—	Y	X	—	—	Y
Eyes	W	—	—	Y	—	Y	W	Y	W	X	X	Y	—	—	Y
Nose	—	—	—	Y	—	X	X	Y	Y	Z	X	X	—	—	Y
Ear	Y	—	Y	Y	—	Y	—	Y	X	—	—	X	—	—	Y
Adam's Apple	—	—	W	Y	—	—	—	Y	X	Z	X	Z	—	—	Y
Chest	—	—	V	X	—	—	—	X	X	Y	W	W	—	—	X
Lower Ribs	X	—	X	W	—	X	W	—	—	Y	W	X	—	—	X
Solar Plexus	—	—	X	—	—	Y	Y	X	X	Z	X	W	—	—	Y
Kidneys	Y	—	Y	Y	—	Y	—	—	—	—	—	Y	—	—	Y
Below Navel	X	—	W	—	—	X	—	Y	—	Z	—	X	—	—	Y
Groin	Y	Y	X	—	—	Y	Y	Y	—	Z	—	X	—	—	Y
Knee	X	X	X	X	—	X	X	X	—	W	—	X	—	—	X
Elbow	W	—	V	W	—	W	—	—	W	—	—	V	—	—	W
Foot	W	W	W	W	—	W	W	W	—	W	—	V	—	—	W



OPERATION: Executive One

CODE NAME: Uncle Sam

A TOP SECRET® Mini-Module

AGENT INFORMATION

At 1:45 p.m. today, the President of the United States of America was kidnapped. He was speaking at an outdoor meeting of the annual Maple Sugar Festival in Pineton, Maine, a small town near the Canadian border. A small, low-flying aircraft sprayed the entire town meeting with a highly concentrated sleep gas. During the approximately 10 minutes of unconsciousness, the president was taken off the platform and removed to an unknown location. Most intelligence sources believe that the president will be held until nightfall and then moved across the border. All major and minor roads to Canada have been closed. As the only member(s) of your agency on the scene, you have been ordered to mount an investigation in conjunction with the Secret Service.

After several hours of investigation, your suspicions have been drawn to Red Spruce, the 180-acre Worthington estate, outside Pineton. The Victorian mansion and heavily wooded grounds surrounding it have been abandoned for years and are reputed to be haunted by the ghosts of the former owners.

Having decided to search the mansion and grounds, you are now at the base of a long drive leading deep into the woods of the Worthington estate.

STOP! Unless you plan to be the administrator for this module, read no further!

ADMINISTRATOR INFORMATION

The president has been kidnapped by a small group of French mercenaries. These mercenaries were hired by The Cartel, an international criminal organization. The Cartel is being paid by several multi-national corporations that want the president to stop encouraging laws restricting those corporations.

The kidnapping was planned by the mercenaries' leader, Pierre Trusee. He set up headquarters in the abandoned Worthington mansion. A private plane was stolen to drop the sleep gas. The Cartel financed a legitimate shipment of lumber from Pineton to Quebec. The president is to be hidden in a hollow log and shipped to Canada, into the waiting arms of The Cartel. The critical period in Trusee's plan is between the kidnapping and the loading of the president onto the lumber truck; most of the mercenaries will be occupied picking up the truck, leaving only a few to guard the president.

There are a total of eight mercenaries. When the agents reach the house at approximately 2:30 p.m., five of the mercenaries will be away getting the truck. They will return at 6:30 p.m., giving the agents four hours to rescue the president. The characteristics of these five mercenaries are not listed, as the agents should be gone before they return. If the agents have not rescued the president by 6:30 p.m., the administrator may roll the characteristics of the returning mercenaries as they are needed.

THE STORY OF RED SPRUCE

(This information may be given to agents in any fashion.)

In 1888, Jonathon Worthington built a large Victorian mansion in the heart of a 180-acre red spruce forest. He lived there with his 11-year-old daughter Judith. When the depression of the 1890s hit, Mr. Worthington lost his money and hanged himself. His daughter found the body and had a nervous breakdown. She was sent to a sanitorium in New York to recover.

In 1897, Judith married a Mr. Carver and the newlyweds moved into the mansion. In 1898 her husband was killed in the Spanish-American War. Fourteen years later, Judith Carver married William Ward. This husband died in World War I. By now, Judith Ward was becoming a shunned woman. The whole town was shocked when Judith married Charles Pointer in 1926. In 1929, he shot himself after being bankrupted in the Great Depression. Mrs. Pointer went insane, stabbed two servants and then killed herself. Since that time, strange sounds and weird lights have been reported in the mansion.

ENCOUNTER AREAS

WOODED AREA

This section gives further detail on the area around the building itself. It should be studied carefully, as no map of the exterior is provided.

The estate is located in a large forest northwest of Pineton, Maine. It comprises roughly 180 acres of prime red spruce trees. They grow close together and passage between them is difficult, except in cleared areas. Since it is summer, cover is easily available in the forest.

ADMIN NOTES: No amount of searching in the forest will turn up any clues as to what is going on in the house.

THE ROAD AND BUILDING EXTERIOR

A 10' wide dirt driveway runs almost straight north from an east-west access road bordering the south section of the property. The driveway curves enough that the manor is hidden from the road. A length of heavy chain, attached to posts on either side of the road, blocks the way. The chain, with a rusty padlock (-/30) on the right post, hangs about 3' off the ground. A sign mounted on the left post reads "No Trespassing." The chain is too heavy to be cut without special tools.

ADMIN NOTES: Observant agents may notice that the road is suspiciously clear of vegetation. This should not be emphasized in the description, but if agents ask specifically, this should be mentioned.

The driveway leads north for about an eighth of a mile. Suddenly, it opens into a clearing. The clearing is a square measuring about 300' on each side. The mansion stands in the center of the clearing.

A stone well is visible 20' southwest of the west corner of the house. It is 50' deep and is now dry.

The mansion is a two story wood-frame house. Windows are located every 10' on the north, south and west walls of the first floor. There are no windows on the east wall. The east wall does have two chimneys, each located 10' in from the corners.

The second floor has windows above every first floor window, one over the front door and three on the east wall. None of the windows in the mansion are broken.

There are three doorways to the house: the main double doors in the center of the south wall (-/35), a back door (-/-) 30' from the northeast corner of the house and a set of root cellar doors in the middle of the east wall (see 1C). The windows in 9B are above either side of the root cellar entrance.

The roof of the house is slanted, but there is no sign of an attic visible from the outside.

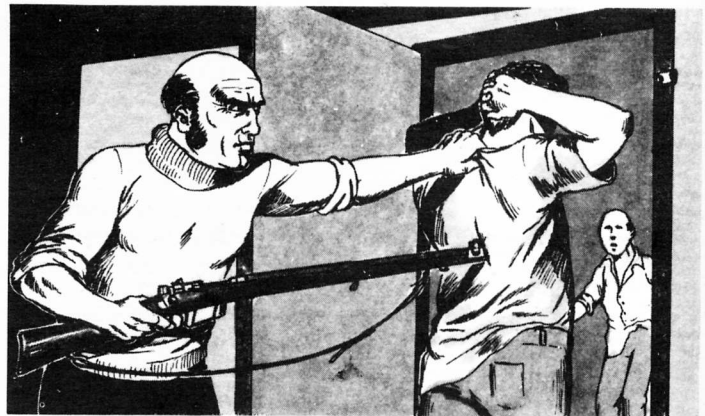
There is a 10' x 10' porch made of stone and mortar at the front door. Several stones are missing from the porch, but it will support the weight of three people.

After an initial examination, any agent with an AOK score of 60 or more in Architecture will notice that several window panes have been replaced recently.

ALARM REACTIONS

Pierre Trusee is in charge of the control room at all times. He will leave only in an extreme emergency or an attack. If the front door or back door alarm sounds, Pierre will use a radio to notify Michael. If the hologram glass is destroyed, the shotgun goes off or the alarm in either of the upstairs rooms sounds, Pierre will give Michael the Enfield with the 4x scope attached and send him outside to watch. Michael will kill anyone leaving the house who he considers a danger to the mission. If the gas bomb goes off, Pierre will send Monk to investigate. Michael will go along if he is still inside. Any agent captured will be locked up with the president, for termination later. If any of the lower level alarms ring, Pierre will prepare an ambush.

Pierre considers secrecy to be an important part of this mission. If possible, he will stay in one place to wait for the return of the other five mercenaries. Pierre, Monk and Michael realize they will be killed by their comrades if the president escapes. Every effort will be made to recapture the president if he escapes.



SPECIAL NOTES ON THE HOUSE

1. There is no electricity or heat in the house.
2. There is no indoor plumbing.
3. All rooms except the kitchen are wallpapered with faded gray paper. The paper is ripped in many places and the plaster shows through.
4. All windows are locked. They open with a difficulty factor of 24.
5. Most doors are sturdy oak. They open with a difficulty factor of 25.
6. Doors, secret doors, chains and chests are followed by two numbers (-/-). The first number is the concealment rating of the item, and the second number is the difficulty factor for opening it.
7. In most room walls there are hooks to hang gas lamps on.

FIRST FLOOR

1A. This is the main entry way. The walls extend two stories to the ceiling. Along the north wall, stairs extend 30' up to a second floor landing. Excluding the front door, there are four sets of double oaken doors here. The floor, stairs, walls and doors are dust covered. The dust is undisturbed.

ADMIN NOTES: The front door has an alarm built into it. When the door is opened, a radio signal is sent to 6C. The transmitter is built into the left door. The alarm is impossible to see or disarm from outside. Once the alarm is spotted (from the inside, 25/20), a piece of tape over the pressure plate will shut off the signal. Shutting the door will have the same effect. Five seconds after the alarm is sounded, Pierre (in 6C) will switch on a tape recording of a low moaning sound. The sound comes over a speaker located upstairs in 12B. The moaning can be heard all through the house. The sound is not easily traced from downstairs. The purpose of this noise is twofold: it scares people away and it masks the noise from 5C. When anyone moves halfway up the stairs, go to STAIRS.

2A. This was at one time a parlor or sitting room. The furniture is ripped and faded and there is dust everywhere. A large fireplace is situated in the center of the east wall.

ADMIN NOTES: The fireplace is empty. When the door is closed, the moaning can no longer be heard. If an agent is standing in the northwest corner of the room, a strange humming can be heard coming from the floor. The noise is from the power room, 8C. Any agent with an Electrical Engineering AOK of 45 or more will recognize the noise as a generator.

3A. This appears to have been a drawing room. Everything is dust-covered and the wallpaper near the west wall appears wet and water-stained.

ADMIN NOTES: The glass in the west window seems to have been recently replaced. This will be evident only upon close inspection, since the frame itself is covered with dust.

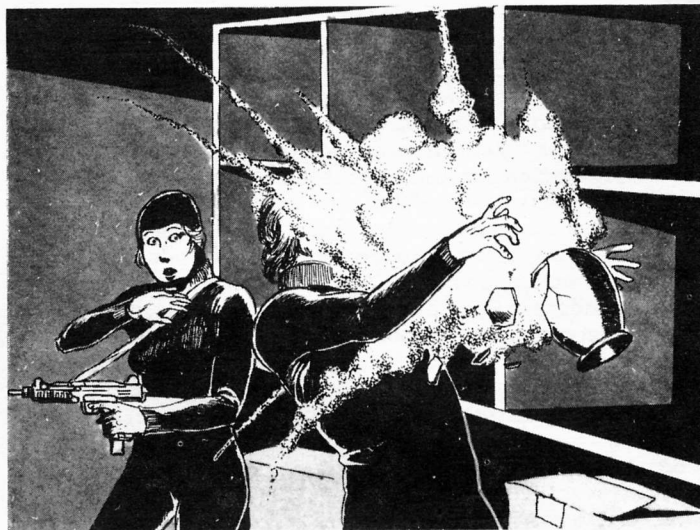
4A. This was a dining room. As with all the rooms, it is dusty and looks long abandoned. A large crystal chandelier hangs from the middle of the ceiling. Hanging from the chandelier is a man's body.

ADMIN NOTES: The body is actually a mannequin. This will not be apparent until it is examined closely. The mannequin is dressed in 1890s-style clothing, stained with blood. There is a large blood stain on the floor under him. Once the clothing is examined, agents will see the pant legs also have patches of dried mud on them. The dirt is from 1C, near the secret door. Any agent with an AOK of 65 or more in Agriculture or Geology can identify where the dirt came from (after seeing area 1C). It is mixed with tiny bits of rock and limestone. The soil got on the dummy's pants when the lower level was being cleaned out.

If any agent is in the southeast corner of this room and is being fairly quiet, roll percentile dice. There is a 40% chance the agent will hear an unidentified noise coming from below the floor.

5A. This was at one time a storage room. The only door is locked (-/30). Shelves run the entire length of the room at heights of 2', 4' and 6'. The room is dusty. A ceramic jug of some type sits on the bottom shelf in the southwest corner. There are four boxes on the floor.

ADMIN NOTES: This jug is a sleep gas trap. It will explode if it is moved, causing 1-6 life levels of damage to any agent within 2'. Check for sleep gas effects in the **Top Secret** rule book under **Gases**. The gas will spread to such an extent that anyone caught in the corridor within 5' of the door is affected. If the door is



closed, double the length of unconsciousness. The boxes contain various furnishings and household items, now aged and worthless.

6A. This room is empty except for a chandelier hanging from the center of the ceiling.

7A. This room was once a playroom for children, but now is empty.

8A. This room at first appears empty. Upon closer examination, agents see footprints and a trail of dried blood that appears to come out of the middle of the south wall, cross the room and disappear into the center of the north wall. There is a large blood stain at the base of the north wall where the tracks disappear.

ADMIN NOTES: The blood is animal blood. An agent with an Agriculture or Animal Science AOK of 45 or more can positively identify the footprints as being made by riding boots. There are no secret doors in this room.

9A. This room was an art gallery. There are 10 dark spots on the wallpaper where paintings hung. The room is now empty.

10A. This was a music room. Sheet music is scattered on the floor. In the center of the room is a grand piano. If examined closely, vandalism is apparent. There is a large tarp on the floor next to the piano. All the furnishings are covered with dust.

11A. This room is empty, but there is an old stain in the northwest corner.

12A. The room is empty and dusty.

13A. This room appears to have been the kitchen. The only fixture left is a large stone fireplace. It is located in the east wall, 10' from the northeast corner of the room.

ADMIN NOTES: If an agent sifts through the ashes in the fireplace, a partial sales slip from the Pineton Hardware Store will be found. Only two items listed are legible: a handsaw and a wood chisel. The receipt is dated five days ago.

If the floor is examined, agents will see scuff marks in a trail from the back door to the southeast door. The doorframe of the southeast door is freshly scratched and gouged near the bottom of the doorjamb, as if a heavy weight had struck it.

The back door is trapped (25/50) the same as the front door (see 1A). The moaning will also begin when this door is opened.

14A. This hallway is dusty. If the door to the kitchen is closed, the hallway will be completely dark.

15A. This room was once a library and has shelves along the north, west and south walls. On the shelves are tattered books and magazines dating from the 1920s. On top of the largest stack of magazines on the north shelf is Jonathan Worthington's diary, marked // — 1889. The first entry, dated June 5, reads, "Today, workmen in the root cellar discovered a natural passage leading to a cavern beyond. I must decide whether or not to take advantage of this. A comfortably furnished cavern-cellar would make Red Spruce the envy of the state. However, it may be that the cost of remodeling would be too great to make it worthwhile."

ADMIN NOTES: No other entries in the diary deal with this topic.

16A. The room is empty and dusty.

17A. These 5' wide, 20' long stairs appear to lead down into a root cellar. See **1C**.



SECOND FLOOR

(The moaning seems louder upstairs; see **12B**. All the halls are dusty.)

STAIRS. Carpeted stairs with a handrail lead to a second story landing. The second floor has a long corridor balcony with a railing.

ADMIN NOTES: All the steps on the stairs are solid. The middle step has a pressure pad under it (25/45). When sprung, this pad sends a radio signal to equipment located in **1B** (see next section). This equipment starts a tape recording of a woman's scream that lasts for about five seconds and then activates a holographic projector. The beam comes through a hole in the wall (30/-) and shines into a 10' x 10' x 10' cube of special clear glass reflectors set on the upstairs landing. The figure of a woman in clothes from the 1930s appears in ghostly form on the landing. She screams, "They are all dead, as I soon shall be. I shall not rest till all who enter my house are dead." She will wave a huge butcher knife and then disappear. The equipment takes five seconds to rewind and will play again if the plate is reactivated. Special notice must be given to the holographic mirrors on the upstairs landing. Their size makes it impossible to get by without breaking them. An agent charging through the glass will lose 0-2 life levels. It is possible, however, to climb over the handrail that stretches along the second floor hallway. Running the tape or breaking the glass will alert anyone in **6C**.

1B. The door to this room is locked (-/35). The room is filled with dust. In the corner is a tarp that seems to be covering a pile of crates 6' tall.

ADMIN NOTES: When uncovered, a large holographic projector, a tape recorder and a radio receiver will be seen. An agent with an AOK of 50 or better in Photography will be able to dismantle or run the holographic projector. Once the glass is broken the hologram may not be viewed. The tape recorder may be run and the tape for the hologram may be salvaged.

2B. There are old bloodstains on the doorframe, doorknob and furnishings of this room. Broken personal effects are scattered about.

ADMIN NOTES: This was the servant quarters. The blood and broken items belong to the servants Mrs. Pointer wounded before her suicide.

3B. This room appears to be empty and dusty.

ADMIN NOTES: The door is wired with an alarm exactly like that on the front door (see **ADMIN NOTES** of **1A**). Closing it will cut the signal, but anyone in **6C** will be alerted.

4B. This was a trophy room. The walls are decorated with the mounted heads of big-game animals as well as framed photos of hunters in late 19th Century garb. The stuffed heads look moth-eaten and are covered with dust.

5B. This was a bedroom. All the furnishings are covered with dust.

6B. The moaning seems louder in this bedroom. The noise seems to be coming from the south wall.

7B. This room was the master bedroom. The moaning seems to be coming from the west wall.

8B. This was the guest room. It is as dusty as all the rest of the rooms; however, drops of what appear to be blood lead to the fireplace. Above the mantelpiece is a picture of a distinguished dark-haired man in a First World War uniform. The picture has a bullet hole in the forehead and there is a track of dried blood from the hole in the forehead to the floor.

ADMIN NOTES: The portrait is securely nailed to the wall. In the ashes of the fireplace there is a 9mm cartridge case, modern and somewhat shiny.

9B. This was a game room. There is a large billiard table in the center of the room. The walls of the room are paneled in walnut. The carpeting and table fabric are slashed and stained, and broken pool cues litter the floor.

10B. This room is decorated as a child's nursery. In a crib in the southwest corner is a knife with dried blood on it.

ADMIN NOTES: The knife is usable. A Canadian coin dated 1978 will also be found.

11B. This is a 10' x 10' closet. The moaning seems very loud here.

ADMIN NOTES: This is a deadly trap (35/35). When the door is opened or someone fails in an attempt to deactivate the trap, a 10 gauge shotgun (z) fires through the door. Use a PWV of 84 as a percentage chance to hit if no precautions are taken. The upper door panel is thin wood and offers no protection. The blast can be heard by anyone in **6C** or on the first floor. The gun is bolted to a table in the closet. It can be unbolted in about two minutes with a screwdriver but there is no ammunition left. The moaning seems to be coming from the east wall. There is a door (-/35) in the east wall.

12B. There is a loudspeaker here with a small black box attached to it.

ADMIN NOTES: The black box is a radio receiver. The moaning sound is transmitted to it from 6C. If the speaker or black box is moved, a light will flash on in 6C.

LOWER LEVEL

(All walls, ceilings and floors of this complex are made of stone, except as noted. All ceilings are 10' high.)

1C. This room was a root cellar. It appears empty. There are two entrances. The first is a 20' long set of steps that lead down from the first floor. The second is a 10' long set of steps leading from the root cellar doors. This door has a 5" thick beam across the inside.

ADMIN NOTES: The root cellar doors can be opened wide enough from the outside to allow a knife blade or crowbar to be slipped through the crack. From the outside, any agent (with a score of 70 or more in physical strength) can move the beam out of the way in order to gain access to this level.

The room has a secret door (50/30) located in the north corner of the west wall. It looks exactly like the rest of the wall.

The door opens into a downward-sloping 25' long corridor, running west. On the north wall of the corridor, propped up on its side, is a 15' loading ramp. The surface of the ramp is made of rows of rollers, to allow easier movement of goods along its surface. The corridor itself is dark, but there is a light at the end of it.

2C. This room is lit by a lantern hanging from the center of the ceiling. In the southeast corner of the room is a set of scuba tanks with a hose curled around the base.

ADMIN NOTES: There is a 5' x 5' pressure plate (25/45) in the floor under the lamp. It is wired to the control panel in 6C.

The scuba tanks, if examined, are actually a compressed air dust thrower. It is used by the kidnappers to cover their tracks upstairs. The stream of dust can be regulated by a small knob on the right side of the hose nozzle. It can be set as a fine mist, almost a smoke screen, or a steady stream, like tear gas. The weapon's PWV is 14 as a steady stream and 45 as a mist. There are three gas masks behind the tanks.

3C. This lit room has a 5' x 10' table in the center. There are four chairs placed around it, with a lantern on the table.

ADMIN NOTES: If he has not been summoned, Michael (see Table A) will be sitting here. His back is to the south entrance as he plays solitaire. His gun and radio are on the table. If the players attempt to surprise him, compare the surprise scores as mentioned in the **Top Secret** rule book.

There is a secret door (35/35) in the north wall. It is easily distinguished from inside 3C, as is the secret door to 4C.

4C. This is a lit bedroom with five cots against the north wall. Each cot has a crate table next to it. There is a lantern on the center table.

ADMIN NOTES: A quick search of this room will net \$38 in Canadian bills, a switchblade (gg), a hunting slingshot (oo) with five small ball bearings and a set of keys. Any agent with a Transportation AOK of 55 or more will recognize these as keys for a large truck of some type.

5C. This room is full of crates, tools and, in the center of the room, a 12' log, split lengthwise. The log halves are resting on three saw-horses. There are wood shavings covering the floor. A lantern hangs from the center of the ceiling.

ADMIN NOTES: Unless she has been summoned, Monk (Monica; see table A) will be smoothing out the hollowed log. She is of rather large build, with short hair and baggy clothing. Monk is facing east as she works. Unless strict silence is maintained, she will spot any agent(s) in either entry. If this happens she will use her billy club if the agents appear to be wounded or unarmed. Otherwise she will flee. In any case she will call out (in French) to bring Pierre and Michael from their positions.

When the log is examined, it will be found to be hollow. Several oxygen tanks have been mounted in it and there are straps to hold a body inside. There are several cans of wood sealant and wood putty among the cartons. No weapons are available in this room other than Monk's billy club and a wood awl. Treat this as a knife.

There is a secret door (35/35) in the west wall. A cable enters from a hole in the west wall near the secret door and crosses the room, exiting out the lower east corridor.

6C. This room is the control room. There is a lantern hanging from the center of the ceiling. Several crates are set against the south wall. In the center of the room, facing east, a man with a gun in a shoulder holster is sitting at a control panel. He is studying the panel. There is a 9mm FN Browning (e) and a .303 Lee-Enfield rifle (p) with a 4x sight propped up on the south side of the console, assuming Michael did not take it earlier.

ADMIN NOTES: If the agents have tripped any alarms or traps on the lower level, Pierre will be waiting for them. He will be armed with the Enfield (if Michael has not taken it) and will take up a covered position near the north door, where he can fire down the hall at anyone approaching the control room. If Monk ran from 5C, she will be armed with her 9mm FN Browning (e) and waiting near the secret door to 5C. Neither Pierre nor Monk will surrender. They will try to hold the control room until the other five mercenaries arrive with the truck.

There is a secret door (35/35) located in the west wall of this room. The nearby crates are empty. The control panel is easy to operate. There are lights marked as follows: FRONT DOOR, BACK DOOR, UPSTAIRS ROOM, SOUND EQUIPMENT, LOWER HALL and POWER ROOM. There is a built-in radio and a tape player with a two hour cassette of moaning sounds on it. In addition, there is a scanner the kidnappers use to monitor police and citizens band communication. Anyone with a knowledge of 30 or better in Electrical Engineering can operate the panel. A power cable leads from the panel out of the room, through the east corridor and into the wall.



7C. This is a darkened room. If light is present, the following is revealed: In the middle of the room is a large table with eight chairs around it. There is a large wastebasket with paper plates and plastic silverware in it sitting along the south wall. In the northwest corner of the room is a small ice chest and a cardboard box.

ADMIN NOTES: The chest contains beer and frozen food. The box contains more plates and silverware.

8C. A humming sound coming from the east can be heard at this intersection. A power cable runs the length of the hall east and west. To the east the cable leads to a small room lit by an electric bulb hanging from the center of the ceiling. The room contains a small generator, a pantry and a portable toilet. Ten five-gallon drums are lined up against the north wall.

ADMIN NOTES: There is a pressure plate (25/45) in the center of the three-way intersection. It rings an alarm in 6C. Three of the drums in the generator room are filled with gasoline.

9C. When the secret door (35/35) in the south wall is opened, agents see a lighted room with lanterns on the east and west walls. There is a locked door to the east (-/35). A man lies against the north wall, his back to the agents. His hands are not visible as the party enters and he is not moving.

ADMIN NOTES: This man is the president. He is unconscious and handcuffed. When awakened, he will have no information for the party. He will do all in his power to escape, including fighting, but if defeat is imminent he will surrender rather than be killed.

The door in the east wall is a trap. A cave-in behind the door has made this entry impassible. Should an agent get the door open, rock, dirt and gravel will slide into the room, burying anyone close to the door. Damage from the slide is 1-4 Life Levels.

CHARACTERS

Michael

PS	CH	WP	CO	KN	CD	OFF	EVA	DEA	LL	MV	HtH	SV
33	43	89	81	41	73	77	58	57	12	195	91	120

French 80, English 76
Military Science 102, Fine Arts 96, Medicine 70
9mm Luger (f), 2 clips
.303 Lee-Enfield (p) with 4x scope, silencer
knife, radio

Monk (Monica)

PS	CH	WP	CO	KN	CD	OFF	EVA	DEA	LL	MV	HtH	SV
90	07	97	71	15	88	79	47	51	19	275	137	86

French 71
Physical Education 104, Home Economics 62
9mm FN Browning (e), 2 clips
billy club, radio

Pierre

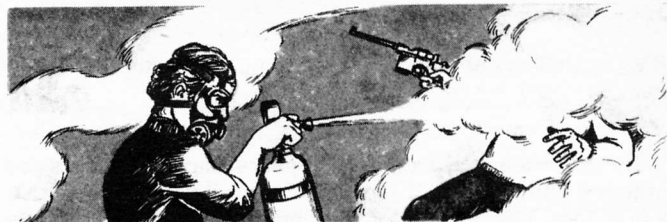
PS	CH	WP	CO	KN	CD	OFF	EVA	DEA	LL	MV	HtH	SV
49	62	90	50	81	89	69	75	85	14	189	124	131

French 86, English 76, Spanish 74, German 60
Electrical Engineering 115, Architecture 111, Biology 108,
World History 97, Botany 93, Military Science 80,
Education 79, Photography 67, Political Science 59
.357 snubnose (i), 2 rounds
.303 Lee-Enfield (p) with 4x scope, silencer (shared with Michael)
handcuffs

Mr. President

PS	CH	WP	CO	KN	CD	OFF	EVA	DEA	LL	MV	HtH	SV
10	93	42	47	55	49	48	71	52	6	99	81	141

English 93, French 40, Latin 40
Political Science 123, Law 99, Psychology 88,
World History/Current Affairs 63, Social Science 57.



HINTS TO THE ADMINISTRATOR

This module was created for a team of one or two agents. Because of the nature of the search (as well as inter-departmental rivalries), agents in this module are on their own and cannot expect help or reinforcement from other agencies.

New agents should be given enough clues to make the game fun. Play up the suspense, the darkness and the desolation of the house. If the agents are beginners, put some emphasis on the dust gun; it can be the key to capturing the control room without a shot. If the agents are captured, allow them to use part of a lantern to open their handcuffs and prepare to run some hand-to-hand combat.

Experienced agents may be placed in this scenario without a lot of their regular equipment. They may be stopping in Pineton while on vacation to hear the president. Agents can buy rifles and supplies locally, but use common sense; grenades just cannot be bought in a small town hardware store.

Foreign agents can be pulled into this scenario as the last step on a world-wide chase to defeat the French mercenaries or The Cartel.

One word of warning: If the agents are present when the gas is dropped on the president, put them under. The mercenaries come in full force. The whole module will be ruined if the president is killed in a firefight.

CREDITS

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Special Thanks to: David Conant

This module is dedicated to my mother. She had nothing to do with this **TOP SECRET®** module but she had a lot to do with me.

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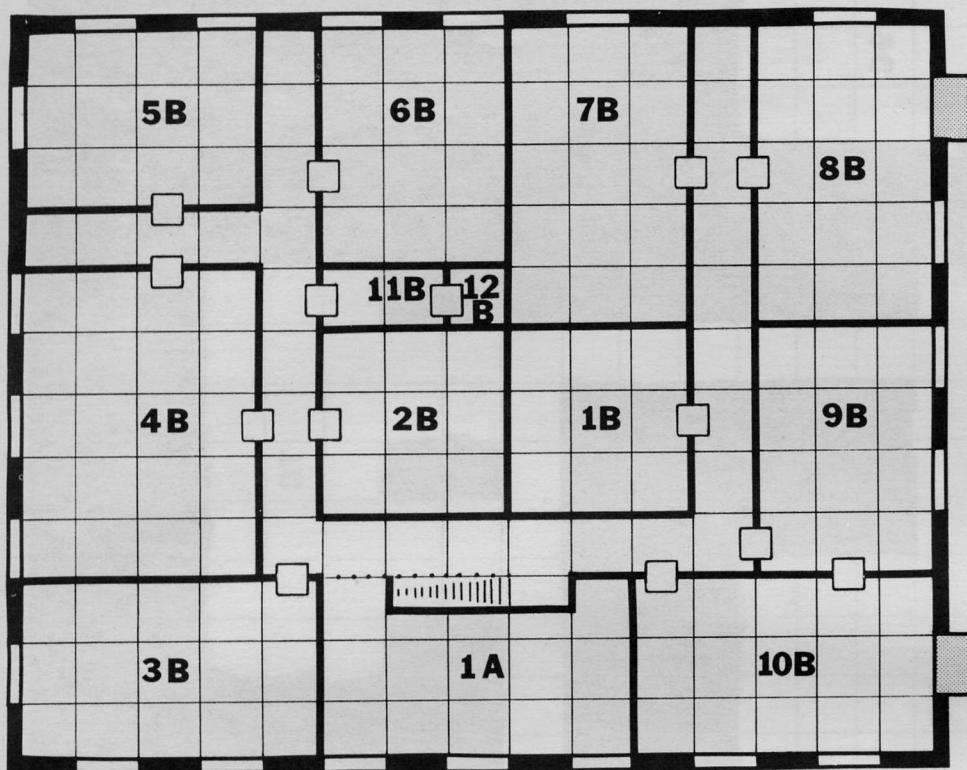
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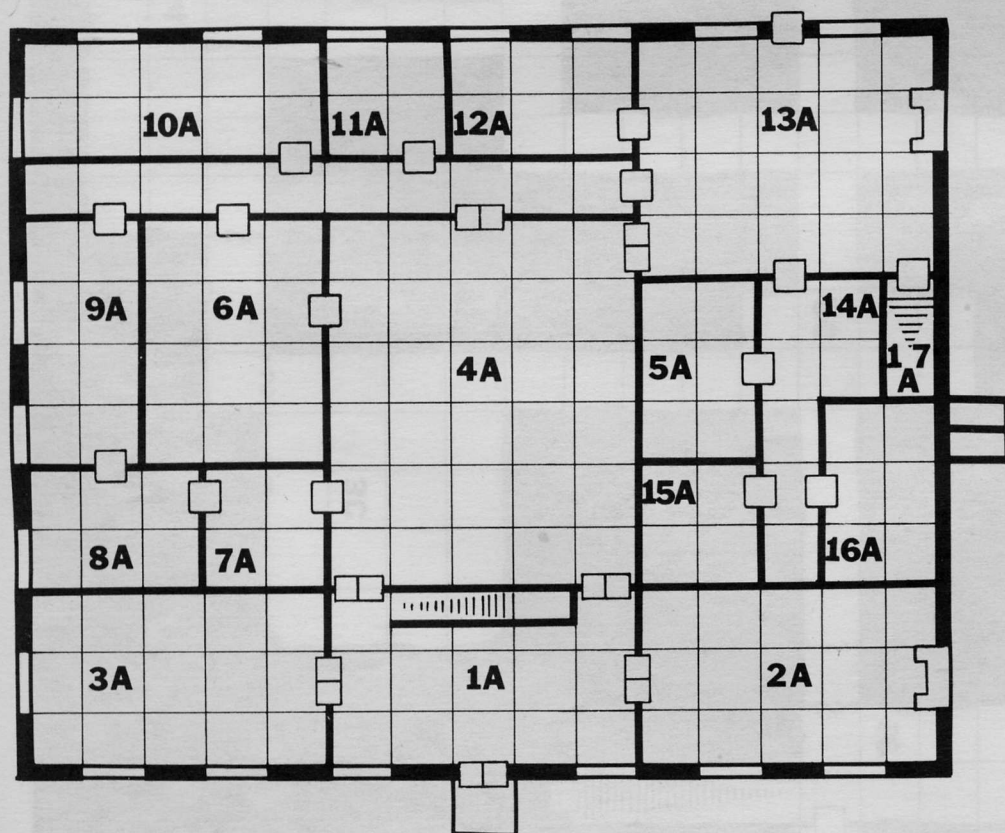
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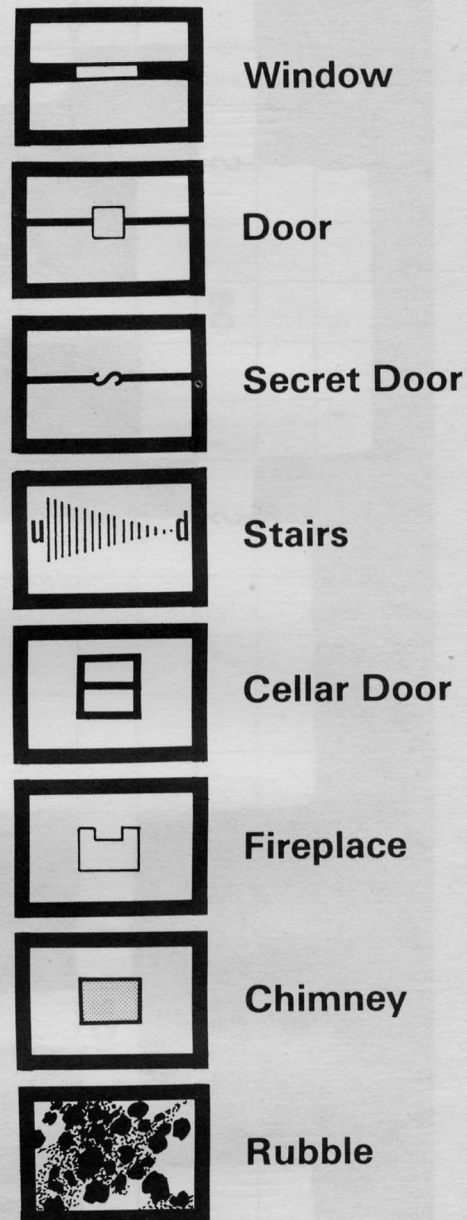
Second Floor



1 square = 10 feet



First Floor



1 square equals 5 feet

