

# OPERATION: BUTTER-UP

## CODENAME: CLAMBAKE

by Japji Singh Khalsa

### Round One: Agents' Briefing

On Tuesday, February 4th, at 10:00 am, the leaders of Belgium, Switzerland, West Germany, and Italy will meet in the ski resort of Strudelhaven, West Germany, to begin two days of meetings. The purpose of the meetings is to produce a written agreement which will enable their countries to work effectively together in dealing with international terrorism.

The administration feels that such an agreement would be beneficial to the economies and peoples of Europe. However, our agent in Strudelhaven believes that the NERDS (Northern Europe Radical Doctors and Scientists) are operating in the area and are planning to somehow disrupt the signing of the agreement.

Therefore, we will be sending you in as a team of agents into Strudelhaven under cover as journalists. Your objectives are to covertly protect the meetings and heads of state by investigating and neutralizing any NERDS activity.

Travel arrangements have been made so that you will arrive at 0800 hours on February 3rd at the Munich airport. A rental car will be waiting. To reach Strudelhaven, you must drive southwest for about an hour and a half. We have made arrangements for accommodations at the Hotel Strudelhaven, where the meetings will take place. When you arrive at the hotel, ring Reiner Gesundheit's room. He's our operative and will bring you up-to-date on the situation. The password on contact is: "Did you know you could have a V-8?" His response will be, "But you get more mileage from a four-banger."

We expect you to make every effort to help maintain the secrecy of our organization. Please note that the West German security forces have no idea that we are operating in the area, and extreme caution must be taken in the transport and use of firearms and other contraband. Such being the case, we have provided you with the latest in disguiseable special weapons, the portable X-1/9 typewriter and the U2 camera accessories bag.

Good luck and be careful.

### Round Two: Agents' Briefing

The agents arrived at Strudelhaven as instructed, but were surprised to discover that Reiner Gesundheit had checked out only minutes before. Finding that event both odd and disturbing, they investigate and discover that he had been kidnapped and murdered, presumably by NERDS agents. Searching his room and car revealed but three slender clues:

- 1) An empty matchbook with the word "wimpy" written in it.
- 2) A scrap of paper with "laxative — 6 bottles ?????"
- 3) Another scrap of paper with "strudel???" written on it.

The agents did not discover the full import of the first clue until much later. They have been unable to discover anything relating to the other two clues. Perhaps they were merely shopping lists.

While searching for Reiner's killers and for information on the NERDS, the agents uncovered a plot by a completely new terrorist organization: Workers Initiative for the Murder of Political Stooges (WIMPS). Working together, the agents were able to thwart the WIMPS' plan to assassinate all four leaders by bombing the Conference Room during their meeting. The agents are particularly gratified in this because it was the WIMPS, not the NERDS, who killed Reiner.

Unfortunately, the agents have been here over 24 hours, and only in stopping the attempted assassination did they learn that they were following WIMPS and not NERDS. The agents find that they know little more than they did when they got here about the NERDS' plans. They must work quickly, because the summit meeting is scheduled to conclude by 5:00 p.m. tomorrow. Perhaps they can learn something at this evening's banquet, hosted by the hotel for the leaders and the press.

**Stop! Unless you plan to be the Administrator for this adventure, read no farther!**

# Administrator's Briefing

TOP SECRET® FILE #108632

## OPERATION: ButterUp Codename: Clambake

### For Your Eyes Only:

On Tuesday, February 4, in the ski resort of Strudelhaven, West Germany, the leaders of Switzerland, Italy, West Germany, and Belgium will begin two days of meetings with the intention of creating a written agreement to effectively deal with international terrorism. Their hope is that, by coordinating their methods of dealing with security and specific individuals, they will be able to greatly reduce the incidents of terrorism at airports, train and bus stations, and government buildings.

However, working directly under their noses, the NERDS (Northern European Radical Doctors and Scientists) are plotting to sabotage their efforts, since any such agreement might hinder the NERDS' plans for European domination, their ultimate objective.

Their plan is to disrupt the signing of the agreement while actually making a bold offensive move toward their objective. They plan to kidnap the four leaders and replace them with their own operatives — who have been surgically altered to look exactly like the VIPs. Six months of intensive training on the characteristics of each of the four leaders will prevent any slip-ups. The NERDS agents have studied the leaders' dosiers, viewed video tapes, and learned all of their habits.

The NERDS plan to make the swap at a break in the meeting when the leaders go to the restroom. Sleeping gas discharged into the stalls will knock out the targets and allow the NERDS to activate an elevator, lowering the knocked-out leaders into a holding area. They will then be replaced by the identically clothed impostors.

If the NERDS succeed in the swap of all four leaders, these imposters will announce that their talks on terrorism have yielded to the more pressing problem of keeping up with the arms race, and that the nations have signed a truce giving cover to an oversized tool storage shed on the north.

Behind this whole complex are the ski lifts and ski slopes that make Strudelhaven a playground for the rich. Chairlift number one starts behind and northeast of the hotel, taking skiers up the hill in a northeast direction. Chairlift number two starts directly behind the Ski Lodge and carries skiers up the hills due north. Just to the east of chairlift number two, the gondola lift transports visitors up the hills in a northeast direction, ending at a lookout station for sightseers and a trail head for skiers. The gondola can carry six passengers, and the ski lifts carry two per chair.

## The Hotel

The Hotel Strudelhaven is a beautiful old resort built in 1910. This four-story building has two entrances, a rear service entrance and a front main entrance. The main entrance has a canopied driveway where arriving guests are greeted by the doorman, Francois Vichysoisse on the first shift (8:00 a.m.-4:00 p.m.) and Philippe Guillotine on the second (4:00 p.m.-midnight). A valet parking attendant, Thomas Chat on the first shift and Fritz Derkatz on the second shift, takes the keys to a guest's car, and, after parking it stores the keys in a small locked cabinet (-/25) attached to the wall just outside the main entrance. Guests requiring their cars from midnight to 8:00 a.m. can retrieve their keys from the hotel clerk.

The bell captain, Hugo Furst (H10), and an assistant, Michel Printemps (H11), work the 8:00 a.m. to 4:00 p.m. shift and help arriving guests with their bags. Albert Guggelhof (H12) works the 4:00 p.m. to midnight shift.

### A. Foyer

The Foyer is a spacious area that reaches up to the fourth floor of the hotel. In the center, a wide, spiraling staircase circles up to each floor. From the Foyer looking up, a railing can be seen that marks the edge of a U-shaped hallway on each floor. At any time, 1-10 people may be found looking over the railing of each floor down into the Foyer, watching the activities on the floors below.

On the west side of the Foyer are two large double doors with a sign over them that reads "Herr Werner Schnitzel Ballroom." On the east side are two similar doors that read "Karl Gottauffel Conference Room." Couches and chairs of Victorian design line the walls of the Foyer.

In the northwest and northeast corners of the Foyer hang two large black and white pictures. They are dated "circa 1920" and "1986," and both show the same view of the Foyer. An agent using Perception while examining the photos sees that the old Foyer is different from the current one. In the old photo, Himmer-Locker's Wine and Gifts appears in the hallway from the Foyer. The new photo shows men's and women's bathrooms in that location. The older photo has been signed by "H-L."

On Monday at noon, the West German security forces in charge of special

security for the conference set up a metal detector at the main and rear entrances to the hotel. Also stationed at each entrance are two guards and a bomb-sniffing German shepherd. Persons entering through these doors must hand any baggage to the guard and then pass through the metal detector. There is a 10% chance that the guard will do a manual/visual inspection of a piece of the agents' luggage. The agent must roll under his Deception to successfully hide an item in the inspected luggage. The bomb-sniffing dog has a 15% chance of detecting a small weapon with up to 50 rounds of ammunition, unless special precautions have been taken to cover up the smell of gunpowder. The dog has a 75% chance of detecting explosive devices larger than the gun and ammo. Agents have a 90% chance of setting off the metal detector if they are carrying any ferrous metals. Refer to the Inspector Reaction Table on page 30 of the TOP SECRET® Companion for discovery of any illegal firearms. Agents with legal permits for sporting weapons have their weapons confiscated and stored in the hotel safe until the heads of state leave or until the agents check out.

### B. Ballroom

The Ballroom is a large dining and dancing hall for special events and parties. On the north side of the hall, classical pillars frame a small, raised stage with a baby grand piano and stool placed at the center. Four cut glass chandeliers hang from the ceiling. The west wall has four evenly spaced, floor-to-ceiling windows with gold and blue patterned drapes. The south wall has two similar windows. The east wall is hung with a series of paintings whose themes are taken from classical mythology. Small, armless chairs line the walls. The floor is of wood parquet with the hotel's logo—H/S—inlaied in the center. A door in the northwest corner opens to a hallway which leads to the Kitchen with a door midway that opens onto the stage. There also is a large storage closet containing extra tables, chairs, and a podium. In the corner is a locked room (-,20) that is used as a coat check for special events.

At noon Monday, the press booth opens. Press personnel may then receive badges that will allow them closer to the heads of state. There are 1-10 reporters here until the booth closes at 8:00 p.m. The booth also is open on Tuesday and Wednesday from 8:00 to 11:00 a.m. At 11:00 a.m. on those days, the hall is cleared and prepared for the dignitaries' luncheon, which starts at noon each day.

Agents picking up their press badges between noon and 1:00 p.m. see Blanche Almonde (N1), a NERDS messenger, posing as a photographer/reporter.

### C. Kitchen

The Kitchen has three entrances. A small door in the southwest corner leads to a short hall and the Ballroom. Double doors in the northeast corner lead into the Dining Room. On the northwest side, a large, screened gate opens onto an open-ended service elevator. The other side of the elevator is closed by another screened gate that opens onto a short, wide hallway. The hallway has double doors (-/30) that open out to the service road. The elevator has a control panel marked "B,1,2,3,4." Pressing "B" takes passengers down to the Wine Cellar. Pressing the other numbers causes the elevator to go up to the respective floors.

On the south side of the Kitchen are a walk-in freezer and refrigerator which are locked (-/30) from midnight to 6:00 a.m. Next to the refrigerator is the dishwashing station. On the north wall are the large ovens. South of the ovens is a large food preparation counter, and south of the counter stand a bank of stoves. Two small bathrooms are entered from the southeast corner. On the east wall, the final prep counter allows the chefs to put the prepared food out for the waiters to pick up. A system of light tallies hangs above the counter and informs the waiters when their orders are ready. Storage shelves line all the other open wall areas.

At noon Monday, West German security forces post a metal detector, two guards, and a bomb-sniffing dog in the hallway between the service doors and the elevator (see Foyer for inspection procedures.)

From 6:00 a.m. to 2:00 p.m., the Kitchen is staffed by two chefs, Hans Daunn (N6) and Frank Weiner (K2), two assistant chefs, and a dishwasher. From 2:00 p.m. until 10:00 p.m., chefs Klaus Klosset (K3) and Karl Marxmann (K4) supervise a crew of two assistant chefs and a dishwasher.

Hans Daunn is working for the NERDS and is in charge of putting the laxative into the food of the heads of state. He keeps the laxative in a locked locker in the Wine Cellar. It is wrapped in a bag labelled "Hans—Personal."

The other chefs can tell the agents that Hans has worked here for about six months and seems to keep to himself, but that he does his job well. Agents who discreetly observe the Kitchen between 9:00 to 10:00 a.m. on Wednesday see Hans go down the elevator to the Wine Cellar and return with a bag, out of which he pulls six plastic containers. He then pours the contents of three containers into the salad dressing and the other three containers into the sauce for the chicken. Agents rolling below their Observation are able to read the bottle labels. Hans puts the bottles back into the bag and drops the bag into a garbage bin in the Kitchen.

### D. Wine Cellar (not shown on map; located under Kitchen)

The elevator from the Kitchen goes down to the employees' lockers and the

Wine Cellar. A short hallway leads from the elevator to a locked door (—,30) that opens into the wine storage area. The hallway is lined with 10-foot-tall lockers, each labeled with the name of a kitchen staffer and locked with a padlock (—/25). The lockers contain the employees' street clothes and personal valuables, with cash ranging from \$2-200. Only five of the lockers are in use from 6:00 a.m. to 10:00 p.m. One of the lockers is labeled "Hans Daunn." Agents choosing to open a locker randomly have a 10% chance of opening Hans's locker. If successful, they find a bag labeled "Hans—Personal." It contains six bottles of laxative. There also is a large cookbook which reveals, upon opening, a hollowed-out space containing a 9mm Walther P38 (g) fitted with a silencer.

Above the door to the Wine Cellar hangs an old wooden sign that reads "Himmer-Locker's Wine and Gifts — Est. 1910." The sign is very old but is of high quality and engraving. The cellar itself is lined with racks of wine.

#### E. Restaurant

The main entrance to the Restaurant is on the south side, where glass double doors open into the hotel hallway. An emergency, alarmed (—/20) exit is on the east wall. Double doors enter the Kitchen on the west wall. The north wall is one large window that provides a picturesque view of the slopes beyond. The south wall is covered with bevelled mirrors. The Restaurant is elegantly furnished.

The following employees work each shift in the Restaurant:

	<b>8:00 a.m. to 4:00 p.m.</b>
Maitre d'hotel	Marion L'Escargot (R1)
Waiter	Simon Champignon (R7)
Waitress (NERDS)	Suzette Crepes (N10)
Busgirl	Heidi Daude (R11)
	<b>4:00 p.m. to Midnight</b>
Maitre d'hotel	Franz Frye (R2)
Waiter	Renaldo Rappo (R8)
Waitress	Celeste L'Elephant (R10)
Busboy	Roberto Smit (R12)

At any time there will be from 1-20 guests dining in the Restaurant. Suzette Crepes (N10) is a NERDS agent whose job is to plant a wireless microphone in the flower arrangement of the Conference Room on Tuesday morning before the conference begins (see Conference Room). Any agents eating breakfast or lunch in the Dining Room have a 50% chance of getting her as a waitress. If the agents act suspiciously, she passes a note to Blanche Almonde (N1) if she is present. Agents present and using Observation during the pass see Blanche take the note, read it, and then glance over at the agents' table. Use the Daytime Random Encounters Outside chart for agents who are seated near the window and using their Observation.

#### F. Bar

The Bar is open from 11:00 a.m. until midnight. From 11:00 am until 4:00 p.m., the bartender is Jean De Baptiste (R3) and the barmaid is Elsa Heinhoeker (R6). From 4:00 p.m. until midnight, the bartender is Jules August (R4) and the barmaid is Maria Van Der Slugge (R5). At any time there are 3-30 guests in the Bar (3D10). The following people also are in the Bar at the indicated times:

#### Monday

**1:00-4:00 p.m.** Ian Flembert (A9) is a weapons dealer looking for a sale. If agents approach him, they should make a Deception roll. If they fail the roll, Ian senses that they are agents of some sort and asks leading questions. If the questioning goes well, he drops hints that he can get weapons and supplies. Ian can obtain handguns, machine guns, rifles, and supplies, including infra-red goggles at \$300.00 each. He cannot get explosives of any sort. The cost is retail plus 50%, and the order takes 1-10 hours to fill. If agents purchase anything, Ian makes arrangements for delivery. Ian is staying in room 401 and carries a Beretta machine pistol (ak) in a shoulder holster.

**7:30-10:30 p.m.** Luigi Lamborghini (N2) spends a few hours in the Bar. Agents approaching Luigi have a chance of making Luigi slip up and give out one small piece of information. Their chance of making Luigi slip up increases by 10% each hour the more he drinks. In the first hour (7:30-8:30 p.m.), the chance is equal to the agent's Deception minus 50. If the agents are successful, Luigi says something like, "There's more to the bakery's strudel than meets the eye." He then realizes he has slipped, excuses himself, and goes to his room in the hotel.

**6:00 p.m.-Midnight** Mimi Musette (A4) is a pickpocket who likes to hang out in the Bar. She has a very high Charm and attempts to pick the pockets of any person who takes an interest in her. Agents using Perception sense something wrong if they roll Perception minus 30. Mimi carries a .22 pistol (d) in her purse.

**8:00-10:00 p.m.** Blanche Almonde (N1) enters the Bar after her dinner in the Restaurant. She sits by herself.

Nancy Bagdon (A2) is a U.S. reporter who is bored with the conference story she's reporting. She's looking for excitement for herself and her story.

She takes a keen interest in anyone who approaches her and complains about her boredom. She doesn't know anything about the NERDS, but agents with Charm over 75 find her cooperative to the point of volunteering to help in any way. She also might mention, if the conversation reminds her, that she was surprised to see Daniel and Lisa Leat-Keach in the hotel. Both have long been active in various radical causes and don't seem to be the skier type.

#### Tuesday

**11:00 am-2:00 p.m.** Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)  
**Noon-4:00 p.m.** Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday)

**6:30-8:00 p.m.** The evil Dr. Friedrich Flintz-schtonne (N3), who runs the Emergency First Aid Center in the Ski Lodge and is the master of operations for the NERDS, has stopped in for a drink while taking a quick look at the operation. If approached, he engages in casual conversation but says nothing about the NERDS operation.

#### Wednesday

**11:00 am-2:00 p.m.** Ian Flembert (A9) (see 1:00-4:00 p.m. Monday)  
**Noon-4:00 p.m.** Mimi Musette (A4), the pickpocket, is here again (see 6:00 p.m.-Midnight Monday).

#### G. Front Desk

The Front Desk is a long, wooden counter with a single cash register on the south end. The north end of the counter is hinged so a person can enter or leave the registration area by lifting it up. A door behind the desk opens into the hotel offices, including the phone/message desk and the hotel director's office. The front registration area has a honeycombed set of cubicles built into the back wall where the keys to the guestrooms are stored. The grid is 18 boxes across by three boxes down. The bottom row is numbered 201-218, the middle row is 301-318, and the top row is 401-418. The boxes open into the back room and are used by the phone attendant to store messages. Ernst Huber (H5) covers the Front Desk from 8:00 a.m. until 4:00 p.m. Robert Rougefroke (H6) is on duty from 4:00 p.m. to midnight. Yvette Chantilly (H7) covers the Front Desk and the telephones from midnight until 8:00 am

#### H. Phone Room

An old-fashioned, patchcord-type telephone switchboard shares the east wall with a doorway that opens into the Laundry Room. A phone operator is on duty from 8:00 a.m. to midnight. From midnight to 8:00 am, the desk person covers the phones. On the north wall is a door with a nameplate that reads in German, "Alfred Schnapps, Director." The door is always locked when the director is not inside. When he is there, there is a 40% chance that it is locked (—,20).

#### I. Office

This is the office of Alfred Schnapps (H13), the director of the hotel. It contains a desk, chair, filing cabinet, and bulletin board on the wall. Behind a picture on the wall is a combination safe (30,40) that holds the day's receipts (equivalent of \$5,000-\$10,000 in U.S. dollars).

In plain view on his desk is the hotel guest list. Agents successfully using Observation find details of the newly remodeled bathrooms on the bulletin board. The plans only show cosmetic changes and do not include any of the NERDS secret systems. Close examination reveals that the construction was ordered six months ago. Further inspection (another successful Observation roll) reveals that the construction was ordered by a Herr Burgerbagger. Agents rolling half their Knowledge recognize this name to be that of a high-level NERDS administrator. Examination of the filing cabinet reveals that the hotel was sold seven months ago to Herr Boris Burgerbagger, Inc.

Between the hours of 8:00 a.m. and midnight, there is a 35% chance of Alfred being in the office. Alfred sleeps at his home in a nearby village from midnight to 8:00 am

#### J. Pay Phones

Just to the north of the Front Desk is an area for Pay Phones. Opening into the main hallway, two rows of four phones line the walls of a small room. There are no doors to this area, just a large opening into the hallway. Agents in this area who roll half their Observation are able to hear any conversation in this area.

There are from 1 to 5 people on the phones at any time. In addition, one of the following conversations is occurring any time an agent uses Observation in this room:

**1-2.** A young woman skier is telling a friend how great the ski instructor is and how she has developed a mad crush on him. She says she's going to take his class tomorrow, also.

**3-4.** A young woman is talking about a rich sheik she has just met who seems to be taking an interest in her. She says the man is nice enough, and she's going to go out skiing with him again. She finishes the conversation by

saying that she's going to go take a sauna at the Ski Lodge.

5-6. The American woman reporter, Nancy Bagdon, is telling her mother that she's fine. She also mentions that she's looking for an exciting side to the story.

7-8. A British reporter is filing his story with his paper. He explains that his room phone doesn't work and proceeds to read the entire story. The story covers the setting and local color of the summit meeting.

9-10. An elderly French tourist is telling his daughter how he was terrorized by the security forces here at the hotel when they searched his room. He complains that they forced their way into his room and searched through every bag, etc.

#### K. Gift Shop

The small Gift Shop off the main hallway is lined with tourist-type gifts and is open from 10:00 a.m. to 8:00 p.m. It also sells sundry items such as breath fresheners and shampoo. There is a single cash register (containing \$400) on the counter, behind which sits the proprietor, Freida Gotterdammerung (H14), except on Monday, which is her day off. Her granddaughter Tisha works on Mondays. Freida was the wife of Herr Himmer-Locker, the original owner of Himmer-Locker's Wine and Gifts. (The picture in the Foyer shows where the original shop was located.) Freida wears a brooch with the initials "H. L." worked into it. The style matches the signature on the older picture in the Foyer. Agents who have seen the picture and successfully use their Observation in the Gift Shop notice the brooch and its similarity to the signature. If an agent has not seen the picture and successfully uses Observation, he takes notice of its beauty, style, and age.

If questioned about the old gift shop, Frieda reveals that there used to be a secret exit from the old shop that went down to a series of catacombs that were constructed during the war to hide refugees and wine from the Nazis. She explains that the old shop used to be where the Lobby Bathrooms are now. She also knows that there was another secret entrance to the catacombs somewhere at the base of the ski slopes.

If agents ask to buy or inquire about laxatives, Frieda says that she has no bottles left because somebody came in and bought all six bottles. She can't remember who it was, but she knows it was a man. Tisha doesn't know any of this.

#### L. Men's Restroom

A door from the hallway, labeled "Gentlemen" in German, opens into an anteroom that leads into the men's bathroom. Agents rolling under their Perception minus 20 notice that the stalls are unusual because the doors go all the way from the floor to the ceiling and do not afford a look to see if there is someone in the stalls.

The bathroom has two hidden surveillance monitors mounted in the ceiling and facing the stall doors (40,—). When the leaders enter the stalls, a NERDS agent working below in a control room causes the following sequence to happen:

1. The door to the stall locks automatically (20,30).
2. Sleeping gas is emitted into the stall.
3. The stall descends into the NERDS complex below.

Each stall is manually controlled by the NERDS technician, who has the option of using any or all of the above devices. (Should an agent be taken prisoner, he may be taken to the complex through this method.) Any agent present when the leaders enter the stalls notices the sound of an elevator if he successfully rolls his Observation minus 20 and he has a score over 80 in either hydraulic, mechanical, or civil engineering.

#### M. Women's Restroom

The Women's Room is labeled as such in German and opens into a small powder room with chairs and mirrors. A door from this room leads into the toilets. They are identical in style and operation to the Men's Room.

#### N. Conference Room

Large double doors open into the Conference Room. A sign over the doors reads, in German, "Karl Gottauffel Conference Room." This is a large, uncluttered room with a 12-foot oval teak table in the middle. The walls are done in a dark teak, creating a rather heavy feeling. Adding to the heaviness are large paintings of scenes from the Bible. The scenes are dark and somewhat eerie. Thirteen high-backed chairs surround the table. A large chandelier hangs directly over the table.

There are no personnel in this room until Tuesday at 8:00 a.m. At that time, Suzette Crepes (N10) and a busboy prepare the room with linens, flowers, etc. Suzette plants a wireless microphone bug (30,—) in the flower arrangement at the middle of the table. Agents present or watching covertly between 8:00 and 9:00 a.m. see her plant the bug if they roll their Observation minus 10. The Conference Room is sealed off by a German police guard at 9:00 am.

The leaders meet here from 10:00 a.m. to noon and 2:00 to 4:00 p.m. on Tuesday and Wednesday. If the post-lunch NERDS swap on Wednesday is successful, the replacement leaders carry on their meeting but eventually move the negotiations into the discussion of nuclear weapons fortification for their countries. Agents who happen to hear this sense a conspiracy if they

roll their Perception minus 40.

#### O. Laundry Room

This room handles all the laundry from the hotel. This includes room linens and towels and all the uniforms required by the various employees. The south wall has a service elevator entrance and a door that opens to the back of the registration area. Jammed into the south and west wall area are eight sorting bins on wheels. In the center of the room, a bank of washers faces the west wall and a bank of dryers faces the east wall.

The service elevator is large enough for two people and a laundry bin, or up to six people without a bin.

#### Second - Fourth Floors

Common to all the upper floors are a small service elevator that rises from the Laundry Room, a large service elevator that comes from the Kitchen, and a large service storage area (C). The small service elevator is key operated (—,20). Two large, locked (—,20) double doors open into a staging area in front of the service elevator. The large elevator has a push-button control panel labeled "B,1,2,3,4." The locked (—,20) service storage area (C) holds spare mattresses, tables, lamps, and other large items.

In the center hallway, to one side of the passenger elevators, are two doors. Janitor supplies are stored behind one door (A), and maid supplies such as linens, soap, tissues, etc. are stored behind the other door (B). The center hallway opens into a railed walkway that looks down on the first floor Foyer and the staircase that rises up from it to the upper three floors. There are several couches and lounge chairs with lamps in the main hallway.

The guest rooms are medium-sized hotel rooms, each containing a queen-sized bed, dresser, small table with two chairs and a hanging lamp, shower, toilet, sink, and the standard hotel amenities. There are four suites on each floor, numbered 250, 260, 270, 280, 350, etc. A single, locked (—,20) door opens into a short hallway that leads to two of the suites. (250,280). The suites are larger than the standard rooms, with more elaborate furnishings. Double doors that can be locked from either side connect room 260 to room 270 (likewise on the other floors).

*Every room has a rating for how likely the room inhabitants will be present when the room is explored (Day,Night).*

## Room Assignments

All rooms match the general descriptions. This section defines which people are staying in each room, and any noteworthy facts which might affect the adventure.

### 2ND FLOOR

[201] Vacant.

[202] U.S. TV crew #1 (30,70).

[203] This room and room 204 are headquarters for the West German Security Police while they are stationed here. In this room, there are always three guards (A10) looking at plans and discussing security. Two dogs are kept in portable kennels. The captain of security is Max Birstein (N7) (80,80) who is working for the NERDS. His mission for the NERDS is to protect the leaders until they leave and to make sure the NERDS are undisturbed. He knows that the NERDS are working underground, but he doesn't know the entrances. If any agents try to avoid their duty to neutralize the NERDS by calling security, Max asks them to speak with him personally. If an agent meets with Max, he plants a weapon (if necessary) on the agent and has him arrested.

[204] Two German security guards (A10) are asleep here at any time.

[205] Blanche Almonde (N1) (20,50) is one of two delivery people working for the NERDS. A search of her room reveals French glamor magazines, a photography magazine, and some photographic equipment. The room also contains a suitcase full of clothes and personal items. Next to the telephone is a blank note pad and a pen. If agents take a pencil and shade the notepad to reveal the indentations caused by the previous note, they see the words "Lime Strudel—Newspaper", on Monday, and "Kumquat" on Tuesday.

[206] West German TV crew #1 (30,70).

[207] West German TV crew #2 (30,70).

[208] Woman ski tourist #2 (25,40).

[209] Swiss tourist (30,70).

[210] British TV crew #1 (30,70).

[211] AGENT #1.

[212] U.S. TV crew #3 (30,70).

[213] Daniel & Lisa Leat-Keach (W1 & W2), WIMPS agents.

[214] AGENT #2.

[215] Male ski tourist (25,50).

[216] Vacant.

[250] Belgian dignitaries with Louis Bourbon, conference leader.

[260] West German dignitaries with Greta Understanen, conference leader.

[270] Swiss dignitaries with Wilhelm Der Schippe, conference leader.

[280] Italian dignitaries with Mario Macaroni, conference leader.

### 3RD FLOOR

[301] Rhonda Heels (W3), WIMPS agent.

[302] Woman ski tourist #1 (25,40).

[303] British TV crew #2 (30,70).

[305] U.S. TV crew #2 (30,70).

[306] This room was occupied by Reiner Gesundheit. Reiner has been kidnapped by the WIMPS. If agents search this room before 1:00 p.m. on Monday, they discover no luggage and only a few discarded items lying around: a pair of dirty socks, a toothbrush and toothpaste in the medicine cabinet, and a few crumpled notes next to the wastebasket. Agents using Perception sense that Reiner made a hasty departure. Examination of the notes reveals the following scribbles:

"Laxative 6 bottles???"

"Strudel??"

Agents arriving after 1:00 p.m. find a vacant room.

[307] U.S. journalist (30,70).

[308] This room is occupied by Nancy Bagdon (30,60) a U.S. journalist who knows nothing about the NERDS but is looking for some excitement both for her story and herself. Her room reveals nothing incriminating, just the standard travel necessities.

[309] Two British tourists (30,70).

[310] AGENT #3.

[311] Two British tourists (30,70).

[312] Swiss tourists (25,60).

[313] French TV crew #3 (30,70).

[314] Elderly French tourists (40,80).

[315] This is the room of Luigi Lamborghini (N2) (30,50). Luigi is a messenger for the NERDS. His room contains the usual travel necessities. Subversive magazines in Italian lie on the bed. On the small table is a half-eaten piece of strudel. Agents rolling their Observation minus 20 notice that there is an empty cavity in the side of the strudel from which a small object seems to have been extracted (microfilm messages to NERDS headquarters).

[316] Vacant.

[350-380] A rich oil sheik, Eenie Meenie Chilibeanie (30,70) has rented all the suites on this floor. The chance for the full entourage to be present is (20,70). When present, the sheik is in room 360 with two of the women skiers. His bodyguards are in 350 and 370, and respond quickly if he summons or cries out. If the rooms are vacant, a search reveals the following:

[350] Men's clothing and travel accessories. There is a concealed (30,—) Uzi sub-machine gun (t) and spare full magazine hidden in a panel of one of the suitcases.

[360] This room is a mess, clearly the site of some large party. The bed is unmade, clothes and women's lingerie are strewn about, leftover food and several empty bottles of champagne lie about. A few magazines in Arabic are on the table. The closet conceals a small but heavy, portable combination safe (20,50). It is alarmed with a hidden (20,—) transmitter. If it is moved or opened, an alarm will sound on one of the sheik's bodyguards. It takes the bodyguards 5-15 minutes to arrive on the scene with weapons blazing. If the agents are gone, any theft is reported to the hotel manager. An investigation occurs, witnesses are questioned, prints taken, etc. Use the complications chart "Police Investigation" on page 44 of the *TOP SECRET®* Rulebook. Also use the modifiers on pages 22-23 of the *TOP SECRET® Companion*. In the safe are found various jewels and gems worth \$50,000. It also contains \$30,000 cash in various currencies.

[370] Bodyguard #2's room. On the bed are copies of popular girly magazines and a newspaper in Arabic. Concealed in a locked (—,20) briefcase is an Uzi that is rigged to be triggered from the outside.

[380] All the sheik's travel and play items are stored in this room, including: skis, polo equipment, tennis equipment, large cases with full clothes wardrobes, skin diving equipment (including two spearguns), and many other such things. (Give agents a 30% chance that something is here if they ask about an item in particular.)

### 4TH FLOOR

[401] Ian Flembert (A9), the weapons dealer, stays here (30,70). His room contains scattered clothes and a couple of handgun magazines. He stores no weapons here and must go out of town to arrange deliveries.

[402] Italian journalist (30,70).

[403] Two Greek tourists (25,60).

[404] Two American tourists (25,60).

[405] Vacant.

[406] French TV crew #1 (30,70).

[407] AGENT #4.

[408] West German TV crew #3 (30,70).

[409] German tourists (25,60).

[410] Danish ski tourists (25,60).

[411] Italian TV crew #2 (30,70).

[412] Belgian tourists (25,60).

[413] French TV crew #2 (30,70).

[414] Italian TV crew #1 (30,70).

[415] Patrick P. Shover (W4), WIMPS agent.

[416] Vacant.

[450-480] The four-man Swiss TV crew has taken over these four rooms for their base of operations. (40,60).

### Ski Lodge

The Ski Lodge is located to the west of the Hotel. At the front entrance, a stairway leads up to the second floor of the lodge. At ground level and flanking the stairs, two doors are labeled in German "Entrance" and "Exit Only." The entrance leads into the first floor of the lodge. Just inside the door is a Ticket Booth.

### 1ST FLOOR

#### A. Ticket Booth

Paul Tergeist (SL1) mans the ticket booth from 8:00 a.m. until 4:00 p.m.. Ski tickets cost \$30.00 for a full-day and \$15.00 for a half-day ticket. If the agents try to get information from Paul, he indicates that a bribe of \$25.00 will get them information. If they pay the bribe, he tells them to take the gondola lift to the top in one hour and he'll meet them there. At the meeting, Paul relates that the doctor in the First-Aid Center is a creepy fellow who came here about six months ago. The doctor spends long hours after work in his office and sometimes doesn't even seem to leave.

#### B. Foyer

Past the Ticket Booth, a large waiting area contains two benches. An elevator that has a double-sided entrance is labeled "Spa, 2nd Floor, Locker Rooms, 1st Floor." The east side doors open into the first and second floor Foyers. The other doors open into the Locker Room entrance and the Spa entrance. There is also a small bulletin board with notices of equipment for sale and other personal notes. The most prominent message on the board is an advertisement for ski lessons by "Famous Ski Instructor—Jean-Jacques Rousseau." Classes take place from 10:00 a.m. to noon each morning.

#### C. Men's Locker Room

A swinging door opens into the Men's Locker Room. Half of the room contains lockers (50% have padlocks (—,15).

#### D. Women's Locker Room

The Women's Locker Room is almost a clone of the men's.

#### E. Rental Department

The Rental Department has a counter with a cash register. Its walls are lined with boots, poles, and skis. There is a bench in the middle of the room. Behind the register, a door leads into the Repair Department.

Johanna Schlitz (SL2) runs the Rental Department from 8:00 a.m. until 6:00 p.m.. A full ski outfit rents for \$15.00 a day.

## AGENT'S DOSSIER

**AGENT:** Barbara Coast  
**ALIAS:** Wendy Day

**CODE:** ISB#1  
**BUREAU:** Confiscation

### VITAL STATISTICS

HEIGHT: 5'7" WEIGHT: 115# AGE: 43 SEX: F  
 NATIONALITY: England GLASSES: Yes Extremely Nearsighted

### PRIMARY TRAITS

	SECONDARY TRAITS	
Physical Strength (PS)	Observation (OB)	88
Charm (CH)	Offense (OF)	81
Willpower (WP)	Deception (DP)	55
Courage (CO)	Evasion (EV)	65
Knowledge (KN)	Deactivation (DA)	84
Coordination (CD)	Movement (MV)	233

### TERTIARY TRAITS

Perception (PR)	Shock Resistance (SR)	96
Hand-to-Hand (HtH)	Gambling Value (GV)	75
Surprise Value (SV)	Life Level	14

### WEAPONS

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
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Walther PPK (h)	91	118	0/-45/-145/—	1	7
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KNOWN LANGUAGES: English: 91 French: 86 German: 78  
 Russian: 78

### AREAS OF KNOWLEDGE

Astronomy	70	Philosophy	68
Computer Science	87	Photography	101
Hydraulic Engineer	66	Physical Education	99
Metallurgy	110	Psychology	103

### EQUIPMENT

Walther PPK (h)	U2 CAMERA ACCESSORY BAG;
Shoulder holster	Pistol Silencer (disguised in lens)
Fountain Pen	50 Rounds of Ammo for PPK
Transceiver	Direction Finder (disguised as camera)
Trailing bug	1# Plastic Explosive (hidden in lining)
Electronic Lockpick	3 Timer Detonators (hidden in flash unit)
\$500.00 cash	

Born and raised in northern England, Barbara and her husband, Sandy, joined the ISB in 1975. As a team, they specialized in deep penetration and confiscation of different revolutionary groups including the IRA and the IRS. Her husband was on a solo mission to infiltrate the NERDS when he was discovered and assassinated. Barbara holds a deep personal grudge against the NERDS. Her age and experience make her one of the ISB's most committed, dependable, and cool-headed agents. She has great concern for the welfare of her fellow agents, often resembling a "mother hen with her chicks."

Barbara has heard that Richard Look is considered the bureau's resident Yuppie. He was well born, graduated from one of the Ivy League schools did a stint in the Peace Corps, and several years ago joined the ISB. The grapevine says he is just "too cool" and often projects the attitude that he is better than those he works with. His charm and effectiveness as an agent make him hard to completely dislike.

She has never met Una Doss, but has heard that she is usually a very effective agent. Barbara is somewhat concerned by rumors that Una "loses it" under pressure. She intends to keep an eye on Una and will try to steer her away from potentially stressful situations.

Barbara knows absolutely nothing about Max Faction, except that he is a brand new agent and will need guidance on this, his first assignment. She is surprised that he would join the agency at his age and wonders about his motivations.

Player's Name: \_\_\_\_\_

## AGENT'S DOSSIER

**AGENT:** Richard Look  
**ALIAS:** Jose Martinez

**CODE:** ISB#2  
**BUREAU:** Investigation

### VITAL STATISTICS

HEIGHT: 6'0" WEIGHT: 185# AGE: 33 SEX: M  
 NATIONALITY: U.S.A. GLASSES: None

### PRIMARY TRAITS

	SECONDARY TRAITS	
Physical Strength (PS)	Observation (OB)	72
Charm (CH)	Offense (OF)	67
Willpower (WP)	Deception (DP)	67
Courage (CO)	Evasion (EV)	62
Knowledge (KN)	Deactivation (DA)	70
Coordination (CD)	Movement (MV)	210

### TERTIARY TRAITS

Perception (PR)	Shock Resistance (SR)	68
Hand-to-Hand (HtH)	Gambling Value (GV)	68
Surprise Value (SV)	Life Level	15

### WEAPONS

WEAPONS	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
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Browning (e)	77	114	0/-50/-150/—	1	13
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Uzi (t)	64	145	0/-20/-110/—	4	40
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KNOWN LANGUAGES: English: 92 Spanish: 81 German: 75

### AREAS OF KNOWLEDGE

Business/Industry	111	Literature	108
Civil Engineer	123	Philosophy	87
Economics	54	Political Science	129
Electrical Engineer	82	World History	51
Linguistics	63		

### EQUIPMENT

Browning (h)	Uzi (t) concealed in attache, can be fired while in case (-10)
Shoulder holster	200 Rounds of Ammo (5 clips)
Fountain Pen	Silencer for Uzi
Transceiver	Mike Receiver (disguised as walkman)
Mechanical Lockpick	Two bugs (disguised as cough drops)
\$800.00 cash	

Richard is a second level investigator. After graduating from a prominent Ivy League school with a degree in social/international studies, he joined the Peace Corps in 1976. He spent four years in the Congo helping to build bridges. His ability to understand the relationship of politics to economics caused him to be approached by the Bureau to work on a freelance basis in the Information and Records Department. His original work dealt with researching areas of potential ISB covert activity. He joined the Bureau on a full-time basis in 1983, specializing in third world activities. His investigative activities took him to El Salvador, Ecuador, and Zimbabwe.

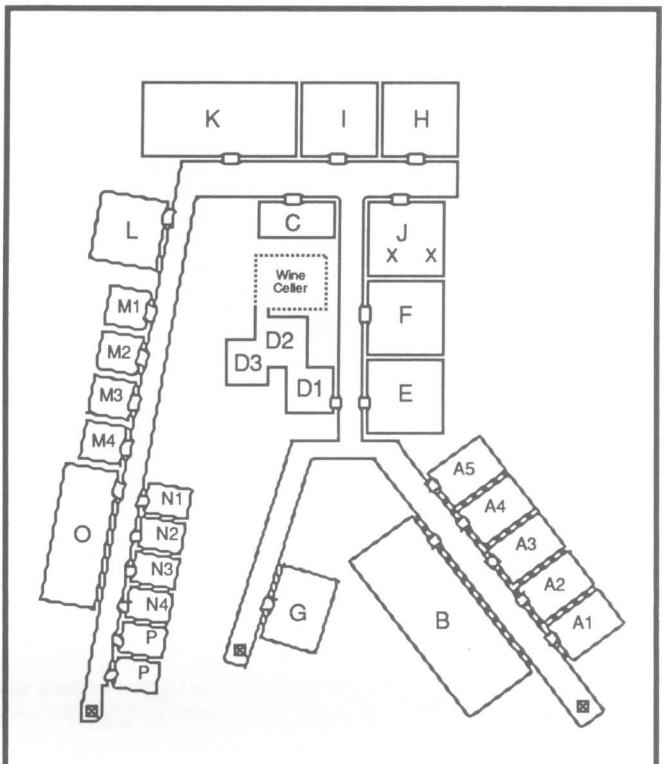
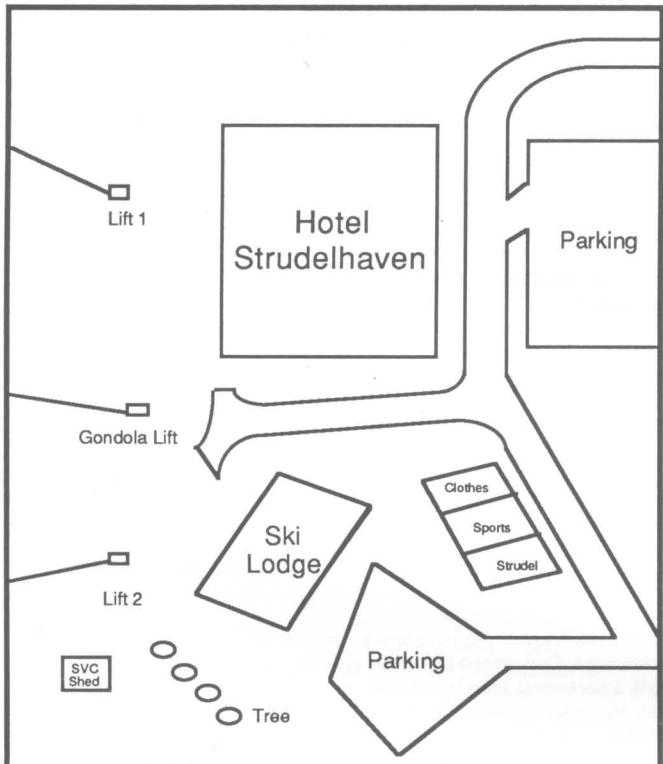
Mr. Look considers his investigative work to be several steps above the "lowly assassins," and he regards them with a certain disdain. In fact, his background places him a level or two above most of those who work for the agency. He considers himself quite charming.

Richard has never worked on an assignment with "Mom" Coast before, but he has met her on several occasions. He wonders if she was a good choice for this assignment because of her emotional involvement: her husband was killed by NERDS assassins not too long ago. She has always been an effective agent in the past, and he intends to watch for signs of over-zealousness.

No matter how long Rich works for the agency, he will never be comfortable working with killers like Una Doss. The agency calls them assassins, but "a rose by any other name..." Una seems too young to be involved in killing, and Richard is still not used to seeing young women assassins. She is rumored to be good at what she does, but he doesn't know much about her and plans to keep it that way.

It will certainly be strange working with Max Faction, a "new kid" who's over 40. His medical background should be a good complement to Richard's many investigative skills.

Player's Name: \_\_\_\_\_



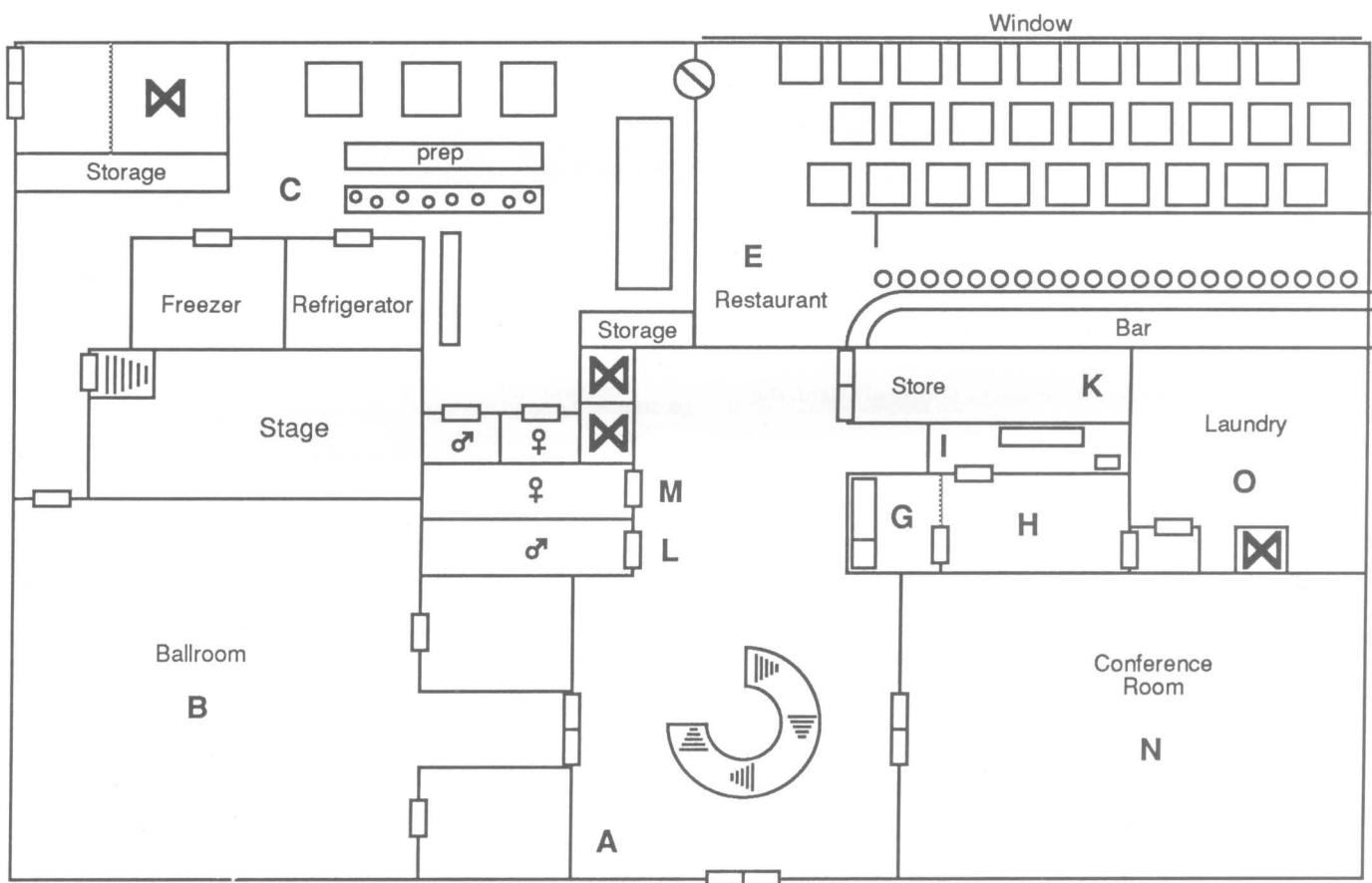
## Outdoor Layout

$$1'' = 150'$$



# NERDS Complex

$$1'' = 50'$$



## **Hotel Strudelhaven First Floor**

1" = 16'



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## Master Timeline (Round One)

The following is an hour-by-hour record of key events happening at the conference. The Administrator should familiarize himself with this timeline and refer to it as play progresses. Letter codes are used to indicate which character statistics on the master character chart should be used for each encounter.

### Monday

**10:00 am** The agents arrive in their rented car. If they check into the hotel, they are assigned their rooms as indicated on the Hotel Guest Room Chart. If the agents ask about Reiner Gesundheit, the deskman informs them that Reiner checked out about an hour earlier. Further questioning reveals that Reiner was with two friends and paid his bill with cash. If asked to describe Reiner's friends, the deskman only remembers that they were tall. He tells the agents, if asked, that Reiner was in room 306.

Reiner has been kidnapped and murdered by WIMPS agents. The agents took his body to room 213 (W1 and W2 are staying in this room), have placed the "Do Not Disturb" sign on the door, and have left someone there to guard the body until they can dispose of it later tonight. Reiner's rental car still is in the parking lot. Its license number is listed on his hotel registration card, and the agents may find a way to get a peek at it.

If the car is searched, the agents will learn its interior is clean (as most rentals are) except for the ash tray, which is half full of ashes and has a discarded empty matchbook in it. The matchbook has a single word written on the inside cover: "wimps." Searching for information on wimps is fruitless, since this is a new and unknown organization. Employees questioned will not remember seeing Reiner leave this morning.

**10:00-11:00 am** Daniel & Lisa Leat-Keach (W1 & W2) are seated on a couch in the hotel lobby where they can watch the Conference Room. They are whispering to each other about their ideas for planting the bomb. Patrick P. Shover (W4) is in room 213 guarding Reiner's body.

**10:00 am-Noon** Blanche Almonde (N1) and Luigi Lamborghini (N2) are having breakfast in the hotel restaurant (see Hotel, Restaurant and Strudel Shop for details). They are not dining together as they don't know each other.

Rhonda Heels (W3) is taking a private lesson from Jean-Jacques Rousseau (A8). Following the lesson, he suggests a "private party" in the Service Shed. Rhonda accepts his offer and suggests they meet for dinner first in the Restaurant at 6:00 p.m. Although she is an expert skier, Rhonda pretends to be a rank beginner.

**11:00 am-3:00 p.m.** Patrick P. Shover (W4) is out skiing. He is looking for a place to hide Reiner's body. The WIMPS plan to move the body later this evening. Daniel & Lisa (W1 and W2) are guarding the body in room 213.

**Noon-3:00 p.m.** Rhonda (W3) joins Patrick (W4) in the search for the perfect burial site for Reiner. When out of Rousseau's sight, she skis as an expert.

**Noon** Press Booth opens. Blanche Almonde (N1) is present (see Hotel, Ballroom).

West German Security puts up metal detectors at the entrance to the hotel (see Hotel, Foyer).

**1:00 p.m.** Blanche Almonde (N1) bribes the hotel deskman for a list of the hotel's guests. She eventually delivers this list to NERDS administration with notes she has taken on suspicious characters (see Strudel Shop). Any agents in the Foyer or near the desk may observe the bribe if they use Observation.

**2:00 p.m.** Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

**3:00-5:00 p.m.** Daniel and Lisa (W1 & W2) eat in the Cafeteria while Patrick and Rhonda (W4 and W3) make plans for the burial tonight.

**4:30 p.m.** Blanche Almonde (N1) delivers her first report to Strudel Shop (see Strudel Shop).

**5:00-6:00 p.m.** Rhonda (W3) is in her room (#301) preparing for her date with Jean-Jacques (A8). Daniel, Lisa, and Patrick (W1, W2, and W4) are in room 213 preparing Reiner for his date.

**6:00-8:00 p.m.** Lisa, Daniel, and Patrick (W2, W1, and W4) remove Reiner's body from room 213 via the window. They take it into the woods northeast of the hotel and hide it until they can return after 10:00 p.m. to bury it.

**6:00-11:00 p.m.** Rhonda (W3) and Jean-Jacques (A8) go to dinner in the Restaurant (from 6:00-8:00 p.m.) and then retire to the Service Shed for post-dinner fun and relaxation. At 9:30 p.m., Rhonda suggests a moonlight stroll, which ends about 11:00 p.m.

**6:30 p.m.** Blanche (N1) and Luigi (N2) eat dinner separately at the hotel. Dr. Friedrich Flintz-schtonne (N3) goes to the hotel bar (see Hotel, Restaurant, Hotel, Bar).

**7:30 p.m.** Luigi (N2) goes to the Hotel Bar.

**8:00 p.m.** Blanche (N1) goes to the Hotel Bar.

**8:00-10:00 p.m.** Patrick (W4) and Daniel (W1) go to the Hotel Bar for a few drinks. Lisa (W2) retires to room 213 to prepare the bomb to be planted later this evening.

**9:00 p.m.** A stroke of bad luck hits the agents when one of the Sheik's bodyguards (A7) mistakenly identifies one of the male agents as a rival assassin.

The guard attempts to assassinate one of the male agents (chosen randomly). The guard (A7) follows the mistaken agent until he finds a secluded area (outdoors, an empty hall, a deserted room, etc.). He then approaches the agent, and, as he is putting a cigarette in his mouth, he asks for a match. The guard then drops the cigarette, bends over to pick it up, and draws his silenced Uzi. Upon standing up, he reveals his weapon to the agent and any companions, commanding them to not move an inch. Before he opens fire, he says, "Well, Mr. Fahrad, you were lucky enough to get away from us last time, but, as you can see, we will not be bothered by you or your organization anymore. Sheik Chilibeanie is getting tired of your pesty attempts on his life. You soon will be only a memory. Good night." At this point he opens fire on the agent and any companions.

The agents can attempt to use Charm to try and explain what seems to be a case of mistaken identity, if they can interrupt the bodyguard before he starts blasting.

**10:00 p.m.** Blanche (N1) retires to her room.

**10:00 p.m.-Midnight** Patrick (W4) and Daniel (W1) go to the Service Shed and drive the tractor with the stretcher to Reiner's hidden body. They load him onto the stretcher and drive the tractor up the slope past the summit. They deposit Reiner's body in a deep crevice, return the tractor to the shed, and return to room 213.

**10:30 p.m.** Luigi (N2) retires to his room.

### Tuesday

**Midnight-2:00 am** The WIMPS (W1-4) plant the bomb in the Conference Room. Daniel and Lisa sit on a couch in the lobby to serve as lookouts for the operation, while Patrick and Rhonda plant the bomb in the Conference Room.

**4:00-6:00 am** The strudel baker puts a message into the strudel (see Strudel Shop).

**8:00 am** Press booth opens. NERDS guard (N18) dines at strudel bakery for one hour (see Strudel Shop). Susette Crepes (N10) prepares the Conference Room (see Hotel, Conference Room). Lisa and Daniel, Rhonda, and Patrick breakfast separately in the hotel Restaurant.

**9:00-10:30 am** Patrick and Rhonda (W4 & W3) check the burial site by daylight. Daniel and Lisa (W1 & W2) sit on a couch in the lobby to watch the festivities. They detonate the bomb by radio control.

(carried in Lisa's purse) at 10:30 a.m. (if all the leaders are in the Conference Room).

**9:30 am** The leaders arrive by limousine with police escort. Each leader is in a separate limo, and they enter the lobby one at a time. They wave at the crowd and ascend the circular staircase, going into their suites.

**10:00 am** The leaders come down the stairs and enter the Conference Room for their first two-hour meeting.

Part One ends at 10:30 a.m. on Tuesday, whether the WIMPS' plot succeeds. If the agents foil the plot, they discover a prepared press release in the jacket pocket of one of the WIMPS. This release was to be sent to the local television station. It claims WIMPS responsibility for the bombing and announces their cause to the world. This discovery should alert the agents to the existence of a second plot. They now must turn their attention to the NERDS, who have been busy preparing for their big day, scheduled for Wednesday.

#### Master Timeline (Round Two)

#### Tuesday

**10:00-11:00 am** Luigi (N2) goes to the Strudel Shop.

**11:00 am-Noon** Blanche (N1) goes to the Strudel Shop.

**Noon-2:00 p.m.** The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

**2:00-4:00 p.m.** The leaders emerge from lunch in the Ballroom and return to the Conference Room to continue their meeting.

**2:00 p.m.** Luigi Lamborghini (N2) picks up a message at the Strudel Shop (see Strudel Shop).

**3:00-4:00 p.m.** NERDS guards eat in the Cafeteria and the Strudel Shop (see Cafeteria and Strudel Shop).

**4:00 p.m.** The leaders hold a short press conference in the Ballroom. They indicate that substantial progress is being made and they expect to have a finished document by the end of their meeting tomorrow. They then retire to their suites to prepare for the evening's festivities.

**4:30 p.m.** Blanche Almonde (N1) delivers a report to the Strudel Shop (see Strudel Shop).

**6:00 p.m.-Midnight** The hotel hosts cocktails, dinner, and dancing for the leaders and the press. The entire affair is rather dull. The only useful information available comes from a member of the Swiss press corps. He has been suffering from mild constipation and was surprised to find that the Gift Shop had run out of laxatives. He complains mildly, and a member of the German press offers a bottle of hers, saying that when she purchased her package on Sunday, the store had several bottles on the shelf.

The other conversations center on terrorism in general, the proposed agreement and the effects expected from it, rumors of a terrorist attack at the meeting (NERDS and PLO are two groups mentioned), the recent World Cup soccer tournament (won by the Italians), the ski conditions at Strudelhaven (fair), and the pressures that befall members of the press when they are in the field.

**6:30 p.m.** Dr. Friedrich Flintz-schtonne (N3) goes to the hotel Bar.

**7:30 p.m.** Luigi (N2) goes to the hotel Bar.

**8:00 p.m.** Dr. Flintz-schtonne (N3) leaves the Bar.

**10:30 p.m.** Luigi (N2) retires to his room.

#### Wednesday

**4:00-6:00 am** The strudel baker puts a message into the strudel (see Strudel Shop).

**8:00 am** Press booth opens. NERDS agent dines at strudel bakery for one hour (see Strudel Shop).

**9:00-10:00 am** Blanche Almonde (N1) and Luigi Lamborghini (N2) have breakfast in the hotel Restaurant (see Restaurant). They are not dining together as they don't know each other.

**9:00-10:00 am** The chef puts laxative into the leaders' food.

**10:00-11:00 am** Luigi (N2) goes to the Strudel Shop.

**10:00 am-Noon** NERDS guards eat breakfast. One eats in the Strudel Shop and two eat in the Cafeteria (see Strudel Shop and Cafeteria).

**11:00 am-Noon** Blanche (N1) goes to the Strudel Shop.

**Noon-2:00 p.m.** Luigi (N2) and Blanche(N1) go to their rooms, pack their belongings, and leave Strudelhaven at 2:00 p.m. They travel in separate rented cars.

The leaders emerge from the Conference Room and have lunch in the Ballroom. The press is allowed to take pictures at the entrance to the room but are then pushed out to allow the leaders privacy.

**2:00 p.m.** The leaders emerge from lunch. If the agents did not succeed in stopping the laxative from being planted in the food, all four leaders will go upstairs to their suites to use the bathrooms. However, the entrances to the suites have been locked by a switch in the NERDS complex. In their urgency, the four leaders use the public bathrooms on the first floor (see Hotel, Lobby Bathrooms).

Even if the leaders didn't get a dose of laxative, they still need an after-lunch break. The suites are still inaccessible, and the leaders go to the Lobby Bathrooms.

**2:15 p.m.** The meeting re-convenes.

**4:00 p.m.** The conference ends, and the leaders emerge for a press conference in the Foyer.

If all four leaders were successfully swapped, the disguised NERDS agents announce they have decided that the more pressing problem of nuclear armament should take precedence over terrorism, and that they have the beginnings of a nuclear cooperation agreement to increase and fortify the nuclear arsenals of their countries.

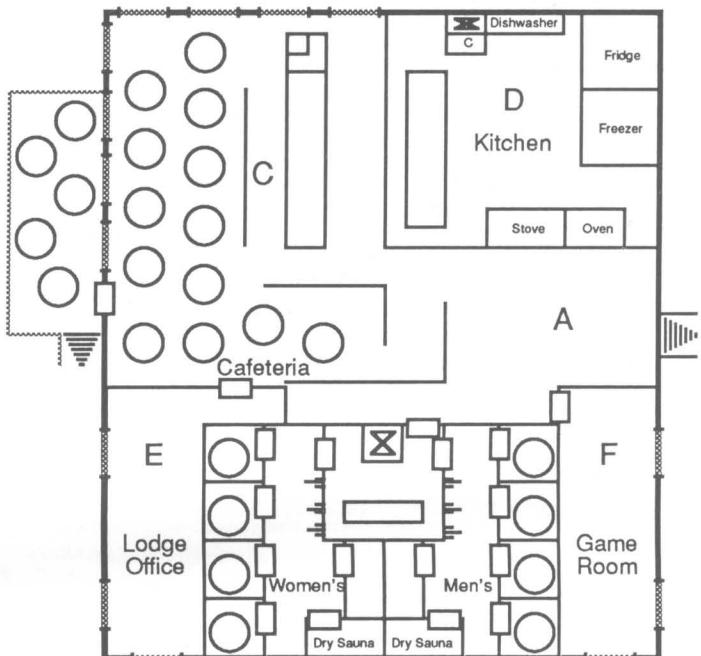
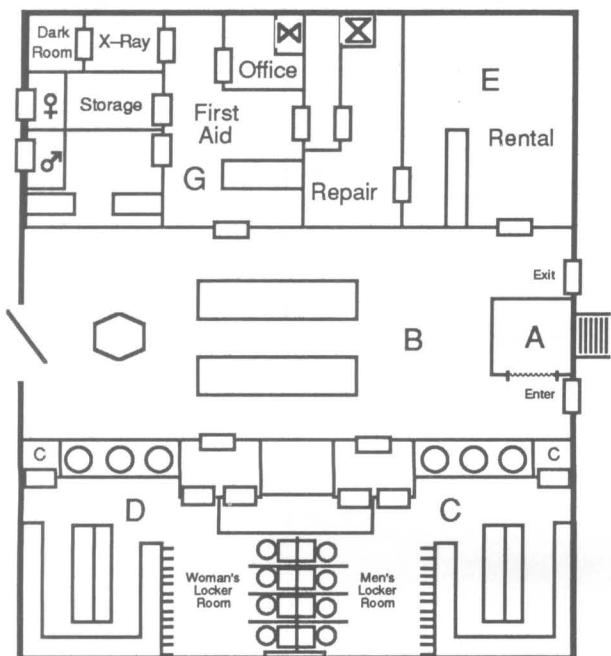
If only two leaders were swapped, they announce that they could get nowhere in their talks but future talks may be scheduled.

If the swap was unsuccessful, the leaders announce they have made good progress and have a tentative agreement that will help deal with terrorism in their countries and other parts of Europe. More talks are scheduled in six months.

If the agents suspect something is wrong, a roll of less than half their Perception gives them the feeling something fishy has happened, but they don't know what. If they roll one-quarter Perception, they suspect that some or all of the leaders are imposters. If they roll under 10, they know at least one of the leaders is an imposter.

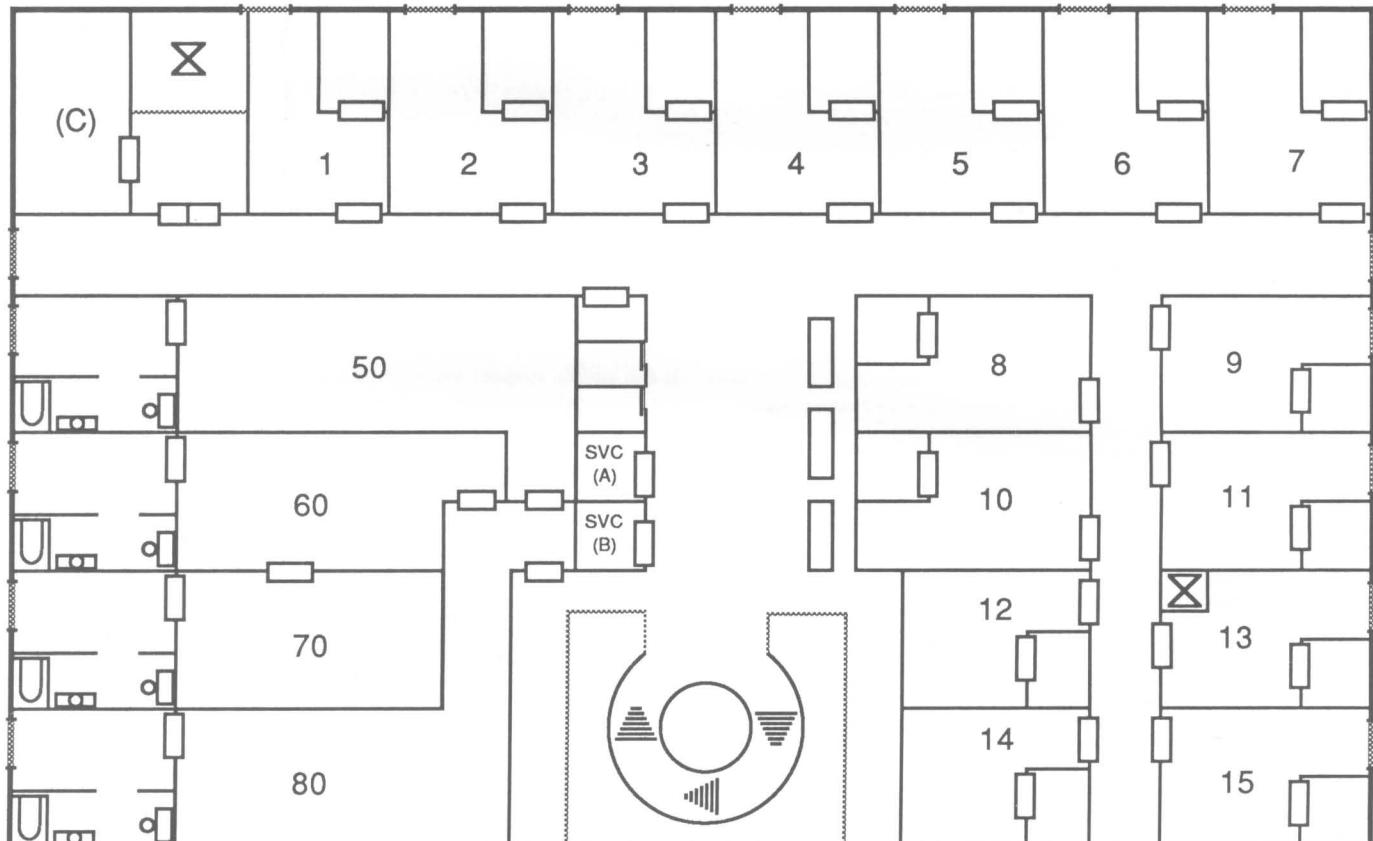
**4:30 p.m.** The leaders retire to their suites. (The door has somehow become unjammed.)

**5:00 p.m.** The leaders depart Strudelhaven, and the adventure ends.



**Ski Lodge First Floor** 1" = 20'

**Ski Lodge Second Floor** 1" = 20'



## AGENT'S DOSSIER

**AGENT:** Una Doss  
**ALIAS:** Maria

**CODE:** ISB#3  
**BUREAU:** Assassination

### VITAL STATISTICS

HEIGHT: 5'8" WEIGHT: 125# AGE: 23  
NATIONALITY: U.S.A. GLASSES: None

### PRIMARY TRAITS

		SECONDARY TRAITS	
Physical Strength (PS)	75	Observation (OB)	76
Charm (CH)	78	Offense (OF)	56
Willpower (WP)	71	Deception (DP)	80
Courage (CO)	82	Evasion (EV)	54
Knowledge (KN)	81	Deactivation (DA)	55
Coordination (CD)	29	Movement (MV)	157
<b>TERTIARY TRAITS</b>		Shock Resistance (SR)	77
Perception (PR)	79	Gambling Value (GV)	68
Hand-to-Hand (HTH)	129		
Surprise Value (SV)	134	<b>Life Level</b>	<b>15</b>

<b>WEAPONS</b>	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
.357 Revolver	66	87	0/-50/-160/-	1	6
.25 Beretta (lll)	61	91	0/-55/-155/-	1	7

KNOWN LANGUAGES: English: 91 Spanish: 90 German: 71  
Russian: 70

### AREAS OF KNOWLEDGE

Anthropology	64	Economics/finance	74
Arts & Crafts	96	Home Economics	107
Astronomy	54	Math/Accounting	166
Chemistry	52	Military/weaponry	93

### EQUIPMENT

.357 Snub-nose Revolver	Shoulder holster
.25 Beretta (lll)	Ankle holster
X1/9 TYPEWRITER; conceals: 1# Plastique (hidden in roller)	Stiletto (hh) in spacebar 50 Rounds of .357 Ammo
2 Timer Detonators	4 feet of piano wire
In a BAGGY PURSE: Fountain Pen Transceiver \$800.00 cash	3 Sleep Gas Capsules 3 Smoke Bomb Capsules Israeli Gas Mask

Una Doss is the daughter of a Texan USAF test pilot and a South American refugee. She grew up on various military bases in the southwestern U.S. In 1979, at the age of sixteen, she started doing part-time clerical work for the U.S. division offices. Her mother's stories of torture and civil rights violations in El Salvador motivated her to enter the Special Services division in 1983. Her training there included the use of weapons and explosives.

Currently a second level assassin, she does her job effectively, with decisive action. However, in high stress situations she is prone to mistakes and accidents from sudden onsets of clumsiness.

Una feels sorry for Barbara Coast. Her husband Sandy, was assassinated by NERDS agents recently. Una can imagine how Barbara feels and looks forward to helping her get revenge for husband's death.

Until this assignment, Una had been lucky enough to avoid "Yuppie Rick Lock." Her luck was bound to turn eventually. He doesn't like "killers," as he calls assassins and Una doesn't have much use for spoiled rich kids.

Una can't believe it! This dude Max Faction is old enough to be her old man, and he doesn't look anywhere near as tough. To make matters worse, he's new and will probably get into some mess that she'll have to get him out of. Una feels her best bet is to keep him away from trouble in the first place.

Player's Name: \_\_\_\_\_

## AGENT'S DOSSIER

**AGENT:** Max Faction  
**ALIAS:** None

**CODE:** ISB#4  
**BUREAU:** Investigation

### VITAL STATISTICS

HEIGHT: 5'8" WEIGHT: 165# AGE: 40  
NATIONALITY: U.S.A. GLASSES: None

### PRIMARY TRAITS

		SECONDARY TRAITS	
Physical Strength (PS)	47	Observation (OB)	93
Charm (CH)	44	Offense (OF)	79
Willpower (WP)	95	Deception (DP)	62
Courage (CO)	80	Evasion (EV)	61
Knowledge (KN)	91	Deactivation (DA)	85
Coordination (CD)	78	Movement (MV)	220
<b>TERTIARY TRAITS</b>		Shock Resistance (SR)	88
Perception (PR)	87	Gambling Value (GV)	78
Hand-to-Hand (HTH)	108		
Surprise Value (SV)	123	<b>Life Level</b>	<b>14</b>

### WEAPONS

<b>WEAPONS</b>	Base Spd	Base Acc	RM(PB/S/M/L)	Rate	Ammo
Browning (e)	89	136	0/-50/-150/-	1	13
12 guage Shot- gun (aa)	75	159	+ 9/- 5/- 80	1	5

KNOWN LANGUAGES: English: 95 French: 80 Arabic: 65  
Vietnamese: 70

### AREAS OF KNOWLEDGE

Animal Science	111	Medicine/Physiology	91
Anthropology	60	Military/weaponry	88
Botany	74	Naval Science	84
Electrical Engineer	58	Physics	102
Linguistics	73	Psychology	100

### EQUIPMENT

Browning Hi-Power (e)	12 guage Shotgun (aa); with full choke (hidden in suitcase panel)
Hip holster	
50 Rounds of 9mm Ammo	12 Rounds #5 Buckshot
Concealed in SHAVER:	3 syringes with needles
3 doses Truth Serum	2 doses Anesthetic
2 doses Depressant	Fountain Pen Transceiver
\$800.00 cash	Binoculars

Max Faction is a first level investigator who served in a MASH unit in Vietnam. After the war, he stayed in the service as a counselor at an Army hospital in the Philippines. His knowledge of the sciences and medicine caught the attention of ISB which was looking to recruit agents who had similar backgrounds to those of the the NERDS founders. Max has only been in the Bureau for eight months, having spent the first six in weapons and tactical training. This is his first mission with the ISB, and he should expect to be watched carefully.

Max feels that having someone close to his own age along is going to make this first assignment a bit more comfortable than if he were stuck with a bunch of young kids. Barbara Coast seems capable, and Max has heard good things about her. He will try to follow the lead of her experience.

Richard Look, Max's fellow investigator, seems to be a little full of himself for someone so young. Max hopes that some of his own and Barbara's maturity will rub off on Rick.

Una Doss reminds Max very much of Jennie, his daughter who will be graduating from high school this year. He realizes that as an assassin, she can take care of herself without his help, but he knows he'll keep an eye on her anyway.

Player's Name: \_\_\_\_\_

## F. Repair Department

In the Repair Department, Roger Marquette (SL3) fixes broken skis.

## G. Emergency First Aid Center

In the waiting room of the First Aid Center are two padded couches and a counter. Behind the counter is a hallway that leads to an X-ray room, medical storage area (—,30,), and the doctor's office. Also behind the counter, on the south wall, a second doorway opens onto a service entrance hallway. A patient room with three beds has 0-3 people resting from sprained ankles, etc..

Helga Himmel (SL5) helps the doctor manage emergency medical situations from 8:00 a.m. until 6:00 p.m.. She knows nothing about the doctor's ties to the NERDS, but she can tell an agent using Charm successfully about the doctor's habits (long hours, sometimes spends all night there, etc.).

Doctor Freidrich Flintz-Schtonne's (N3) office has a desk, a light board for viewing X-rays, and bulletin boards. There is a small clothes closet in the corner that is actually an elevator down to the NERDS complex. If the elevator is in the down position, there is a 20-foot drop. A concealed (30,—) switch in the threshold of the door activates the elevator up or down. There are crumbs of strudel on the desk.

## Outside Perimeter

On the east side of the building is a service entrance (—,30). The entrance opens into a hallway (H) that leads to the Repair Department, First Aid area, and a service elevator that goes up to the Cafeteria.

## 2ND FLOOR

### Entrance

Stairs rise up from ground level to the front entrance. On the north side, stairs ascend to an outdoor patio that is part of the lodge Cafeteria. Doors lead from the patio into the dining area of the Cafeteria.

### A. Second Floor Foyer

At the top of the front stairs, doors open into the Foyer. The Foyer is a rather sparse waiting area with padded vinyl benches. On the west side, a door is labeled "SPA." It leads into the Spa waiting area.

### B. Spa Waiting Room

There is a carpeted waiting area in front of the Spa. A small passenger elevator comes up from the locker rooms below. A service desk sits between the entrance to the men's and women's spas. Inside the men's spa are four private hot tubs, a group sauna, a group steamroom, and a couple of showers that provide cold water only. A bench sits in the middle of the room. The women's spa is a mirror of the men's.

The front desk is run by Bertha Doppelganger (N4) from 8:00 a.m. until 4:00 p.m. and by Brunhilde Walkyrie (N5) from 4:00 p.m. til midnight. Both are NERDS agents on the lookout for "too curious" guests. If the agents ask too many questions or act suspiciously, Bertha or Brunhilde gives them a private hot tub room. Upon entering, the NERDS attendant throws some switches that lock the door to the room (—,40) and then causes the room and tub temperatures to rise by 5 degrees every 5 minutes. Unless the agents use Perception, they do not notice the rising temperature until it reaches 120 degrees Fahrenheit.

Agents with an AOK over 75 in hydraulic or industrial engineering may figure out how to disconnect the hot tub heating mechanism. If the agents enter the disconnected tub, they can escape harm from the heated air in the room. The room temperature stops rising at 200 degrees and stays there for 10 minutes. Unprotected agents lapse into unconsciousness unless they roll under their Willpower minus 50 when the temperature reaches 150 degrees. At 200 degrees, they have only a 5% chance of staying conscious. After ten minutes, the attendant opens the door to check on them. If they are unconscious she handcuffs and gags them, coming back for them after closing. They then are taken at gunpoint to the First Aid Center and escorted into the NERDS complex one at a time.

### C. Cafeteria

The Cafeteria has 15 tables inside and 7 tables on an outside patio.

Agents sitting near a window or on the patio may see certain activities on the slopes if they successfully roll under their Observation. Refer to the Random Encounter Chart: Outside to determine what the agents might see.

There will be from 4-40 people (4d10) in the Cafeteria from 8:00 a.m. to 4:00 p.m.. The Cafeteria closes at 4:00 p.m.. Other encounters in the Cafeteria include the following:

## Monday

**11:00 a.m.-1:00 p.m.** A turbaned man (A3) with a young blond woman is eating lunch at a table near the windows. They are laughing and talking about skiing. They are accompanied by two other turbaned men (A6 & A7) who are large and burly. Agents using Perception sense that the two men are

the first man's bodyguards. He is a rich oil sheik named Eennie Meenie Chilibeanie who is staying in a 3rd floor suite of the hotel.

If a male agent is present for this encounter, he notices that one of the bodyguards looks directly at him, looks away, and then does a double-take as he looks back at the agent. (This is a foreshadowing of the assassination attempt at 9:00 p.m. on Monday.)

## Tuesday & Wednesday

**10:00 a.m.-noon** Two large men enter the Cafeteria, get breakfast, then sit at a table by themselves and begin to converse in soft tones. They are two NERDS guards (N18) who have come up through the doctor's elevator for breakfast. They stand out in a crowd because of their size and attire. They are both wearing dark clothes, boots, and baseball caps and have extremely short haircuts. They don't look like they're going skiing. If anyone is sitting near them or moves near them, they cease talking. If the agents follow them, they will see the NERDS take the elevator down to the first floor, and go into the First Aid Center. They then take the closet elevator down to the NERDS complex.

**Noon-3:00 p.m.** The ski instructor, Jean-Jacques Rousseau (A8), and two women buy lunch with beer and take a seat on the patio. The women seem to be fascinated by Rousseau and he shows no objections to their fascination. Agents who are sitting at an adjacent table and who roll under their Observation hear Jean-Jacques trying to persuade the women to go to the Service Shed with him for a "good time." He explains that only a few people, including himself, have a key to it and that it can be very private. The women resist his offer.

The instructor has a key to the shed that he got from the previous maintenance man. He sometimes takes friends out there for privacy. One time, he was surprised by two maintenance men who seemed to appear out of nowhere. They told him to leave.

**1:00 p.m.-3:00 p.m.** A scraggly looking drunk (A5) orders a beer and the salad bar. He takes a seat near the northwest corner, paying little attention to those around him and much attention to his food and drink. Most agents who approach him are greeted by distrustful looks. However, if they have Charm over 75, he does not object to their taking a seat at his table. Agents with Charm under 75 are greeted by "Mind your own business, beat it, leave an old man in peace, etc." If they persist, the drunk moves to another table.

If agents succeed in sitting next to him, the drunk tells the following story in a grumbling, piecemeal fashion. He says, "For fifteen years I was the maintenance man for the ski lifts and other equipment here. Then, about six months ago, the place was sold. The new owner hired me to help build a new maintenance shack at the base of the slopes. Now I say to the young guy in charge, Why don't you put the shack over by about twenty yards and you won't have to clear no trees?" But he says to mind my own business and do the work I'm paid for. So that's what I does. Well anyway, the shack gets built and poof!, old Hans is out of a job. They bring in these young tough guys to do my job. What do they know? But I ain't so stupid. I got a key to that place. An' I gave one to that ski instructor cuz...well...I needed some money. Course I ain't ever used the key, but someday if I get a real inkling to get even, I just might."

Hans, the drunk, leaves the cafeteria at 3:00 p.m..

**3:00 p.m.-4:00 p.m. (Tuesday only)** This is the same encounter as the 10:00 a.m.-Noon entry, except that two different NERDS guards stop by to eat lunch.

### D. Kitchen

Double swinging doors lead from the Cafeteria into the Kitchen. A large counter with food in the final stages of preparation runs along the north wall. Against the east wall stand a large oven and a large stove, next to a large, restaurant-style dishwasher. A walkin freezer and refrigerator line the south wall. Shelves cover all the spare wallspace. There is also a service elevator that rises up from the first floor. Two cooks and a dishwasher work in here from 6:00 a.m. until 4:00 p.m..

### E. Lodge Office

A locked (—,20) door leads from the Cafeteria into the Lodge Office. This room is furnished with two desks, a filing cabinet, a bulletin board, a couple of chairs for visitors, desk lamps, and a stereo system. A throw rug in the corner conceals a floor safe (20,40) containing \$5,000.

Boris Mansch (SL6) works here from 8:00 a.m.-6:00 p.m. with the assistance of his secretary, Gigi (SL7). They have no knowledge of the NERDS, but agents searching the filing cabinet (using Observation) find documents referring to the sale of the lodge to Herr Burgerbagger.

### F. Game Room

The Game Room has assorted video games and two coin-operated pool tables. There will be 1-10 people in here during Spa hours. A 10-year old boy is here playing games. If an agent plays a video game, the boy pretends to watch him play while he tries to pick his pockets for coins to play on the machines.

## The Strudel Shop

The Strudel Shop has five small tables with ten chairs and is open from 8:00 a.m. to 6:00 p.m.. There is a bakery display counter with a cash register on top (contains \$100-\$1000). Behind the counter is the baking area and a small bathroom. The baking area is in plain view through a large display window. The small bathroom has a hidden panel (30,—) that reveals an elevator call button and a latch that opens a door into an elevator that goes down to the NERDS complex. Another hidden panel (30,—) in the elevator reveals the up and down controls.

Olga Buttlebutter (N8) and her husband Hans (N9) are both NERDS agents. They are helping to pass and collect information about the mission as the swap time approaches. She keeps a shotgun (Z) on a shelf underneath the cash register. The following encounters occur here:

### Monday

**2:00 p.m.** Luigi Lamborghini (N2) enters the bakery and asks for salmon-flavored strudel. (Agents should use Observation to determine if they hear this exchange.) Olga hands him a bag containing strudel. He then leaves, picks up his car in the parking lot, and drives out of Strudelhaven. If agents choose to follow, they must roll under their Evasion three times before Luigi gets to his destination. If the agents are unsuccessful, they have been spotted by Luigi. He then stops at a gas station, fills up with petrol, and goes back to Strudelhaven.

If the agents succeed in following him, they see him stop at a hospital and quickly enter the front door with the bag of strudel. He leaves the hospital without the strudel. He has just made delivery of a message concealed in the strudel (30,—). The message reads, "The chameleons are improving. Their color is still poor." It is intended for the eyes of Herr Burgerbagger, the NERDS director of operations for all of Southern Germany. (This module is not prepared to pursue the mission from this location, so administrators should try to steer agents back to Strudelhaven.)

**4:00 p.m.-5:00 p.m.** Blanche Almonde (N1) arrives with a newspaper under her arm and asks for lime strudel. Olga hands her a bag and Blanche sets the newspaper on the counter. The bag contains \$1,000, and the newspaper has a list of the hotel guests (20,—) concealed in it. Any guests who have seemed suspicious to Blanche have been circled on the list with a note next to their names. Blanche leaves and goes back to her room at the hotel. Olga hands the newspaper to Hans, who then goes to the restroom, down the elevator and to the doctor's office in the NERDS complex. He returns and emerges from the bathroom within five minutes.

### Tuesday

**4:00 a.m.-6:00a.m.** Agents who happen to be watching the baker through the window without being seen observes Hans (N9) baking strudel. In one piece of the strudel he places a small capsule with a message that reads "The chameleons are hungry. Their color gets better." When the strudel is baked, he separates one piece from the others.

**8:00 a.m.** A large man with very short hair, dressed in dark clothes, boots, and a baseball cap emerges from the bathroom. He is a NERDS guard (N18) coming up for a bite to eat. He buys some strudel and then takes a seat in the corner. After an hour, he gets up and goes to the restroom and then back down to the NERDS complex.

**10:00 a.m.-11:00 a.m.** Luigi arrives for the same encounter as yesterday, except this time the note reads, "The chameleons are hungry. Their color gets better."

**11:00 a.m.-Noon** Blanche Almonde (N1) arrives for the same encounter as yesterday, except that she adds two unprocessed rolls of film with shots of the heads-of-state in the newspaper. After this drop, Blanche goes back to her room.

### Wednesday

**8:00 a.m.** The same large man (N18) that came up on Tuesday comes up for the NERDS complex again today.

**10:00 a.m.-11:00 a.m.** Luigi arrives for the same encounter as Monday, except this time the note reads, "The chameleons will strike—on full stomachs."

**11:00 a.m.-Noon** Blanche Almonde (N1) arrives for the same encounter as yesterday. After this drop Blanche goes back to her room and starts packing to leave.

### Sporting Goods Store

This is a small Sporting Goods Store with an emphasis on mountaineering and ski equipment. Its hours are 10:00 a.m. to 5:00 p.m., and there is one salesperson on duty during these hours. There are no firearms for sale here, but there is a crossbow pistol (at) with blunt tipped arrows for sale at \$40.00.

## Clothing Shop

The Clothing Shop is open from 10:00 a.m. to 5:00 p.m. and has one salesperson on duty. This shop sells men's and women's clothing with an emphasis on ski and sports wear. Agents who have identified a NERDS guard find dark clothes, boots and baseball caps that are similar to the NERDS' attire (+ 10 to Deception).

### Service Shed

This shed has locked (—,30) double doors that open wide enough for the First-Aid tractor to get in and out. Inside the shed are the tractor with a stretcher in tow, various hand tools, and chain saws. In one corner is a locked (—,20) storage room. The storage room is really an elevator that goes down to the NERDS complex. If agents succeed in opening the door to the storage room, there is a 50% chance that the elevator is in the up position and the room looks like a normal small room with some tools hanging on the wall. If the elevator is in the down position, instead of a floor there is a cavern about 20 feet deep. A hidden switch (20,—) in the door's threshold hides an elevator call button.

## The Nerds Complex

The nerve center of the NERDS plot lies underground. Utilizing a WWII refugee catacomb, the complex covers an area just slightly smaller than the full area of the Strudelhaven resort. There are four elevator entrances to the complex: in the Strudel Shop, the First-Aid Center, the Service Shed, and the hotel's first-floor restrooms. Except for the restroom entrances, all entrances operate by a concealed (30,—) switch. The restroom entrances only can be operated by controls in the monitor/control center of the complex. The hallway lights are always on unless they are deactivated in the control room. One guard (N18) is posted at each entrance at all times. Any intrusion causes the guard to activate a switch. A loud alarm sounds, waking up sleeping guards. Guards at entrances remain where they are, but the other six guards will arrive within two minutes armed and ready for a confrontation.

### A1.-A5. Barracks

These are the sleeping and living quarters for the NERDS guards. Each room sleeps two and has bunkbeds, a small table and chair, and two locked footlockers (—,20). The doorway to each room is covered by a curtain instead of a door.

**A1.** A sleeping guard (N18) is snoring in the bottom bunk. Agents searching this room must roll under their Evasion minus 50 in order to avoid waking up the guard. A search reveals only clothes, and some crackers and peanut butter stashed under the bottom bunk.

**A2.** This room is unoccupied. The bunks are unmade and the room is rather messy. Posters of tanks, fighter planes and scantily clad women cover the walls. A full search reveals a pistol (I) under the mattress of the top bunk.

**A3.** There is no one in this room. On the table, a chess set stands in mid-play. A large quantity of empty soda cans have been stacked on top of each other in such a way that they almost cover the wall opposite the bunks. Agents must roll under their Coordination or they accidentally knock the cans down, causing a loud commotion. A knife (ij) is in the locked locker (—,20) of the room's residents.

**A4.** A guard sleeps in the top bunk (see A1 for reaction) One of the lockers contains a half-consumed bottle of Vodka, and the other locker contains a portable cassette player with headphones and some heavy-metal rock tapes.

**A5.** This empty room has been painted black with white spots, giving the feeling of a night sky. Fantasy books and magazines lie on the table. One locker contains 20 very old comic books (\$400).

### B. Supply Room

A guard/attendant sits at a desk near the entrance. This room is filled with all sorts of supplies necessary for the operation of the complex. There is toilet paper, cleaners, stationery, ammunition (for the AK47), and other such items. Anyone wishing to acquire anything must sign it out with the guard.

### C. Director's Office

The door to this office is always locked (—,25). This is Dr. Flintz-Schtonne's (N3) office, where he does all of his work for the NERDS plot. The doctor is in his office from 9:00 p.m. to 1:00 a.m.. The office contains a desk, filing cabinet, lamp, and chair. Blueprints of the NERDS complex hang on the wall. On the desk is a pamphlet labeled "Nuclear Co-operation Agreement" in four languages. Examination of the files reveals dossiers on the four foreign leaders and purchase orders for supplies and weapons.

### **D1.-D3. Plastic Surgery**

This small surgical complex is used to make the replacement leaders look like the originals. These rooms haven't been used for a while. Agents using Perception sense the lack of use.

**D1. Scrub Room** This is a sink with antiseptic in dispensers on the side. Plastic gloves, smocks, and surgical masks are laid out.

**D2. Surgery** An operating table, bright lighting, surgical utensils and electronic monitoring devices fill this room. On the wall is a light board with X-ray photos pinned to it. Next to these X-rays are photos of the four leaders. Agents with an AOK over 75 in medicine realize that this room is used for plastic surgery.

**D3. Recovery Room** A bed, monitoring devices, and a chair are in this room.

### **E. Viewing Room**

This room is used by the impostors to view video tapes of the leaders that they are replacing. The room has a couch, a video player, and a monitor. There is a 25% chance that one of the impostors is in this room at any time until 1:00 p.m. on Wednesday.

### **F. Photo Lab**

This room has viewing tables and a photographic darkroom. The lab technician (N13) works in here from 10:00 a.m.-10:00 p.m.. On the walls hang pictures of the four leaders in nondescript surroundings. If it is after noon on Tuesday, the pictures are of the leaders arriving at the hotel. Some of the pictures are marked with pen, noting specific details of the leaders. On the Italian leader's picture, a bracelet is circled with a note saying "Silver?" The Swiss leader's tie is circle, and the note asks, "Do we have this material?" The West German leader's shoes are circled; the note reads, "Very shiny." The Belgian leader's face is marked with the note, "Nicked himself shaving."

### **G. Wardrobe**

Racks of fabric and a sewing machine fill this room. Pictures of the leaders in many different changes of clothing are pinned to the wall. The seamstress (N14) works in here from 10:00 a.m. to 10:00 p.m..

### **H. Detention Cell**

This is a locked cell with barred doors (—,50). A security camera monitors the cell door. Any agents who have been captured are kept here until after the impostors are swapped with the leaders. The captured heads-of-state are kept here after their kidnapping. At 5:00 p.m. Wednesday, any imprisoned agents are assassinated. The leaders are not assassinated, but are held until a future date for possible extortion purposes.

### **I. Monitoring Station**

A NERDS guard sits at a chair and views a small bank of video monitors. Four cameras are used (two in each bathroom) to monitor traffic in and out of the stalls. The cameras are mounted to give the guard a full view of the stall doors. During the swap, he watches until he sees one of the leaders enter a stall. Once the door is closed, he turns on the gas and lowers the elevator. Another monitor views the Detention Cell. This room has controls that activate the release of sleeping gas into the stalls and the operation of the Stall Elevators. There is also a switch to activate the jamming of the door to the leaders' suites. A locked power panel (—,20) which distributes all power to the NERDS complex is in the corner. Agents with an AOK over 65 in electronics engineering know how to operate these controls. The guard has keys to the Detention Cell and the Stall Elevator entrance.

### **J. Stall Elevators**

This is a group of eight separate elevators that rise up into the toilet stalls above. There are no doors on the elevators as they move. If all the elevators are in the up position, this room shows eight hydraulic supports going up into the ceiling. The entire complex of elevators is placed within a room that has a locked (—,50), barred door.

### **K. Conference room**

From 10:00 a.m. to 10:00 p.m. on Monday and Tuesday, and from 10:00

a.m. to 1:00 p.m. on Wednesday, there are three impostors (I1, I2, I3) in here with their coach (N16). The coach is advising and coaching them on their movements, voice inflections, habits, etc. Agents rolling under their Observation -20, are able to hear this coaching from the hallway.

### **L. Kitchen/Dining**

This is a compact kitchen used for preparing small meals. There is a stove/oven, refrigerator, counter, sink, and small dining table. At any time, there is a 25% chance of a guard eating a sandwich and reading the paper at the table. Three butcher knives (HWV 40) are in a drawer.

### **M1.-M4. Impostor's Living Quarters**

These four rooms house the impostors up until the time of the swap. Each room has a bed, dresser, mirror, and small closet. Also in each room is a full dossier on the particular leader that the impostor will be replacing. The impostors are in their rooms from 10:00 p.m. Monday until 10:00 a.m. Wednesday, except as noted elsewhere.

**M1.** The Swiss impostor (I4) stays here. There are a few classic novels on the dresser. Concealed in one of the books (20,—) is a picture of a man. Agents who suspect an impostor and use Perception believe that this is a picture of the Swiss impostor before any plastic surgery.

**M2.** This is the room of the Italian impostor (I3). The room has a small tape player on the dresser. Classical music tapes lie next to it.

**M3.** The West German impostor's (I2) room is filled with books on German law along with the standard personal necessities.

**M4.** This is the room of the Belgian impostor (I1). Pictures of the Belgian leader's estate are on the walls along with pictures of several expensive sports cars.

### **N1.-N4. Administration Living Quarters**

**N1.** Dr. Flintz-Schtonne (N3) lives here. This room is furnished like the impostors' rooms. A search reveals a pile of newspaper articles about the subversive activities of the NERDS. There are also a few articles about international terrorism in general. The doctor is in his room from 1:00 a.m.-7:00 a.m. each day.

**N2.** This is the room of the voice/motion coach (N16). There are various anatomy books on the dresser. A full-sized skeleton hangs from a stand in the corner of the room. She is here from 10:00 p.m. Monday until 10:00 p.m. Wednesday, except as noted elsewhere.

**N3.** The seamstress (N14) lives here. She is rarely in her room.

**N4.** The photo lab technician (N13) rooms here. From 10:00 p.m. Monday until 10:00 a.m. Tuesday, and from 10:00 p.m. Tuesday until 10:00 a.m. Wednesday, he and the seamstress are sleeping together.

### **O. Recreation Room**

The rec room has a color television, couch, pool table, exercise bike, card table and chairs, and various board games on a shelf. At any time, there are two guards (N18) playing pool or cards in here. Their weapons are lying on the couch.

### **P. Men's and Women's Restrooms**

These rooms contain three stalls, and urinals in the Men's Restroom, a mirrored counter in the Women's Restroom. There are also three shower stalls in each room. There is a 10% chance that some Complex personnel will be using the facilities at any time.

## **Post Mission Briefing**

Any agents who were captured by the NERDS and remain prisoners at 5:00 p.m. on Wednesday are assassinated. If the agents succeed in fully stopping the swap of leaders, they have successfully completed their mission and might be considered for promotions. If any of the leaders were swapped without the agents' knowing it, intelligence reports six months from now indicate that such a swap occurred. The agents then should be reassigned to the Mail Department.

# NPC CHARACTER TRAITS

Code	Name	PS	CH	W	CO	KN	CD	OB	OFF	DEC	EV	DA	MV	LL	SR	PER	HTH	SV	WPN	E	F	G	R
ISB1	Barbara Coast	42	38	100	71	76	91	88	81	55	65	84	233	14	86	80	107	119	h	91	86	78	78
ISB2	Richard Look	85	62	64	72	79	61	72	67	67	62	70	210	15	68	72	147	129	e,t	92	75	75	SP
ISB3	Una Doss	75	78	71	82	81	29	76	56	80	54	55	175	15	77	79	129	134	i,ill	91	71	71	70
ISB4	Max Faction	47	44	95	80	91	78	93	79	62	61	85	220	14	88	87	108	123	e,aa	95	80		
<b>HOTEL PERSONNEL</b>																							
H1	Thomas Chat	65	31	83	64	43	47	63	56	48	389	45	195	15	74	64	104	87			95	72	
H2	Fritz Derkat	80	46	38	46	63	65	51	56	46	56	64	183	12	42	48	136	102		84	52	47	
H3	Francois Vichy	52	75	91	55	47	48	69	52	65	62	48	191	14	73	62	114	127		85	72		
H4	Phil Guillotine	38	76	49	93	97	46	73	70	85	61	72	133	9	71	83	99	146		65	87	74	68
H5	Ernst Huber	91	64	43	82	33	46	38	64	73	55	40	180	13	63	60	146	128		0	78	89	
H6	Robert Rougeforke	50	94	44	80	80	45	62	63	87	70	63	139	9	62	71	120	157		89	76	68	
H7	Yvette Chantilly	63	78	43	71	26	28	35	50	75	53	27	134	11	57	53	116	128		48	78		
H10	Hugo Furst (bell captain)	93	84	90	71	29	24	60	48	78	54	27	207	18	81	65	147	132		65	87		
H11	Michel Printemps	63	45	93	55	56	34	75	45	50	40	45	190	16	74	65	103	90		48	78	45	
H12	Albert Guggelhof	64	29	68	78	78	83	73	81	54	56	81	215	13	73	76	120	110		67	61	85	
H13	Alfred Schnapps	32	48	78	67	85	27	82	47	58	38	56	137	11	73	74	70	95		67	63	85	
H14	Freida Gottermannerung	30	58	70	68	81	40	76	54	63	49	61	140	10	69	72	79	112		65	65	90	40
<b>RESTAURANT &amp; BAR</b>																							
R1	Marion L'Escargot	35	73	43	52	91	76	67	64	63	75	84	154	8	48	60	110	137		81	41		
R2	Franz Frye (M.D. 4p-12)	44	75	45	92	38	90	42	91	84	83	64	179	9	69	67	127	166		47	86		
R3	Jean De Baptiste	78	64	93	71	49	69	71	70	68	67	59	240	17	82	71	145	134		40	87		58
R4	Jules August	100	99	88	43	96	38	92	41	71	69	67	226	19	66	68	169	140		70	87	47	74
R5	Maria Van Der Slugge	32	74	54	66	21	63	38	65	70	69	42	149	9	60	52	101	139					
R6	Elsa Heinhocker	94	62	34	43	3	38	19	41	53	50	21	166	13	39	31	144	103					
R7	Simon Champignon	46	71	96	59	50	86	73	73	65	79	68	228	14	78	66	125	144		47	84		60
R8	Renaldo Rappo	100	47	2	28	63	4	33	16	38	26	34	106	10	15	30	126	63		83	81		
R10	Celeste L'Elephant	23	49	86	22	17	85	52	54	36	67	51	194	11	54	37	90	103					
R11	Heidi Dauda	68	13	96	46	60	28	78	37	30	21	44	192	16	71	62	89	50		49	42	86	
R12	Roberto Seit	62	26	81	12	4	58	43	35	19	42	31	201	14	47	27	104	61					62
<b>KITCHEN</b>																							
K2	Frank Weiner	97	93	19	14	84	84	52	49	54	89	84	200	12	17	33	186	142		47	49	78	60
K3	Klaus Klosset	63	85	41	38	100	65	71	52	62	75	83	169	10	40	54	138	137		54	47	79	40
K4	Karl Marxmann	41	74	62	37	51	80	57	59	56	77	66	183	10	50	47	118	133		44	62	81	
<b>SKI LODGE</b>																							
SL1	Paul Tergeist	48	27	67	32	78	21	73	27	30	24	50	136	12	50	52	72	54		62	71	82	
SL2	Johanna Schlitz	77	75	93	69	33	47	63	58	72	61	40	217	17	81	66	138	133		45	74		
SL3	Roger Marquets	52	6	84	59	77	97	81	78	33	52	87	233	14	72	70	104	84		62	79	68	
SL5	Helga Himmel	60	41	48	100	68	70	58	85	71	56	69	178	11	74	79	116	126		71	62	89	
SL6	Boris Mansch	52	82	66	60	74	35	70	48	71	59	55	153	12	63	65	111	130		71	75	91	
SL7	Gigi (Boris' asst.)	48	62	38	38	38	27	38	33	50	45	33	113	9	38	38	93	95		70	69		
<b>ASSORTED PERSONNEL</b>																							
A2	Nancy Bagdon-U.S. reporter	44	20	60	22	60	23	60	23	21	22	42	127	10	41	41	66	43		88	67		
A3	ShiekChilibanie	91	95	61	68	62	87	62	78	82	91	75	239	15	65	65	182	173		68	45		
A4	Mimi Musette (Pickpocket)	92	76	16	90	36	58	26	74	83	67	47	166	11	53	58	159	150	d	61		68	69
A5	Hans	45	48	24	47	48	18	36	33	48	33	33	87	7	36	42	78	81		68			
A6	Body guard#1	92	79	46	50	83	52	65	51	65	66	68	190	14	48	57	158	130	ab	51	42	74	
A7	Body guard #2	79	21	65	78	48	61	57	70	50	41	55	205	14	72	67	120	91	ab	45			
A8	Jean-Jacques Rousseau	82	89	30	78	23	100	27	89	84	95	62	212	11	54	52	177	178		78			
A9	Ian Flembert (weapons dlr.)	45	58	73	72	68	98	71	85	65	78	83	216	12	73	71	123	143	ak	71		68	
A10	Generic S. Security guard	80	40	52	56	45	70	49	63	48	55	58	202	13	54	52	135	103	f,s,	50		85	
<b>NERDS PERSONNEL</b>																							
N1	Blanche Almond (Cutout)	42	83	65	58	76	84	71	71	71	84	80	191	11	62	64	126	154		65	78	71	54
N2	Luigi Lamborghini (Cutout)	72	41	60	58	77	74	69	66	50	58	76	206	13	59	63	130	107	111	56	65	49	
N3	Freidrich Flintz-Schoetenne	36	78	35	38	89	57	62	48	58	68	73	128	7	37	50	104	126	e	72	74	86	75
N4	Bertha Doppelganger (Spa)	97	22	39	8	71	58	55	33	15	40	65	194	14	24	32	137	55	h	30	61	84	
N5	Brunhilde Walkyrie (Spa)	24	91	18	33	98	89	58	61	62	90	94	131	4	26	46	114	152	h	32	80	84	51
N6	Hans Daunn (Hotel chef)	63	58	67	87	51	72	59	80	73	65	62	202	13	77	73	128	138	g	32	41	73	
N7	Max Birstein-Security chief	63	42	52	89	89	76	71	83	66	59	83	191	12	71	80	122	125	f	57	44	82	43
N8	Olga Buttlebutter (Strudel)	40	90	87	80	54	73	71	77	85	82	64	200	13	84	75	122	167	z	61	86	87	
N9	HKans Buttlebutter (Strudel)	43	32	28	77	8	65	18	71	55	49	37	136	7	53	48	92	103					94
N10	Suzette Crepes (maid)	57	6	27	39	5	70	16	55	23	38	38	154	8	33	28	95	61		70			
N13	Photo lab technician	6	20	23	44	35	11	29	28	32	16	23	40	3	34	37	22	48		32	75		
N14	Wardrobe/seamstress woman	27	72	64	47	52	80	58	64	60	76	66	171	9	56	53	103	136		75	35	54	
N16	Voice/motion coach	53	36	74	76	86	2	80	39	56	19	44	129	13	75	78	72	75					