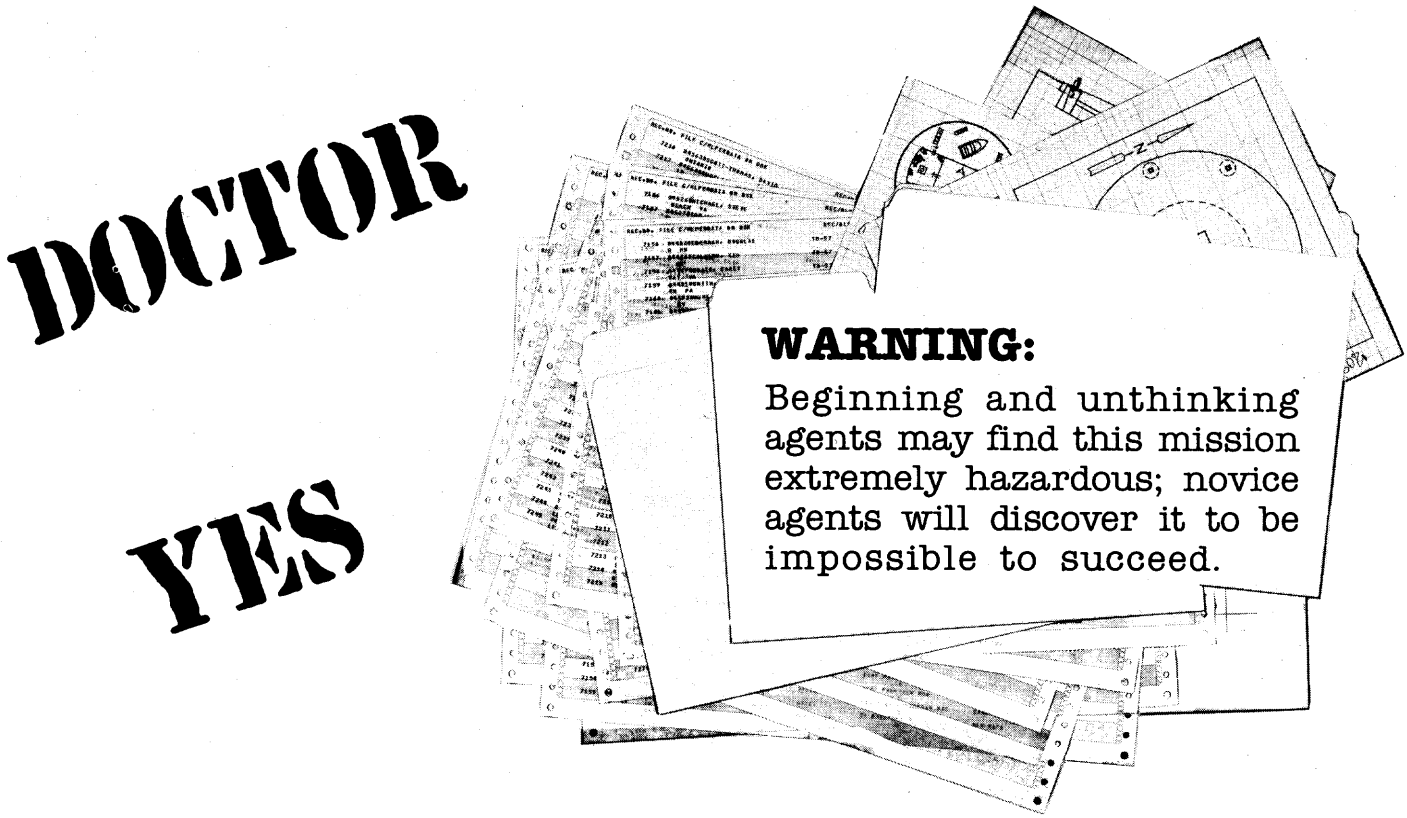


THE FLOATING ISLAND MISSION

by Merle Rasmussen
and
James Thompson

"Looks like a floating death trap, if you ask me," observed Major K.

"I say swim in at night and blow the submarine doors," suggested Zebra Seven. "What do you think, Alpha?"

Alpha studied the map, glanced at her watch. "Too dangerous for one," she said. "I'll have my strike team assembled at once. Never been down under before . . . they say the fishing is superb."

So begins "The Floating Island Mission," an espionage adventure for the TOP SECRET™ espionage role-playing game. This is a complete mission for one to eight players. The mission can be a one-time adventure, or can serve as a small part of a much larger campaign designed by a gamemaster (Administrator). All that is needed is a TOP SECRET rulebook, an imaginative Administrator who has read the mission thoroughly, and approximately a half-dozen willing (suicidal?) players (agents) to participate.

Players are allowed to bring in their own, pregenerated characters on the mission, plus any equipment they have which they think will be necessary. As an added bonus, all players are supplied with an agent map (found on page 44 of the TOP SECRET rulebook). As long as there is lighting and the agents can see, they may refer to this map throughout the execution of the mission. From time to time the Administrator may describe or reveal characters or hardware encountered within the complex.

Reconnaissance Briefing

Located within a pocket of the Great Reef is a mobile island hideout. It is believed that the original plates used to print several denominations of Swiss francs (recently stolen from that government) have been spirited here. If someone were to produce mass quantities of counterfeit francs indistinguishable from the legal tender, the resultant effect upon the Swiss economy would be catastrophic. Also, the stabilizing influence of the Swiss franc is unquestioned; its demise as a viable medium of exchange would cripple other more erratic monetary systems such as the U.S. dollar, the British pound, and the Soviet ruble.

The architect, builder and owner of this floating island is a person known as Doctor Yes. The doctor's origins and current, as well as past, affiliations are unknown. The purpose of stealing the plates, whether it be blackmail or the destruction of the vvorld's economy, is also a mystery. Due to the limited information we possess, it is necessary to infiltrate the complex, ascertain if the plates are actually there, and if they are to recover them. The arrest of Dr. Yes and the other inhabitants of this complex for interrogation would be necessary.

The recovery of the plates is vital; therefore, a frontal, military-type assault on the complex would jeopardize the success of the mission. The inhabitants could be expected to destroy the plates in such a situation to keep them from being recovered.

Embarkation

Agents approach the island in any way they deem appropriate. It is recommended that the team should reconnoiter this complex from a distance first. Also, the team's approach should be subtle, so as not to alarm the inhabitants until the last possible moment: The recovery of the plates is vital.

A player/agent who plans to accept this mission should read no further. The information, maps and diagrams that follow are FOR THE ADMINSTRATOR'S EYES ONLY. Players stop reading now!

DOCTOR YES

For Administrator's eyes only! Player agents read no further

ADMINISTRATOR MEMORANDA

Contained in this module are the Administrator's maps, a list and description of the personnel that populate the island complex, and some drawings and statistics of the various ingenious devices invented by the inhabitants, plus a plot that weaves these elements together.

The environment in which this mission takes place is based on the maps found on page 44 of the TOP SECRET rulebook. It is left up to the Administrator whether or not to reveal this information to the players before the mission. The use of the maps is recommended, to prevent the Administrator from having to verbally describe all the basic features of the floating island, but it is not mandatory if the Administrator wants to keep agents as much in the dark as possible about what they are encountering.

If the TOP SECRET maps are revealed to the players, it would be logical to depict them as secret blueprints which came into the hands of the agents in a mysterious manner. The maps on page 44 do illustrate most of the essential physical features of the complex, but do not include any information as to the actual contents of any given room or chamber, and do not include many special features which are depicted on the Administrator's maps and described in the text which follows.

Agents should provide a specific time at which they are making their attack so the location of the characters within the complex can be known. Agents should be aware that leaving the area defined by the map by any means will end the mission for that particular character. The specific point of attack, especially the setting of an explosive or the cutting of a bulkhead, should be specified exactly, because this affects possible flooding and the status of internal hardware.

The agents' drop and pickup locations and methods should be specified before the mission because this may affect sighting, moment of detection, and strategy of defense if the invaders are seen on security screens.

Agents (and other characters) with a Fitness rating of Weakling cannot swim. Agents and others can hold their breath for as many seconds as their Willpower trait value. Heavily encumbered swimmers will sink, except that buoyancy and drag must be taken into account. All communication between divers underwater *must* be non-verbal. If a writing slate is used, the reader must be at short range. Expensive underwater speakers can receive voices from a surface location up to 1,000 yards away, but agents should be warned that use of such speakers may be detected by hydrophones located outside the island complex.

Agents may use any of the three types of scuba gear, but the following limits apply:

Closed-circuit systems make no noise and emit no bubbles but may only be used for thirty minutes at thirty feet depth or less. Semi- closed-circuit systems emit a constant stream of bubbles. Open-circuit, demand-type scuba gear only releases bubbles when the diver exhales. A trail of bubbles cannot be seen by cameras on the island, but bubbling may tip off guards in the complex once some chambers are flooded and agents are hiding in them. Agents wearing flippers will have to remove them if they intend to walk within the complex. All equipment will have to be carried on belt hooks instead of in a bulky backpack. Flashlights may be needed.

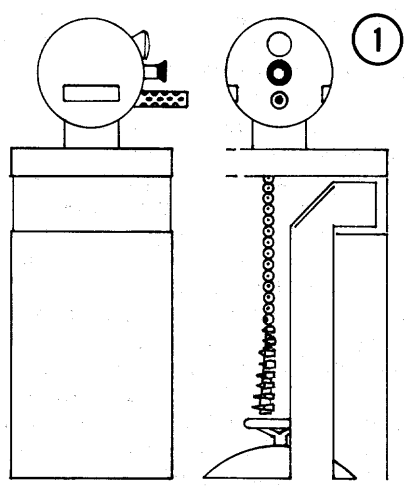
Agents may work for up to 35 minutes on the ocean bottom below the complex before needing to decompress. The following chart shows how long an agent can be underwater without needing to undergo decompression:

Depth in feet	Time limit* in minutes
33 or less	no limit
35	310
40	200
50	100
60	60
70	50
80	40
90	30

*Total elapsed time between leaving surface and beginning ascent, not just time at great depth.

If an agent must undergo decompression, his/her ascent is limited to one foot per second = 60 feet per minute.

In warm waters such as these, agents may be in the water for 3-7 hours before there can be a chance of exhaustion or unconsciousness. Death because of prolonged exposure in water of these temperatures is unheard of.



PHYSICAL DESCRIPTION (Exterior)

The island (see Adminstrator's Maps), if approached by day, appears to be a circular, sandy island (diameter: 140 ft.) with no vegetation. The sand slopes up slightly towards the center where a 25' x 25' x 15' metallic gray shed stands with two large solar panels serving as a roof. On the south side of the island is a rectangular inlet (25' x 55') that leads to a 15' double door. Equally spaced around the perimeter of the island are six sandy-colored outposts (See figure 1).

At night, each of the six outposts emits a powerful searchlight beam that completes a 360-degree rotation every minute. At 99 yards from the island, if the team is struck by the light, there is a 1 percent chance of being seen. Each yard closer to the island increases the chance of being observed by 1 percent (e.g. at 50 yards, the percent chance of being seen is 50 percent). The camera rotates with the light (as well as the gun). During daylight hours, every yard advanced closer than 99 yards increases the chance of being observed (by the camera) by two percent. Modifiers such as camouflage, size of craft, and the height of

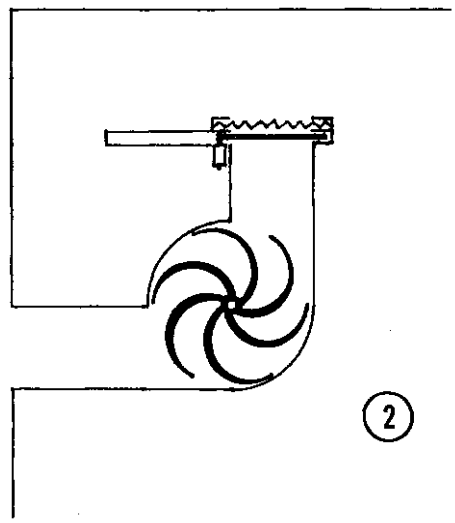
waves must be taken into account. Cameras and periscopes can ordinarily see from sea level to the eaves of the roof on the shed, a height of 15 feet above sea level. Guns can be lowered or elevated in an arc of 90 degrees centered around horizontal, or 45 degrees in either direction. If the island is approached from the south at night, it will be seen that the inlet is well illuminated by an underwater light located in the wall beneath the door of the shed.

An underwater approach would reveal to the agent a gigantic cylinder with walls of two-inch-thick plate steel, the bottom of which is more than sixty feet from the surface. During the day, sunlight easily illuminates the cylinder's entire depth through the clear water. On the top of the cylinder rests a large circular plate. Jutting out from the cylinder like spokes are six L-shaped pipes 8 feet in diameter and 2 inches thick. The surface of the cylinder is featureless except for the submarine doors (two swinging doors 12' wide) on the north side, and the seven 10' x 15' adjoining bulletproof glass panels on the south side. At night, light pours out of these windows; the glow is easily seen from the surface and even the air (from the right angles, of course). If an agent looks into these windows refer to the Living Area, Level six.

The ocean floor is twenty feet from the bottom of the cylinder. The area beneath the cylinder is covered with staghorn coral (a pointed variety) and sponges, and laden with brightly colored tropical fish — plus an occasional shark that will only be interested if the water is bloodied.

On the bottom of the cylinder is a large square elevator protrusion (See figure 2). This 25' x 25' structure extends 5 feet below the sixth level, allowing room for the elevator raft to descend and for the water pumps to be housed. On the west side of this structure is a port 3 feet in diameter for water input and there is another 3-foot-diameter port on the east side for the output. There is a ten percent chance per each ten minutes that water is being sucked in through the intake port. If an agent is within five feet of the opening and his Movement value is less than 300, he/she will be unable to resist the suction and will be drawn to his doom inside.

The outflow hole also has a ten-percent chance (per ten minutes) of functioning; if an agent is within ten feet of the opening he will be repelled five feet. Inside each hole (input or output) there is a pump something like a paddlewheel that regulates the flow of the water. All pump housings and major components are at least inch-thick steel plate. If the current pulls or pushes someone through the pump, he/she is crushed to death. The intake pump cannot operate at the same time as the outflow pump. Once having been drawn inside the intake port, no one can resist the current. A check for the pumping action must be made every ten minutes (intake port first). When the pumps are not in operation the opening inside the paddlewheel is closed off by a solid metal plate (inch-thick). The plate serves as a valve which automatically opens when the pump is running. Behind the plate is a filter, similar to a chain-link fence, to keep out larger objects which may be sucked through the paddlewheel.

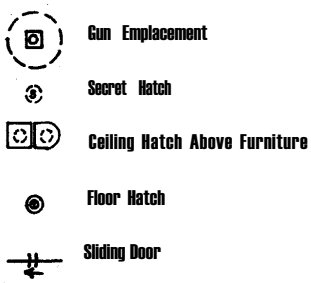


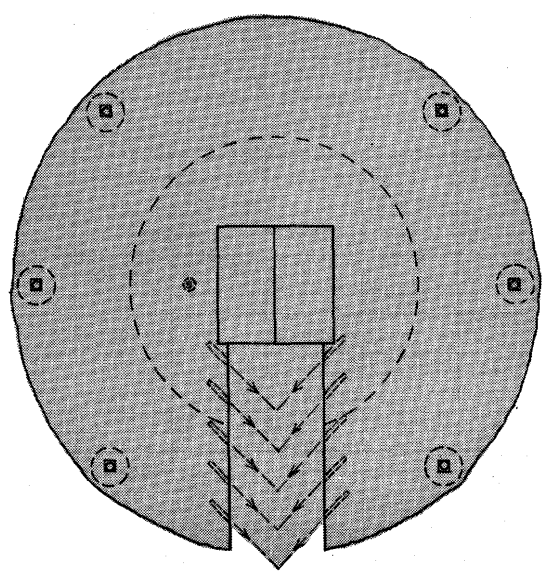
Also on the bottom of the cylinder are four slight indentations, one corresponding to each of the air locks. The hatches are 2-inch-thick armor plate (steel). If the agents attempt entry here, refer to the section on the airlocks.

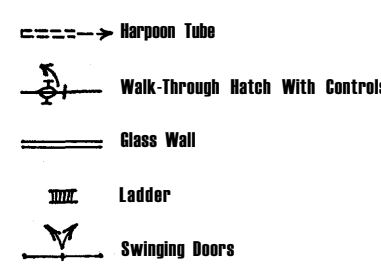
Because of the curved metallic structure of the complex, several strange effects occur:

1. Mine and metal detectors are ineffective since they are constantly registering a metallic presence.
2. Radio transmission and reception from inside the complex to the outside is impossible. Transmission and reception between points within the complex is frequently poor, but possible.
3. Thick-walled, curved metal hallways cause bullets, shotgun pellets, and especially flames and explosives to follow the curve of the wall. 90-degree ricochets are possible.
4. The sounds of explosions and loud noises are transmitted through the metal walls laterally and from level to level. The exact origin of a sound from another level cannot be determined, but those hearing it can tell if the sound is from above or below them,
5. Electricity will travel along the path of least resistance from its source to the salt water surrounding the complex and short circuits will generally stay within the metal walls.

TOP VIEW
Surface Level







HARDWARE DESCRIPTIONS

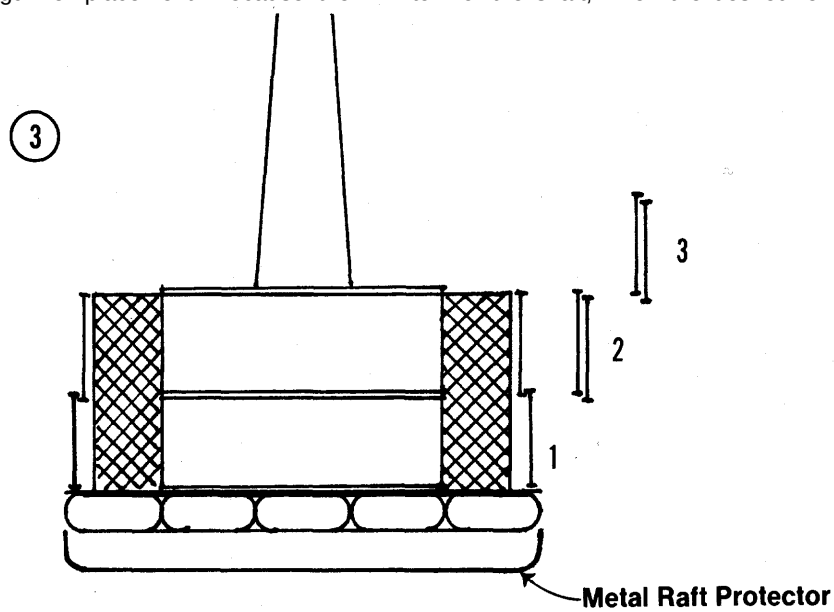
The Outposts: *(See figure 1)* 3 x 3 x 6 ft. Each of the six spheres atop the outposts possesses a camera, periscope, heavy machine gun, and a searchlight. The sphere makes a complete rotation every minute. A bulletproof glass window six inches wide allows the periscope inside the outpost to be used for manual surveillance if the camera ceases to function. Because of the rotation of the six outposts, all areas of the island and the surrounding water are covered at any given moment by at least one camera/gun emplacement. Because the guns can only fire in a 45-degree angle lower than horizontal, a man could hide right next to an outpost and not be in the path of fire from that gun.

Each heavy machine gun (PWV 95; PB 0; S-2; M-30; L-80; WS S; R 10.) is operated from the control room. A hand grenade landing within five feet of an outpost has a 30% chance of knocking out its camera, and a 20% chance of knocking out its searchlight at the same time or by a subsequent explosion.

An agent with a Physical Strength of at least 85 can knock over an outpost, which would reveal a horizontal hatch in the sand below it. This 30-inch-diameter hatch can be easily opened from the outside, and leads to a lo-foot-wide, 15-foot-deep circular chamber with a ladder. The upper end of the periscope extends 5 feet out of the sand beside the hatch. Knocking an outpost over will bend the periscope beyond use.

The Shed: It is constructed out of corrugated gray metal 25' x 25' x 15'. Two solar panels comprise the roof. In the attic is a crane motor with two cables leading down, a confusing array of copper wiring, an electrician's tool box, and a hammer with some nails. The space below the attic is the elevator shaft. When the elevator is fully raised, there is a five-foot space between the roof of the elevator and the ceiling of the shed.

The Elevator: (See figure 3) This is an engineering marvel designed by Doctor Yes. It is powered by water, and it floats on sea water, the level of which is controlled by the pumps below. When the elevator ascends, the valve below lets in water, the pressure pushes the elevator up the shaft until the desired level is reached, and then the valve closes. To make the elevator descend, water is pumped out the other valve at the bottom of the shaft; when the desired level is reached, the pump stops and the valve shuts. Underneath the elevator itself is a buoyant, 2-foot-thick "raft" that supports the cage and prevents water from splashing inside the cage. Attached to the roof of the cage are two cables that lead to the crane in the attic. The crane is used only as a safety device and stabilizer.



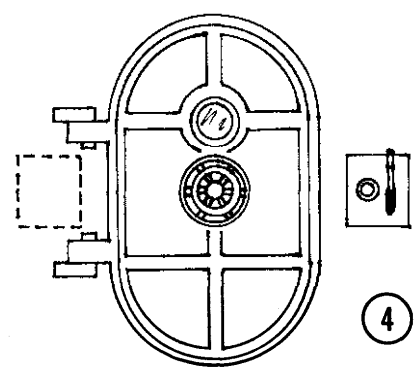
The entire complex is hooked to the bottom of the ocean by four chains. These chains not only anchor the complex but also prevent the island from bobbing up and down when great amounts of water are being pumped in and out of the shaft. If two adjacent chains are cut when under the greatest tension (when the elevator is down and the shaft empty of water) then the side of the complex which was cut free would bob up out of the water about eight feet. If two or more chains are cut under the least tension (when the cage is in the shed and the shaft filled with water), then the island would bob upward only slightly. If all four chains are cut, the island will float safely out to deeper water within 60 minutes.

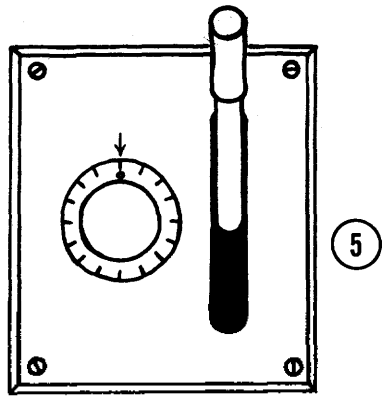
Each of the four sides of the elevator is a chain-link door. These 25-foot-wide doors consist of two five-foot-high sections. The bottom half slides up on the inside of the top half. The two sections can then be shoved up until the bottom of both is even with the ceiling of the cage, which is also chain-link. *(See numbered sequence in figure 3)* Lifting these doors is not a problem, since they operate on a system of pulleys.

The floor of the elevator consists of 70 sets of rollers which rotate east and west. These rollers aid in the loading and unloading of large objects. The guards and other inhabitants of the island have learned to stand on these rollers without falling, but agents with a Coordination of less than 50 must make a coordination roll. Rolling a number less than Coordination will result in 1 point of damage to the agent. There is a 25-foot-long rope coiled on the elevator floor. In the southwest corner is a control panel for the elevator. There are seven buttons, marked with the word "Surface" and the numbers 1-6, and an on-off switch.

When the elevator reaches the desired level, the door in the shaft wall will open automatically when the cage door on the side of the elevator is raised. The only exceptions are the control room and bedroom doors on the sixth level, which can only be opened normally from the room side.

To summon the elevator from inside the complex all that is necessary is to press the button located on the wall to the right of the elevator shaft door. The shaft door will not open until the elevator arrives. It will take fifteen seconds for each level the elevator is distant for it to come to the level desired. For example, if an agent was on level 2 and pressed the button when the elevator was on level 6 it would take 15 seconds x 4, or a minute, for the elevator cage to arrive. The shaft door will open and close automatically but the cage door must be manually raised and lowered. The elevator will not travel unless both the shaft door and the cage are closed. There is a single light source in the middle of the cage ceiling which is always on. If the elevator switch is flipped off, the elevator will stop immediately, even between floors.





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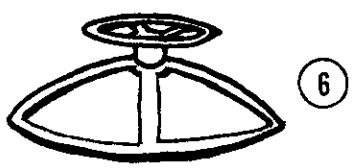
The Airlocks: *(See figure 4)* To gain access to any of the airlocks it is necessary to go through a special hatchway. These hatchways resemble those seen in submarines, featuring a wheel with spoke-like handles that must be spun several times to open the hatch and to fasten it shut. Opening or closing a hatch takes 5 seconds. There is a small window with bulletproof glass in the door providing a view of the airlock. On the right side of the exterior of each hatch is a control panel for that airlock. These panels consist of a switch and timer. *(See figure 5)* When the switch is up water drains out, and when the switch is down water is let into the room from a



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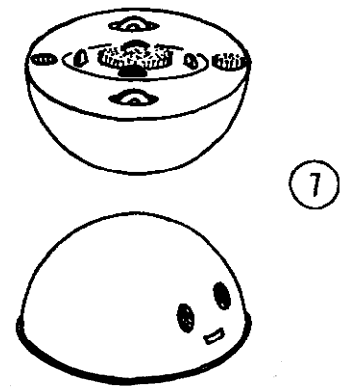
six-inch-square grated opening in the center of the floor. The timer is for decompression purposes; it can be set for up to an hour, although it is only necessary at the maximum depths in these areas to decompress for a minute and a half. The airlocks can fill up or empty out in a minute. Each airlock has a circular hatchway in its floor leading to the outside. *(See figure 6)* These hatches are 30 inches in diameter, have a wheel on the inside only, and no window. The hatch to the outside opens inward and is only left open when guards are outside and the airlock is filled with water. All airlocks may be controlled from the Control Room. All hatches must be opened or closed manually. Small arrows on the Administrator map indicate which way each hatch opens.

Sliding Doors: These doors slide open automatically when approached. They stay open for five seconds and then close. If something solid blocks them from closing, the doors will bounce open away from the obstruction every five seconds. There are sensors on the floor of each room which detect footsteps approaching a door, and other sensors which detect any significant amount of water in the room. The footstep sensors are 5 feet from the door. If the moisture sensors are activated, the doors will not open unless overridden by the control. room. The doors are one inch thick and can not be deactivated unless a cutting torch is used to melt a hole in the wall to expose the wiring. Some of these doors are slightly curved. Arrows on the Administrator map indicate which way each door slides to open.

The Bernies: *(See figure 7)* This device is a combination vacuum cleaner, trash compactor, and stereo. It also mops and waxes the floor. The mechanism resembles a three-foot-tall silver beetle. The "eyes" are not for seeing, but in reality are the cloth covering for the stereo speakers, and what appears to be a nose is actually a slot for eight-track tape cartridges to be plugged in. Prying open the nose slot will reveal a tape. Removing it will stop the music. There is a 75% chance for each Bernie encountered to contain a tape and be playing music. Tapes from other Bernies are interchangable. Around the bottom edge of the hemisphere is a rubber bumper; kicking the bumper will cause the Bernie to turn to the right at a 90-degree angle to the point of impact.

Bernie is impervious to all but armor-piercing bullets, and when such a bullet hits the device, it will stop 80 percent of the time and 20 percent of the time will be unaffected. If a Bernie is bombed by a hand grenade it will not be hurt; however, all other explosives will destroy it (a grenade exploding at the front of one will knock out its speakers). Smoke and sleeping-gas capsules will have no effect on the Bernie. The machines' batteries are well protected so they will continue to operate even in a flooded chamber. Bernies do not float. They are unaffected by power outages.

If an agent flips a Bernie over (Physical Strength 85 or better), the six wheels on the bottom will whirl in every direction. The agent will also see several holes of various sizes, a circular brush, and a hole in the center with a cylinder-shaped brush revolving. Air is sucked in through the center hole.



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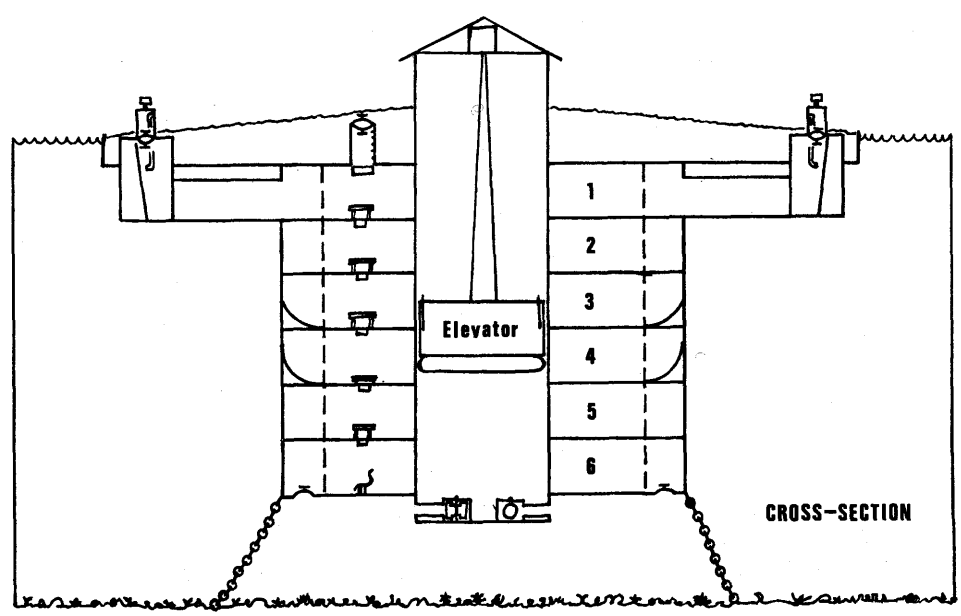
There is one Bernie per level; each room (excluding the airlocks and the elevator) has a ten percent chance of having a Bernie when an agent enters it. Once the agents find a Bernie on one floor they will find no others (except for the repair shop) on that floor. They will always find one in the last room they explore on a certain level, if a Bernie had not been previously found on that level.

The Bernies move (roll) at a normal walking pace. Usually, they will move at random, bouncing off walls and going down hallways; however, they will tenaciously follow any trail of dirt, water, or blood to its source. Upon contact with any solid obstacle, they will bounce and turn a different direction.



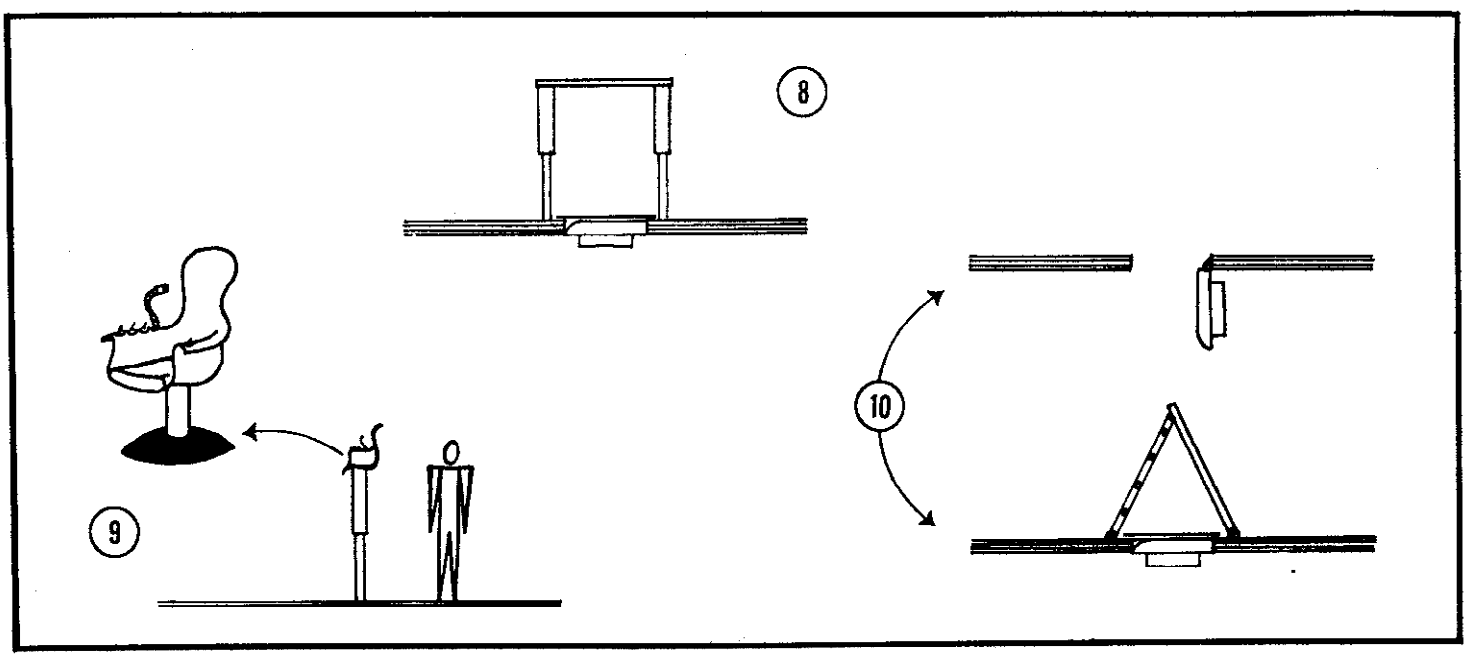
The Escape Route: The control room, laboratory, kitchens, tools and storage area, and the generator room are all connected by an emergency escape route. Each room has a table with some sort of mat below it and a light fixture on the ceiling directly above it. The tables are 30 inches high. When a person stands on the table and turns the light fixture counterclockwise, the fixture folds down revealing a 30-inch-diameter circular opening, and the table rises another 30 inches. (See Figure 8) Whoever is standing on the table is now five feet off the ground and his feet are five feet from the ceiling. The underside of another table can be seen through the circular opening. With a short jump, the person can pull himself up to the floor under the table on the next level. The only exceptions are 1) on the 6th level where there is a chair with a hydraulic pedestal instead of a table *(See figure 9);* 2) on the 4th level where the table is on the floor; it folds up from the floor on hinges revealing a five-foot-high step-ladder *(See figure 10).* The stepladder pops out either manually from the 4th level or automatically from the 5th level if the light fixture on that level is turned (leaving room for someone to crawl up from below); and 3) opening the light fixture on the ceiling of the generator room reveals a crawlway to a hatch on the surface. This hatch is lightly covered by sand and has a wheel on both sides. It opens upward. *(See figure 6)* All the inhabitants have memorized a path to the ocean which avoids land mines planted under the sand. Remember, escape is attempted upward and out of the complex if it should be infiltrated or flooded. Traveling downward through the Escape Route is difficult at best.

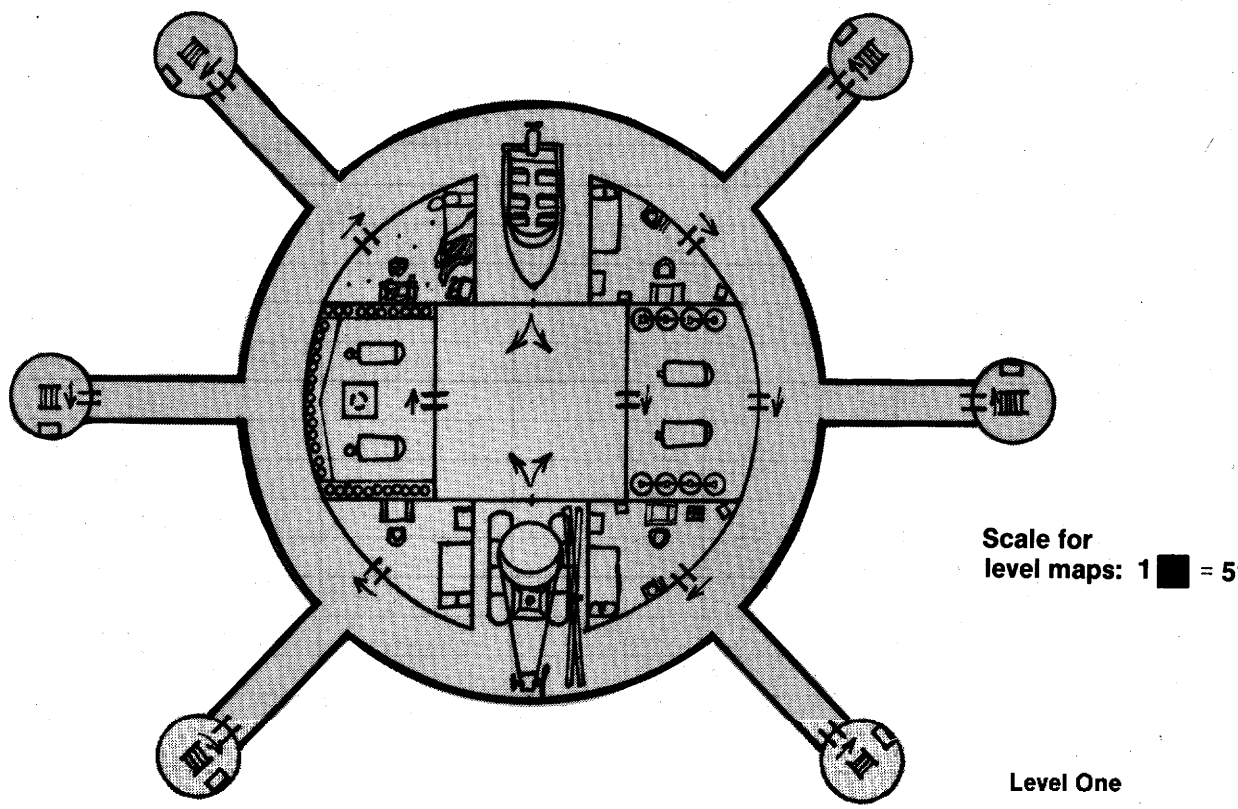
The Submarine: This minisub has room for two persons in its cockpit. Only the person in the forward position can pilot it. Underwater the sub will travel 290 feet in 5 seconds, or 370 feet in the same time on the surface. The cockpit can be pressurized, forcing water out. The glass top is bulletproof and latches from the inside. A control switch on the dashboard will electronically open or close the sea doors on level 6 when the sub is within 100 feet of the doors. To hang onto the sub from the outside, an agent must have a Coordination of more then 100 due to its streamlined design (very few hand holds and foot holds). Armament includes six pneumatically fired harpoons with explosive heads, an oil reserve, and a pointed ramming nose. Two of the harpoons are mounted to fire behind the sub, usually through the released dark oil cloud. The harpoons each have a PWV of 2, a point-blank modifier of +4 and a short-range modifier of -50. With the explosive head, they inflict a +6 on damage when they hit. The ramming nose has PWV of 0, and can only be used at point-blank range with a -6 modifier on damage. However, as long as the minisub can maneuver it can attack swimming agents in this manner. The harpoons and oil cloud can be activated by either occupant. Harpoons that miss their target continue on their path for 50 feet and then drop to the bottom, where they explode on contact. Only armor-piercing shells or at least 2 ounces of plastique will damage the minisub. Ten feet of chain or wire in the propellers will stop its forward motion. See page 41 and 42 of the TOP SECRET rulebook if the vehicle is attacked. Personnel from the complex will not surface within 3000 feet of the island, which is the range of the heavy machine guns on the outposts. There is enough charge in the batteries for an hour of travelling but only enough air in the cockpit for 15 minutes. Most occupants carry an air tank and wear scuba gear. If the engine ignition key is not in the lock, an agent with a 75 or better in Electrical or Transportation Engineering can hotwire the sub in 60 seconds,

Air Tanks: An air tank containing compressed air is a potentially dangerous weapon. For this adventure an air tank filled with one hour's worth of air (based on 71.2 cubic feet per tank at one atmosphere of pressure) will behave as follows: If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the tank *valve* there is a 90% chance that the tank will become an unguided missile with an effective range of at least 50 feet. If unconfined, the tank will be propelled along a straight path, covering 50 feet in about one second, and will then fizzle out and drop to the floor. If in a confined space, the tank will ricochet randomly off the walls, ceiling, and floor, smashing normal furniture, equipment, and glass in its path. Any character in the tank's path will not be able to stop it and will suffer 1-10 points of damage to a random body location. The tank will continue to ricochet until it has travelled at least 50 feet altogether, possibly hitting a person more than once in the process.

If the explosion of at least 2 ounces of plastique, a grenade blast, or an armor-piercing shell hits the body of the tank there is a 90% chance it will explode. The explosion will be equivalent to 20 ounces of plastique. Anyone within the blast radius should treat the fragmentation of the tank as a grenade.

Bloodthirsty Administrators may want to double the force of a one-hour tank to 100 feet and 40 ounces of plastique. Partially used tanks will have a reduced effect.





LEVEL DESCRIPTIONS

Puncturing the ceiling of Level 1 (with a hole big enough for a person to move through) will cause sand to pour down from the surface. This quickly forms a sand pile on the interior floor which agents with a Movement value of less than 300 will be unable to climb out of.

The six-inch-thick floors and ceilings of the complex are filled with masses of hydraulic lines, electrical conduit, moisture sensors, pressure sensors, ventilation tubes, hot and cold water pipes, and propane gas leads.

There is at least one light source in every chamber. The light switch to a chamber or hallway is always inside the door to the right after one has passed through the doorway. Sunlight filters down through the level 6 living area windows during the daytime.

The interior walls, ceilings, and floors are covered with buffed steel plate, generally one inch thick except near doors. At doors the inner and outer walls are each one inch thick and seperated so the doors can slide between them. Near hatches the interior walls are two inches thick. The walls of the elevator shaft are also doubly thick (two inches) to withstand outside water pressure and to reinforce the entire structure.

Surface Level: There is not much to add to the initial surface description except for the land mines. There is a 20% chance for every 10 feet an agent walks that he will set off a land mine that deals out 1-20 points of damage. (For a description of the gun emplacements see the Outpost section.) The escape hatch from the generator room is lightly covered by sand but cannot be located with a metal detector (nor will the mines be detectable, due to the metal of the island itself). If agents, for some reason, dig in the 5'x5' area the hatch is located under, they will automatically find it. It can be opened from either side but it hinges upward. *(See figure 6)* The five-foot-deep crawlspace ends at a hinged light fixture (See the Escape Route section).

LEVEL ONE

Periscope, Camera, and Gun Emplacements: These six ten-foot diameter chambers are unlit and seldom visited. They are connected to the main complex by 20-foot-long tubes eight feet in diameter.

Inside each 15-foot-tall chamber is a sealed wooden box containing 200 rounds of .60 caliber belted ammo for the heavy machine gun above. *(See figure 1)* A metal ladder in the center leads up to a hatchway beneath the sphere atop the outpost. Video cables and electric cord run across the ceiling from the hatchway into the wall. The lower end of a manual periscope extends down beside the hatchway and can be swivelled to view the surface level above by a person standing on the ladder. The periscope cannot be raised or lowered, and provides a view from sea level to 15 feet above sea level.

Opening the hatchway will reveal the inside of a sphere, where a belt of ammo will be hanging from the gun. Video cables and an electric cable trail down beside the upper end of the periscope. The 30-inch-diameter hatch has a wheel on both sides and hinges upward. *(See figure 6)*

The emplacements are named Northeast, East, Southeast, Southwest, West and Northwest. The guns can only be operated (fired) from the control room and if detached from their mountings will be too cumbersome to use.

Boat Area: A new speedboat resting on a two-wheeled trailer is stored here. There are five gallons of gasoline in the tank of its outboard motor. Elevator doors form one side of the chamber. Moving the wheeled trailer requires a Physical Strength of at least 65. The ignition key is generally not present but an agent with a 75 or better in Electrical or Transportation Engineering will be able to hotwire the boat in 60 seconds. Anyone can pilot the craft once it is on the surface.

Northeast Quarters: This is the private room of Bruce Nee, a security guard. It contains a single bed, 4-drawer dresser, chair, drawerless desk, and mirror, plus several kung fu-type wall posters and photographs of Nee in action. He also has a stereo, two speakers, and a collection of Oriental albums.

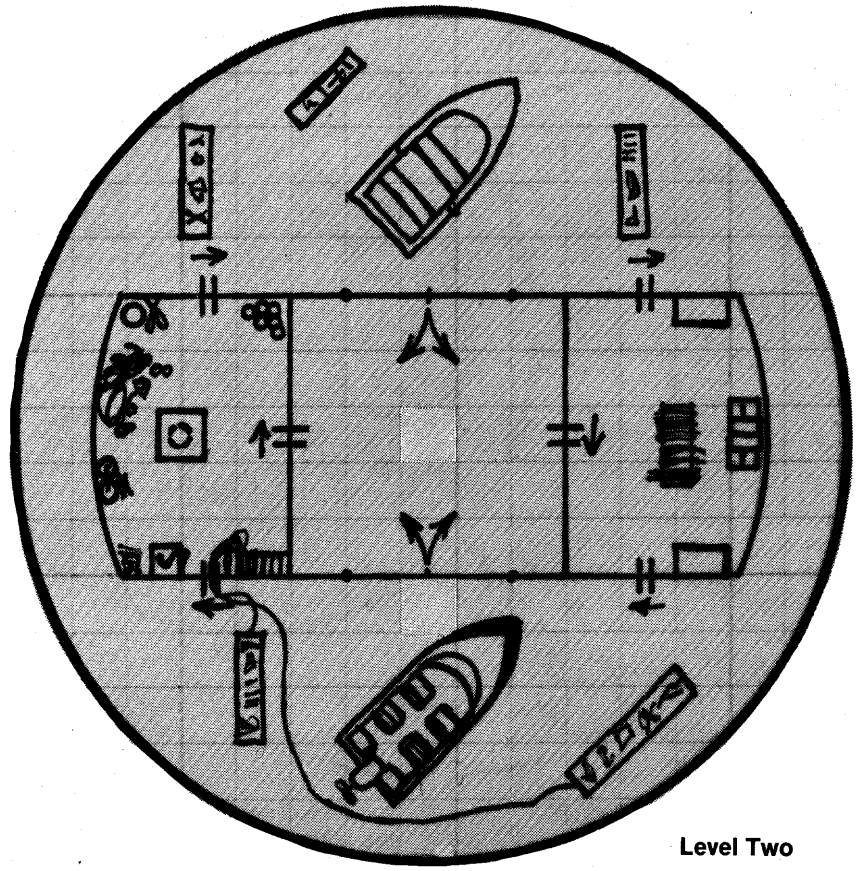
Fuel: The outer door to this room has a sign on it that says "Danger: No Smoking in this Area" in English. The north and south walls are each lined with four five-foot-tall liquid propane tanks. There is a 25% chance that an open flame against it or an armor-piercing shell hitting it will ignite one of these tanks, setting off a chain reaction. A tank adjacent to one which has exploded has a 50 percent chance of also igniting. Each tank will explode separately with a force equal to plastique ranging in quantity from 10 to 100 ounces. Two propane-powered standby generators are located in the center of the floor. If the main power supply from the generator room is disrupted, both of these generators will automatically start after five seconds of darkness. The north generator powers all the lights and the elevator. The south generator powers all other electrical devices in the complex. Electric cables and propane lines crisscross the ceiling and walls. An elevator door is found on the east wall of the room. An agent with an Electrical Engineering knowledge of more than 75 will be able to short out either generator seperately.

Southeast Quarters: Security guard Chuck Morris rooms in this smelly, musical cubicle. Besides a single bed, desk, chair, dresser, and mirror, Morris keeps an odorous pet gerbil in a cage on the floor. A clock on the desk is set ten minutes fast. His stereo is on and is playing "outer-space" music.

Helicopter Area: A pontoon helicopter on rollers stands in this space in front of the elevator doors. Its rotor is detached and is resting on the floor beside it. It takes only five minutes for two people to attach the rotor once the copter is out of doors. There are twenty gallons of gasoline in the gas tank. Two persons can be seated in the cockpit. Moving the copter over the rollers requires a Physical Strength of at least 75. An agent with a Transportation or Aeronautical Engineering knowledge of more than 75 will be able to pilot the two-passenger craft once it is out of doors. There are no keys in the ignition lock, but an agent with 75 or better in Electrical, Transportation or Aeronautical Engineering can hot wire the copter in 60 seconds. Once on the surface and assembled, the copter can be started. It takes at least two minutes for the rotors to warm up before takeoff can be achieved without crashing.

Southwest Quarters: Spartan neatness is exemplified in guard Mark Johnson's private quarters. There is only a single bed, the clothing in the drawers is folded, and there is a cleaning kit for a Luger in his bottom dresser drawer.

Generators: Unknown to the player characters using the maps on page 44 of the rulebook, there is only one door to this room. This door is from the elevator only The hallway outside the room Vibrates with an electric hum unless the generators are disrupted.



Level Two

Three of the room's walls are covered with shelves of silver solar battery canisters. These are all wired together and directed to either the north or south electrical generator near the center of the room. The north generator powers all the lights and the elevator. The south one powers all other electrical devices in the complex. If these generators are stopped or destroyed the standby generators (in the room on the other side of the elevator) will kick in after 5 seconds of darkness. Hot-water pipes enter the west end of each generator from the ceiling.

Anyone tampering with the electrical wiring or hot-water pipes who has a Coordination or Electrical Engineering knowledge of less than 75 will be shocked and harmed with W type of light damage to the hand or arms. An agent with a 75 or higher in Electrical Engineering will be able to short out the system safely.

In the center of the room is an immovable, four-legged, square metal table with a rubber mat underneath it.

Northwest Quarters: A sign on this door reads in English, "Disaster Area! Enter at your own risk!" This cluttered pit of a bedroom is the residence of Dale Craig, a security guard. Instead of the usual fluorescent white light, this room is lit with purple and ultraviolet (black light) tubes. Scattered papers and clothing glows eerily on the floor. On the ceiling above the bed is a full-length poster of James Pong shooting a gigantic revolver, autographed, "To Dale, an agent with potential. James Pong." The poster is worth $5000 unmarred, less if defaced.

The single bed is unmade; the dresser is crammed with wrinkled clothing. The chair is stacked with science-fiction books, and the mirror is smeared with fluorescent red and green paint which says "James Pong Fan Club" in English. Anyone with a Willpower of less than 75 who enters the room will get a mild headache from the ultraviolet rays. The headache will last for 1-10 minutes. Sixteen handballs lie scattered on the floor and anyone with a Coordination of less than 75 who enters the chamber has a 25 percent chance of stepping on one. If one is stepped on, there is a 10% chance of the victim falling to the floor.

LEVEL TWO

North Boat Repair: A rowboat on a two-wheeled trailer is stored here. There are three workbenches nearby which can be moved and contain all types of woodworking tools: hammers, planes, chisels, saws, and drills. Moving the trailer with boat or any of the workbenches onto the elevator requires a Physical Strength of at least 55.

Weapons: This arsenal would be expected to be well guarded — but the doors are not even locked. Inside, stacked against the east wall, are six wooden crates, each containing 200 rounds of .60 caliber belted ammo for heavy machine guns. These full crates will not float. On a wooden table in the middle of the room are twenty spears, five unloaded double-barreled spear guns, and two unloaded .16 gauge shotguns. Under the table are two flamethrowers complete with propellant tanks. All one needs to do to operate one is to strap it on, turn on the gas, and light the tip. The flame will travel for 50 feet including curves, which amounts to less than one quarter of the way around the outer hallway (outer circumference 235 feet). In a metal cabinet on the north wall are ten boxes of fifty shells each, of all of the following calibers: .22, 9mm, .357 magnum, and .45. Excessive heat in the area will cause bullets to explode. There is a 40% chance of one bullet hitting any agent in the room, a 30% chance of two bullets, 20% for three bullets, 10% for four bullets, and a 5% chance of five bullets striking any given agent in the room.

In the metal cabinet on the south wall are 4 unloaded .357 Police Magnums, one 9 mm short Walther PPK selfload, and a gun-cleaning kit.

South Boat Repair: A new speedboat with an outboard motor is stored here on a two-wheeled boat trailer. There are five gallons of gas in the mounted outboard motor. Moving the trailer with the boat on it requires a Physical Strength of at least 65. Two movable workbenches in the area contain wrenches, pliers, hammers, drills, and there is an extension cord stretching from each of them into the tool room. Anyone can pilot the speedboat on the surface but without an ignition key it must be hotwired. An agent with knowledge of more than 75 in Electrical or Transportation Engineering can do the wiring.

Tools and Storage: This room has a square, unmovable table in the center of it which is piled high with disassembled mechanisms awaiting attention. Under the table is a square rubber mat. Running from a socket in the south wall are two extension cords which stretch out to the workbenches in the South Boat Repair. The sliding door is pinching the cords and may have worn away the insulation.

The disassembled mechanisms include two .60 caliber heavy machine guns which are too heavy to fire since they are unmounted, plus a dissected Bernie, a broken bicycle, a twisted floorlamp, and a mangled boat propeller.

Also in the room are two pairs of oars for the rowboat, six cans of motor oil, a five-gallon drum of slippery hydraulic fluid, a 200 lb. welding machine, a welding rod, and a portable cutting torch. Assorted nuts, bolts, nails, washers, and insulators are in a bin along the south wall. The cutting torch acts like a flame thrower at point-blank range only.

Flat floors covered with oil or hydraulic fluid will cause running characters with a Coordination of less than 75 to fall 50 percent of the time. The oil or fluid can only be ignited by open flame, not a bullet or an explosion. Remember, oil floats on water!

LEVEL THREE

Outer Hallway: This 10-foot-wide concave hallway floor leans toward the center of the complex at a 30-degree angle, appearing as a continuously banked curve. The floor is wooden and gives slightly when stepped on. It is used as an indoor track for jogging.

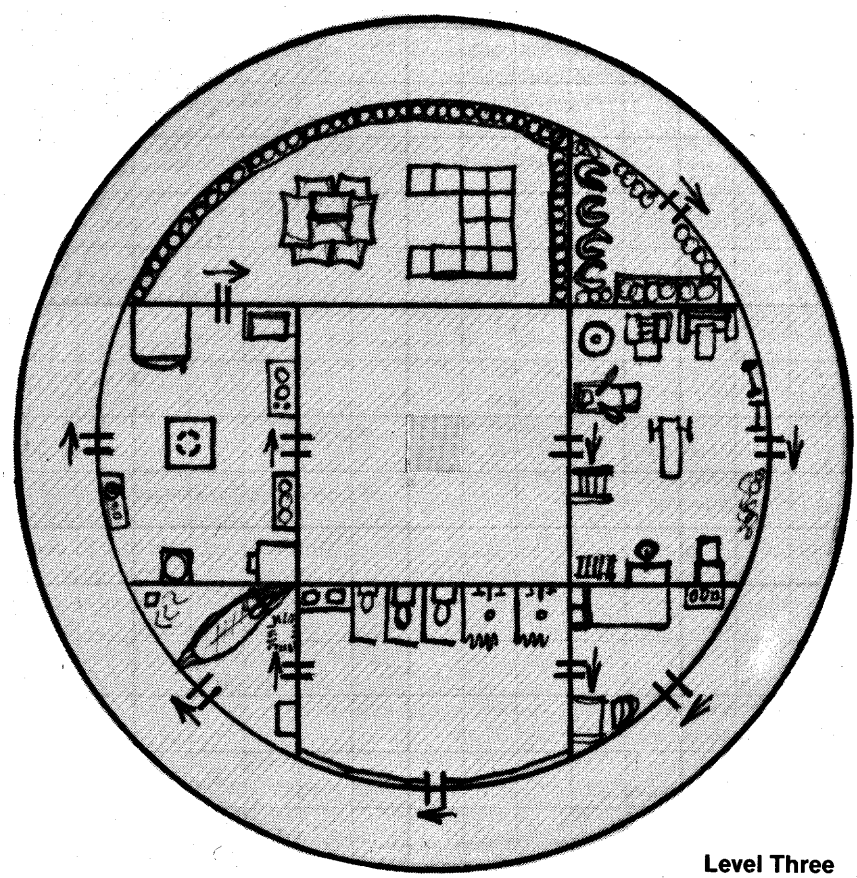
Food Storage: This dry storage area is lined with shelves of canned foods of all types imaginable. In the middle of the room are stacked boxes of cereal products and 50-pound sacks of sugar, flour, beans, coffee, potatoes, and salt.

Unmarked Northeast Chamber: This is a freezer full of hanging sides of beef, sausage, cheeses, poultry, fish, vegetables, pork, lamb, hamburger, steak, pork chops, and ice. The room has a thermostat control above the light switch which is currently set at 0 degrees Fahrenheit but will go from 5 below to normal room temperature.

Recreation: This is where employees can work off their frustrations and keep their muscles in tone. There are weight machines, barbells, a bench, 6 jump ropes, punching bags, and 3 sweaty towels thrown around the room.

Southeast Quarters: "Sweetbeam" Leotard rooms, here. In the room on his dresser are 3 boxing trophies, empty pop bottles, and a pair of boxing gloves. The single bed, desk, chair, and mirror are unremarkable. Yellowed newspaper clippings from his earlier boxing days are taped to the northern wall.

Bath: This common bath has shaving mirrors on the south wall with sinks,



Level Three

showers, toilets, and towel storage along the north wall.

Southwest Quarters: Mohammed Chang, a security guard, lives in this metal hovel. Instead of a single bed he sleeps in a hammock. His few personal belongings and clothing barely fill the top drawer of his dresser. The other drawers are empty. He has no desk, chair, or mirror in the room as the other guards do. The room smells of burning orange blossom incense and the incense burner throws flickers of orange light across the dark metal walls. The light switch doesn't work. On the north wall of this bizarre apartment are two posters, one of the Ayatollah Khomeini and the other of Confucius. A prayer mat rests on the floor near the eastern wall.

Kitchen: Aside from an unmovable square metal worktable in the center of the room with a rubber mat under it, the room is filled with customary conveniences. There is a microwave oven, a propane stove, a cabinet full of china plates, bowls, and cups. Also, there is a refrigerator full of milk, eggs, butter, cheese, lunchmeat, fruit, vegetables, and sausage. Near the refrigerator is a sink, a dishwasher, and a full trash compactor.

LEVEL FOUR

Unmarked Northeast Chamber: This is a refrigerated walk-in wine cellar. Along the west wall are racks of sake, cognac, champagne, and rare wines. The racks against the south wall contain bottles of beer, red dinner wine, white dinner wine, vodka, tequila, and carbonated mixers like tonic water and soda. Vodka and tequila can be ignited but do not generate much heat. The room is chilled enough that an occupant's breath will condense as a white cloud. The thermostat above the light switch is set above freezing but can be lowered to 20 degrees Fahrenheit or raised to room temperature.

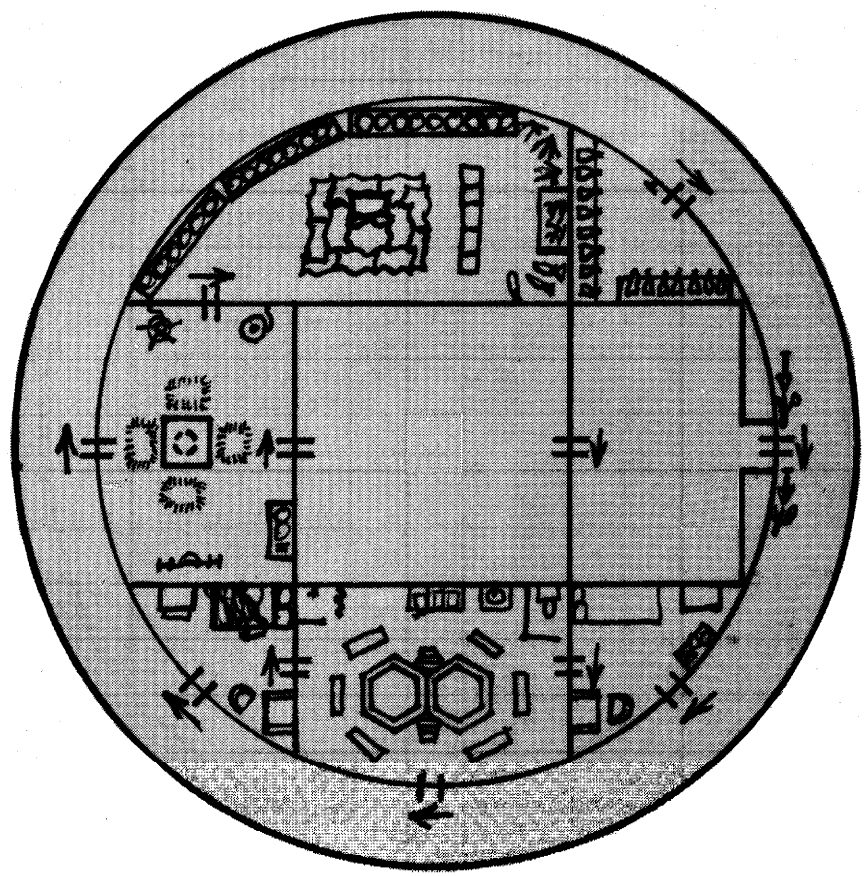
Recreation: This nearly empty room has dark spots speckled on the four white walls. One handball lies in the middle of the room. The room is an improvised handball court.

Southeast Quarters: This is the bedroom of Scotty Sparks. In addition to his single bed, desk, chair, dresser, and mirror, he keeps on a small workbench a pile of electronic parts. On the desk are several diagrams and circuit boards as well as a soldering gun (HTH value of 50).

Bath: This steamy room contains two large cedar tubs. The east one is full of hot (120 degrees F.) water, the west one contains cold (40 degrees F.) water. Wooden benches surround the tubs and drip condensed steam onto the slightly concave floor. The entire room is a sauna. There is also a sink, toilet, towel storage, and a shaving mirror.

Southwest Quarters: Ian Graves used to live here. The room is as he left it: bed unmade, dresser drawers open. The desk and chair are unremarkable. The mirror is cracked.

Kitchen: This room appears to be an eating area as well as a kitchen. The square metal table with six-inch-high legs has a hinged edge and a woven mat beneath it. (See figure 9) The room is decorated in Oriental Modern. Instead of chairs there are four cushions on the floor. An electric wok, chopsticks, a fondue set, authentic china dishes, and a miniature gong are stored in a cabinet along the south wall.



Level Four

Food Storage: This dry storage area is filled with vegetables, sacks of rice, bags of egg noodles, canned fruit juices, watercress, chestnuts, beans, bean sprouts, and warm rice wine. Dried octopus and fish hang from the ceiling. A lighted five-gallon aquarium along the east wall contains six live lobsters and a multitude of live snails.

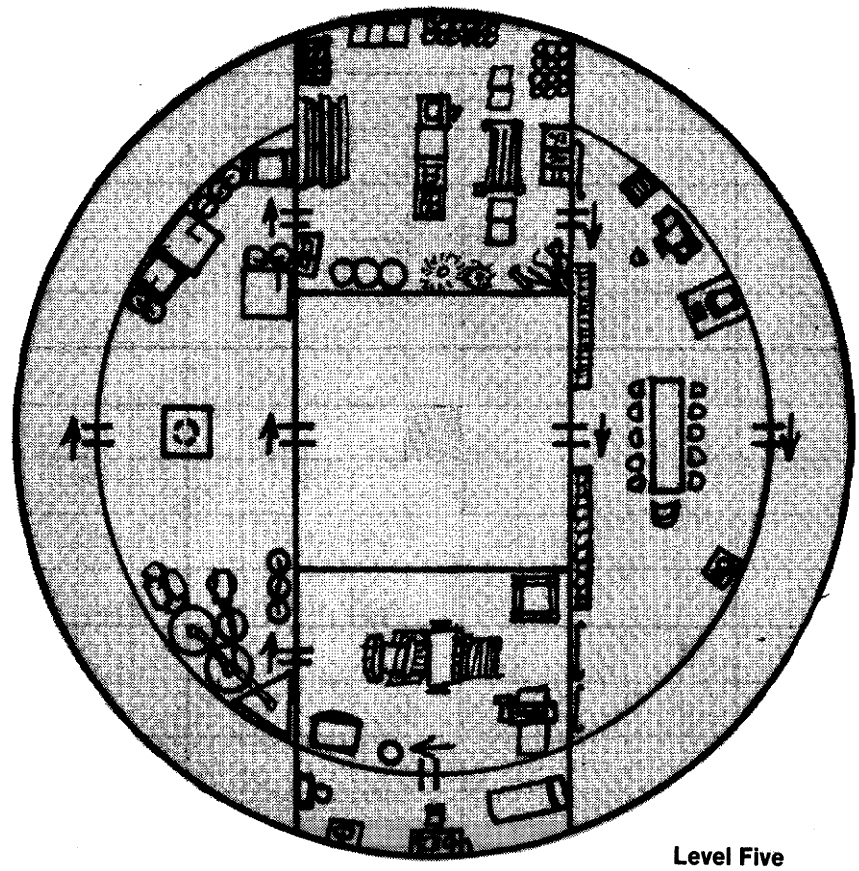
LEVEL FIVE

Storage: Stacked in boxes and bins throughout this area is a potpourri of supply items for the entire complex. These items include fluorescent light tubes, electronic parts, 24 one-gallon cans of motor oil, 24 one-gallon cans of hydraulic fluid, spark plugs, rubber hosing, metal pipes, clamps, circular brushes, nonflammable floor-cleaning solvent, twelve-volt battery packs, a clothes washer, a clothes dryer, bed linen, towels, toilet paper, lumber, and one-inch-thick metal plates.

Library: This quiet, carpeted area doubles as a meeting room. A long table surrounded by ten chairs is centered in the room. The west wall is lined with technical books, leisure magazines, and maps. The maps are of Australia, Switzerland, and the world's ocean bottoms. Along the curved east wail are a microfiche reader, a cabinet full of technical and engineering microfiches, a video console for gaming or education, and a small table holding an instant coffee maker, sugar, cream substitute, and styrofoam cups.

Print Shop: This room is set up to print counterfeit money. A large printing press, a hydraulic paper cutter, a horizontal drying rack, and a tall storage cabinet nearly fill all the floor space. In the storage cabinet are reams of special unprinted currency paper, 4 tubes of colored ink, extra ink rollers, five one-gallon cans of flammable ink solvent, and flattened corrugated cardboard boxes. There is a wastebasket near the door to the south, which leads to the brig. In the bottom of the basket, covered with crumpled paper, are the eight plates for printing Swiss Francs. Something is definitely wrong with them though. Running across the surface of all eight plates are deep fractures as if the plates had been dropped. Close inspection of the crumpled paper will show inked impressions made with the cracked plates. The uncut counterfeit bills are obviously worthless and unusable. The plates ordinarily would have brought a $5,000 reward from the Swiss government, if returned in mint condition. In damaged condition like this, the plates would be worth a substantially smaller reward ($2,000) — but a reward nonetheless.

Brig: The door to this chamber is locked. Inside this room is a single bed, a chair, a toilet, and a sink. On the desk are novels by Ian Fleming, an ashtray filled with cigarette butts bearing three gold bands, and a reading lamp plugged into a wall socket behind the desk.



Level Five

Laboratory: This area contains the life support systems for the complex. In the northern third of the room are tanks of oxygen, filter chambers, and air-conditioning units which make up the closed recycling system. Any agent with a Civil, Electrical, or Mechanical Engineering knowledge of more than 85 will be able to operate or shut down the system. Gas sensors within the ventilation system will automatically shut the system down for 30 minutes if any nonbreathable gas is introduced. These many sensors cannot be deactivated. The system cannot be restarted in less than 30 minutes.

In the southern third of the room are tanks, pumps, sediment chambers, and trickle filters which make up the closed water-recycling system. Any agent with a Civil, Electrical, or Hydraulic Engineering knowledge of more than 65 will be able to shut down the system. Salt water can be desalinized here. Fresh water can be cooled or heated at this location also.

In the center of the room is an unmovable square metal table. Underneath it is a square rubber mat. The cluttered tabletop contains an oscilloscope, unfinished electronic circuit boards, one wire rack with a dozen colors of wire, two soldering guns, a 2-way wrist radio which is tuned to the guards' frequency, and a small carbon-dioxide fire extinguisher.

LEVEL SIX

Airlock: For full description, see passage under HARDWARE DESCRIPTIONS. In each chamber is a full scuba suit, with flippers, mask, an air tank with an hour of air, a waterproof searchlight, and a depth gauge/compass wrist mechanism. Ian Grave is tied up in the west airlock.

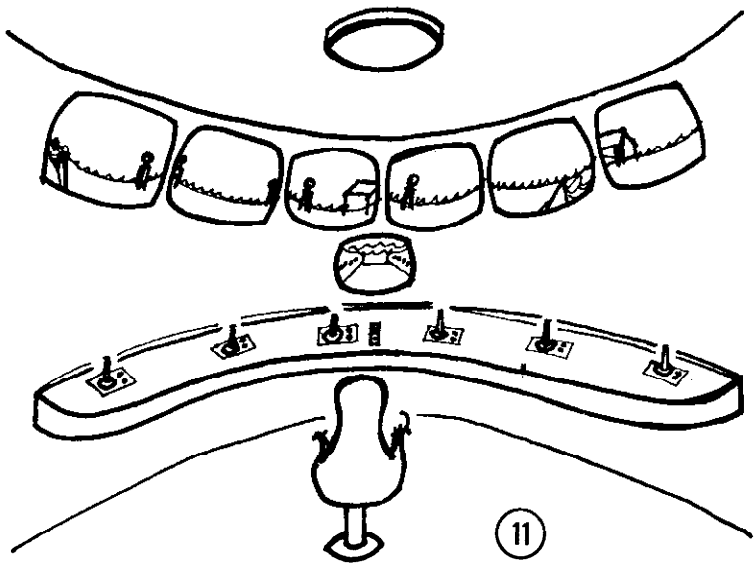
Submarine Dock: Poised on rollers in this humid compartment is a mini-sub with room for two. The glass top is usually open when the sub is unoccupied. A pair of metal sealed doors on the north side of the room open into the sea, creating a 25-foot-wide passageway. A control switch within the mini-sub electronically operates the sea doors. There is no access to the elevator from the lock.

Bath: Mirror tiles cover the walls and ceiling of this white-carpeted private bath. In the northern most corner is a white triangular tub. On the west wall is a white toilet and sink. On the east wall is a counter top with shelves for towels and toiletries underneath. The only door leads from the Wardroom to the south.

Wardroom and Bedroom: Dominating the center of this plush, dark-carpeted slumber room is an eight-foot-wide circular bed. The water bed is made of strong transparent vinyl, and a dozen tiny goldfish dart to and fro inside it. Above the bed is an ornately carved wooden Swiss cuckoo clock. To the north of the bed is a vanity with a lighted makeup mirror and a short chair. The vanity's two drawers are filled with cosmetics. On the west wall are four wooden clothes closets full of women's clothing. To the south of the bed is a writing table and chair. One of the drawers contains writing instruments. The other contains an envelope. In the envelope is a short note in English reading, "Dear Doctor: thanks for the blueprints. They'll be put to good use in my rulebook. Thanks again, MMR."

Living area: This is the private work and entertainment area of Doctor Yes. Seven thick panes of clear, bulletproof glass cover the floor, revealing the colorful coral on the sea floor twenty feet below the complex.

The area contains a well-stocked bar with five stools, a round card table with four overstuffed chairs, an eight-foot pool table with accessories, a foosball table, a six-foot couch with end tables, and a lit drafting table. In the four drafting table drawers (from the top down) are: drawing instruments, blank paper, preliminary sketches, and finished drawings for larger islands and floating city structures.



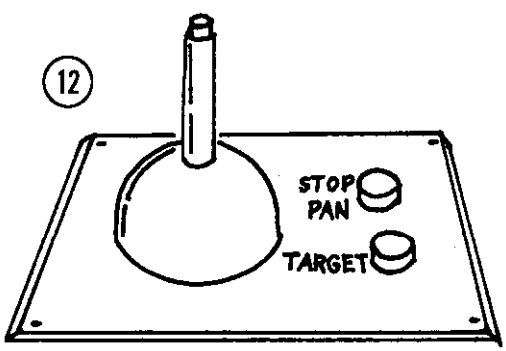
Control Room *(See figure 11):* A central swivel chair attached to the floor faces banks of monitors and controls on the west wall. *(See figure 9)* There are three colored switches and a microphone on the right arm of the chair and one white on the left. A red switch turns the lights in the control room to red. The blue switch turns on the microphone so the operator can speak to anyone in the mini-sub up to 3000 feet away. The yellow switch turns on a compressor to flood the control room with air at a great enough pressure to force any seawater out for 15 minutes. If the room is still watertight when this occurs, all occupants breathing room air will take 1-6 points of pressure damage. The white switch activates the hydraulic pedestal beneath the chair, raising it five feet straight up toward the light fixture. The chair will begin to rise immediately and reach its peak in 5 seconds. Flipping the switch back will lower it just as fast. The white switch cannot be operated when the chair is in motion.

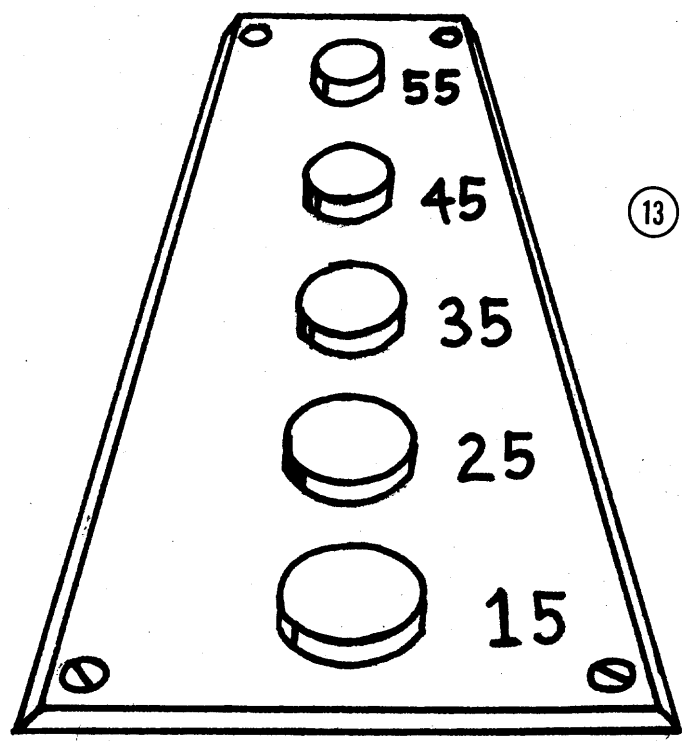
All controls are marked in English. Any agent with a Knowledge rating of more then 70 should be able to activate and operate each device in the room. A single well-aimed bullet will destroy one device or control. Six television-type screens dominate the upper part of the west wall. They each have a revolving view of the sandy surface of the island as seen from a camera in one of the outposts. Directly in front of each screen on the console is a joystick with a pair of buttons. *(See figure 12)* The "stop pan" button locks a camera onto a viewed target on the surface stopping the camera's circular rotation. The camera's motion is now controlled by the joystick. Pressing the "Target" button magnifies the image on the screen and places it on a crosshair grid for targeting with the joystick. The joystick is topped with a red thumb button which if pressed will fire a continuous stream of .60 caliber ammo from that outpost's gun for as long as it is pressed. All six outposts could be controlled simultaneously if enough people were inside the control room.

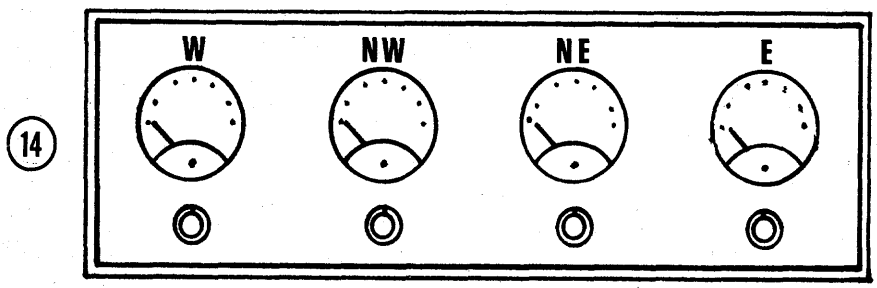
A seventh smaller screen centered beneath the outpost screens shows an underwater view of the 25' x 55' inlet. Instead of a joystick for this screen, there is a panel with five buttons. (See figure 13) Pressing one of these buttons will fire two harpoons at a 45-degree intersecting angle toward the center of the inlet. *(See the Top View, Surface Level map for details)* The pairs of harpoon tubes are spaced ten feet apart and their position is fixed. Each harpoon has a PWV of 2, a point-blank modifier of +4, and a short-range modifier of -50. Due to the narrow inlet and camera angle the harpoons are no good at medium or long range. They are barbed and inflict +2 points of damage when they hit.

On the east wall of the control room, north of the narrow elevator door, are four airlock master contols which allow any airlock to be flooded with water or filled with air up to 7 atmospheres in pressure for decompression use. A knob with a gauge above it controls and indicates the exact pressure in an airlock. *(See figure 14)* Any agent with a rating of more than 60 in Medicine/Physiology will be able to properly decompress someone in an airlock. Anyone else will inflict 1-10 points of damage to them.

To the south of the elevator door is a master elevator control board which indicates which floor the elevator is on. It can override the controls inside the elevator







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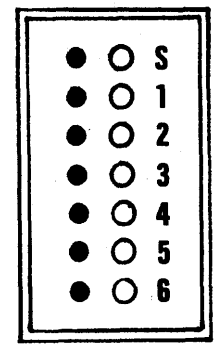


15

and other floors and force the elevator to go where the operator in the control room wishes it to go. *(See figure 15)*

Further south on the east wall is a master door and lighting control switch board. All switches are labelled. Refer to level maps and level descriptions for names and locations of chambers within the complex. Each chamber has a separate switch. Any elevator, chamber or hallway door may be electronically locked or hydraulically opened and closed anywhere in the complex as long as the main or auxiliary generators are still working. All doors and (including the escape route) hatches ordinarily have a 130 difficulty to deactivate and then a difficulty of 40 to force open. This is only after the one-inch plate metal has been cut away from the mechanisms in the doorframe. The entire escape route Or any segment of it may be opened or sealed shut with the flick of one of six switches, As long as there is electrical power any functioning light in any chamber, hallway, or elevator shaft may be turned on by using this master lighting panel. From the panel, power can be cut to any chamber or hallway device including the recycling systems and the escape route hydraulic system. Battery-powered Bernies are unaffected by any power shutoff. Airlock and gun emplacement hatches are always operated manually.

Prep Room: Departing and incoming aquanauts often use this chamber to dress in. Along the northernmost curved wall are six double-shot pneumatic spearguns loaded and ready to fire. Along the westernmost curved wall is a high-pressure compressed air system for filling air tanks. An agent with knowledge of 85 or better in Mechanical Engineering will be able to turn on the compressor and operate the mechanism. In lockers along the east wall are stored two wet suits, two sets of scuba gear with one-hour tanks (full), two sets of flippers, two weight belts, two diver's knives (-9/-6), two wrist-worn depth guage/compass mechanisms, and two portable underwater searchlights.

FLOODING

When any chamber below water level is punctured or opened it becomes susceptible to flooding. Three factors have to be considered each time a chamber wall is punctured or a door or hatch is opened:

1. Is the chamber adjacent to the outer perimeter of the complex or adjacent to a previously flooded chamber?
2. How far below the surface of the ocean is the chamber?
3. How large an opening was made into the chamber?

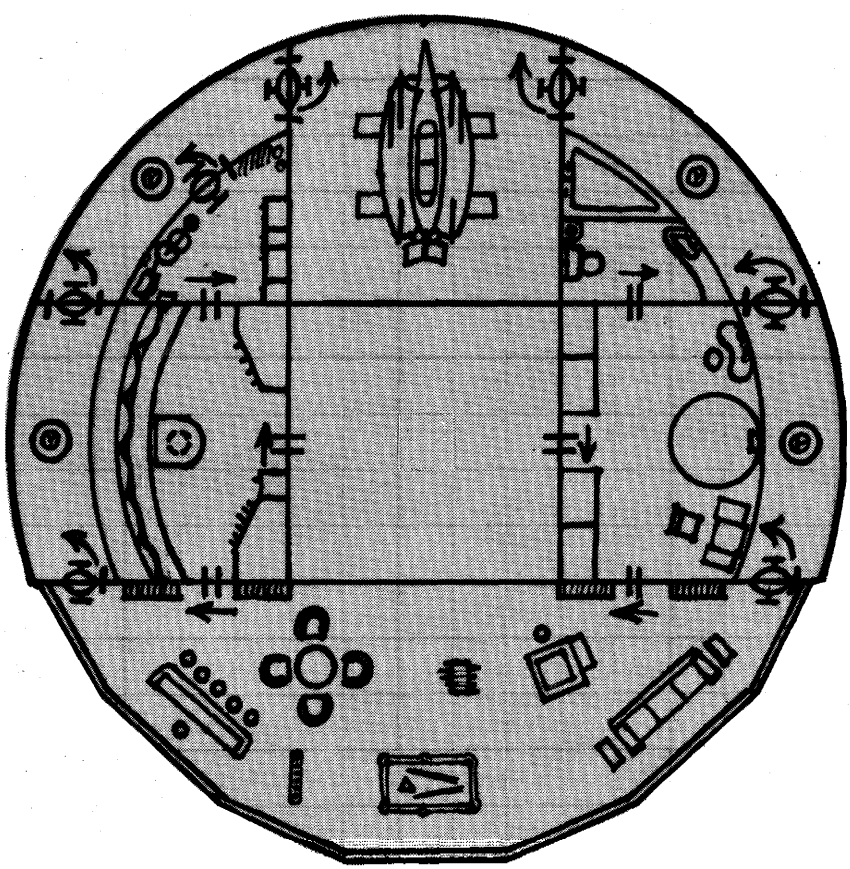
A flooding chamber will fill to either the top of the opening which caused the flooding or to the height given below, whichever is deeper. Trapped compressed air against the ceiling prevents water from coming in further.

Chamber flood depth

If the complex is still afloat, maximum flood depths for rooms and chambers is as follows: Level 1, 2 feet, 10 inches; Level 2, 4 feet, 2 inches; Level 3, 5 feet, 2 inches; Level 4, 5 feet, 10 inches; Level 5, 6 feet, 4 inches; Level 6, 6 feet, 8 inches. (Ceiling height on each level is 10 feet.)

If the complex is on the bottom or sinks after being partially flooded, all flooded areas will accumulate water beyond the "afloat" flood depth: Level 1, 5 feet, 2 inches; Level 2, 5 feet, 10 inches; Level 3, 6 feet, 4 inches; Level 4, 6 feet, 8 inches; Level 5, 7 feet; Level 6, 7 feet, 2 inches.

Remember that water flows downhill, and opening a flooded chamber from below will cause that water to pour down the lower chamber. Due to moisture sensors in each chamber, flooding will cause doors and ventilation shafts to automatically seal shut. There is always a 10% chance that the salt water in a flooded room will be electrified, causing 1-10 points of damage to an agent's body. Electrical devices used in a flooded chamber or taken from that chamber only operate 10% of the time.



Level Six

The speed at which a chamber floods to its maximum depth depends on the size of the opening made into it. If the chamber is adjacent to the outer perimeter of the complex, the depth affects the rate at which the water flows in. Flood time is in seconds and is calculated as follows.

Using the map containing the chamber being flooded, count all the full floor squares and partial squares (more than half of one) which the room includes. Using this number as a base figure, incorporate any of the following multipliers which apply:

Size of opening:

Hatch-sized (man-sized)	x1
Smaller than hatch-sized	x2
Larger than hatch-sized	x.5

Location of opening:

(First multiplier used if complex is afloat; multiplier in parentheses used if complex is on bottom.)

Level 1	x1.3 (x1.5)
Level 2	x1.4 (x1.6)
Level 3	x1.5 (x1.6)
Level 4	x1.6 (x1.6)
Level 5	x1.6 (x1.7)
Level 6	x1.6 (x1.7)

Note: These multipliers are only used far flooding which involves penetration of the outer perimeter of the complex's exterior walls. The first set of multipliers (for size of opening) is used to determine flood time for newly flooded compartments created by a rupture in an interior walk. The multipliers for location of the opening only apply when the opening is on the outer perimeter of the complex.

Example: Agents place 40 ounces of plastic explosive outside the brig on the fifth Level, six inches above the floor. They ignite it electronically and it punctures a man-sized hole in the two-inch-thick metal perimeter. From the Chamber Flood Depth information, the Administrator knows the chamber will fill with water to a depth of six feet, four inches. To find out how fast it floods, the Administrator applies the formula as follows: Number of squares in brig (5) x man-sized puncture factor (1) x Level 5 flood time factor (1.6) = eight seconds until room is flooded.

Example: Agents ignite 20 sticks of waterproof dynamite on the top edge of the outer doors to the submarine chamber on level 6. The explosion creates a larger than man-sized puncture in the two-inch-thick doors. The entire chamber will flood since the puncture is near the top of the door next to the ceiling. The time to flood the entire chamber is 25 (number of squares) x 1/2 (opening larger than a hatch) x 1.6 (Level Six flood time factor) = 20 seconds.

SINKING:

The entire complex will sink twenty feet to the bottom when 25 or more chambers and hallways of any size are flooded. This does not include the elevator shaft.

It will take two and a half minutes for the half-flooded complex to hit bottom. The complex will remain upright. During this time all flooded chambers will slowly fill to their maximum "bottom" depth. The floor hatchways in the four airlocks will be seated against the ocean bottom and cannot be used. The mines buried in the sand on the surface level will float up out of the sand filling the surrounding waters with approximately 35 live explosives. Rescue craft in the area as well as craft from within the complex will have to dodge these deadly hazards. Use the same odds for exploding these mines as when they were buried in the sand.

UNDERWATER ACTIONS

As explosions rip open the complex walls and chambers flood with sea water, within seconds the entire complex will rock and vibrate. On occasion, opening a hatch or door to a chamber will cause pressure changes which may affect your hearing. Releasing air from a flooded chamber wilt cause the water to rise to the top of the opening connecting it to the unflooded chamber. Water will try to fill the next chamber. The weight of water behind or above a hatch must be considered when agents attempt to enter a flooded chamber or exit the submerged complex from an air-filled chamber.

Throat mikes and electronic equipment will have a 75% chance of fizzling out each time they are immersed in water unprotected. Reduce this chance to 50% if waterproofing precautions are taken. Powder-firing weapons which get wet are extremely unreliable and even when waterproofed will only fire 25% of the time after immersion. If a shell fails to fire treat it as a misfire as explained on page 25 of the TOP SECRET rulebook. Condensation inside plastic sacks or wax after 15 minutes has the same effect as water on bullets and powder explosives. Remember to review the Explosives and Underwater Combat sections in the TOP SECRET rulebook.

SHARKS

If any agent or character bleeds in the water at any time there is a 10 percent chance per person per minute that 1-10 sharks will attack that agent or others in the water. Sharks may enter flooded chambers (one shark at a time) if blood streams from inside the complex and there is a man-sized or larger hole for them to enter. Each explosion will have a 25 percent chance of attracting 1-10 sharks. Each shark will have a Life Level of (1-10) +9 and an attack value of (1-10)+9 as the number of injury points it will inflict per attack. Agents cannot harm sharks with their bare hands but rolling their Offense value or less on percentile dice for each shark will drive that shark away or toward another person. Anyone attacked may only fight against two sharks at a time, all others getting a free bite. If someone injures a shark, one other shark will attack the injured one and wilt no longer be interested in humans. Once a shark attacks successfully, it will attack only that certain victim and will not also attack another person. A human cannot outswim a shark.

Sharks attack savagely, tearing chunks of flesh from the victim by thrashing their heads from side to side. Only about 20 percent of those attacked have survived. Heavy bleeding from gaping wounds and shock cause death in most cases.

Of the more than 225 known species of shark only 10 percent are believed to be dangerous to divers. They are especially dangerous off the coast of Australia, where this floating island is located. Naturally curious, cannibalistic, and possessing a rather one-track mind, they should be avoided when possible.

It is believed sharks are attracted to shiny objects, light-colored articles, splashing on the surface, explosions, but most of all....blood!

PERSONNEL

All personnel within the complex, including the prisoner in the brig, will know what each chamber is and how to operate ail hardware and devices. All personnel except the prisoner will know about the escape route and the safe path across the minefield to the edge of the island. They will also know which quarters are assigned to each person and each person's duty schedule, even during an alarm. Everyone *except* the prisoner will know that the plates were ruined by Ian Grave and he's being tortured by decompression in the west air-Lock by Doctor Yes. Each person wilt know the contents of his or her own quarters. Only Doctor Yes and the prisoner in the brig know that the prisoner is the Doctor's son, who infiltrated the complex single-handedly. All the guards will know that Dr. Yes will try to escape during an alarm via mini-sub. Mark Johnson and Chuck Morris each carry a key to the helicopter, and of all the personnel only they or Doctor Yes can pilot it.

Doctor Yes is the only one carrying a key to the mini-sub, but any personnel member may pilot it. Doctor Yes and the four guards each carry matching keys to the speedboats. Anyone may pilot these vehicles. Doctor Yes, Scotty, and the guards each wear a wrist radio (See Personnel Alarm Reactions). All personnel carry the equivalent of 1-100 dollars on their person at all times.

All personnel can swim. Guards will possess weaponry, protection, and ammunition randomly determined from page 16 of the TOP SECRET rulebook. Roll for each guard separately.

Personal traits of floating island's personnel

	PS	Ch	W	Co	K	Cr	O	D	E	HV	WV	SV	LL
Dale Craig	85	85	85	97	81	93	95	91	90	175	180	181	18
Mark Johnson	99	80	84	59	97	90	75	70	85	182	171	153	18
Chuck Morris	90	68	85	93	94	98	95	80	83	173	185	163	18
Bruce Nee	84	76	100	64	68	100	89	70	89	173	173	159	18
"Sweetbeam" Leotard	96	97	105	94	47	126	110	96	112	208	206	208	20
Mohammed Chang	50	50	50	50	50	50	50	50	50	100	100	100	10
fan Grave	63	37	50	33	84	23	28	35	31	94	91	66	11
Scotty Sparks	82	63	31	27	180	87	57	45	75	157	139	120	11
Doctor Yes	37	120	113	80	163	67	74	100	94	131	111	194	15
Prisoner	115	156	128	157	142	158	158	157	157	272	273	364	24

PERSONNEL DESCRIPTIONS

The Guards

Dale Craig: Height 5'9"; Weight 160 lbs; Nationality British; Race Caucasian. Very long brown hair, blue eyes (usually covered with mirrored sun glasses). Often wears blue denim jacket with silver chain over right shoulder. Across the back of his jacket is stenciled "THE EXTERMINATORS". He is a very sloppy dresser and looks generally unkempt. In his wallet there is no money (his currency is kept in a front pants pocket), but there is a card which says "James Pong Fan Club". When cornered with no way out he will threaten that his friend Pong will avenge his death. He doesn't like taking prisoners. Reward: $3500 alive.

Mark Johnson: Height 6'1", Weight 165 lbs.; Nationality British; Race Caucasian. Short blond hair and blue eyes. Shy and reserved, he detests Dale Craig but functions well with others, except perhaps Doctor Yes. There is a streak of humanity in him but it doesn't run too deep. He doesn't take prisoners. He is also extremely neat and punctual. No reward offered.

Chuck Morris: Height 5'8"; Weight 195 lbs; Nationality British; Race Caucasian. Medium-length brown hair, green eyes. He likes to order the others around, but usually does so without success. When the action starts he uses his head and sets traps against his opponents. He'll rarefy be surprised and his back is usually towards the wall. Chuck enjoys capturing prisoners and interrogating them. The other guards consider him strange but do respect him. He sometimes wears a blue denim jacket with "THE EXTERMINATORS" stenciled across its back. Reward: $3500 alive.

Bruce Nee: Height 5'10"; Weight 155 lbs.; Nationality British, Race Caucasian; Short brown hair, blue eyes. Often goes around the complex wearing shorts and nothing else. He often fakes punches and kicks towards the other guards; sometimes he will playfully punch Dale Craig in the arm. Although he irritates the other guards occasionally, he is accepted by them. When he does wear clothes he will put on his Exterminator jacket. In his shorts pocket are the keys to an automobile (obviously not on the premises); Reward: $3500 alive.

"Sweetbeam" Leotard: Height 5'5"; Weight 122 lbs.; Nationality Canadian; Race Negroid. Bald, deep brown eyes. The natural leader of the guards and the personal favorite of Doctor Yes. His language is never filthy, but his spontaneous comments often insult the other guards; his easy smile and quick hands make everyone very reluctant to fight him. He is very nostalgic about his boxing days. Sweetbeam enjoys killing and never takes prisoners. No reward offered.

Mohammed Chang: Height 6'6"; Weight 163 lbs; Nationality Swiss; Race Caucasian/Mongoloid. Long black hair, hazel eyes. He has been with Doctor Yes longer than anyone else on the island. Mohammed is a very withdrawn person and does not associate with the others frequently, although his admiration for Sweetbeam is very high. Doctor Yes seems to feel very protective toward Mohammed and looks upon his ambivalence with amusement. Mohammed rarefy makes decisions and tends to follow the others around. No reward offered.

The Others

Ian Grave: Height 5'10"; Weight 177 lbs; Nationality Swiss; Race Caucasian. Crewcut silver hair, brown eyes. He's currently in an air lock by the control room. His hands are bound and he is suffering from decompression sickness (the bends). He is doubled over and is in too much pain to communicate. If the agents help him to recover, fan will tell them that he was being executed for accidentally dropping all the plates and rendering them worthless. He will reveal that the cracked plates are currently in the wastebasket in the print room. Ian will also plead with agents not to kill his good friend Scotty Sparks. If the agents do not bring Ian back to normal slowly, he will be in too much agony to talk and will soon thereafter die. Ian Grave was the intended printer of the counterfeit currency. No reward offered.

Scotty Sparks: Height 5'8"; Weight 145 lbs; Nationality United States; Race Caucasian. Blond hair, blue eyes. An electronics genius, a coward and a very depressed man, Scotty Sparks has been unable to function since his close friend fan Grave was sentenced to die by Doctor Yes. He is impervious to the charms of Doctor Yes, but fears her instead. Scotty is usually in his bedroom or the laboratory, moping. When agents find him he will react very lethargically; however, Scotty will act much differently if he is taken to the sixth-level air lock in which his friend is imprisoned. Scotty will beg the agents to save fan, and if they do not he will risk his life in an attempt to rescue his friend. He does know how to operate the decompression equipment from the control room. Reward: $6500 for safe return,

Doctor Yes: Height 5'5"; Weight 118 lbs.; Nationality Swiss; Race Caucasian. Long white hair, pink eyes. Albinism apparent at short range even when she is in scuba gear. Her albinism and lisp seem to enhance her beauty rather than hinder it. This could be said about her age also; her sixty years have not marred her looks. Her anonymity in the outside world is due to her brilliance as a criminal. Not once have the authorities even suspected her in the many highly successful escapades she has masterminded. On this caper, however, luck has finally gone against her. The plates were destroyed by clumsiness, and her name is connected to the theft of them. She is in a foul mood and is usually in the control room, personally perpetrating and supervising the slow execution of fan Graves. If not there, she will either be in her bedroom or in the Living Area doing drafting work. Reward: $10,000 alive. Weapon: She will be armed at all times with a .22 pocket self-load Beretta. Engraved on the grip in English is "From J.B. to Mom with love."

The Prisoner: Height 6'0"; Weight 167 lbs.; Nationality British; Race Caucasian, Black hair, blue eyes. He possesses a cruel-looking mouth and often pops out. with subtle puns. Under his left arm is an empty chamois holster. His clothes fit well, and agents may note a certain arrogance in his actions. This man shows no fear when a gun is pointed at him and will usually joke about it. If there are any female agents in the group they will feel a very strong attraction toward this man. If a female agent is attractive, she will notice him eyeing her approvingly and he will try to engage her in conversation. In his shirt pocket is a package of cigarettes which bear three gold bands and in his pants pocket is a set of keys to a Bentley automobile. When this man is left alone with a single agent he will try to obtain possession of the agent's weapon. This prisoner will call Doctor Yes "Mother" if he comes upon her unex-

pectedly and will be definitely uneasy in her presence. If the agents will trust this man, he will aid them to his full ability. He will not give out his name. Reward: $11,000 alive (from the British Secret Service).

Personnel locations

The following information will provide the locations of each member within the complex during any given eight-hour period:

12:01 a.m. to 8 a.m.; Craig and Johnson in control room, Level 6; Morris in library, Level 5; Nee in Recreation area, Level 3; Leotard in Southeast quarters, Level 3; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes in Wardroom and bedroom, Level 6.

8:01 a.m. to 4 p.m.: Craig in Northwest quarters, Level 1; Johnson in Southwest quarters, Level 1; Morris and Nee in control room, Level 6; Leotard in Recreation area, Level 4; Chang in Southwest quarters, Level 3; Sparks in Southeast quarters, Level 4; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

4:01 p.m. to midnight: Craig in Kitchen, Level 3; Johnson in Library, Level 5; Morris in Southeast quarters, Level 1; Nee in Northeast quarters, Level 1; Leotard and Chang in control room, Level 6; Sparks in Laboratory, Level 5; Dr. Yes either in control room (70%), Wardroom and bedroom (20%) or Living area (10%), all Level 6.

At all times, fan Grave will be located in the west airlock, Level 6, and the Prisoner will be in the Brig, Level 5.

Personnel Alarm Reactions:

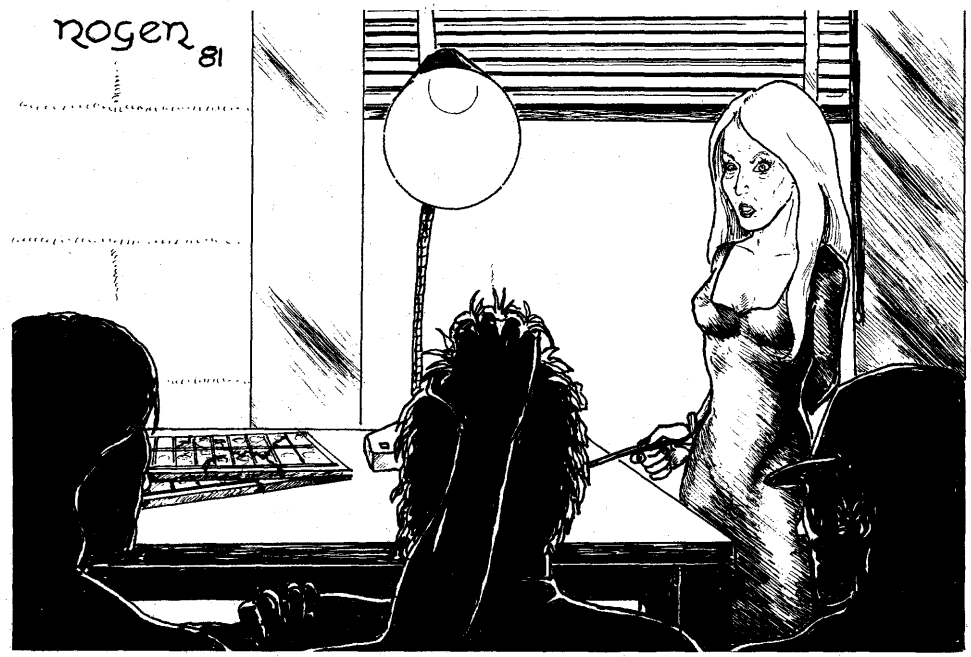
All guards, Scotty, and Dr. Yes communicate in English via two-way wrist radios. Due to the small size of the staff, all members recognize each other's voices.

As soon as the alarm is sounded (when anyone with a wrist radio notices an invading agent and alerts all staff members), the following actions take place:

1. Doctor Yes will immediately head toward an airlock, put on scuba gear, and attempt to escape via mini-sub. She will only return when she has received the coded signal, "The goldfish are swimming their little hearts out." A staff member must send this message from the control room. All staff members know this phrase.

If her submarine escape is thwarted she will attempt to swim out through the sea doors or a hatchway wearing scuba gear. If this is not possible she will try the escape route.

2. Guards located in the control room will try to hold that position at all costs and will direct the other staff members. Guards located on Levels 1 through 3 generally are sent to protect the generators and fuel room on Level 1. Guards located on Levels 4 through 6 generally are directed to the Living area and Bedroom on Level 6. Guards without ammo will head for the weapons room on Level 2.



3. Scotty Sparks will remain in the chamber he occupied when the alarm was sounded and will not be aggressive. If taken to the sixth level he will try to free Graves as described above.

4. Ian Grave and the Prisoner in the Brig will both be yelling for help in English. They can only be heard by someone on the level they occupy.

OPTIONAL RUMORS

At the discretion of the Administrator, rumors (both true and false) may be told to the players before the agents' assault begins. Each player should be taken aside and told one of the 10 rumors fisted below, determined randomly. Players may share their rumor information with other players if they so desire. In the fist below, rumors 3, 4 and 9 are false. Additional false rumors may be substituted for true ones on the fist by the Administrator.

1. A high-ranking British agent has been captured by Doctor Yes. Reward $11,000.

2. The only known picture of James Pong, an assassin to be killed on sight, is located somewhere in the complex. It is worth $5,000 to the U.S.

3. It has been heard that Van Gogh's ear is somewhere on the island. It is worth $8,000.

4. An extremely rare species of tropical fish is possessed by Doctor Yes. It is worth $8,000 alive.

5. Scotty Sparks, an electronics genius, is on the island. $6,500 will be paid for his safe return to his home government.

6. Doctor Yes is a woman.

7. There are secret hatchways finking the levels.

8. The guards race bicycles on Level 4.

9. All the printed Swiss francs are located on the submarine.

10. "The Exterminators," a terrorist group, form part of the guards. They are worth $3,500 if any one is captured alive.

EPILOGUE

Escape is defined as swimming, boating, or flying off the boundaries of the map on page 44.

If any agents escape with the plates, other valuables, or personalities. they receive their appropriate rewards and experience.

If agents are unsuccessful; (all killed, captured, or escaped without reward) the floating island will reappear somewhere else in the world one game week later. All captured agents will suffer the same fate as fan Grave. They will be placed in a chamber which will be pressurized for ten minutes and then suddenly depressurized. This will cause 1-10 points of damage each time it is performed. Decompression sickness is extremely painful, especially in the major joints of the body. Dizziness and nausea accompany severe cramps which will double over a victim in excruciating pain. So much for those who visit the floating island of Doctor Yes!

CREDITS

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