

While Carini holds off the dogs with ultrasonic pulses, you circle around through the brush. You hear the dogs howling and whining as they follow the cat, and then a man shouting in some Slavic language.

You soon reach the lawn behind the house. In the fading light of the moon, you can see the path leading down to the beach.

There is a sliding glass door at the back of the house, which leads to the lower level. You try it and find it locked. You slip a jackknife blade into the handle and pry the door open enough to jam in a power wedge from your entry kit. In a moment you are inside.

You hear voices from upstairs; the lower level is dark and silent. You sweep your infra-red lamp around the main room. There are sofas, a television, and at the far corner, a large pool table. You walk into a hall, which leads to several rooms with closed doors. You try the first one. It is locked, but a voice from within calls, "Yes, what is it?"

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*If you say softly, "Is that you, DuMont?"  
turn to page 60.*

*If you step a little further down  
the hall and wait to see what happens,  
turn to page 62.*