

**ADMINISTRATOR
FILE
921b**

**TOP
SECRET[®]
ESPIONAGE GAME**

**OPERATION: SUPER HAPPY LUCKY CAT
EXTRAVAGANZA EGG ROLL HOUSE
CODE NAME: MIUMAU**

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

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INTRODUCTION

This mini-adventure for the classic TOP SECRET® RPG involves the discovery of what has been happening to Chinese defectors who have recently been disappearing just before or after their defection. It is assumed by the administration that they are still on U.S. soil, but it must be determined if they are being killed or captured, and how hostile agents are able to locate and isolate defectors so effectively.

The reality is that strange sorceries are afoot and the defectors are being discovered and neutralized magically by operatives working out of the Super Happy Lucky Cat Extravaganza Egg Roll House.

Here are several ways to get the agents to the Super Happy Lucky Cat Extravaganza Egg Roll House:

Dead and Homeless

This has been an ongoing problem for about nine months now, but a recent break in the investigation is why the Administrator is contacting the agents now. Last Tuesday, a homeless man was struck and killed by a car and in the hospital it was determined that he was in fact Man-Fai Chan, a Chinese double agent who had begun working for the Agency six months ago and then promptly disappeared. Investigating into this strange homeless man will lead to his home in the back alley of the Super Happy Lucky Cat Extravaganza Egg Roll House — he had escaped their dungeon but his addiction to the Milk (see below) was enough that he couldn't leave the place.

THE SUPER HAPPY LUCKY CAT EXTRAVAGANZA EGG ROLL HOUSE

A Lost Connection

The agents start the process of bringing over a Chinese industrialist into defecting with several state secrets. When they go to meet him, they find his hotel room empty, the only clue being a takeout package from the Super Happy Lucky Cat Extravaganza Egg Roll House.

Help Me

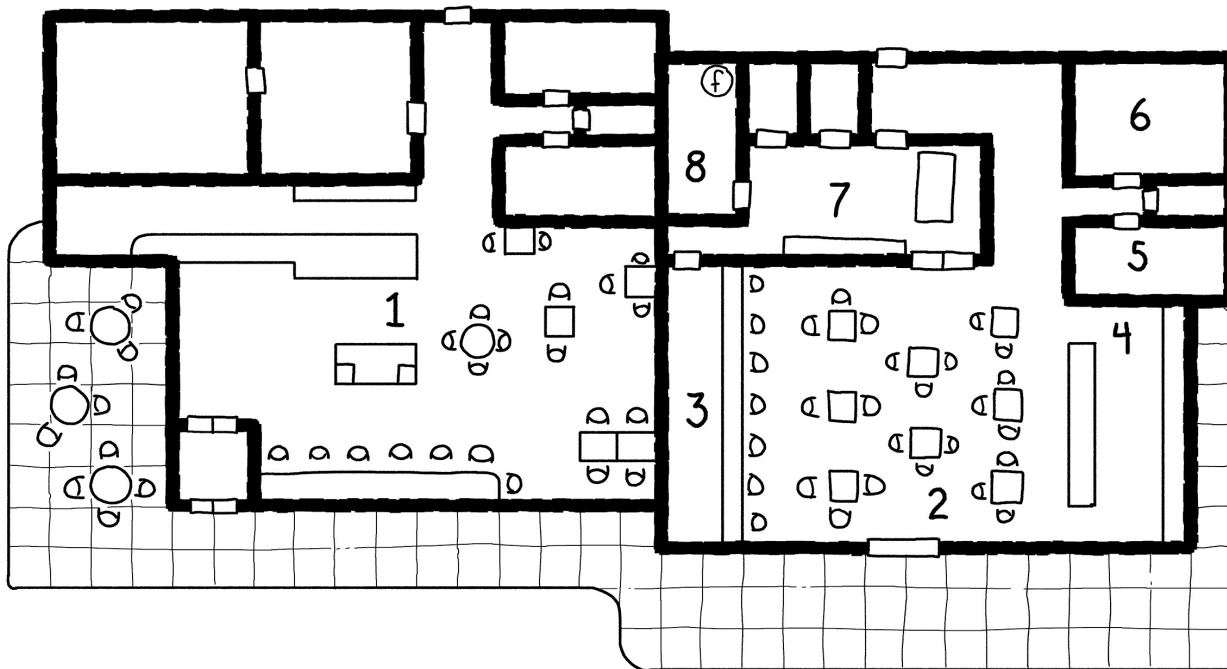
The agents are approached by a Chinese man who knows who they are (because he's a Chinese agent) and he begs for their assistance.

He is obviously insane and doesn't make much sense, but he does know who the agents are and that should be enough to arouse the agents' curiosity. He claims that everything is wrong at the Super Happy Lucky Cat Extravaganza Egg Roll House, but can't explain what exactly is wrong...just "everything." For added cliché, he then dies of withdrawal from the Milk.

Quick Key:

1. The Darkest Roast Coffee Shop
2. The Lucky Cat Dining Room
3. Bar & Cash
4. Buffet
5. Men's Room
6. Women's Room
7. Kitchen
8. Office

Small rooms without numbers are storage/pantry/closets.



Situated in the parking lot of a big box strip mall and sharing a building with "The Darkest Roast" (a coffee shop/cafe/trendy place to show off your new laptop), the Super Happy Lucky Cat Extravaganza Egg Roll House is a small Chinese restaurant that presents very little of interest to those passing by, and very little reason to return unless you crave overly sweet and chewy chicken balls.

1d3 of the "Lucky Cat Hoodlums" will be in the dining lounge at any time, in addition to 1d6-1 innocent civilians and locals (most of whom will never return because the food and service are both horrid). The kitchen and bar will be staffed by the chef, Marcus Chow, and 1d2 of the two female servers/bartenders. The thugs are always somewhat on guard, and Marcus Chow will be watching for suspicious activity.

The Hoodlums all have "Lucky Cat" tattoos on their shoulder blades or biceps and are aware that "crazy shit" goes on in the secret basement of the restaurant, but are not privy to what exactly it is.

Once a month they gather here after hours with "the Bosses" and Marcus and drink a shot of "white yin" and get paid for the month. They also pinch the occasional \$20 from the cash register with impunity as needed.

Marcus will vigorously defend the trap door to the basement and will call for backup from the Lucky Cat Hoodlums and even the other kitchen staff (even if they aren't all that effective or in on the whole situation). Marcus will generally stay out of things if it just looks like routine violence or intimidation between characters and the hoodlums until things directly involve him or the basement access. Marcus and the Bosses are the only ones with keys to the basement. Marcus knows that there are two men downstairs ("The Bosses") as well as the captured dissidents and spies. He also knows that Yiu-Nung Tang has a secret passage to another room where he determines who they have to capture and addict to the "White Yin." He isn't aware of the nature of the "White Yin" nor the precise nature of Yiu-Nung Tang's secret passage.

The trap door to the basement is in the office behind the kitchen (marked as 'f' on the map). It is padlocked with only Marcus and the Bosses having keys to the lock.

The Basement

1. Main Room
2. Office
3. The CatSpace

Climbing the ladder down to the basement is when things start getting weird. The basement has a strong animal odor to it. Anyone rolling under their Animal Science AOK will determine that it is definitely feline, and those with over 100 in the AOK will identify it immediately as a house cat. It is not the usual smell of urine or other waste, but that of many housecats in fine condition. The whole basement is hot — roughly 99 degrees Fahrenheit (37 Celsius). There are strange mewling noises coming from the room next to the ladder, but an Animal Science AOK check at -20 will identify that these are not the sounds of cats...

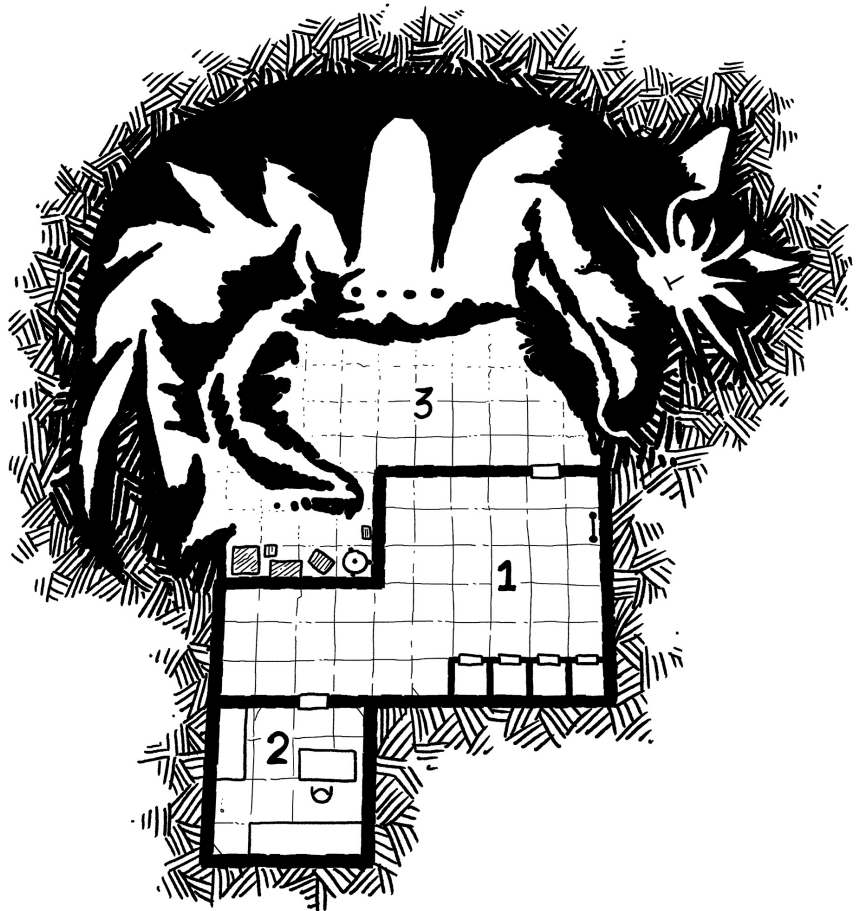
The main room of the basement has a set of very small, but still definitely human-sized, wooden cages along the wall. Three are open, but the closest one to the ladder is padlocked shut with a small Chinese man within. If the agents are here trying to find a particular person, this is him, and if they aren't curious enough to check out area 3, then

they may be done with the operation at this point. The target will be cooperative and thankful for the rescue, but seems to be in a dream-state. Once removed from the Lucky Cat, he will become more lethargic, less cooperative, and will start wandering back towards the restaurant if left unattended. After 24 hours he will become feverish and shaky and will die six hours later.

If there is any commotion in the main room, then Kang Chien Lam will come out of the office (room 2) and engage the intruders.

The office is occupied by Kang Chien Lam and a huge collection of ceramic "lucky cat" statuettes. The table on the left is covered in fragments of pottery and ceramic where these statuettes have been dropped or shattered (Lam and Tang both smash the statuettes and read the resulting chaos of debris as a form of divination, which is how they know when to enter the cat and how they summoned it here in the first place). Inside one of the 200 or so lucky cat statuettes is \$1,200 in a plastic bag.

Kang Chien Lam knows that Yiu-Nung Tang (whom he refers to as "the Sorcerer") is in his secret chamber "beyond the beast." He has visited there a few times in Tang's



company, but doesn't like it there, and doesn't have the powers Tang has to determine who the double agents and dissidents are.

The final room of the basement is where the madness is. The far wall seems oddly half-collapsed, or perhaps covered in a large furry blanket. But more importantly there are five men in this room, walking around on all fours or curled up on the floor naked. One is leaning against the furry lumpy wall, face first into the fur. Another two are hiding in the back left corner of the room by the water heater. These last two will only be noted if that location is physically searched, or with a roll under the Agent's Observation -30. A deep thrumming sound comes from the back wall, and the mewling noises noted from the other room are definitely coming from the men on the floor.

These men are all Chinese dissidents, double agents or turned spies and are all addicted to the milk of the mother cat (the "white yin" that the hoodlums drink once a month). Regular use of the milk has made them addicts, and a few have started

to transform into something far more feline: growing whiskers, patches of fur, muzzles and so on. The two in the back of the room hiding behind the water heater have almost fully transformed and are treated as wild cats when confronted and will attack anyone attacking the mother cat.

(Transformed Dissidents: Always hit in HTH range, dealing 1d6 damage. 10 Life Levels.) The mother cat will not defend itself except to mew loudly and pitifully. It has 45 Life Levels. None of the poor bastards in this room will survive due to their prolonged exposure to the milk.

If someone decides to push/dig into the massive cat's fur, it seems to get denser but never actually reach a layer of skin (except when attacked, when it will bleed profusely). Those who push through completely will find themselves digging their way up out of a pile of fur into "another place." There doesn't seem to be a horizon here, the ground being slightly wavy and seemingly carpeted in a deep orange color. The lighting is reminiscent of the last creeping light of sunset before the night takes over. And sitting nearby is a

barefoot Chinese man in intricate robes and two tigers. Here, Yiu-Nung Tang communes with the spirit of the cat mother and determines who is the next person to be enslaved to her milk. He will signal his tigers to attack before engaging in hand to hand combat with interlopers — resorting to his Uzi if necessary.

In hand to hand, tigers automatically deal 1d10+6 damage each round and have 16 Life Levels.

The path to the "other place" cannot open if the mother cat is dead, and anyone trapped within will be trapped there forever.

Credits

Author & Cartography

Dyson Logos
www.dysonlogos.com

Layout

Patrick Murphy
www.mad-irishman.net

NON-PLAYER CHARACTERS

Name	PS	CH	W	CO	K	CD	OF	DP	EV	DA	OB	SR	GV	MV	LL	PR	WV	HTH	SV	qrc
<i>Lucky Cat Hoodlums — all fight with Martial Arts</i>																				
Pui-Wah Cheung	77	74	48	74	74	98	86	74	86	86	61	61	74	223	13	159	163	163	160	d
Woo-Ping Kwan	114	48	10	23	78	43	33	36	46	61	44	17	40	167	12	87	147	160	82	c
Brandon Chou	81	5	81	90	82	86	88	48	46	84	82	86	69	248	16	168	169	127	94	d
Tak-Man Shen	97	1	10	93	13	40	67	47	21	27	12	52	31	147	11	52	164	118	68	b
Stanley Yuen	96	90	25	94	76	85	90	92	88	81	51	60	74	206	12	136	186	184	180	f
Pad Ho	79	88	89	92	12	92	92	90	90	52	51	91	75	260	17	143	171	169	180	d

Lucky Cat Bosses — both know Martial Arts

Kang Chien Lam	89	65	100	111	78	99	105	88	82	89	89	106	91	288	19	188	194	171	170	e
Yiu-Nung Tang	112	96	88	88	82	98	93	92	97	90	85	88	90	298	20	183	205	209	189	t

Kitchen Staff — Marcus knows Martial Arts, servers are untrained

Marcus Chow	54	63	95	97	95	87	92	80	75	91	95	96	87	236	15	182	146	129	155	j, aa
Choi Ping	64	26	48	17	88	39	28	22	33	64	68	33	44	151	11	107	92	97	55	b
Moy Xiu Mei	45	80	45	25	15	30	28	53	55	23	30	35	39	120	9	60	73	100	108	b

Abbreviations

PS Physical Strength
CH Charm
W Willpower
CO Courage
K Knowledge
CD Coordination

OF Offense
DP Deception
EV Evasion
DA Deactivation
OB* Observation
SR* Shock Resistance
GV* Gambling Value
MV Movement Value
LL Life Level

PR* Perception
WV** Wrestling Value
HTH Hand-to-Hand combat value
SV Surprise Value
qrc Quick Reference Code

*See TOP SECRET® Companion for details

**See TOP SECRET® First Edition for details

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