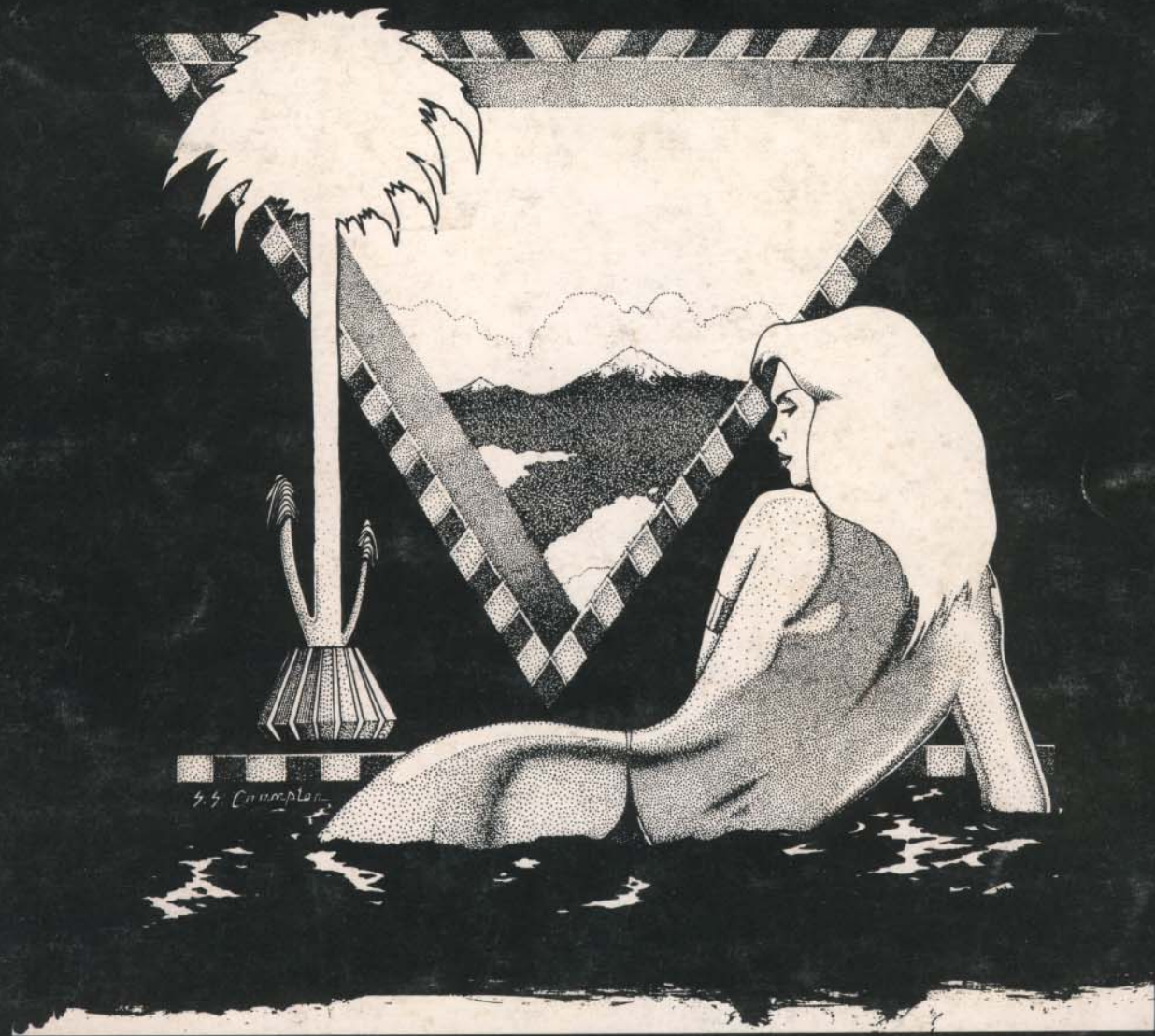


SPACE OPERA™

CASINO GALACTICA



ADVENTURE SETTING
& SCENARIOS

Steven B. Todd



Scanned By:





CASINO GALACTICA

Written by STEVEN B. TODD of Gnome Mountain Workshops
Illustrated by STEVEN S. CROMPTON

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For information contact Fantasy Games Unlimited Inc.

Steven B. Todd is in the process of forming a new publishing company called Gnome Mountain Workshops for the purpose of publishing Space Opera support material under license. Casino Galactica is an example of the kind of product he hopes to make available to the Space Opera player.

While in the process of approving this adventure pack for use with Space Opera we commented to Steve that we wished he had submitted Casino Galactica for our own publishing. I believe that the idea of having us publish one of his adventures to make the public aware of his style prompted Steve to change the nature of this submission to allow us to publish it. Watch for other products by Steve from his own Gnome Mountain Workshops in the future.



P.O. Box 182, Roslyn, New York 11576

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1. INTRODUCTION

CASINO GALACTICA is a luxury resort hotel on Arcturus VI (see Star Sector Atlas 1), although the StarMaster should feel free to locate it as he desires, as long as local customs and law levels are not violated.

This campaign pack is designed not so much as an adventure per se, but as an adventure background. Within is provided enough information to spawn a host of exciting enterprises and adventures.

The descriptions herein are necessarily vague in many areas. This is to allow easy tailoring to individual campaigns. Only a few of the more important personalities are treated in any detail, though many more are supplied with characteristics and skills. The SM should feel free to assign personalities and backgrounds to these individuals as he sees fit.

A final note: While it is possible to role play any professional type or race at Casino Galactica, we have found that it lends itself best to spy/police or carousing type adventures. Bloody shoot-outs should be avoided as a commonplace occurrence. Remember that while the carrying of guns is permitted on Arcturus, the use of one to harm another person is punishable by death.

2. BACKGROUND

Casino Galactica was built only a half-dozen years ago by an off-worlder named Cosmo Filroy, who had a lot of money and off-world financial backing. Soon, the fledgling outpost of entertainment in the mountainous outback of Arcturus was the most popular on the planet.

It is a large operation, only one of many businesses controlled by Filco Enterprises. Filroy has taken personal charge of this, his most favored enterprise, and has placed hand-picked men at the key posts. They too are off-worlders, recruited personally by Filroy for the positions they occupy.

The resort complex (called collectively, Casino Galactica), consists of a casino, hotel, exclusive shopping mall, restaurants, show rooms, theatre, swimming pool, and other recreational facilities. These include a traditional Terran golf course and another more 'alien' built on the edge of a deep chasm. There is a ski lodge, target ranges, and an entire mountain valley for hunting and hiking. All the land for ten kilometers in each direction is owned by Filroy, and he has made sure that the Casino maintains its isolated mystique.

The resort is easily reached from the city of Tehorane (StarPort Rating A) five hundred kilometers to the south, on the coast. Access to the planet is by Trans-Galactic Starlines or the Vega Line (see Star Sector Atlas 1), though Filroy's own StarLine, Filco Spaceways, has routes opening up between major planets and Arcturus (detailed later in this booklet). The route from Tehorane to the casino is covered by shuttle (Filco again) or private bus; or one can drive by rented vehicle.

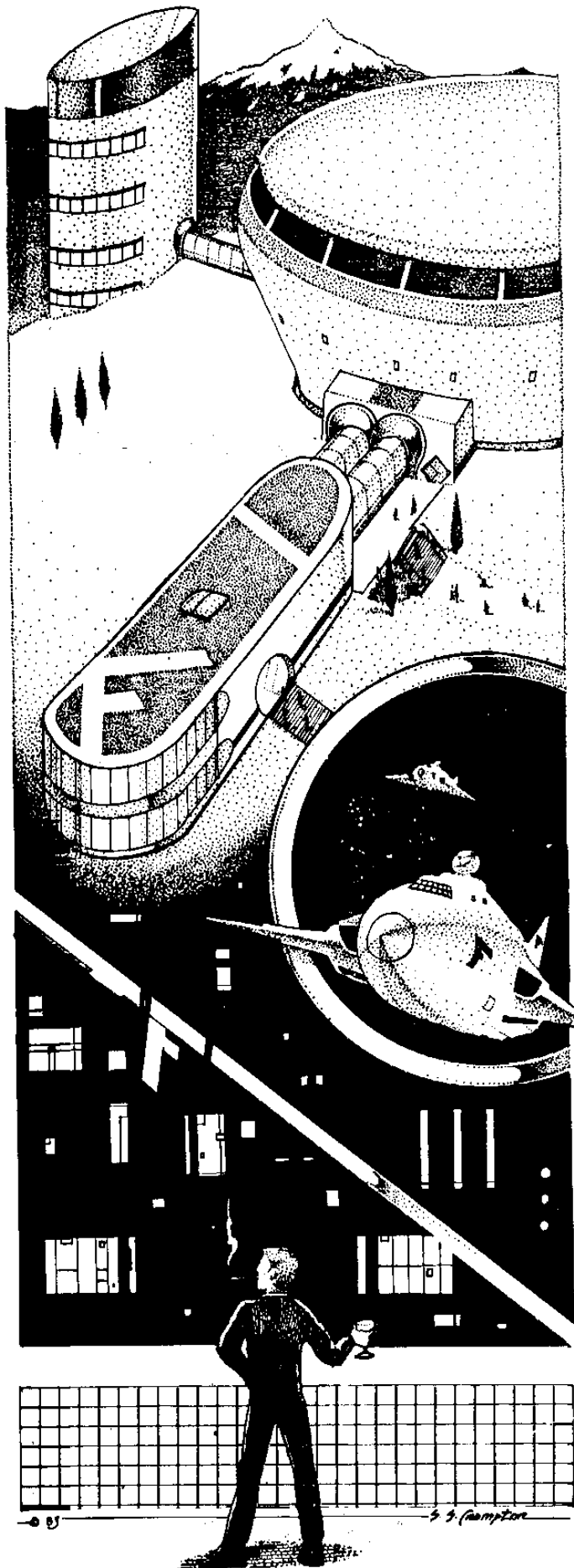
The complex has an idyllic location — perched atop a cliff overlooking a gorge that divides Mt. Tabor (12,000 ft.) and Mt. Christopher (10,500 ft.). The beauty of the location alone is enough to attract millions of tourists every Terran year from across the sector.

Due to its isolated situation, the nearest emergency facilities are well over one hundred kilometers distant. But the effect this would normally have is lessened by the large motorpool of vehicles (both land and air) maintained by the management. In all, the resort reflects the sort of free-spirited lifestyle of the planet's population. Fortunes are won and lost, men made and broken. There are politicians on the take, businessmen on the make, con men, miners, gamblers. Every type of person, human, humanoid, and non-human, can be found here. Visitors can be assured (and are) of a unique stay.

3. RUNNING CASINO GALACTICA

In an environment like Casino Galactica, there should be many things going on — it should be a very busy place. People come and go, as do events. Encounters can be brief or long, meaningless or very important. In other words, lay it on heavy. Give the players a great deal of information — certainly more than they need. When they're not shooting it up, they need to be thinking, so give them lots to think about. In an adventure like this, its good to have several story lines going at once.

Don't be sparing with the major characters. Let Cosmo Filroy roam through the place, staff on his heels, conducting business affairs as he goes; that is what Filroy is like. Don't be afraid to use him, or any of the others. That doesn't mean you have to involve them in life or death

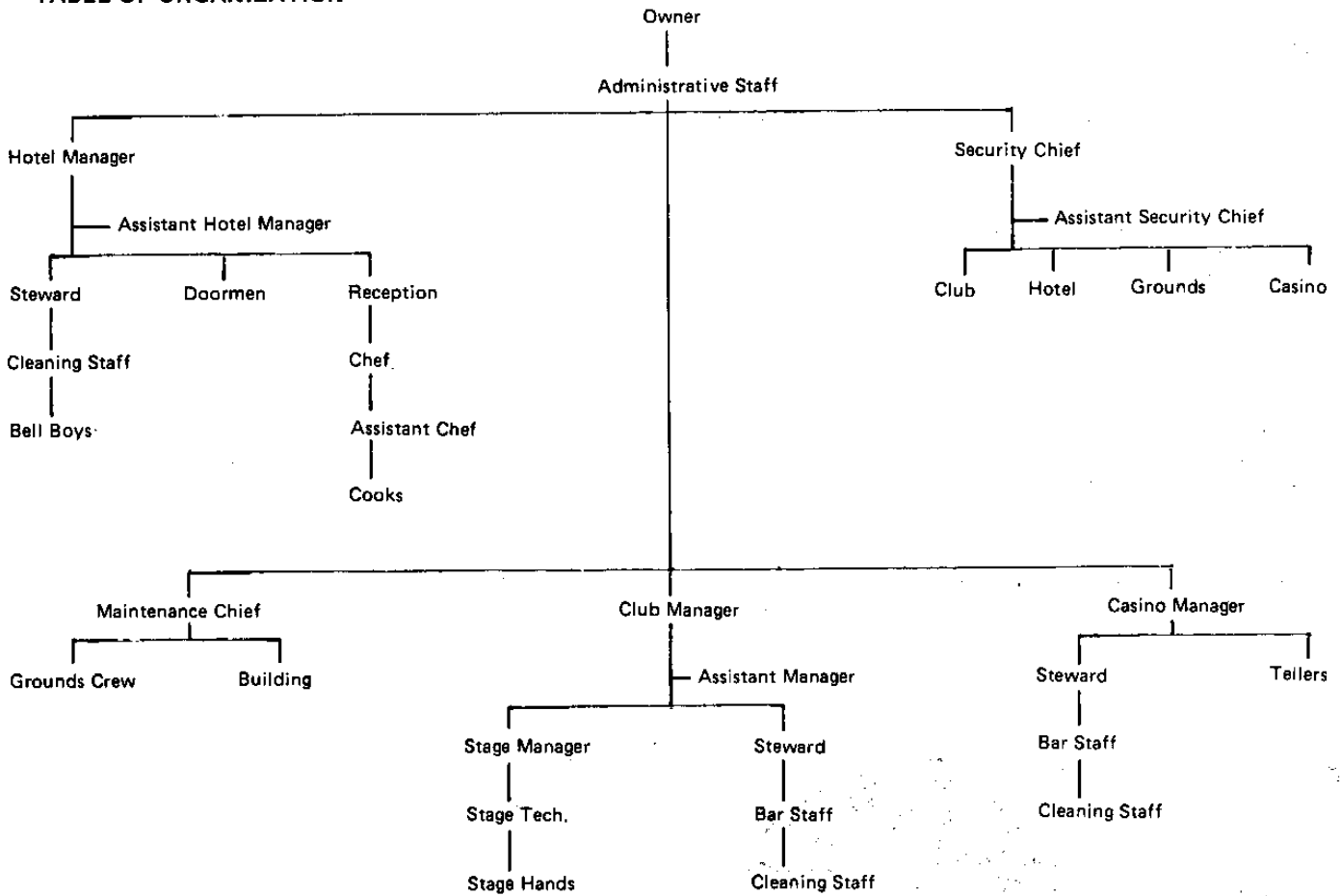


situations, but use them for color. A StarMaster who cannot find a use for Conchita Columbia should be ashamed. She isn't always 'working.'

If you can provide lots of atmosphere, the players will get into it read-

ily enough. While you play out the scenario you have decided upon, feed the players some clues of another in the offing. These might be valuable, or might mean nothing. It doesn't matter, so long as you give the players something to think about.

TABLE OF ORGANIZATION



4. PERSONALITIES

The NPC's given in this section are divided into two categories: Casino personnel and guests. There are two sub-groupings for each, of primary and secondary characters. For the primary characters, a brief description and personal history is given; it is certainly not definitive. The secondary characters have listed only their characteristics and significant skills. The SM will have to do some personal tailoring here.

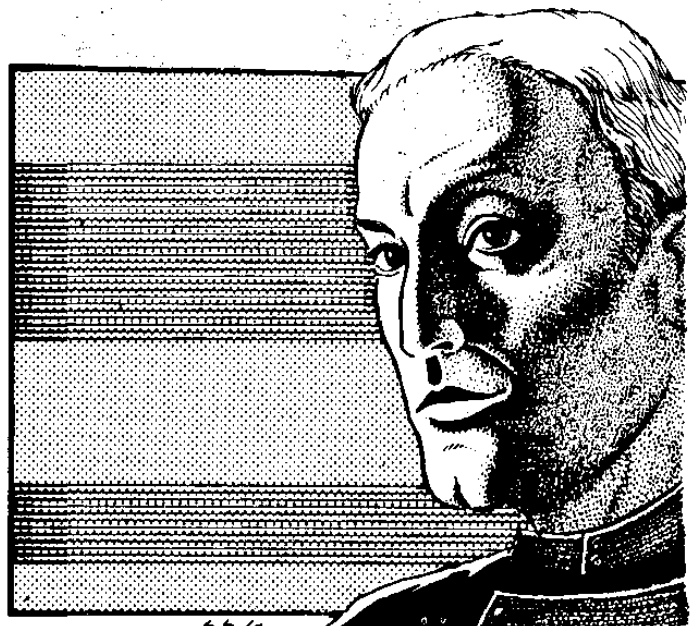
Casino Personnel

COSMO FILROY – OWNER

Race: Human, Sex: M, Ht: 185 cm, Wt: 96 kg, Age: 48, DF: 34, Strength/14, Constitution/13, Agility/13, Dexterity/14, Empathy/16, Intelligence/16, Bravery/11, Psionics/11, Intuition/18, Leadership/18, GTA/13, MechA/08, ElecA/11.

Cosmo Filroy is reputed to be the wealthiest man on Arcturus, and it is said that his money is the dirtiest. This is not strictly true, for while he is dishonest and greedy, he is not an evil man. He simply does not recognize the fine line between the honest and dishonest. Wealth and power are his goal, but not at any price. He purchased the small mountain-top chalet of Isaac Dolotier only six years ago – but nothing remains of the quaint lodge now. Cosmo Filroy owns two mountains, and the valley between, including all mineral and water rights.

His background is sketchy, and he keeps it so. Though he is very visible, much about him is mystery. Early in his career he was in the Explorer Service, but he found the work too hard and the rewards too few. He entered the Merchant Marine as a cargo handler, and through hard



work, bribery, and other, less open methods, climbed, in sixteen years, to Trading Officer. From pilfering and smuggling, he amassed a fortune, which he quickly and wisely invested. Soon, he owned a ship, then two. He sold these, deepened and broadened his investments, and showed an amazing ability to find the right deal. In this way he gained a reputation for great business acumen — not entirely deserved, as he is a very lucky man — and used the doors thus opened to build a financial empire.

Presently, he is involved in all sorts of legal and semi-legal activities, in which he is helped by the many contacts he made in his merchant days. Casino Galactica is only a small part of his varied interests; his Filco Enterprises controls several companies, including his latest pet, Filco Spaceways, also known as Arcturus Spaceways. He is beginning to dabble in the computer and robotics industry, and is looking seriously at several prospects. He is fascinated by cybernetics, and would like nothing more than to steal the market from the MekPurr if he could.

Because of his diverse interests, Filroy always has need of adventurous souls. For those who can keep a secret, there can be great rewards. His companies pay union scale or better, and offer a full package of benefits. Generally speaking, company loyalty and morale are very high.

Skills:

General Social Sciences/5, Linguistics/5, Historical Sciences/1, Comparative Cultures & Xenology/1, Psychology & Xeno-Psychology/1, Natural Medicine/1, Xeno-Medicine/1, Alien Environments/1, Survival/1 per area, Administration/10, Military Small Arms/3, Gauss Weapons/1, Atmospheric Pilot/10, Parachute/10, Marine Craft/1, Swimming/3, Forgery/5, Counterfeit/5, Gambling/9, Bribery/10, Scout/1, MiniComputers/8, Cybernetic Brains/1, Cybernetic Systems/1.

ANITA KALBIN — Secretary to Cosmo Filroy

Race: Human, Sex: F, Ht: 172 cm, Wt: 59 kg, Age: 27, DF: 26, Strength/16, Constitution/14, Agility/15, Dexterity/13, Empathy/08, Intelligence/16, Bravery/19, Psionics/10, Intuition/14, Leadership/11, GTA/04, MechA/14, ElecA/04.



Anita Kalbin is demure, petite, and looks like anything but the deadly bodyguard she is. Yet, she is at the same time a skilled administrative assistant. No one on the staff knows of her other function, though the wily security chief suspects.

She is loyal to Filroy, to the extent that she would find it all but impossible to betray him — even under threat of blackmail or death. Her one weakness is Gunther, the club's head bartender. She is on friendly terms with Evos Vreeler, but otherwise has no male interests. She has been seen a time or two with Jack Fletcher.

She controls access to Filroy, and only Evos Vreeler can see the boss without making an appointment with her. When she is not on duty she can be found in her rooms, reading or exercising. She is frequently in the recreation areas, and loves horseback riding. She will accept any invitation to exercise this passion, and is the surest way to her heart.

Skills:

Unarmed Combat/10, Administrative/5, First Aid/1, Stunner/5, Military Small Arms/4, Gambling/3, Swimming/10, Scuba/5, Marine Craft/4, Atmospheric Pilot/1, Parachute/2, Driver (Motorcycle/5, ATV/1), Streetwise/6.

EVOS VREELER — Club Manager

Race: Humanoid, Sex: M, Ht: 160 cm, Wt: 60 kg, Age: 50, DF: 23, Strength/13, Constitution/14, Agility/09, Dexterity/15, Empathy/14, Intelligence/15, Psionics/10, Intuition/12, Bravery/15, Leadership/13, GTA/13, MechA/14, ElecA/13.

Evos Vreeler was one of Filroy's foreign agents during his merchant/black market days, and is one of his oldest confidants. This puts him above the other managers, and gives him great operational latitude. Though diminutive, his mind and body are active, and his responsibilities reach into the grayer areas of Filroy's business world. Because of these duties, he is often absent from the resort, leaving Paul LaClerc to run the club.

Vreeler does most of the recruiting and hiring for Filroy's shady operations, and he is a keen judge of character. He can be bribed, but not to act against Filroy's interests. He is very busy, but can be counted on to know everything that's going on in the company. Paul and his other assistants keep him up to date. Still, it is a common, and a very serious mistake to misjudge him.



Skills:

Advanced Mathematics/2, General Social Sciences/4, Linguistics/4, Comparative Cultures & Xenology/2, Alien Languages & Customs/1, Merchant/10, Administration/5, Katana/3, Streetwise/10, Forgery/2, Gambling/5, Bribery/8, Driver (Groundcar/3), Swimming/2, Scuba/1, MiniComputers/10.

JACK FLETCHER — Security Chief

Race: Human, Sex: M, Ht: 195 cm, Wt: 96 kg, Age: 42, DF: 36, Strength/16, Constitution/15, Agility/14, Dexterity/12, Empathy/10, Intelligence/15, Psionics/05, Intuition/17, Bravery/18, Leadership/16, GTA/14, MechA/13, ElecA/12.

'Mad Jack' is an ex-BRINT man. As a resort security chief, he is over-qualified, but this just demonstrates Filroy's uncanny ability to obtain select talent for his operations.

Fletcher is on good terms with his boss, who has the utmost of confidence in him. There is some friction between he and Birkett Crandall, but Jack would just as soon let it lay. He is efficient, and if needs be, ruthless; but he is not vindictive. Nor is he ambitious; his only desire is to do his job as best he can. For this reason, he will not tolerate gold-bricking or incompetence. Ability he nourishes; those who do not meet his standards, or act improperly, are quickly gone. Even if he is not well-liked, he is respected.

Fletcher does not gamble — he thinks it a foolish waste. He spends his free time out-of-doors. He enjoys the company of Anita Kalbin, and has been riding with her on two occasions. He suspects there is some-

thing more to her than meets the eye, and senses her inner strength and sense of purpose.

As far as honesty goes, Fletcher is realistic. He is a man of integrity, but he does not blind himself to truth. He operates more or less on his own code of ethics. He has murdered and beat people as part of his job, but he would not steal, or mug someone on the street for their money. He will do whatever it is his job to do, with no remorse.

Skills:

Combat Training/5, Street Combat/3, Parachute Assault/5, Jump Belt/3, Airborne Assault/2, Alien Environments/5, Survival/1 each area, Streetwise/10, Alien Languages & Customs/1, Administration/3, Military Small Arms/5, Special Weapons/5, Unarmed Combat/10, Needler/5, Communications Systems/3, ECM Systems/3, Detection Systems/4, Personal ID Systems/5, Crime Analysis/1, Forged/Counterfeit Documents/1, Swimming/3, First Aid/1.

TESSO 'ODDJOB' VAKORIS – Bouncer

Race: Human, Sex: M, Ht: 187 cm, Wt: 88 kg, Age: 35, DF: 34, Strength/17, Constitution/18, Agility/14, Dexterity/11, Empathy/08, Intelligence/11, Psionics/12, Intuition/15, Bravery/18, Leadership/10, GTA/14, MechA/14, ElecA/12.

'Oddjob' is an employee of Birkett Crandall – but only Crandall and Jack Fletcher know this. He is Crandall's ace in the hole. He will be found either in the casino or with Crandall, and seems never to sleep. He is disliked by the other personnel, and Fletcher's people have orders to stay clear of him. He is a wrestler, and likes body-slammng and back breaking.

Skills:

Unarmed Combat/10, Brawling/5, Katana/7, Dagger/5, Driver (Groundcar/5), Streetwise/5, Atmospheric Pilot (Single, Multi-Engine/3), Blaster/3, Repeating Handguns/3.

BIRKETT H. CRANDALL – Casino Manager

Race: Human, Sex: M, Ht: 194 cm, Wt: 94 kg, Age: 40, DF: 33, Strength/13, Constitution/08, Agility/15, Dexterity/15, Empathy/14, Intelligence/18, Psionics/04, Intuition/13, Bravery/13, Leadership/18, GTA/12, MechA/16, ElecA/02.



Birkett H. Crandall is a typical gangland hoodlum type. He is the most ambitious of Filroy's lieutenants, and the most ruthless and dangerous. His activities go beyond the gray of Filroy's own. He is involved in gun-running, drug manufacture and marketing, corporate spying – even slavery – this in conjunction with the nobles of Capella V, particularly, Thork N'Garka, a frequent guest of the hotel.

Crandall's openness is his one big drawback. He is careless, often transparent in his intentions, and is currently under investigation by the IPA and several planetary law enforcement agencies. So far he has escaped prosecution, thanks to the corrupt officials in his pocket.

Crandall hates Evos Vreeler. He is jealous of the alien's preeminent standing in the corporation, and is currently investigating ways of elim-

inating him as a competitor. Killing him is not out of the question, but he would prefer a more devious method, to avoid arousing Filroy's suspicions.

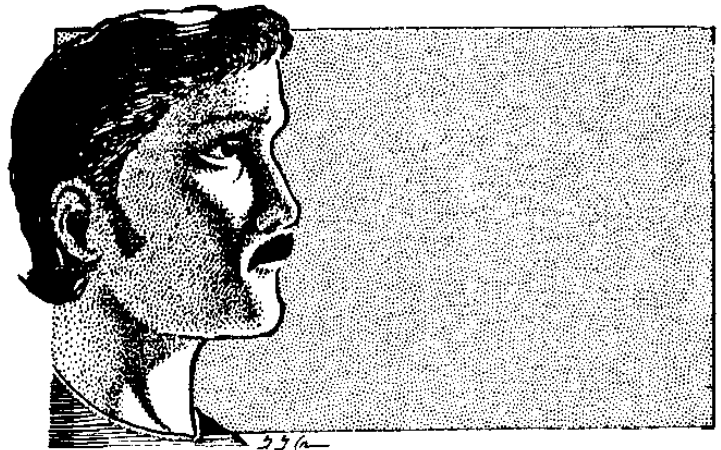
Like Vreeler, Crandall does a lot of hiring, but mostly for his own operations. He is not in the same league as Cosmo Filroy as a judge of character, and usually picks people too much like himself – shifty, lazy, and untrustworthy. He is not adverse to working at cross-purposes to the company, especially if by so doing he can harm Vreeler.

Skills:

Repeating Hand Guns/5, Military Small Arms/3, Sports Rifles/10, Unarmed/3, Marine Craft (Small Boat/1) Swimming/6, Scuba/4, Streetwise/10, Administration/4, Forgery/5, Counterfeiting/5, Gambling/7, Bribery/6.

PAUL LACLERC – Assistant Manager of Club

Race: Human, Sex: M, Ht: 185 cm, Wt: 85 kg, Age: 30, DF: 34, Strength/17, Constitution/14, Agility/10, Dexterity/12, Empathy/18, Intelligence/17, Psionics/16, Intuition/16, Bravery/12, Leadership/17, GTA/16, MechA/11, ElecA/08.



Paul LaClerc is Evos Vreeler's right hand man. He is loyal, hardworking, and competent. He is also an IPA detective, Sub-Lieutenant Reggie Walker, Rank Grade 4. To Vreeler, who does not know this, he is everything a good lieutenant should be: efficient, ruthless, and not too ambitious.

Paul's job is to infiltrate Vreeler's illegal activities. But while doing so, he discovered the magnitude of Crandall's operations. To complicate things, he has developed an attachment to the humanoid, while nurturing a good healthy hatred of Crandall. This has clouded his thinking, and muddled his original assignment. IPA headquarters does not yet know of his situation vis-a-vis the two criminals.

Skills:

Military Small Arms/6, Stunner/8, Special Weapons/3, Unarmed Combat/5, Administration/2, MiniComputers/4, Communications Systems/5, ECM Systems/5, Detection Systems/4, Personal ID Systems/5, Crime Analysis Systems/10, Forged/Counterfeit Documents/5, Driver (Groundcar/10), Swimming/2, Streetwise/10, Gambling/4.

JORAD DAVIN – Assistant Manger of Casino

Race: Human, Sex: M, Ht: 180 cm, Wt: 85 kg, Age: 37, DF: 29, Strength/18, Constitution/07, Agility/15, Dexterity/16, Empathy/15, Intelligence/13, Psionics/10, Intuition/14, Bravery/07, Leadership/15, GTA/08, MechA/12, ElecA/10.

Significant Skills:

Administration/3, Gambling/7, Bribery/8.

DUTCH MCKEON – Hotel Manager

Race: Human, Sex: M, Ht: 183 cm, Wt: 90 kg, Age: 46, DF: 33, Strength/17, Constitution/14, Agility/10, Dexterity/15, Empathy/14, Intelligence/16, Psionics/07, Intuition/09, Bravery/10, Leadership/13, GTA/16, MechA/14, ElecA/17.

Significant Skills:

EVA/5, Shipboard Procedure & Operation/1, Administration/6.

Notes: Dutch is an ex-chief steward of Vega Lines.

THULOR RASPIN – Assistant Hotel Manager

Race: Humanoid, Sex: M, Ht: 157 cm, Wt: 55 kg, Age: 30, DF: 22, Strength/12, Constitution/17, Agility/16, Dexterity/13, Empathy/17, Intelligence/10, Psionics/11, Intuition/05, Bravery/01, Leadership/11, GTA/12, MechA/14, ElecA/10.

Significant Skills:

Administration/5, Computer (Each MK/5), Civilian Programming/2.

Notes: Thulor is from Attar III (See StarSector Atlas 1).

CHICK RYKER – Stage Manager

Race: Human, Sex: M, Ht: 182 cm, Wt: 80 kg, Age: 35, DF: 32, Strength/18, Constitution/18, Agility/13, Dexterity/14, Empathy/09, Intelligence/15, Psionics/12, Intuition/12, Bravery/10, Leadership/13, GTA/17, MechA/14, ElecA/18.

Significant Skills:

Electronic Engineering/10, Streetwise/5, Electronics Tech (Electrical Systems)/10.

Notes: Chick is a wiz-kid in a dead end job, and he is desperate.

TUBO LASSVAR – Head Chef

Race: Humanoid, Sex: M, Ht: 195 cm, Wt: 96 kg, Age: 60, DF: 36, Strength/18, Constitution/12, Agility/10, Dexterity/17, Empathy/15, Intelligence/15, Psionics/08, Intuition/12, Bravery/14, Leadership/10, GTA/12, MechA/11, ElecA/11.

Significant Skills:

Brawling/5.

Notes: Tubo has served time for murder. He has a very bad temper.

NICKY GALLAGHER – Head Waitress

Race: Human, Sex: F, Ht: 165 cm, Wt: 50 kg, Age: 27, DF: 19, Strength/10, Constitution/15, Agility/15, Dexterity/17, Empathy/15, Intelligence/14, Psionics/11, Intuition/12, Bravery/17, Leadership/15, GTA/10, MechA/14, ElecA/14.

Significant Skills:

Unarmed Combat/7.

LARA MCELROY – Head Receptionist

Race: Human, Sex: F, Ht: 160 cm, Wt: 50 kg, Age: 35, DF: 22, Strength/14, Constitution/18, Agility/17, Dexterity/15, Empathy/18, Intelligence/12, Psionics/14, Intuition/11, Bravery/15, Leadership/15, GTA/11, MechA/07, ElecA/10.

Notes: Very ambitious; will do anything to move up.

GUNTHER – Head Bartender of Club

Race: Human, Sex: M, Ht: 182 cm, Wt: 82 kg, Age: 31, DF: 30, Strength/14, Constitution/10, Agility/14, Dexterity/16, Empathy/18, Intelligence/15, Psionics/14, Intuition/15, Bravery/19, Leadership/14, GTA/19, MechA/08, ElecA/11.

Significant Skills:

Military Small Arms/3, Combat Engineer: Demolitions/2.

Notes: Ex-Corporal of planetary defense forces; dislikes violence.

EVITA 'VITA' NORRIS – Head Teller

Race: Human, Sex: F, Ht: 168 cm, Wt: 55 kg, Age: 28, DF: 22, Strength/12, Constitution/14, Agility/14, Dexterity/14, Empathy/17, Intelligence/15, Psionics/12, Intuition/16, Bravery/16, Leadership/14, GTA/14, MechA/12, ElecA/16.

Significant Skills:

Advanced Mathematics/5, MiniComputers/10.

Notes: Most beautiful woman on Arcturus.

CLIFF NORDEN – Assistant Security Chief

Race: Human, Sex: M, Ht: 170 cm, Wt: 75 kg, Age: 26, DF: 26, Strength/14, Constitution/11, Agility/16, Dexterity/14, Empathy/11, Intelligence/16, Psionics/11, Intuition/15, Bravery/17, Leadership/13, GTA/11, MechA/10, ElecA/12.

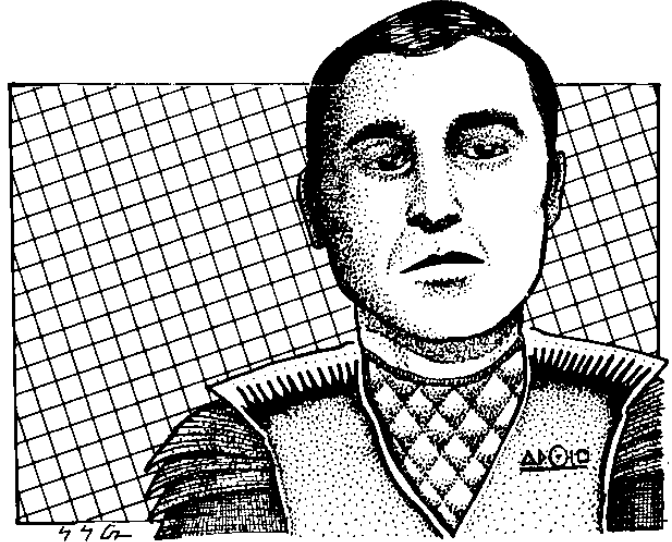
Significant Skills:

Stunner/10, Special Weapons/7, Unarmed Combat/5.

Notes: Very good looking.

NOTABLE GUESTS**HUBERT HUNTLEYWORTH III – Millionaire Industrialist**

Race: Human, Sex: M, Ht: 184 cm, Wt: 82 kg, Age: 31, DF: 30, Strength: 12, Constitution/14, Agility/12, Dexterity/15, Empathy/11, Intelligence/17, Psionics/03, Intuition/15, Bravery/10, Leadership/15, GTA/16, MechA/16, ElecA/14.



Hubert Huntleyworth is a frequent visitor to Casino Galactica. He is a very wealthy industrialist from 70 Opiuchi (See StarSector Atlas 1). He is the owner of a huge conglomerate, Galaxy Chemicals. He is eccentric and arrogant, but brilliant, and possesses an unsurpassed taste for success.

His favorite pastime is hunting exotic and usually dangerous animals. For his trips here, Filroy has some such beasts imported to entertain him. There will almost invariably be parties in his honor when he arrives, at which he has been known to address Cosmo Filroy by his first name and slap him on the back!

Hubert's other passions are women and artwork. He craves women constantly, and uses them up at an incredible pace. His achievements in this area are almost legendary. As far as artwork goes, he possesses an original Perofax Computer Image valued at CR 1,000,000.

Like his late father, who built the company, he is not given to compassionate acts. Even so, he lacks the fine cutting edge of ruthlessness and cruelty that gave his father the strength to create GalChem. In the business world there are rumors that his board of directors would like to be rid of him. It is known the company is losing money.

Skills:

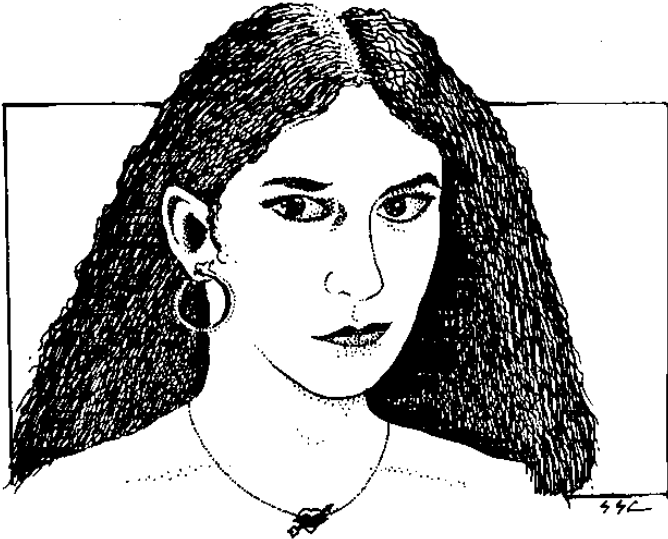
General Physics/10, Advanced Mathematics/5, Chemistry/10, Advanced Metallurgy/5, Nuclear Physics/2, Force Field Physics/2, General Biology/3, Biochemistry/1, Botany/1, Zoology/3, Ecology/1, Geography/1, Linguistics/1, Computer Engineering/1, MiniComputers/10, Computers (Each MK/3), Civilian Programming/2, Scientific Programming/5, Sports Rifles/10, Administrative/9, Atmospheric Pilot/4.

CONCHITA COLUMBIA – Agent of the Azuriach Imperium

Race: Human, Sex: F, Ht: 170 cm, Wt: 57 kg, Age: 30, DF: 26, Strength/15, Constitution/18, Agility/15, Dexterity/18, Empathy/02, Intelligence/16, Psionics/08, Intuition/16, Bravery/16, Leadership/19, GTA/12, MechA/14, ElecA/15.

Conchita Columbia is one of the top Azzle agents operating in the UFP. She is also a prostitute. At both activities she is very proficient.

She has a chameleon personality. At times very forward, surpassing the bounds of etiquette and decorum; she can be shy and reserved, almost



virginal, a moment later. She can adopt any pose or attitude at will, heightening her desirability. She can be what any man or woman wants.

She has no conscience and this suits her business well, being capable of any act that will further her cause. She is a master of unarmed combat, but because of her skill and preparation, has almost no recourse to it.

If she is out to kill someone, she does not make a game out of it; she simply does it as quickly and efficiently as possible. She gets no kicks out of pain or expressions of horror. It is a job, pure and simple.

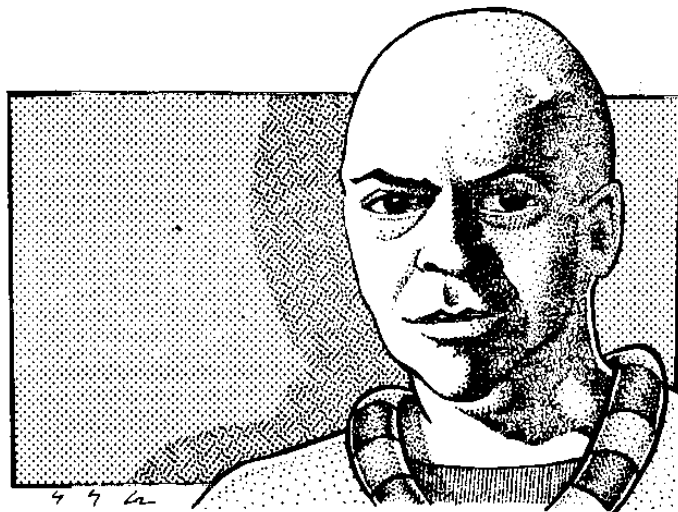
She is a beautiful woman. Slim, with long, shiny black hair, and cool, pale-blue eyes. Her stare can melt, and what is left, her body and silky voice can conquer. She is the primal temptress. But inside there is nothing that is not cold and calculating.

Skills:

Special Weapons/10, Stunner/3, Unarmed Combat/10, Brawling/5, Dagger/8, Communications Systems/3, ECM Systems/5, Detection Systems/8, Personal ID Systems/6, Forgery/2, MiniComputers/10, Driver (All Types/10), Atmospheric Pilot/4, Parachute/4, First Aid/1, Swimming/5, Scuba/5, Streetwise/10, Alien Languages & Customs/1, Alien Environments/1.

DR. FIELDING PRICE – Professor of Temporal Physics

Race: Human, Sex: M, Ht: 177 cm, Wt: 77 kg, Age: 54, DF: 28, Strength/12, Constitution/11, Agility/14, Dexterity/16, Empathy/14, Intelligence/19, Psionics/10, Intuition/17, Bravery/13, Leadership/08, GTA/14, MechA/11, ElecA/11.



Fielding Price is Professor of Temporal Physics at the University of Rigel Kentaurus. He is currently on hiatus – his first vacation in five years. He has brought his wife Alison and five daughters (Ella 21, Ariel-

la 19, Polly 18, Elise 16, and Madeline 13) with him, and is determined to escape the rush of university life for a few months.

Price is considered to be the leading researcher in the field of temporal physics and his skill is much sought after by the UFP – overtures he steadfastly refuses to acknowledge, espousing his well known pacifism. Declaration by the federation that these beliefs would not be violated by his employment by them have no effect.

Though this is his vacation, he has brought with him notes on his latest tests to study and analyze. This he has done despite security warnings. He wants to spend every day enjoying his family and has no concern for what the federation might have to say. His scorn for the government is well noted, and his normally relaxed demeanor cools noticeably when in the presence of its influence.

Of his daughters, the eldest three are attending universities, studying medicine, physics, and biology, respectively. Elise favors anthropology, while Madeline wants only to ride and ski. Price's wife is an anthropologist herself, noted in her field and much respected. She is an author, and teaches at Rigel Kentaurus.

Skills:

General Physics/10, Advanced Mathematics/10, Chemistry/5, Geography/2, Planetology/2, Astronomy/2, Nuclear Physics/10, Force Field Physics/10, Hyper-Dimensional Physics/10, Temporal Physics/10, MiniComputers/10, Computers (Each MK/5), Scientific Programming/10, Administration/4, Swimming/2.

THORK N'GARKA – Capellan Nobleman

Race: Capellan Humanoid, Sex: M, Ht: 170 cm, Wt: 75 kg, Age: 33, DF: 33, Strength/16, Constitution/15, Agility/13, Dexterity/14, Empathy/07, Intelligence/17, Psionics/17, Intuition/12, Bravery/13, Leadership/15, GTA/16, MechA/12, ElecA/16.



Thork N'Garka (Slave-Beater) is the son of Dark N'Thaa, a powerful Capellan noble. Darak and Thork are both militant participants of the anti-federation party on their home planet. They oppose union with the UFP, and are working actively against such a possibility. This includes plotting with the Azuriach Imperium and the Mercantile League, as well as the Galactic Peoples Republic. Thork is visiting Casino Galactica to meet with foreign agents to discuss methods of subverting pro-federation leadership on Capella and other worlds.

Thork is more able than his father, but lives in his shadow. Unlike his father, he is not consumed by hatred of the UFP. While he opposes it, this does not mean he hates the idea so much that he would throw his planet and people into the arms of the Azuriach Imperium or GPR. He and his father are different in the way a terrorist and a freedom fighter are. Unfortunately, his father dictates policy, and out of loyalty, he goes along. But, he distrusts those he is dealing with, and this is slowing down negotiations enough to make the UFP hopeful that something can be done before violence erupts.

Skills:

General Physics/5, Astronomy/5, Planetology/3, Nuclear Physics/3, Force Field Physics/2, Computer Engineering/2, Star Drive Engineering/2, Shipboard Procedure & Operation/1, EVA/5, Advanced EVA/2.

Orbital Pilot/3, Interplanetary pilot/3, FTL Pilot/3, Administration/3, Unarmed Combat/2.

COSETTE BEAUMONT – Prostitute

Race: Human, Sex: F, Ht: 178 cm, Wt: 64 kg, Age: 24, DF: 26, Strength/10, Constitution/13, Agility/14, Dexterity/14, Empathy/13, Intelligence/11, Psionics/05, Intuition/14, Bravery/19, Leadership/05, GTA/14, MechA/14, ElecA/11.

Notes: Cosette is bisexual, and has a special fancy for alien beings – the stranger, the better.

KEELAN 'KEY' MEADOWS – BRINT Agent

Race: Human, Sex: M, Ht: 185 cm, Wt: 85 kg, Age: 35, DF: 32, Strength/14, Constitution/18, Agility/14, Dexterity/15, Empathy/10, Intelligence/15, Psionics/14, Intuition/15, Bravery/17, Leadership/15, GTA/15, MechA/19, ElecA/15.

Significant Skills:

Blasters/5, Unarmed Combat/5, Vibroblade/3, Needle Guns/7.

Notes: Key is keeping an eye on the activities of Thork N'Garka. He is posing as a businessman from Altair V.

CORT JEFFREYS – Professional Gambler

Race: Human, Sex: M, Ht: 180 cm, Wt: 83 kg, Age: 42, DF: 32, Strength/14, Constitution/17, Agility/15, Dexterity/18, Empathy/18, Intelligence/14, Psionics/04, Intuition/17, Bravery/14, Leadership/12, GTA/12, MechA/08, ElecA/17.

Significant Skills:

Gambling/10, Brawling/5.

Notes: Very serious, plays for high stakes only. Will never cheat or tolerate a cheater.

DAVAKA – Bodyguard of Thork N'Garka

Race: Kommanch Humanoid*, Sex: M, Ht: 187 cm, Wt: 85 kg, Age: 30, DF: 33, Strength/17, Constitution/16, Agility/16, Dexterity/14, Empathy/09, Intelligence/13, Psionics/06, Intuition/15, Bravery/18, Leadership/14, GTA/10, MechA/03, ElecA/05.

Significant Skills:

Archaic Direct Fire Weapons II/8, Brawling/5, Dagger/7.

Notes: *see StarSector Atlas 1 (Asterion III).

FATHER DOHERTY – BOSS Operative

Race: Human, Sex: M, Ht: 175 cm, Wt: 85 kg, Age: 50, DF: 31, Strength/15, Constitution/15, Agility/14, Dexterity/14, Empathy/03, Intelligence/16, Psionics/10, Intuition/16, Bravery/15, Leadership/14, GTA/12, MechA/13, ElecA/13.

Significant Skills:

Unarmed Combat/5, Special Weapons/5, Streetwise/10.

Notes: As a vacationing priest, Doherty is keeping an eye on Dr. Price. He is also keeping an eye on Conchita Columbia (in a more than professional manner).

PETER CALLISTHENES – Retired Chief Commissioner of the UFP Contact Service

Race: Human, Sex: M, Ht: 160 cm, Wt: 80 kg, Age: 67, DF: 27, Strength/12, Constitution/13, Agility/10, Dexterity/11, Empathy/14, Intelligence/16, Psionics/10, Intuition/15, Bravery/14, Leadership/17, GTA/13, MechA/11, ElecA/01.

Notes: A constant guest of the hotel, Callisthenes never works up a sweat, unless its over money or women.

MELISSA DANBURY – Asteroid Miner

Race: Human, Sex: F, Ht: 164 cm, Wt: 51 kg, Age: 27, DF: 23, Strength/14, Constitution/17, Agility/16, Dexterity/15, Empathy/15, Intelligence/16, Psionics/17, Intuition/18, Bravery/18, Leadership/11, GTA/16, MechA/15, ElecA/17.

Significant Skills:

Interplanetary Pilot/10, FTL Pilot/10, Astrogator/5, Unarmed Combat/6, Blaster/5.

Notes: She has just struck it rich. She is a very tough, no nonsense woman. She is also very beautiful.

LOUIS CHEEVERS – Playboy

Race: Human, Sex: M, Ht: 160 cm, Wt: 85 kg, Age: 51, DF: 28, Strength/12, Constitution/13, Agility/10, Dexterity/14, Empathy/11, Intelligence/14, Psionics/01, Intuition/15, Bravery/10, Leadership/09, GTA/13, MechA/10, ElecA/08.

Notes: Cheevers is used to having whatever women he wants. Right now, he wants Melissa Danbury.

GUEST LIST

Guest	Room
Hubert Huntleyworth III	Arcturus PS-1
Conchita Columbia	Arcturus 3801
Dr. Fielding Price & Wife	Arcturus 2703
Dr. Price's daughters	Arcturus 2704 & 2706
Thork N'Garka	Arcturus PS-2
Cosette Beaumont	Procyon 416
Keelan Meadows	Canopus 102
Cort Jeffreys	Arcturus 3601
Father Doherty	Rigel 408
Peter Callisthenes	Sirius 312
Louis Cheevers	Rigel 313
Melissa Danbury	Rigel 202
Davaaka	Arcturus PS-2

5. BUILDING KEY

Casino Galactica operates on a fairly simple security system. Every door opens to a security card (unless otherwise noted) color coded by restriction level. The order is Blue-Green-Yellow-Red. Some doors in addition have a lock, which is a numbered panel. It is opened by punching in the correct numerical sequence. All personnel have a card, depending upon their rank. Each card of a higher color will open lower coded doors, but no lower coded card will open a higher coded door.

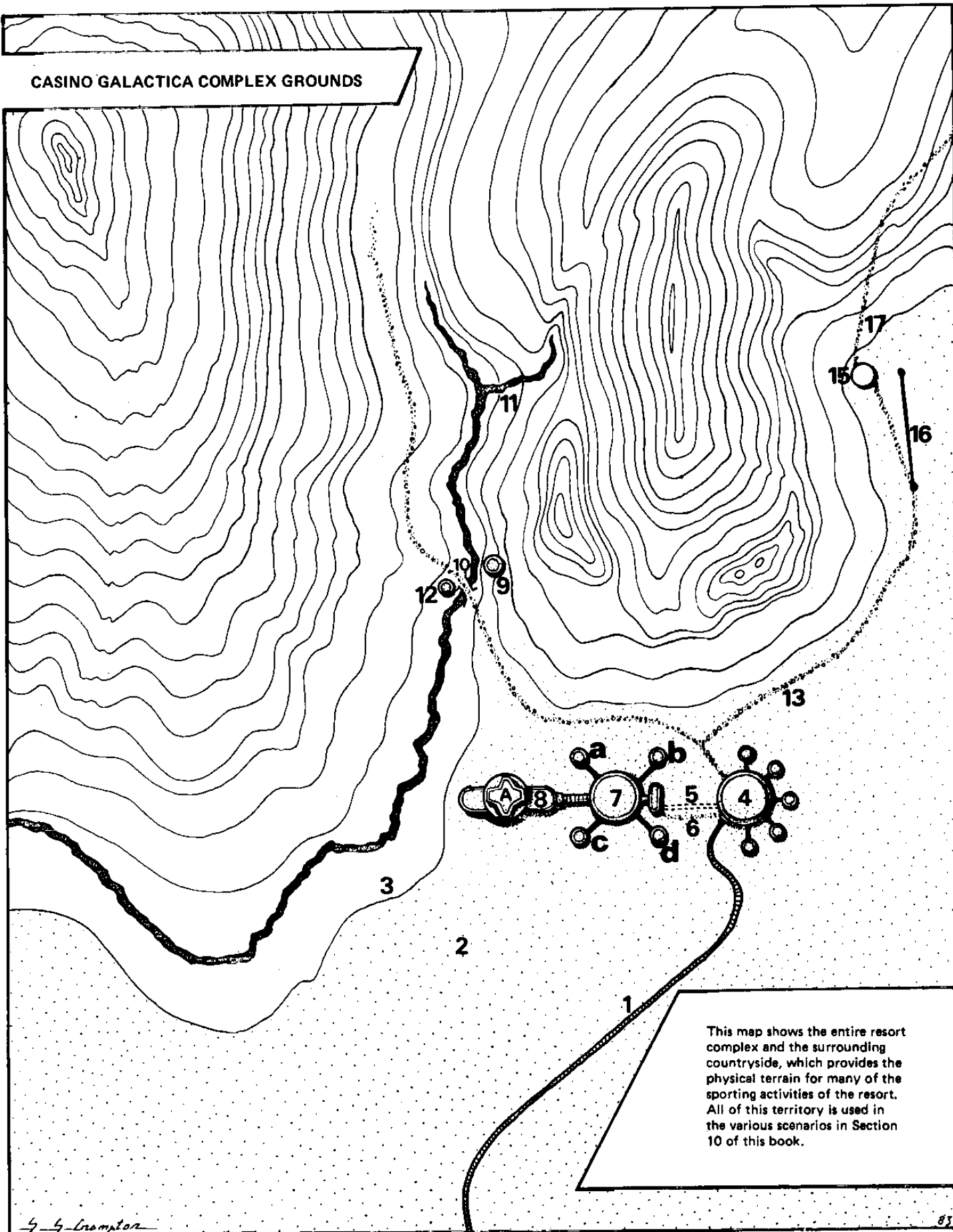
Most doors are of the sliding variety, either parting in the middle, or sliding to one side. Beside the door will be a small panel which contains the card slot and a small screen for the lock. Insertion of the correct card will raise this screen, and the numbered sequence can be punched in, and the door opened. It is fairly secure, although the screens can be pried open, and the lock picked. On the Yellow and Red Coded doors, doing this will trigger an alarm.

The corridors, halls and rooms in the complex utilize indirect lighting almost exclusively, and are austere decorated. The usual color of walls is white, light tan, or a pale blue or green. Every hall is carpeted and is usually ten feet wide, ten feet high, to accommodate the varied assortment of beings who frequent the place.

COMPLEX GROUNDS

1. Metalled road from Tehorane. This is two lanes wide, and climbs steeply.
2. Standard Terran 18-Hole Golf Course.
3. Cliff's edge course. This is the utmost in challenges, and utilizes robotic caddies and air-sled carts. So far the only casualties have been balls.
4. Garage and landing zones for anti-grav vehicles.
5. Underground tunnel linking garage and hotel complex. Both walkways and turbo-shaft elevators. A restricted tunnel linking the garage and security area runs alongside but opens only to Yellow Cards.
6. Path (outdoor) linking garage and hotel complex.
7. Reception area and shopping mall
 - 7a. Canopus wing
 - 7b. Rigel wing
 - 7c. Sirius wing
 - 7d. Procyon wing
8. Casino, entertainment areas, indoor recreation facilities.
- 8a. Arcturus hotel
9. Emergency Power Plant
10. Bridge over gorge, overlooking Ressit Falls. Scenic lookout.
11. Ressit Falls. 150 meters.
12. Hunting Lodge and tavern. Twentieth century Bavarian decor.
13. Gravel trail to lower Tabor valley and skiing facilities.
14. Ski Lift
15. Ski Lodge
16. Ski Jump
17. Trail to Upper Pass, hiking trails and hunting areas.

CASINO GALACTICA COMPLEX GROUNDS



This map shows the entire resort complex and the surrounding countryside, which provides the physical terrain for many of the sporting activities of the resort. All of this territory is used in the various scenarios in Section 10 of this book.

S. S. Crumpton

THE HOTEL COMPLEX

The hotel has five divisions — that is, five wings, all individualized as far as interior design and access. Each wing is named, and room identification is by wing/room number. Four wings are identical in quality and price: Sirius, Procyon, Rigel, and Canopus. The fifth sports luxury accommodations above those offered by the other wings (which are not shabby); this is the Arcturus Hotel, which is located directly above the Casino complex. Here are located the administrative offices, and, below ground, the security level. There are also two penthouse suits and the owner's apartments.

Entrance

Glass doors automatically admit guests to this well lit area. The ceiling is a virtual hanging garden, and sunlight and stars are a constant reminder of the casino's natural setting. There are two elevators, and two escalators (up and down) to service the flow of traffic. A passage leads to the underground garage to the right. This corridor is well lit and spacious.

Reception Area and Mall

Shops surround this circular area, which is graced by four fountains and numerous benches for weary shoppers. There are elevators and an escalator up to the casino proper, and separate elevators to the individual hotel wings. The reception desk is circular, and is staffed by six to ten personnel during the day, one at night. Service is computerized and efficient, and bellhops are available to carry heavy baggage.

Information Desk

This is computerized and provides complete readouts on ten screens of offerings at Casino Galactica — menus, recreation, freshers, floorplans. Everything a guest could need to know is available here at the press of a monitor screen.

Window

This window seems to show a pool directly below the glass, where there are swimmers and loungers even late into the evening. Actually, it is a holographic image of events during various times of the day — not always the same day, dependent upon the computer's random pattern. The pool is located directly below, but for practical purposes an actual view could not be presented.

Casino

This is designed around a central sunken bar, with all games located in separate areas of the room. There are card tables, slot machines, dicing tables, the wheel of fortune, and numerous other alien and exotic games at which to try one's luck. At the end of the room, overlooking the cliff, is a large window, fronted by a sunken area with tables. The view here is breathtaking.

Lounge

The lounge boasts all sorts of entertainment — from stand-up comics to strippers. There is a bar, and seating. Shows start in the evening and last far into the night. Check the act list for the current performer.

Theatre

Usually has shows all day long and at night, from midday to midnight. General show length is 2 hours.

Pool

The pool is 14,000 square feet, with depths from 1 meter to 3 meters. The water is kept at a constant 28°C. During the day there will be from 4-40 swimmers here, including those just lounging on the decks. At night, the number will be 1-12. There is a lifeguard on duty at all times.

Sauna

Always open, like the pool. There will be from 1-10 people in here during the day; 1-4 at night.

Whirlpool Baths

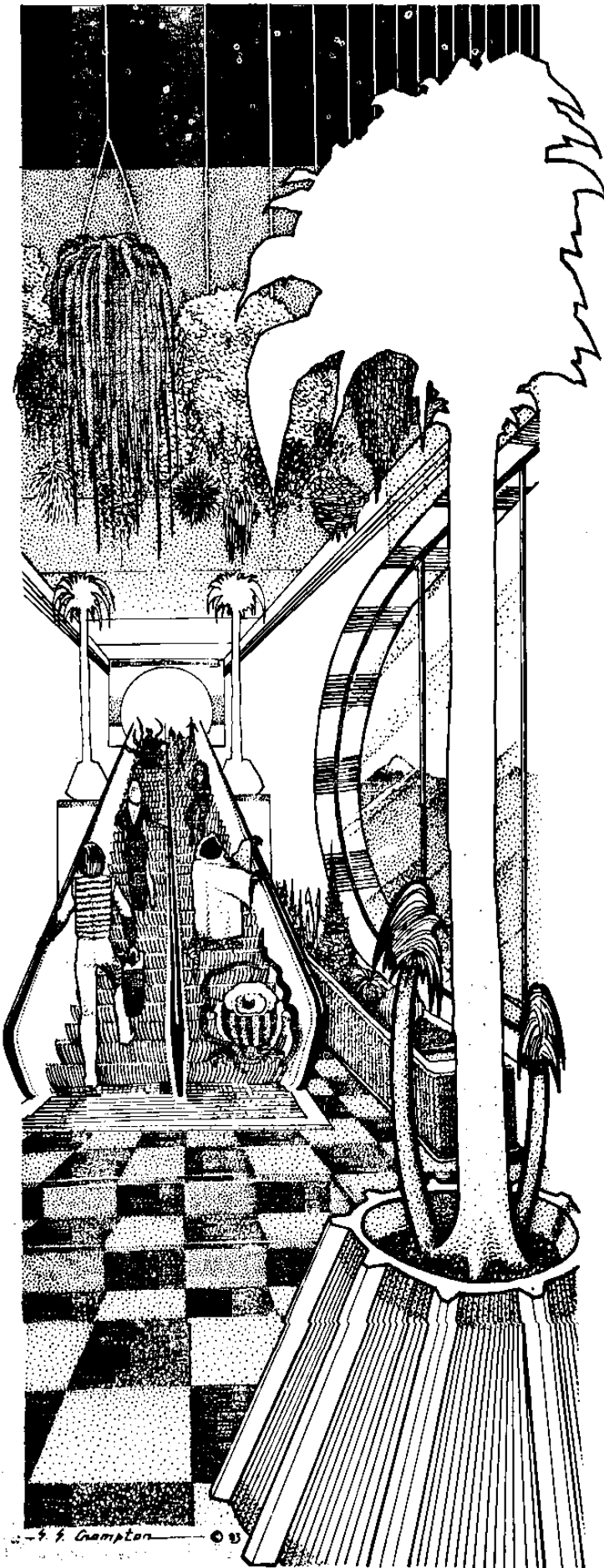
Open always. There will be from 2-20 people here during the day, from 1-10 at night.

Locker Rooms

Ample facilities for storage, showering, and changing, including freshers. Each locker room has weight training facilities in addition.

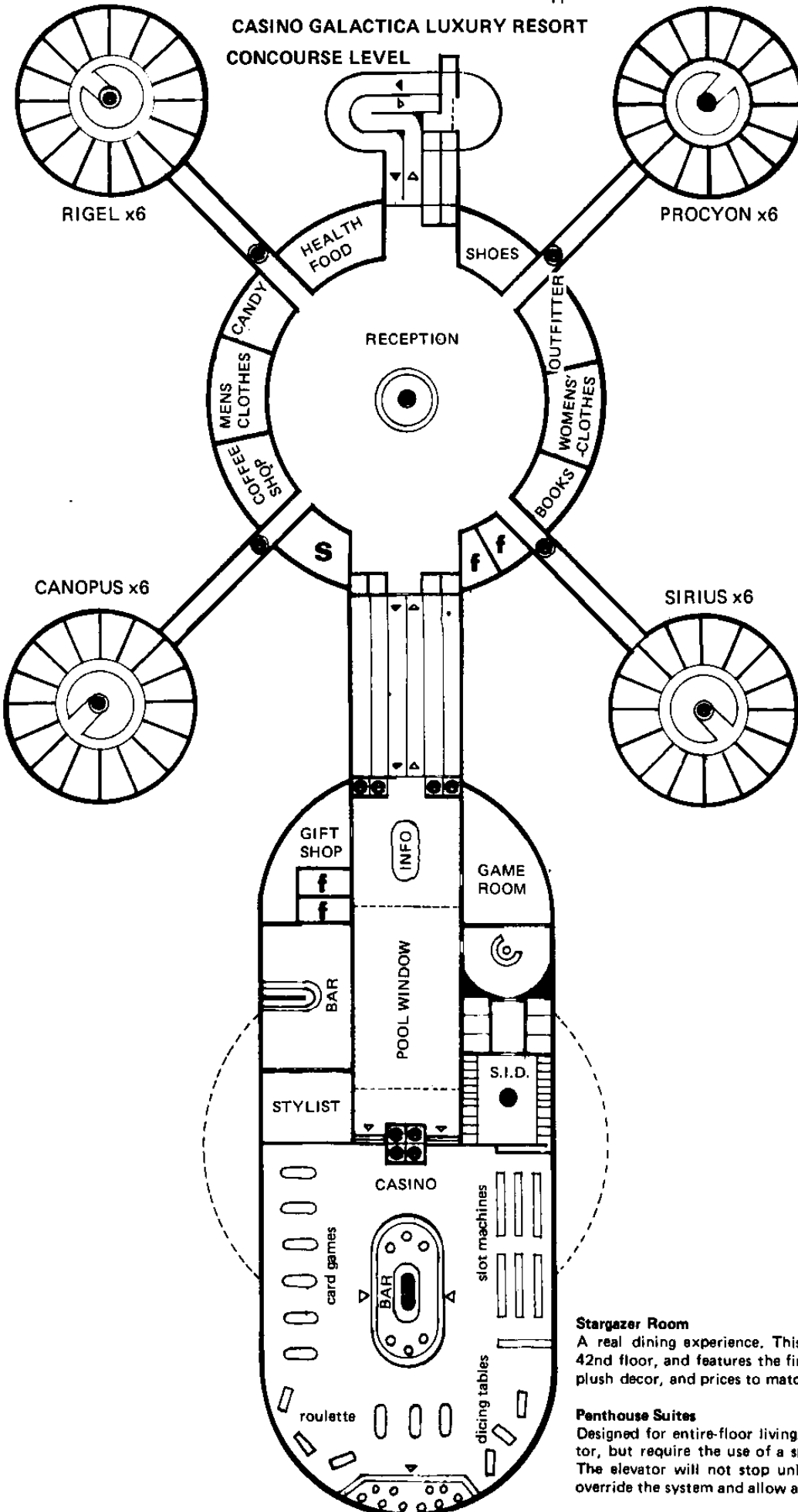
Handball Courts

These are in constant use, and are always open. There is an appointment display on a screen by the door, and your name and time must be entered. No one may play past their time limit. Appointments may be made a day ahead of time.



CASINO GALACTICA LUXURY RESORT
CONCOURSE LEVEL

SCALE: 1 inch = 80 feet



Note that the Canopus, Rigel, Sirius, and Procyon towers are each six floors (all are identical) and each floor has rooms simply numbered from 1 to 16.

The central tower, above the Reception Area (Lobby) is 41 stories high and includes offices, luxury penthouse accommodations on the upper floor, and the owner's suite on the very top floor.

Plans for typical suites, office floors, and the other levels of the entertainment wing (above and below the Casino) can be found on the following pages.

Stargazer Room

A real dining experience. This revolving restaurant is located on the 42nd floor, and features the finest foods and beverages. It sports a very plush decor, and prices to match. The menu and service are impeccable.

Penthouse Suites

Designed for entire-floor living. These are reached by the central elevator, but require the use of a special card possessed only by the guest. The elevator will not stop unless this card is used. (A Red Card will override the system and allow access).

PRICES

Shops

In the small shops, the prices will be given as in Space Opera, Vol. II. If an item cannot be found, use current prices as a guide, keeping in mind that CR1 is roughly equal in value to one U.S. dollar.

Rooms

The rooms are variably priced, depending on which hotel wing is stayed in. Prices are as follows:

Wing	Room/night
Procyon	CR 90
Sirius	CR 90
Canopus	CR 90
Rigel	CR 90
Arcturus	CR 200
Penthouse	CR 1000

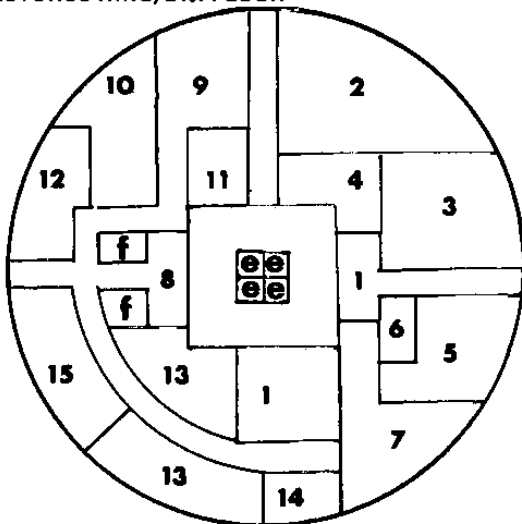
Dining

In the bar, coffee shop areas, prices are CR 3-5 for a meal, including drinks. The Stargazer Dining Room has entrees ranging from CR 25 to 40. Drinks in the bar and restaurant are usually CR 1-3. The house favorite, the Green Nova, is CR 2. Crown Brandy from Procyon IV (Britannia) is CR 3 per glass.

ADMINISTRATIVE LEVEL 1 – Red Card

1. Reception: the receptionist takes all calls and handles appointments.
2. Casino Manager's Office: Red Card/locked.
3. Secretary's Office
4. Library: computerized records of data pertaining to the operation of the casino, financial and otherwise.
5. Conference Room
6. File & Storage
7. Assistant Manager's Office
8. Reception
9. Secretary's Office
10. Assistant Manager of Club's Office: Red Card/locked.
11. Store Room
12. Club Manager's Office: Red Card/locked.
13. Stage Manager's Office: Red Card/locked.
14. Secretary's Office
15. Library: computerized records of data pertaining to the operation of the club, financial and otherwise.

**ADMINISTRATIVE LEVEL 1
ARCTURUS WING, 21st FLOOR**

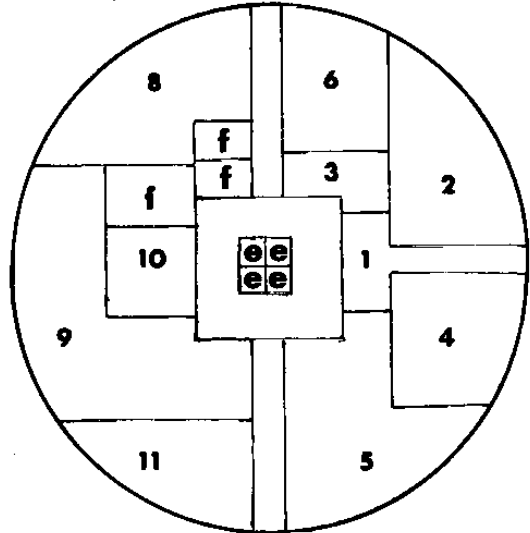


ADMINISTRATIVE LEVEL 2 – Red Card

1. Reception: takes all calls and appointments for the Hotel Manager.
2. Hotel Manager's Office: Red Card/locked
3. Library: computerized records of data pertaining to the operation of the hotel, financial and otherwise.
4. Office of the Assistant Manager – Red Card/locked.
5. Computer Room: Red Card/locked. The location of the main computer terminals. From here, the records of any library in administration or security can be had. The computer is a Mk X MultiComp, a sentient machine. (See Space Opera, vol. 2, by FGU).

6. Company Lawyer's Office: Red Card/locked. This is the office of the company legal expert. Right now it is vacant, as Cosmo fired the last two men to hold the job.
7. Reception: the receptionist takes all calls and appointments for the owner. Her direct superior is Anita Kalbin.
8. Personal Secretary to the Owner: Red Card/locked.
9. Cosmo Filroy's Office: Red Card/locked.
10. Anita Kalbin's Office: Red Card/locked.
11. Private Library: locked.
12. Maintenance Storage Locker: locked.

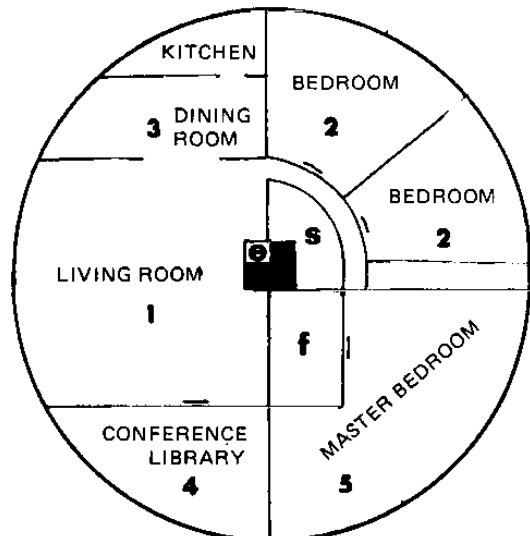
**ADMINISTRATIVE LEVEL 2
ARCTURUS WING, 22nd FLOOR**



COSMO FILROY'S APARTMENTS

1. Living room: Furnished with the most modern furniture, the view overlooks the slopes of Mt. Tabor. The living room is furnished with a plush pit-group, small bar, a half-dozen comfortable chairs and tables. Except for a few pieces of metal artwork, there is nothing of either value or interest here.
2. Small Bedroom: For use by any extra guests that Filroy has, and he seldom does. There is a bed, nightstand, fresher, and closet.
3. Dining Room: This is a rather large area, but Cosmo seldom uses it. He prefers to meet with guests in the club to watch a show while he eats.
4. Library/Study: Besides the computer terminal, there is a set of personal monitors to observe activity wherever in the complex or grounds he desires. When Filroy is in, this is most likely where he'll be found.

**OWNER'S SUITE
ARCTURUS WING
41st FLOOR**



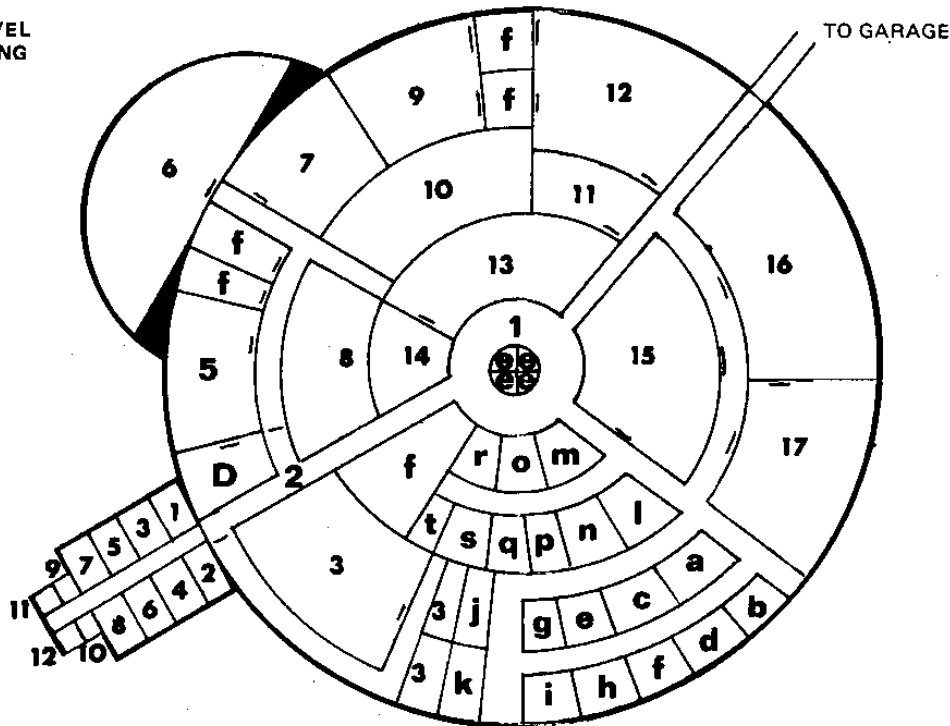
5. Master Bedroom: This is Filroy's room. Several women friends have been in here — no one else. There is a large, round bed, dresser, closets, and a fresher. Opposite the bed there is a holograph display and a monitor which shows activity in the elevator. Under a pillow on the bed is a blaster pistol, fully charged. There are three easy access buttons on the bedframe to sound an alarm. A large window overlooks Mt. Christopher.

SECURITY LEVEL

1. Entrance Area: Green Card. Elevators open to an indirectly lit area. The rooms at 13 & 14 are visible through impact-proof windows. A sliding door of laser resistant steel opens onto corridor 2. Two corridors, unsealed, go off on divergent tangents. Four cameras at opposite quadrants observe activity in this area.
2. Detention Corridor: Yellow Card. Except for two freshers, there are no doors until the end of the hall. Here, a window reveals a security post (c). The operator here checks all visitors before opening the door at (a). At (b), all items are removed from detainees and tagged and shelved for later return. An officer (roll) is always on duty here.
3. Interrogation Center: Yellow Card. Down the hall are two interrogation rooms. Drugs are the usual means of persuasion. There is a desk for the watch officer, a washroom, and two monitors for observing the detention cells (4). An officer (roll) is always on duty here.
4. Detention Cell Block: Special Card. There are twelve cells, 9-12 are maximum security cells for dangerous prisoners. They are airlocked and 0-grav. Prisoners are fitted with pressure suits and left suspended and helpless. Heavy energy weapons would be needed to blast open any of the cells. Only the watch officer in (3) has the special card to open the cells. Jack Fletcher has a duplicate.

5. Monitor Room: Green Card. There are ten stations here, and at least two officers will be on duty all night, four during the day. Each officer receives two 1-hour breaks for eye fatigue. The monitors cover hallways, elevators, lounge, restaurants, recreation areas, theatre, lockerooms, administration areas, and grounds, including the garage. Each monitoring station has four screens, and display a computer programmed pattern of checking, overridable by the operator.
6. Briefing Room: Green Card. This is for security staff meetings, held weekly. There are benches, tables, a holographic display, computer monitor and movie screen.
7. Storage Room: Locked. Paper clips, rubber bands, paper etc. . .
8. Lounge for on-duty security personnel. There are never more than three or four people here, and they usually have their eyes closed and listening to music. The television set is seldom used.
9. Empty Office
10. Cliff Norden's office: Yellow Card/locked.
11. Secretary's Office: Yellow Card.
12. Jack Fletcher's Office: Yellow Card/locked.
13. Communications Center: Yellow Card. Two officers (roll) will be on duty at all times. Their job is to monitor calls and run computer checks.
14. Detention Officer's Office: Yellow Card/locked. There is one officer on duty to monitor checks on those going into the detention area.
15. Weapons Locker: Red Card. Contents are: 10 TanglePistols, 2 TangleRifles, 1 Dart Rifle, 1 SMD Rifle, 4 Stun Pistols, 2 Stun Carbines, 1 Stun Rifle (sonic), 1 APRO Pistol, 6 AutoMags.
16. Cafeteria: has food dispensing machines, tables, chairs, etc. . .
17. Game Room: pool, card tables, video games etc. . .
18. Living Quarters: Green Card/locked. Each has bed, storage, holographic display, fresher.

SECURITY LEVEL ARCTURUS WING



6. FUN AND GAMES

There are many forms of entertainment available at Casino Galactica; this section will try to deal with most of them. Of course, gambling would have to be number one, but there are many ways to gamble. There are the games of chance, frequented by almost every guest, but there is also betting on sports events, from both here and elsewhere in the sector. Perhaps the favorite of these is Grav-Ball. This is an exciting sporting event reminiscent of hockey and basketball. Another event is the Markaab Run, a space race from Markaab to Terra. In the non-gambling department there is S.I.D. (Subliminal Imagery Device), a fantasy inducer guaranteed to thrill. This is besides the hunting, swimming, fishing, mountain-climbing, skiing, etc., already mentioned.

GAMBLING IN THE CASINO

The Casino has the typical casino-type games of chance found in most

Terran-style gambling houses. These include roulette, poker, baccarat, twenty-one, craps, etc., and of course, the inevitable one-armed bandits — fully computerized.

The major games are still human operated, though Filroy did experiment once with a robotic blackjack dealer once. The pit bosses are keen-eyed, and of course, Oddjob is always ready at their call.

'Counters', those gamblers who use a system of counting which cards have been played to increase their chances of winning, are not well liked, and will be asked to leave. If they return, they will be very closely watched, and Oddjob will not be so gentle the second time around. Cheaters will be treated roughly, and deprived of their ill-gotten gains before being ushered out.

One thing that must be made clear is that, as a rule, Filroy's people do

not cheat either. That is not to say that it has never been done. Sometimes, a big winner will be fleeced in that way — the ability is there, but its use is moderated.

GRAV-BALL BETTING

Grav-Ball is the rage. Arcturus possesses a minor league franchise — part owned, as it happens, by Filroy (of course), which is very successful. Last season, it made it to the Championship game, only to lose to the Marathon III Bowlrakers in a bloody game. This season, the Arcturus Blue Scourge is determined to have its revenge on last year's brutal champions. The team captain, Deadly Dave Strahler, vows to get even. The Blue Scourge, he says, will play whatever way Marathon wants, and better. As it is, the odds are 5-1, favoring Marathon . . .

The season is twelve games, a game every two weeks. Included is a sample schedule (Arcturus'), with the game odds, plus their actual chances to win the game (for the SM only), and a random modifier. Feel free to change the schedule in any way you desire; lengthen the season, shorten it, add teams, etc. . . It is your universe.

Opponent	Odds	Actual Chances	+10%	-10%
Tyche Titans	3-1	30%	1,2	3-6
Marathon Bowlrakers	5-1	20%	1	2-6
Alphard Gladiators	1-1	50%	1-3	4-6
Sura Red Legion	1-2	70%	1-4	5,6
Vega Star Devils	1-1	60%	1-4	5,6
Helios Avengers	1-3	80%	1-5	6
Terran Ravagers	1-2	75%	1-5	6
Alphard Gladiators	1-1	50%	1-3	4-6
Terran Ravagers	1-2	75%	1-5	6
Altair Demonspawn	2-1	40%	1,2	3-6
Leonidas Snow Cats	2-1	55%	1-3	4-6
Lunar Vortex	1-2	60%	1-4	5-6

The schedule above is for the SM's use only. He should release to the players only the schedule and the odds. The odds are given against Arcturus, that is, 2-1 against winning. If 1-2 is given, the odds are two to one in Arcturus' favor. To give the season more flavor, throw in some sports flashes about the other teams, and how well they are doing. Give the players something to think about, but don't try to steal them blind. Be very careful not to mislead them too much. Remember, they would, in reality, have stats and past histories on hand to check. They would not be as much in the dark as they're going to be in the game.

It will enhance realism if you can invent a few more teams, set up a league, and throw in a few well known players, like Deadly Dave Strahler. It is also highly suggested that you purchase a copy of the *Grav-Ball* boardgame by FASA. Besides being useful in this packet, its a fun game, and simple.

THE MARKAAB RUN

The Markaab Run is a race that takes place annually (Terran calendar). It is sponsored by MICO, the Markaab Industrial Consortium. The stakes are high, and a lot of lives are made or broken on the results.

It is a race between Markaab V and Terra. Only licensed starships may participate, and they must be approved by the MICO Council, which oversees the race. No souped up racing ships are permitted. This race is for the working starshipmaster. To be sure, there is no limit on the number of times you may enter the race, but if you are a qualified racer, you will probably find yourself disqualified. Ships with a hull type of less than SSC/100 may not be entered. Use of weapons, drugs, etc., is strictly prohibited.

The Distance of the race is 140 Light Years, or 35,000 LS. The record time is 60.085 hours, set two years ago by Darian Jones. A time of 58.112 was disqualified when cheating was disclosed.

The purses are as follows: 1st Place/CR 500,000, 2nd Place/250,000, 3rd Place/100,000, 4th Place/25,000.

S. I. D.

S.I.D. is the Subliminal Imagery Device. This introduces fantasy-oriented images into the mind of the sleeping subject, and makes he or she believe that they are experiencing some fantastic adventure or quest, in a pre-created world, but one which is influenced by the subject's own subconscious images.



The machine is experimental, and is made by TEMA Research (a company Filroy does not own, but in which he owns stock). So far, there have been no fatalities, but one person refused to come back to this world, the other was so real. This information has been kept from the general public, because Filroy, as well as the company, have great faith in S.I.D. as a money-maker with potential.

The device has several pre-programmed adventure worlds, all fantasy oriented. For playing out these 'adventures' use of any of several of the excellent FRP's available on the market is recommended.

The cost of this type of entertainment is great: CR 1,000/day, though a one month package is available for CR 25,000. This is definitely more expensive than the movies, and is the playground (so far) only of the very rich. The device is 99% safe (roll if you want to - but be prepared), and more than one participant may share the same adventure, up to six, though two is most usual. There is a slight chance of mental shock when withdrawing from the device, but this usually clears up in a couple of days when it occurs, which is rarely.

7. ENCOUNTERS

It is assumed that in most areas of the resort complex, encounters will, in the daylight hours, be a constant thing. Therefore, the encounter tables are designed to reflect any special encounter, or occurring event. The tables are divided by area type, thus further regulating the flow of encounters by type and frequency. Roll percentile dice unless otherwise noted.

HOTEL AREAS (lobbies, elevators, corridors)

Day	
01-60	Normal traffic (guests, bellhops, maids)
61-70	Special Guest Encounter. Roll on separate table
71-80	Maintenance Personnel/Cleaning or fixing
81-90	Security Personnel. Roll on separate table for who
91-99	Employee Encounter. Roll on separate table
00	Cosmo Filroy

Night	
01-20	Normal traffic
21-30	Special Guest Encounter
31-60	Maintenance personnel
61-90	Security personnel
91-99	Special employee encounter
00	Cosmo Filroy

CASINO

All hours	
01-40	Normal traffic
41-60	Special Guest encounter
61-70	'Oddjob'
71-80	Security personnel
81-90	Jorad Davin
91-99	Birkett H. Crandall
00	Cosmo Filroy

CLUB

Only when open/otherwise maintenance and cleaning crews, rehearsals

01-40	Normal traffic
41-60	Special Guest encounter
61-70	Security personnel
71-75	Gunther
76-90	Paul LaClerc
91-95	Evos Vreeler
96-00	Cosmo Filroy

Special Guest Encounter

Roll 1d12	
1	Hubert Huntleyworth
2	Conchita columbia
3	Dr. Fielding Price
4	Thork N'Garka & Davaaka
5	Cosette Beaumont
6	Keelan Meadows
7	Cort Jeffreys
8	Father Doherty
9	Peter Callisthenes
10	Louis Cheevers
11	Melissa Danbury
12	Davaaka

Security Personnel 1d20*

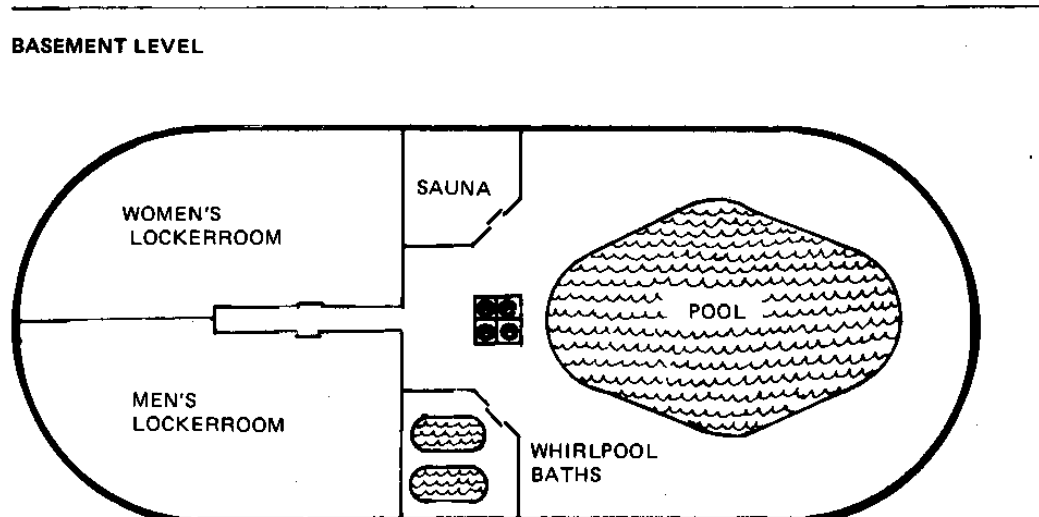
1	Leonard Mills
2	Susan Carey
3	Toby Phelps
4	Mark Pendleton
5	Dave Welchester
6	Katie Larson
7	Mary Pale
8	Jean LaRoi
9	Doc Nevers
10	Yuri Tupov
11	Jesus Cassora
12	Pattie Anderson
13	Dassa Govan
14	Isaac Nichols
15	Bob Teague
16	Penor Graf
17	Arsena Maxon
18	Eddie Kendall
19	Cliff Norden
20	Jack Fletcher

* Remember that all duties are by weekly rotation. Do not put Mary Pale on garage beat one day and at Detention check the next, and someplace else the day after. Be logical.

Employees 1d12

1	Evos Vreeler
2	Anita Kalbin
3	Birkett H. Crandall
4	Paul LaClerc
5	Evita Norris
6	Nicky Gallagher
7	Jorad Davin
8	Lara McElroy
9	Dutch McKeon
10	Thulor Raspin
11	Gunther
12	Tube Lassvar

BASEMENT LEVEL



ACT LIST FOR THE LOUNGE

Each show lasts from 1-6 weeks. At the end of their run, roll 1d6. On a roll of 1, they extend their engagement for another week. Each one of these main acts will have an opening act travelling with it. Do not let the same opening act be with two different groups. Remember, they travel together.

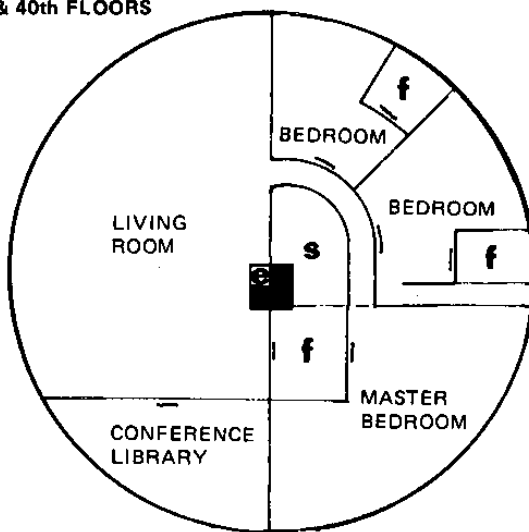
Featured Acts - 1d6

- 1 Belvar & the Asteroid Queens - musical group
- 2 Johnny Asteroid - comedian
- 3 Hyperdrive - musical group
- 4 The Big Band - Strip show
- 5 Lespa Marina - female singer
- 6 Tavate - male and female dancers (exotic)

Opening Acts - 1d6

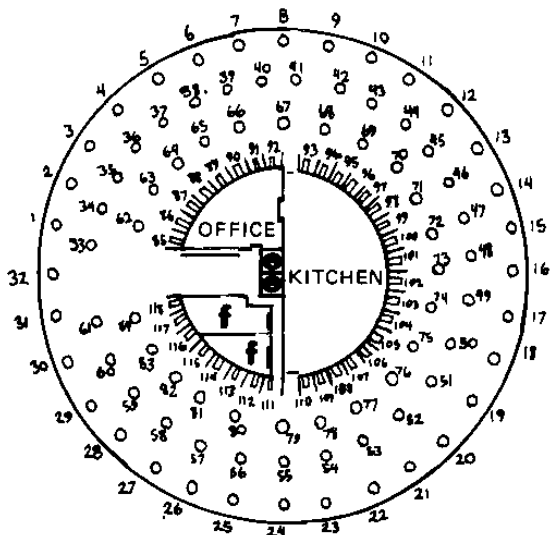
- 1 Blaster - musical group
- 2 Garna Marvel - female comedian
- 3 Titan - musical group
- 4 Chulark - comedian
- 5 Nova - musical group
- 6 Tara McClendon - stripper

**PENTHOUSE SUITE
ARCTURUS WING
39th & 40th FLOORS**

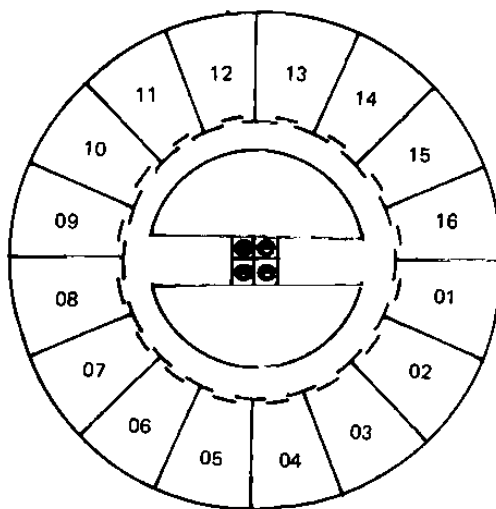


**STARGAZER DINING ROOM
REVOLVING RESTAURANT**

SEATING: 472 at 118 tables

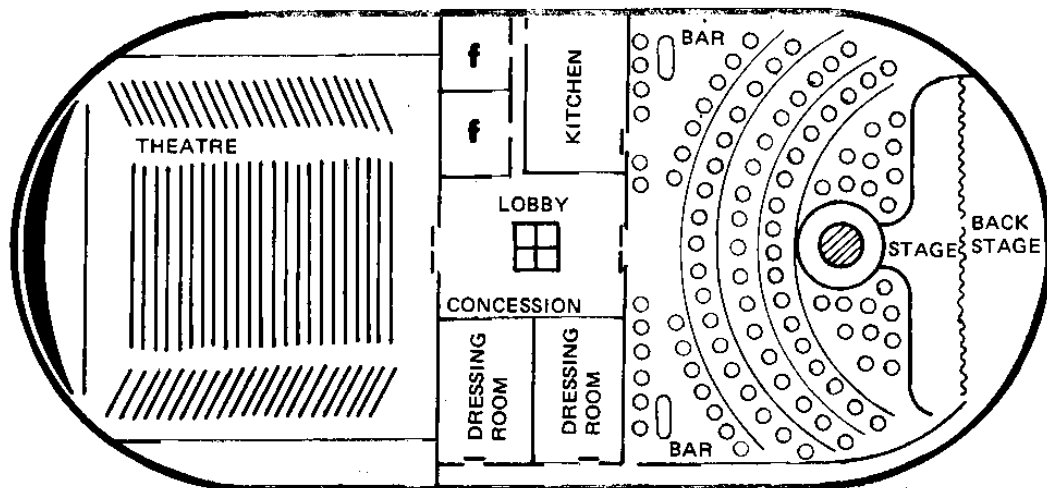


**TYPICAL SUITE LEVEL
ARCTURUS WING
1st - 38th FLOORS**



SECOND LEVEL

THEATRE CAPACITY: 1380
LOUNGE CAPACITY: 400



8. FLORA & FAUNA

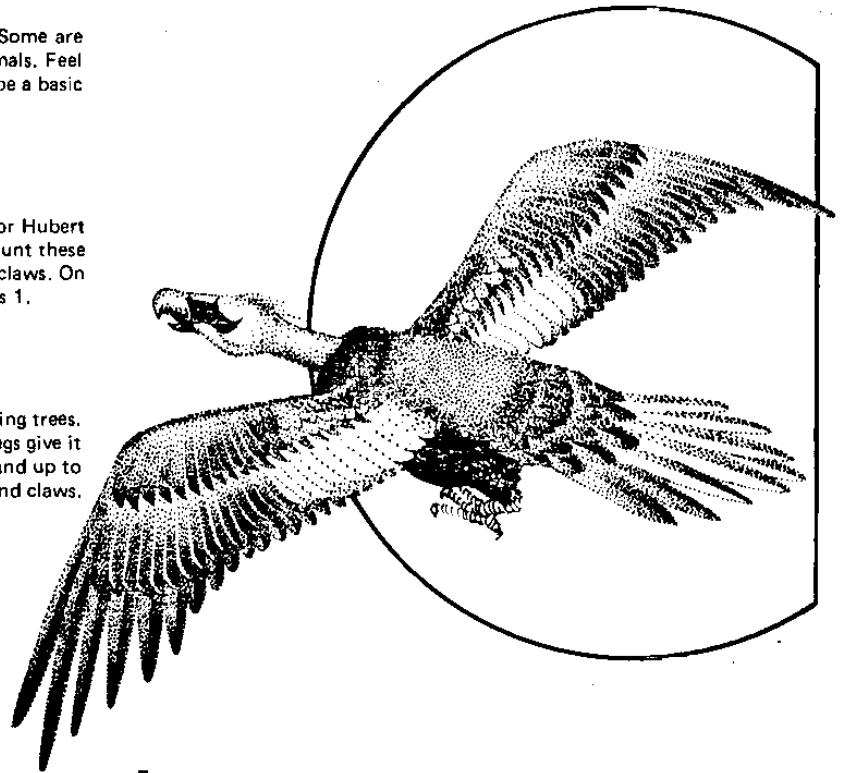
Below are some of the types of animal found on Arcturus. Some are natural to the planet, others are imported for use as game animals. Feel free to add others for more variety, as this is intended only to be a basic list.

Skal Tiger

This very rare beast native to Anubis is imported especially for Hubert Huntleyworth III. Only 250 licenses are issued every year to hunt these dangerous predators. It is a class 'G' beast, with 'B' fangs and claws. On Anubis, its pelt can fetch CR 2500 x 3d6. See Star Sector Atlas 1.

Gozit

This boar-like animal is adept at climbing steep surfaces, including trees. Its sharp claws give it a good, firm hold, and powerful hind legs give it 'jump'. It usually travels alone, but can be found with mate and up to three young. The Gozit is a class K beast, with type E fangs and claws. It's pelt is worthless, and it is native to this part of the planet.



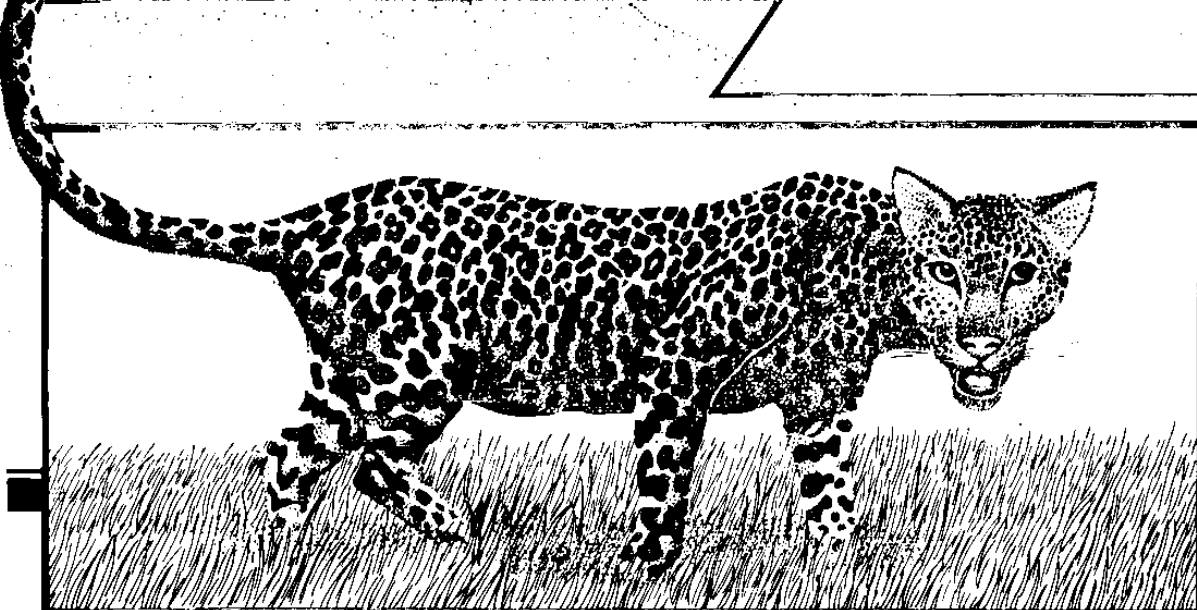
Farouque

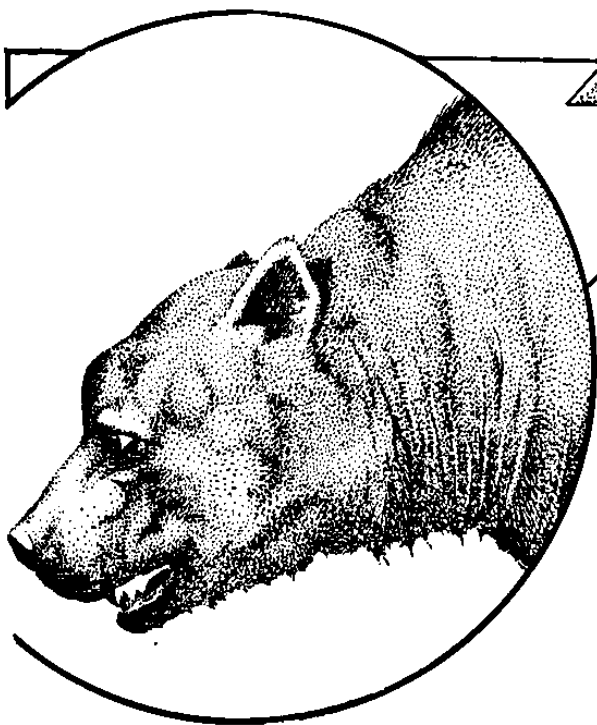
The Farouque is a type of vulture, but one that is much more willing to attack living creatures. It is fierce, but fortunately, flies alone. It prefers the mountains, and will defend its nest to the death. Its blue and brown feathers are greatly prized, and full bird's worth can bring CR 100 x 1d6. It is a class 'O' avian, with 'I' talons. It possesses excellent eyesight.



Tarn Leopard

This creature, imported from Asterion III (see Star Sector Atlas 1) is a dangerous carnivore. It is a loner, and adept at ambush and sudden strikes. It is a class 'I' beast, with 'C' claws and fangs.





Alpahri Cave Bear

This is a class F beast, with A claws and fangs. It is imported. See Star Sector Atlas 1 for more. Pelt: CR 200 x 2d6.

Tava Monkee

This mammal has a tribal organization, usually 6-24 in a group, including one male per four creatures found. The females stay with the youngsters, and will flee with them unless cornered (at which time they are fierce). They are carnivores, and move very fast. They are type 'J' beasts, and have 'J' claws and fangs.



9. TRANSPORTATION

Travel between Tehorane and the complex can be tortuous, but Filroy has seen to making it at least bearable. Casino Galactica runs a shuttle service between the two points, at minimal cost. A one-way ticket is CR 25, two-way is CR 40. The rates for the private hover buses that ply the route are CR 45 and CR 75 respectively. Transportation can be rented, both in Tehorane and at the Casino, and for these, the rates given in Space Opera, Vol. 2 should be used.

ARCTURUS (FILCO) SPACEWAYS

Arcturus Spaceways, recently acquired by Filroy, has been a small, struggling Star Line, but with new, dynamic management, there is hope — especially with Filroy's wealth behind it. He hopes to use it to make Arcturus, and thus his casino, rich. Another objective is to dig into the profits of his competitors, many of whose owners he knows from other business ventures. To this end, he offers vacation packages promising discount rates far below the others. So far he has been successful enough that two new routes are about to be opened up.

Arcturus Spaceways has mostly smaller liners, but they have been re-decorated, and the crews have received replacements and new training. In addition, several new ships are on order. Average cruising speed is around 10 LY, which to Filroy is insufficient, and he promises better ships and better service.

10. SCENARIOS

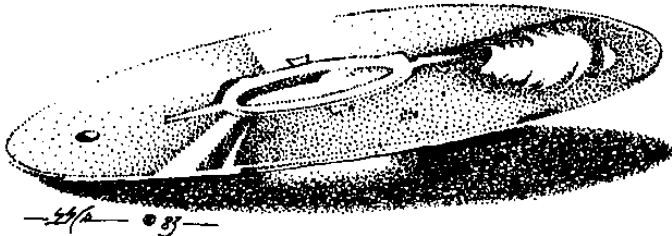
I. Birkett's Gambit

Through certain sources he has available, Birkett H. Crandall has come into possession of classified information belonging to the BOSS computer banks. This disk has the potential to cause great embarrassment to the UFP, to perhaps even ruin relations with an affiliate planet.

Attar III (see StarSector Atlas 1) is controlled by three super-powers, one of which is a fascist government. Recently, the leader of that country died, the victim of an apparent stroke. The information Crandall has suggests that the UFP had him assassinated to prevent the planet from going over to the Azuriach Imperium.

He is trying to blackmail the UFP to the tune of CR 5,000,000 for the return of the stolen disk. Otherwise, he will make the contents public, and thereby possibly destroy the credibility of the Federation.

Though he has sought to keep his identity secret, Crandall has, as usual, bungled the operation, and BOSS is on to him. Fabian Farlow, a BOSS operative, is willing to hire the characters to recover the disk. Of course, he will not reveal his real identity unless necessary, but will inform the players that he has been cheated and robbed by Crandall, and wants revenge. If they buy that, he will offer them each 5,000 or a total of CR 20,000 (whichever is lower) to retrieve the disk. Since the information is in code, the players should not be able to read it, though this, and in turn, continued blackmail by them, is possible.



The disk is kept in Crandall's office or apartments, Farlow is not sure which. He will not actively help the players, unless they have the disk but are about to lose it again.

II. Huntleyworth's Hunt

Hubert Huntleyworth needs porters for his hunting trip into the mountains. Since the scout Filroy has supplied him with is down with a fever, he also needs one of them. The trip will last from ten to twenty days, depending on Huntleyworth's humor. He hires only talented people, and is willing to pay accordingly: CR 1000 each for porters, CR 2500 for scouts, of which he will require no more than two. Scouts must supply their own arms.

Unfortunately for Huntleyworth and his party, this is the occasion chosen by his Board Of Directors to knock him off and take over the company. They have arranged for an assassin to do this while he is far up in the mountains and away from help.

There is a danger of mountainslides always in the mountains, and one of these will be set off intentionally to bury the party. It will look like an accident. The killer will lurk around for a few hours to pick off survivors — Huntleyworth in particular.

What nobody is prepared for is the blizzard that comes up unexpectedly. This will complicate not only escape, but the assassin's job as well. This storm will last for 20 + 1d6 hours, and will be followed by clearing and generally good conditions.

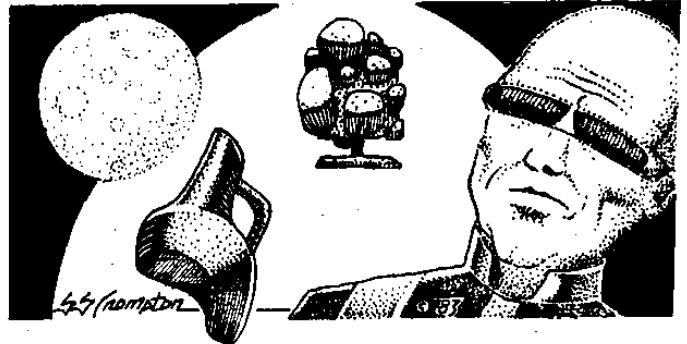
III. Culture Theft

This is for only the hardest, most daring players. They also need to be a bit disreputable and mean to make it good.

Peter Callisthenes, the old Contact Service man, used to be High Commissioner for Luxor IV, where evidence of a ForeRunner civilization has been discovered. The artifacts in question are very well preserved for their age — 1 million years, and would be very valuable to certain col-

lectors. Callisthenes has a certain collector in mind. All he needs are the artifacts. That is where the players come in.

He needs a team of five or more, equipped for the planet's harsh conditions (SM: make it really bad!) to go in and steal these artifacts without being caught by the CS or IPA. Callisthenes will not divulge his reason for wanting these, but will admit it is very risky, and so, worth his while to hire the best. He is very complimentary and soothing in his speech, and it is almost impossible to Insult him or find him insulting. He can ingratiate himself with the most asinine hardnose.



Callisthenes will supply a ship (Voyager Class) and fuel for the mission, as well as food supplies. He will also be quite free with the pay, willingly negotiating to the player's satisfaction. He will offer 10% of the agreed sum down, but will go as high as 25%. He will profess not having any more than that handy, reminding them that he has to supply the ship etc., if they complain.

The reason he is so free with his money is that he is quite wealthy as a result of his illegal trade, and the fact that he doesn't intend to make good the balance doesn't hurt his generosity.

IV. High Times On Hathor III

Paul LaClerc wants to hire the players to make a journey to Hathor III, posing as cattlemen or investors. Their job is to bring back photographic evidence of Birkett Crandall's drug growing and smuggling activities. He cannot pay much — he will offer CR 500 each — but he will pay travel expenses there and back, and provide cover ID's.

The mission requires no more than six, and the fewer the better. He is desperate, but will not recruit extremely unlikely types. If his offer is accepted, he would like them to leave immediately, meaning within two days. One day will be spent preparing covers for the players.

If the players are caught and talk, Crandall will only know that LaClerc, and therefore his boss, the hated Vreeler are behind the operation. He does not suspect LaClerc as an IPA man. He will seek revenge however, and probably kill the players. He might also try to use them against LaClerc and Vreeler.

V. Working For A Living

Birkett Crandall wants people who are not afraid of a little law-breaking. His employees must not question orders, and must keep their mouths shut and eyes open. Transgressors come to a painful end.

At first, new men will be given easy jobs: guard duty and escort to and from Tehorane and the casino. Only when he feels he can trust the players will Crandall offer bigger jobs.

The players' first assignment will be to obtain some experimental drugs that were confiscated by the authorities. These are being held at a IPA lab on 36 Opiuchi. They were intended for use by the miners, but the shipment was discovered. If he should lose them, Crandall is out a large sum of money.

Crandall will make sure the players know that the 'leak' responsible for the foul up has been 'fixed'. He wants no more screw ups. Should the mission be a success, there will be big things in store for the players. He will send a backup team to make sure, and to kill the players if they're caught.

Generally, Crandall will pay CR 500 a month plus room and board to new employees, rising to CR 1000 or more after he trusts them. He is generous, but will not tolerate even the smallest infraction from his men, though he himself is far from a good example of perfection.

VI. Other Ideas

There are many more possibilities for adventures on Casino Galactica, depending on the type of party the players are running, and what their interests and skills are. Here are just a few ideas, in outline. Just expand on them a little, and presto! Adventures.

1. For BOSS or BRINT players there is involvement in Thork N'Garka's dealings with the foreign agents. Infiltration of the meetings or just plain spying — even assassination — is possible.

2. For a little shoot 'em up, terrorists could break in and take Cosmo Filroy hostage, threatening to kill the 'capitalist pig' unless some political prisoners are freed, or other concessions made. The players could be the combat team chosen to deal with the problem, or just take charge guests.

3. A vacationing dignitary — possibly Thork N'Garka — is kidnapped, or disappears while staying at the resort. He might be held somewhere in the mountains nearby. The players could be the IPA team assigned to deal with this embarrassing situation, or a vigilante crew.

4. A top secret satellite crashes in the mountains above the resort. The players could be sent to recover it before enemy agents, on the same mission, get to it.



5. Let Conchita Columbia arrange Dr. Price's kidnapping, or perhaps blackmail him by taking one or more of his daughters or his wife, or both! Father Doherty would certainly be of help here. Let her stalk him during a golf game on the cliff-side course.

6. As a twist, the UFP could order the kidnapping of Dr. Price, to demonstrate his vulnerability and importance, perhaps. This would probably be some small time BOSS official's idea, but the players, sent by the IPA, wouldn't necessarily know . . .

CASINO GALACTICA

A complete adventure setting outlining an entire luxury resort complex with hotel, casino, entertainment facilities, shops, and sports related facilities on the grounds. Descriptions of non-player characters fill out the Casino Galactica complex as these account for the notable members of the resort staff and even notable guests currently at the resort.

Several scenario outlines are provided to assist the StarMaster in generating adventures within this setting. These adventures are appropriate for players of virtually all professions and races in the Space Opera universe.

CASINO GALACTICA is not a game but a playing aid for use with the SPACE OPERA game system. SPACE OPERA is necessary for proper use of this adventure setting product.