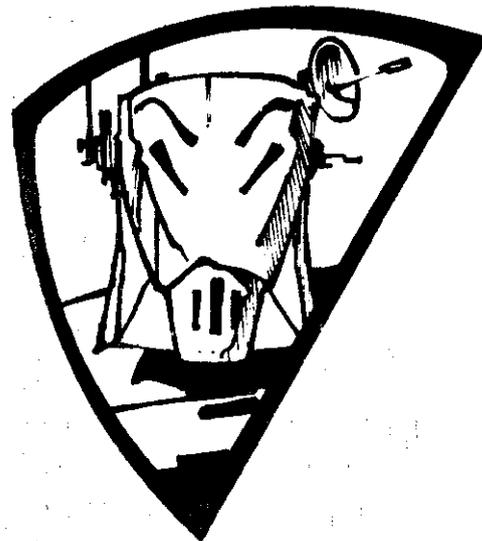


Be an Interplanetary Spy #11
Scanned and compiled by Underdogs
Home of the Underdogs
<http://www.the-underdogs.org/>

N 0-553-25078-7 >> 195



WANTED:

Orbyn, rebel robot
leader.

CRIME:

Destruction of
human property.

WHEREABOUTS:

Sargasso Sea of Space.

YOUR MISSION:

Capture Orbyn and stop
the new robot rebellion!

To Byron Preiss

Seth McEvoy, author, is an active member of the Science Fiction Writers of America. He is a video game designer and programmer and has written a biocritical study of science fiction author Samuel R. Delany for Frederick Ungar, Publisher. He has also written *How to Program Arcade Games on the Timex 1500 Computer* and *How to Program Arcade Games on the T199 4a Computer* for Compute! Books, and *Create-A-Game on the VIC-20* for Dell Books.

Darrel Anderson is an artist who specializes in the speculative and fantastic. His background includes drafting, architectural rendering and commercial illustration. His most recent projects include illustrations for a computer game based on Arthur C. Clarke's *Breaking Strain* and illustrations for two books in the *Be An Interplanetary Spy* series.

RL4, IL age 9 and up

THE RED ROCKET

A Bantam Book/May 1985

*Special thanks to Alex Jay,
Lisa Novak and Anne Greenberg.*

Cover art by Steve Fastner.

Cover design by Alex Jay.

Logo and series design by Marc Hempel.

Additional design and production by Susan Hui Leung.

Typesetting by David E. Seham Associates, Inc.

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Bantam Books, Inc.

ISBN 0-553-25078-7

Published simultaneously in the United States and Canada.

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PRINTED IN THE UNITED STATES OF AMERICA

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Introduction

You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.

You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.

You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp Spy skills will help you reach your goals. Be careful. Keep your eyes open at all times.

If you are ready to meet the challenge of being an Interplanetary Spy, turn to page 1.



You are an Interplanetary Spy, cruising through Sector 287 in search of Space Pirates. An emergency message from Spy Center suddenly flashes on your main screen.

To decode your message, enter your Interplanetary Spy "N" number below:

0 • 553 • 25078 • 7

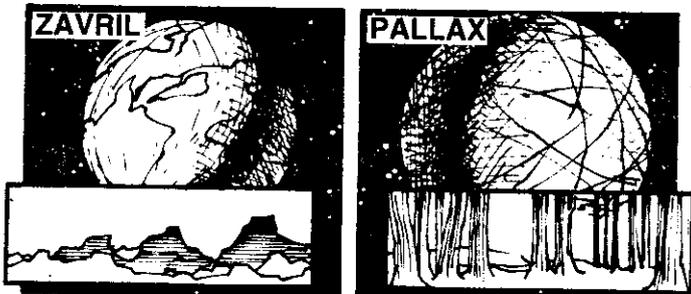
If you are not sure, examine the back cover of this book.

Turn to page 2.

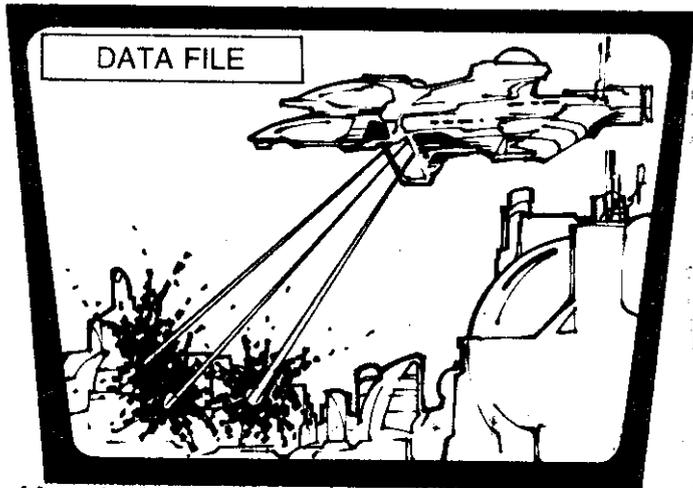
2

You decode the message:

War is about to break out between the neighboring planets of Zavril and Pallax! You are the only Interplanetary Spy in this sector, so you must try to prevent the war before it starts.



Spy Center sends you a data file.



Many kad-centuries ago, Zavril and Pallax were bitter enemies. They fought over the natural resources of Muron, the nearby uninhabited moon.

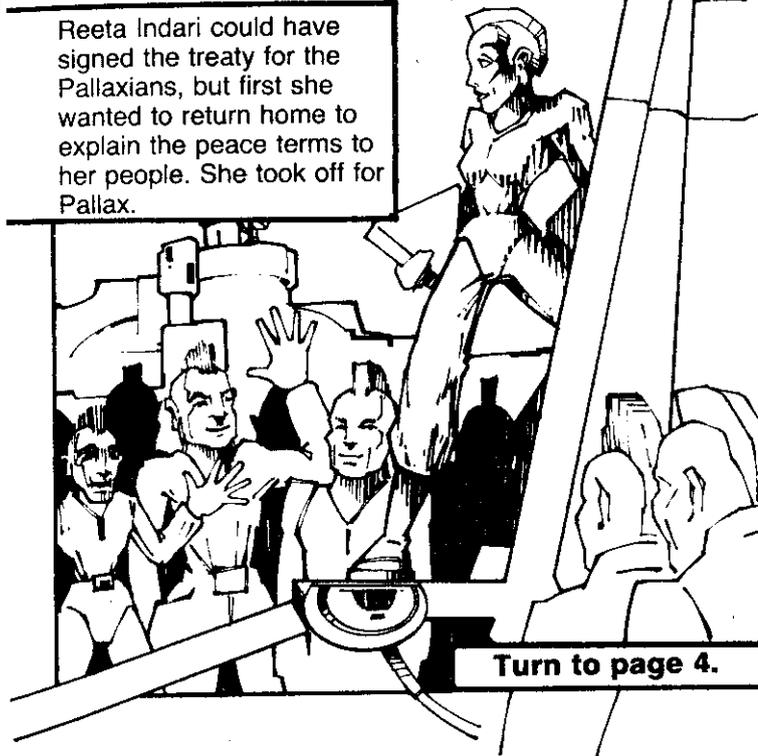
Go on to the next page.

3



The war was stopped by the leader of Pallax, Reeta Indari, who traveled to Zavril in her private spaceship, the Red Rocket. As the daughter of a man from Zavril and a woman from Pallax, she was able to convince the Zavrillians to sign a peace treaty.

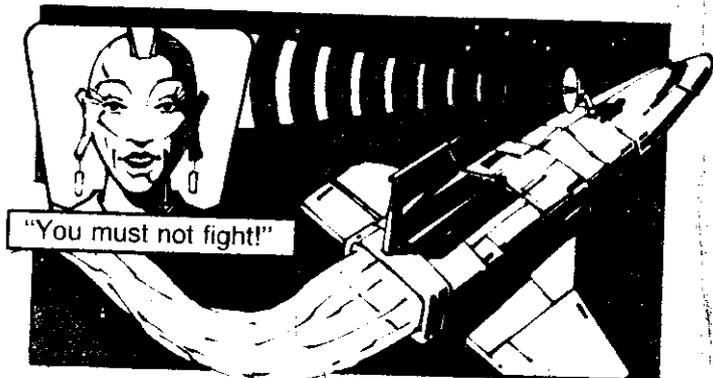
Reeta Indari could have signed the treaty for the Pallaxians, but first she wanted to return home to explain the peace terms to her people. She took off for Pallax.



Turn to page 4.

4

On the journey to Pallax, the Red Rocket went out of control. Reeta Indari was able to send out a radio message telling the people of Pallax and Zavril that they must keep the peace, no matter what happened to her.



Then the message ended and the Red Rocket disappeared into space. Searchers were never able to find any trace of it. For many kad-years, Zavril and Pallax remembered the words of Reeta Indari and kept the peace.

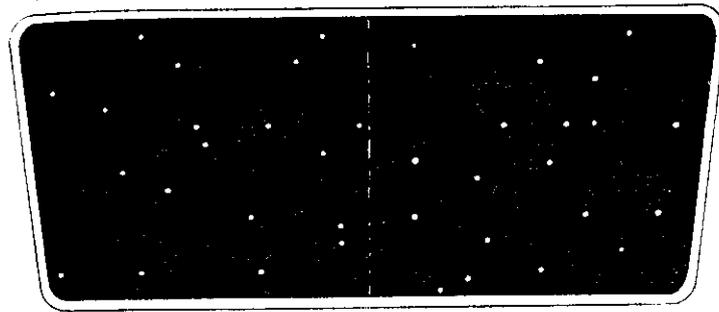


Now the two planets have become enemies again. This time the cause is a shortage of the element volanium, a precious fuel which powers all machinery on Zavril and Pallax. Volanium was once abundant, but now it is only found on neutral Muron. The two planets are arguing over how to divide up Muron's volanium.

Go on to the next page.

5

The ancient treaty of Reeta Indari divided up Muron's resources fairly between the two planets. Your mission is to find the Red Rocket and the treaty that was on board. Only if you find the treaty can you prevent the war. You must now plot your course to Zavril. Use this star chart:



Before you can finish, an alarm bell goes off. Your ship's scanner warns you of a deadly wandering star somewhere ahead. You scan the stars again:



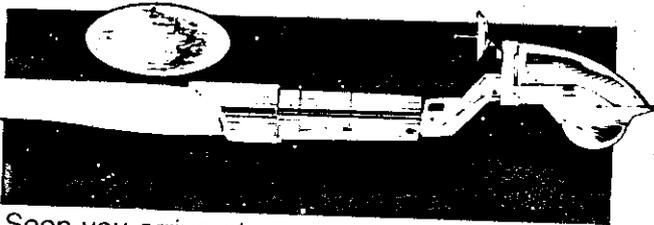
The wandering star is the star that has moved. Is it on the left side of the chart or the right? Go in the opposite direction!

Go left? Turn to page 8.

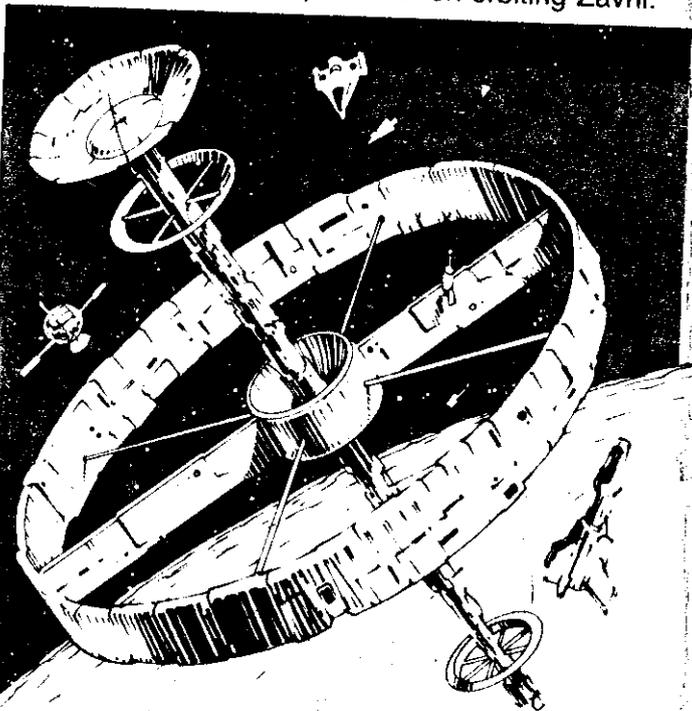
Go right? Turn to page 6.

6

You steer your starship to the right and miss the deadly wandering star.



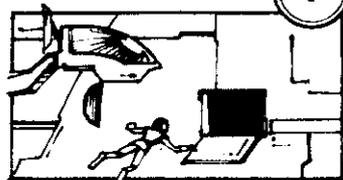
Soon you arrive at a space station orbiting Zavril.



Since Zavril is preparing for war, visitors probably won't be welcome. You sneak into the station to see if you can find information about the Red Rocket.

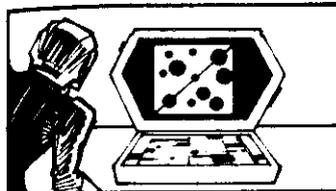
Go on to the next page.

Using an antiradar shield, you attach your ship to the outside of the space station with magnetic grapplers. You leave your ship and enter the space station through an airlock hatch.

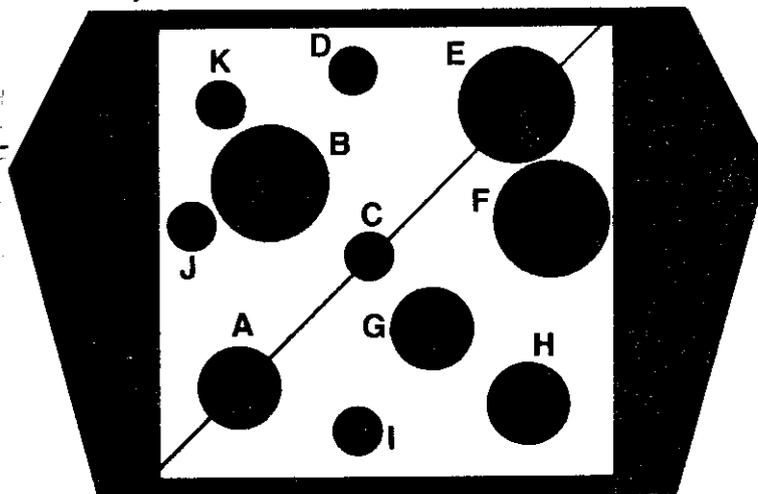


7

Inside you find a computer terminal. You can't use it unless you solve the Zavrillian puzzle lock on the screen.



Your scanner tells you to switch two *pairs* of circles so that the three circles on the line are all the same size. Then you can use the terminal.



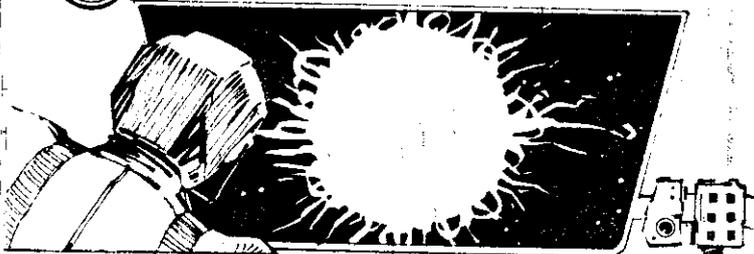
Which pairs do you switch?

A-I and C-F? Turn to page 13.
C-G and E-H? Turn to page 20.

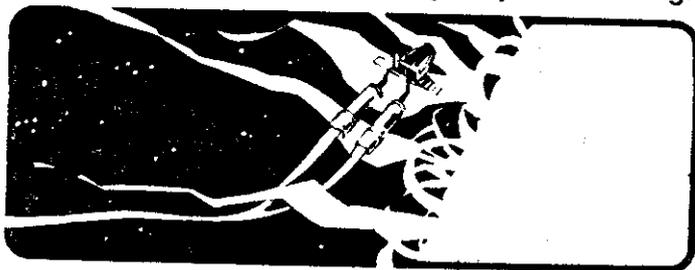
Hurry before someone finds you!

8

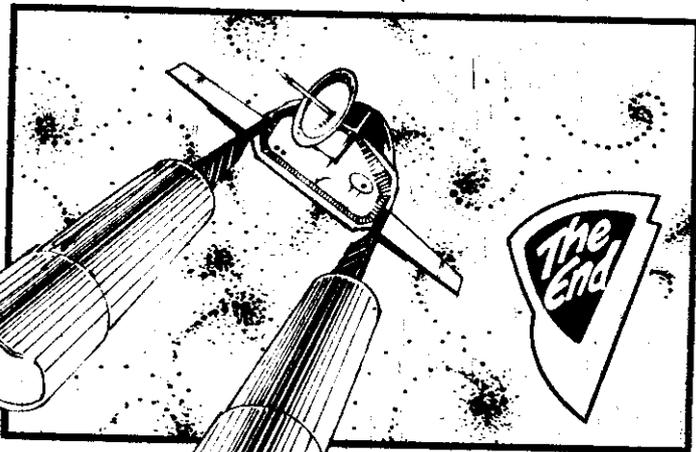
You turn your starship to the left and steer through space.



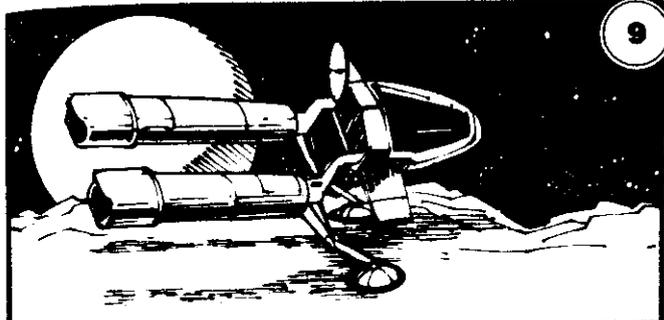
Suddenly a strange star fills up your screen. You try to pull away, but the star's gravity is too strong.



You have gotten too close to the deadly wandering star. There is no escape. In seconds you will burn up!

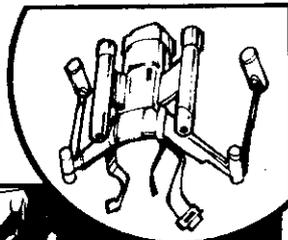


9



Your ship will be pulled into the Sargasso Sea if it gets too close. You use magnetic grapplers to anchor your ship to a small dead moon just outside the Sargasso Sea.

The strange gravity field of the Sargasso Sea can be overcome by the antigravity units of your new experimental ion-thrust jetpack.



Strapping the jetpack on, you fly into the Sargasso Sea of Space. You must find the Red Rocket.

Turn to page 12.

10

You steer your ship to the left, and the alarms sound. Your course computer tells you that you are approaching the Sargasso Sea of Space—a very dangerous region of the galaxy!

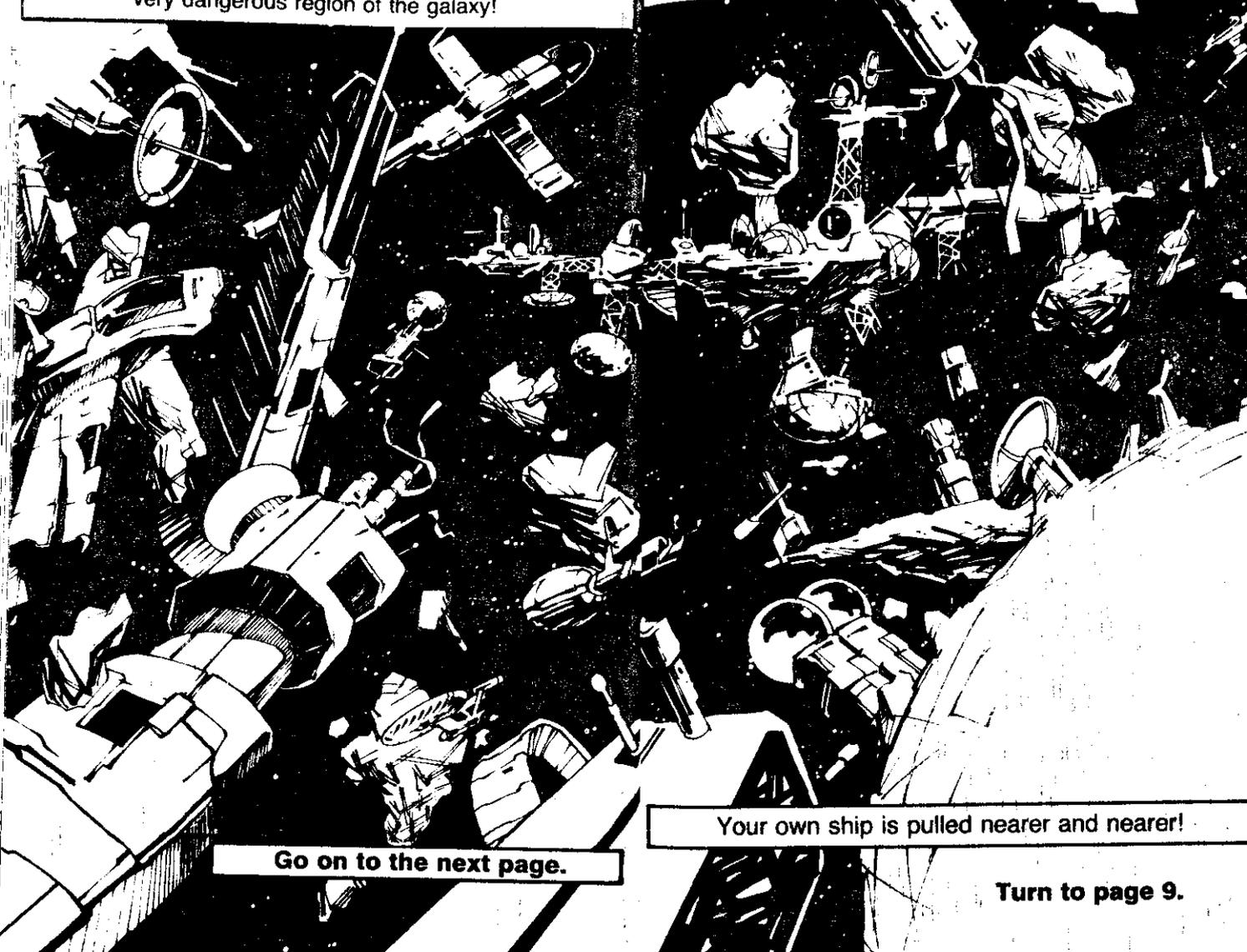
Many spaceships have been pulled into the Sargasso Sea of Space by mysterious forces. The Red Rocket may be here.

11

Go on to the next page.

Your own ship is pulled nearer and nearer!

Turn to page 9.



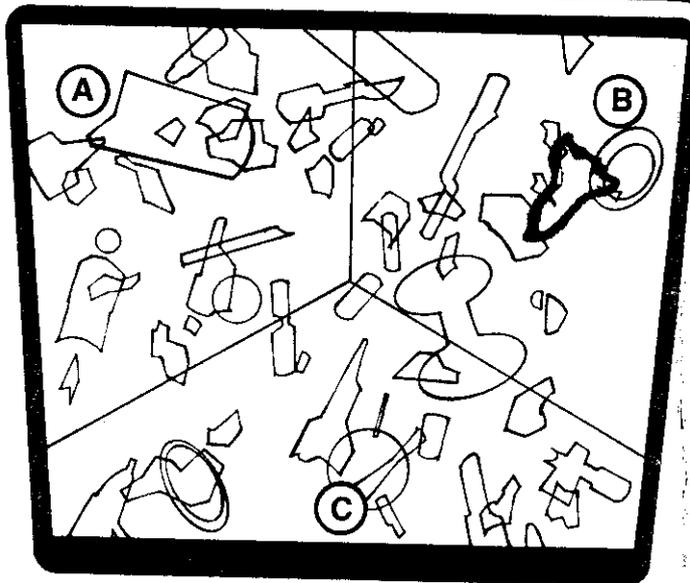
12

It would take many kad-years to explore all of the Sargasso Sea of Space just by flying. Your wrist scanner can do a long-range radar scan of the area.

This is an outline of the Red Rocket.



You scan the area around you. Do you see the shape of the Red Rocket?



Section A? Turn to page 23.

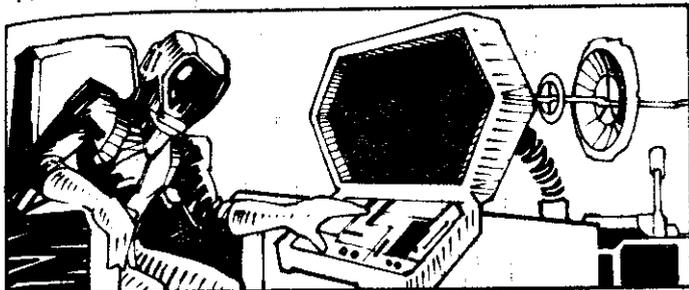
Section B? Turn to page 14.

Section C? Turn to page 100.

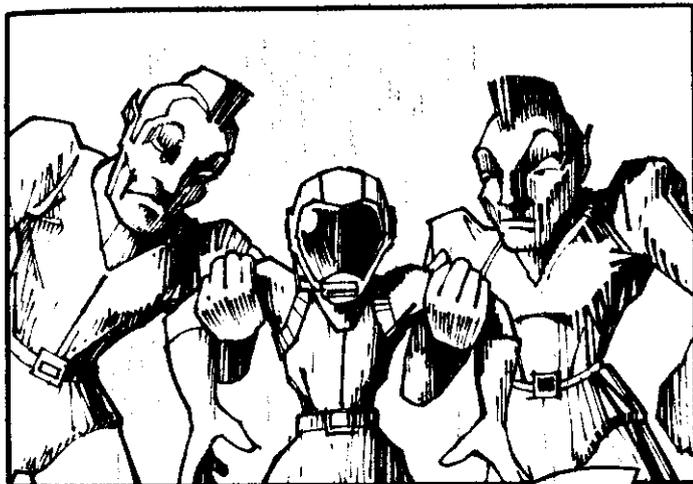
Use your ion-thrust jetpack to fly in that direction.

13

You switch the circles and ask the computer for information about the Red Rocket.



Instead of answering, the screen goes blank. Something is wrong. You must have switched the wrong circles.

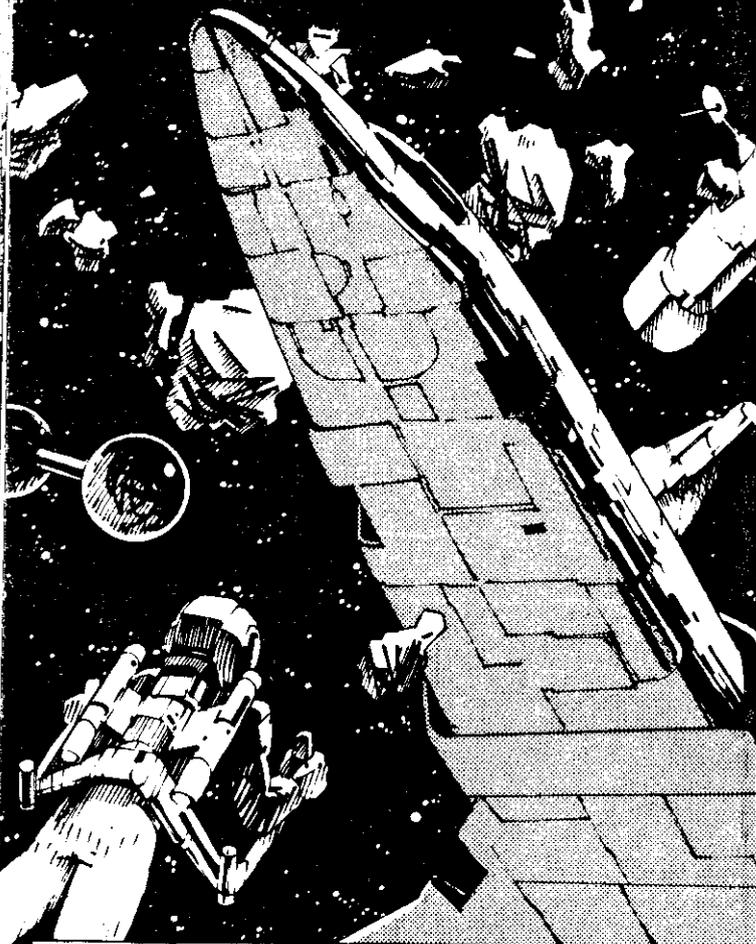


Before you can try again, you are surrounded by Zavrillian guards.

They think you're a spy from Pallax. They'll try to make you talk, but you'll resist until . . .



You find the Red Rocket!

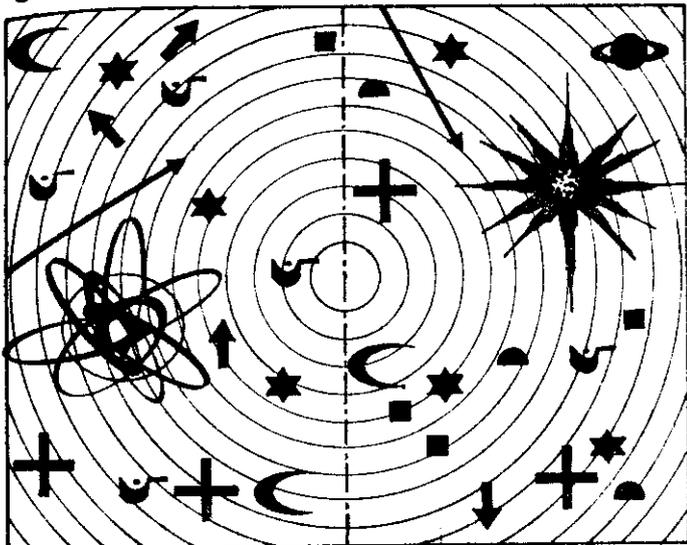


As you get closer, you think you see something moving near it. Your Spy instinct warns you that something is wrong. **Turn to page 25.**

Where did the Red Rocket go when it went out of control? You examine the map more closely.

STAR MAP: ZAVRIL

STARTIME: 06:13:48 RED ROCKET



DANGER!
SARGASSO SEA
OF SPACE

WARNING!
TIME-WARP
NEBULA

The map is full of unusual symbols. Many of the symbols are repeated. Which half of the map has the *most* repeated symbols?

Left half? Turn to page 10.

Right half? Turn to page 18.

Pilot your ship in that direction!

16

You have no choice but to go where the robots take you. They are heavily armed.

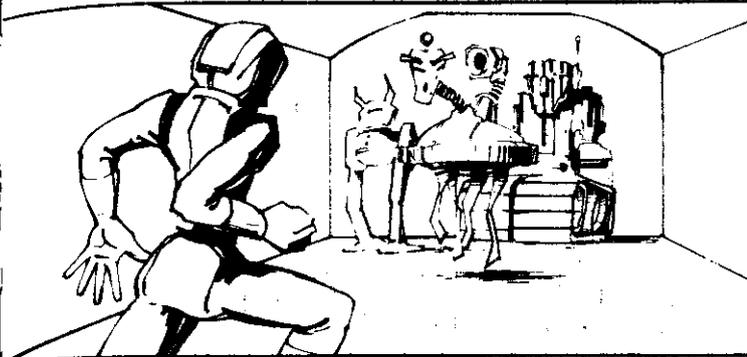


Although these robots are strange looking, something about them seems familiar.

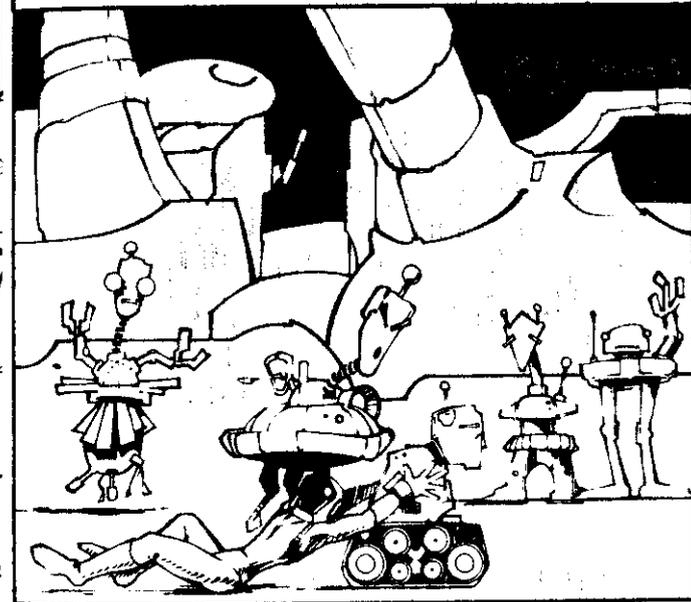
Turn to page 26.

17

You get to the airlock, but more robots are waiting for you!



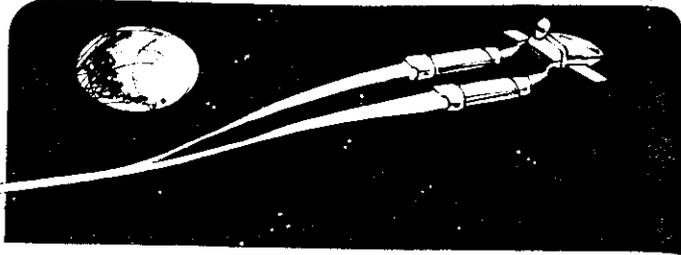
They drag you through the city. Your scanner tells you that there are no humans here at all, only robots.



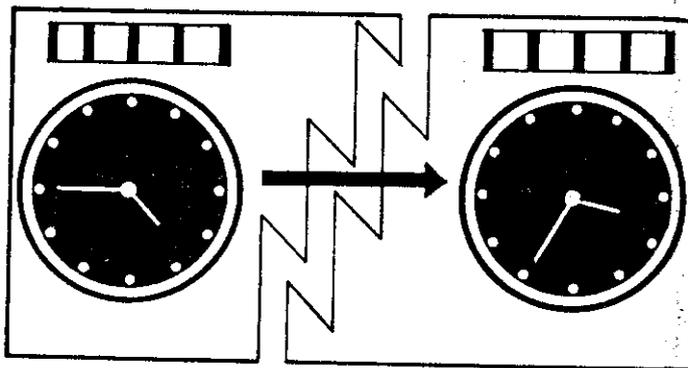
Turn to page 28.

18

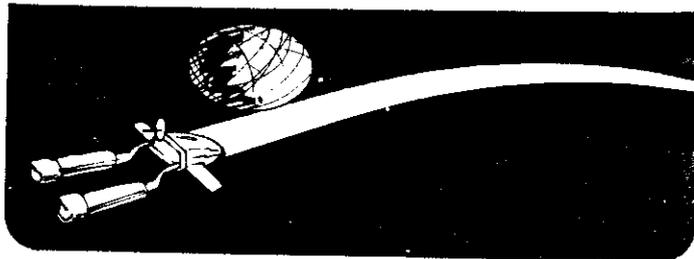
You fly through space in search of the Red Rocket.



Suddenly you notice the clocks on your ship's control panel are going backward.



You look at the map and discover you have entered the Time-Warp Nebula. Time runs in reverse here.

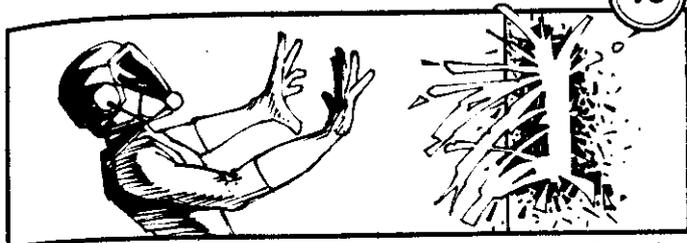


Before you know it, you are . . .

Turning back to page 1.

The panel short-circuits!

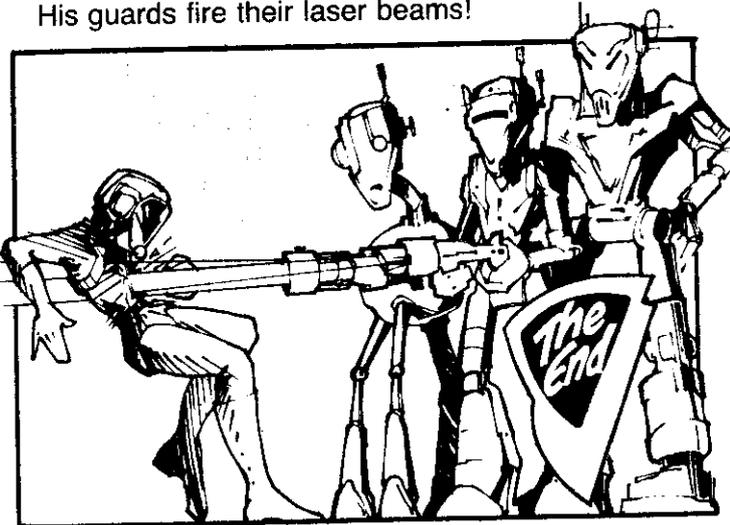
19



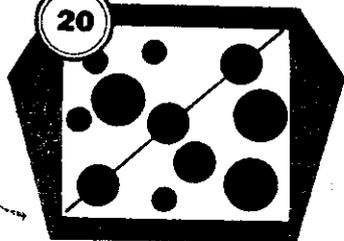
The robot leader, Orbyn, comes to your cell and says, "You humans are too dangerous, even for study. We'll destroy you now!"



His guards fire their laser beams!

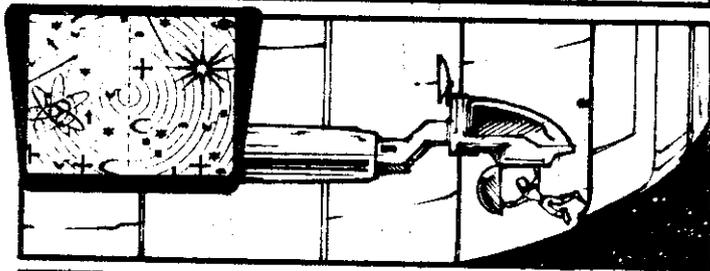


20

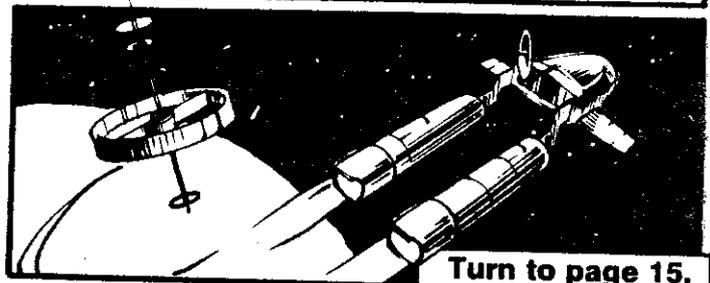


You switch the pairs of circles. The three circles on the line are now the same size. You ask for information about the Red Rocket.

A map of the last known direction that the Red Rocket went, many kad-centuries ago, appears on the screen. The Zavrillians were not able to track the Red Rocket, but you may be able to figure it out using your sharp Spy skills.



You copy the map with your scanner and decide to analyze it later. Right now you'd better return to your ship before you're caught. You make it back safely and blast off in search of the Red Rocket!



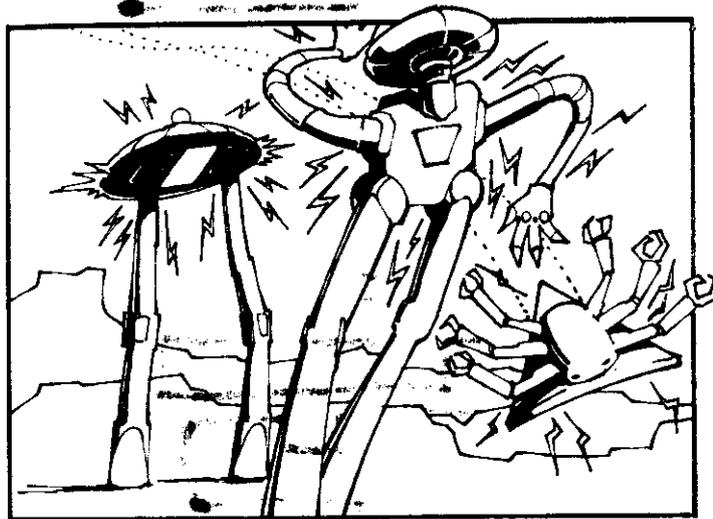
Turn to page 15.

Robot World! You remember Dr. Cyberg. He made a world of robots and they rebelled.

21



You thought all the rebel robots were stopped by the freeze ray. You didn't recognize them because some of their body parts have been replaced by objects found in the Sargasso Sea.



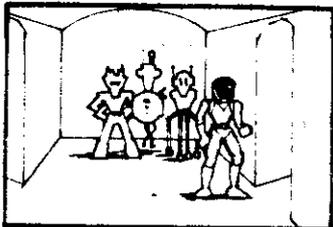
Orbyn speaks: "All humans must be destroyed, but we'll study you before we finish you off."

Turn to page 30.

You are taken through a large airlock into the floating city.

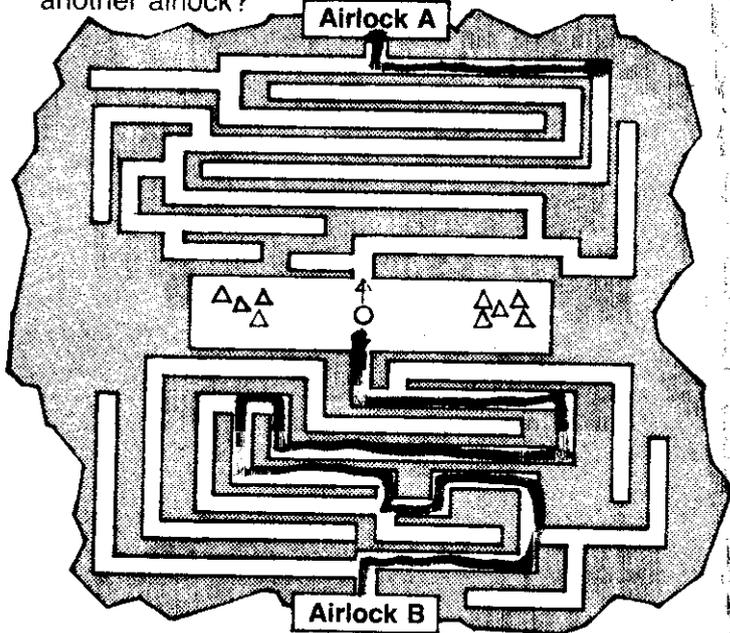


The robots let go of you for a moment. You run for it and escape! When you are far enough away, you hide your jetpack so that you can find it again later.



The floating city is like a huge maze. Your scanner shows you two paths. Which one will lead to another airlock?

Airlock A



Airlock B

Airlock A? Turn to page 29.
Airlock B? Turn to page 17.

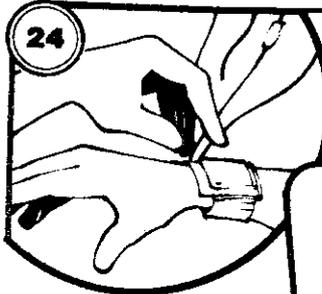
You fly through the Sargasso Sea of Space.



Suddenly you see a deadly GRXQZYP monster! According to the Interplanetary Spy Handbook, GRXQZYP monsters are extinct. But this one hasn't read the handbook, because it is alive and hungry. In fact, it is about to make *you* extinct!

The End

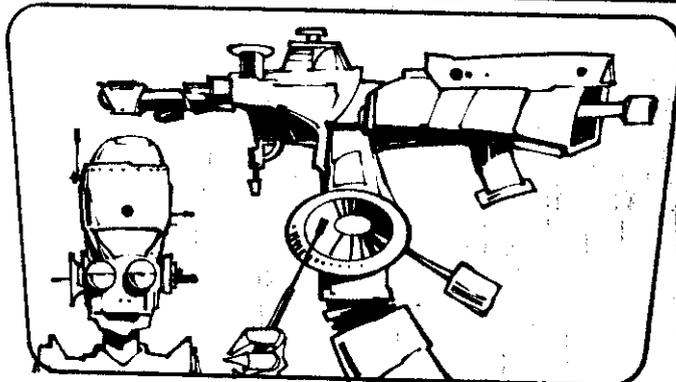
24



You connect the correct wires. You can now control the robot city's communications system.



You tune into Orbyn's throne room. He's talking to a robot scientist. Orbyn says, "We'll test our new negatron ray on this human. If it works, we'll be ready to destroy them all! This time we won't fail."

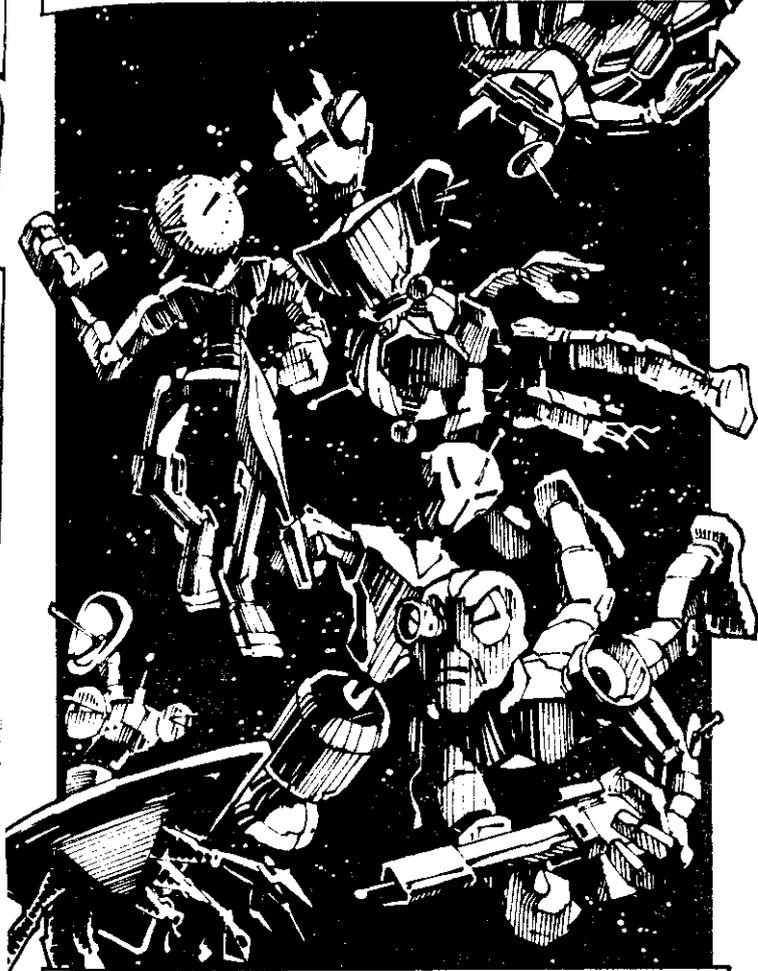


The robot scientist, standing next to a deadly looking weapon, answers, "We'll study the human carefully to make sure the negatron ray will work."

Turn to page 33.

25

Suddenly you're surrounded by robots!



Your scanner tells you that they're definitely hostile.

Turn to page 16.

26

The robots take you near the center of the Sargasso Sea.

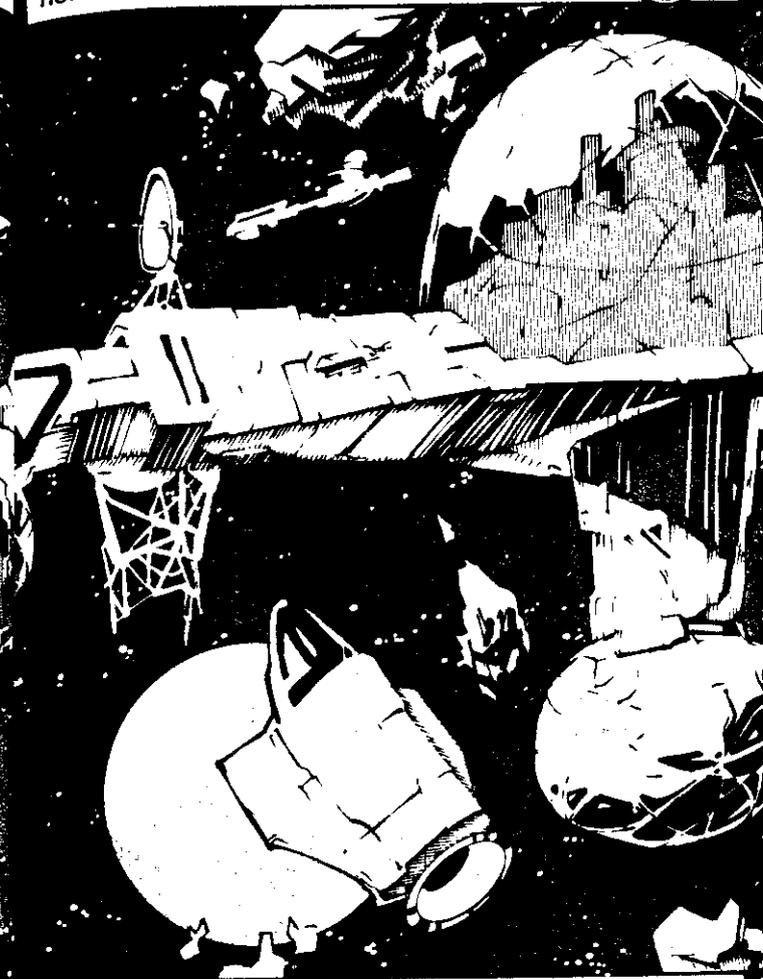


You see a giant city floating in space.

Go on to the next page.

The city is made out of old spaceships and hollowed-out meteoroids.

27

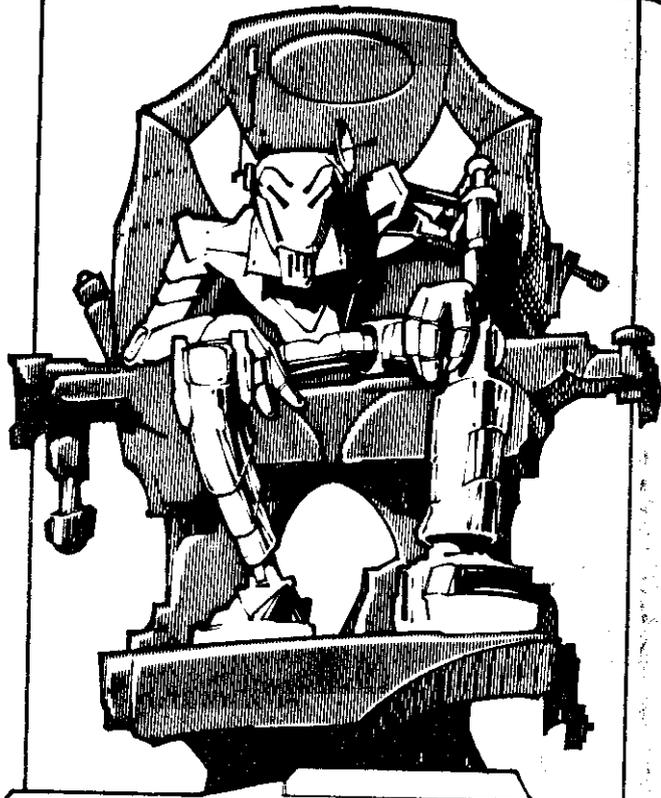


Robots are everywhere.

Turn to page 22.

28

You are taken to a large room, where a robot is sitting on a throne.

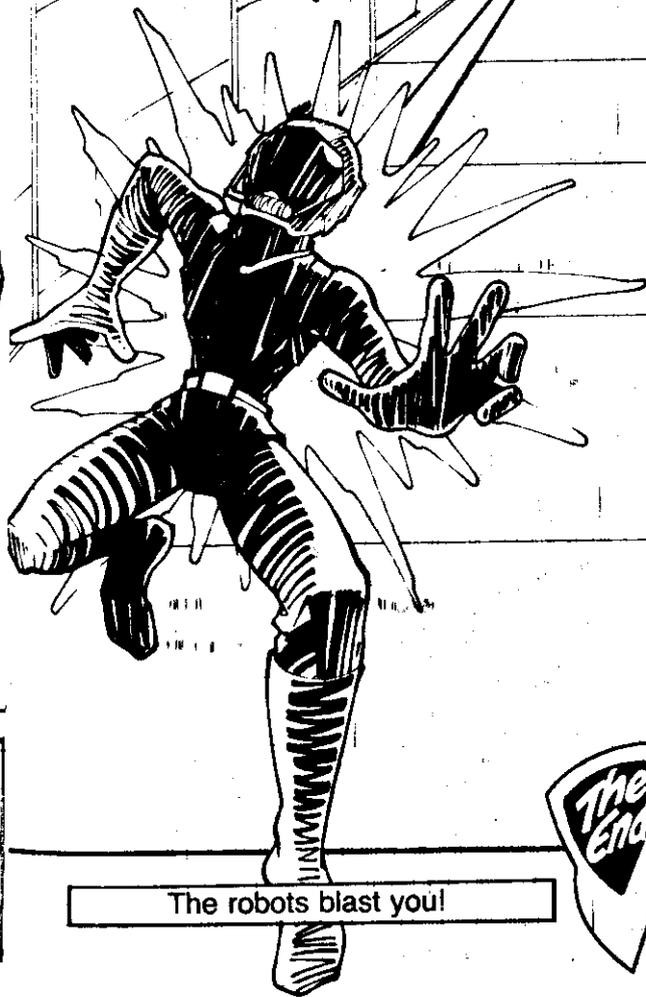


"My name is Orbyn!" he says. "I led the robot rebellion on Robot World. Only a few of us escaped the horrible end when all the robots were frozen by Dr. Cyberg's freeze ray. Our ships were pulled here by the gravity of the Sargasso Sea."

Turn to page 21.

You are trapped!

29



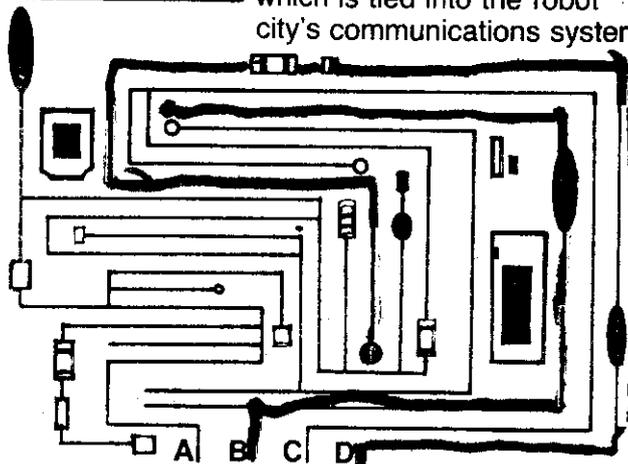
The robots blast you!



You are taken to a cell and locked in.



You've got to find out what is going on! You scan the walls and find a hidden control pane which is tied into the robot city's communications system.



You open the panel. Four bare wires pop out of the circuitry inside. Your scanner tells you that to tap into the communications system, you must tie two of the four bare wires together. Two of the wires are already connected. Trace the circuits and tie the two wires together that do *not* have any other connection.

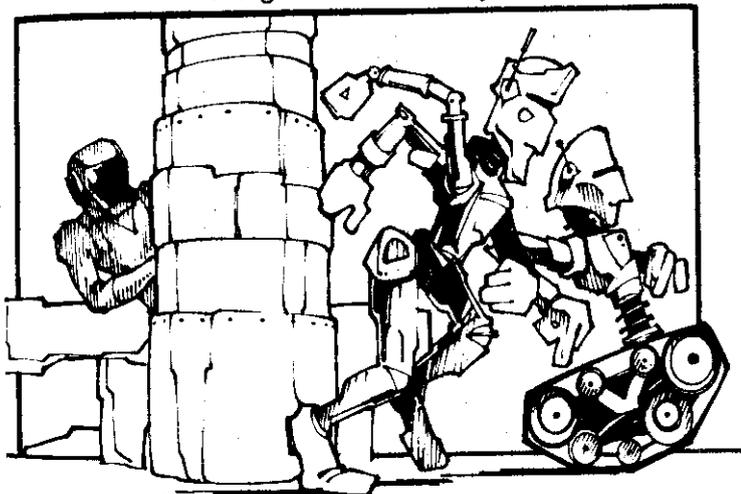
Connect wires A-C?
Turn to page 19.

Connect wires B-D?
Turn to page 24.

You race away!



More guards are after you.

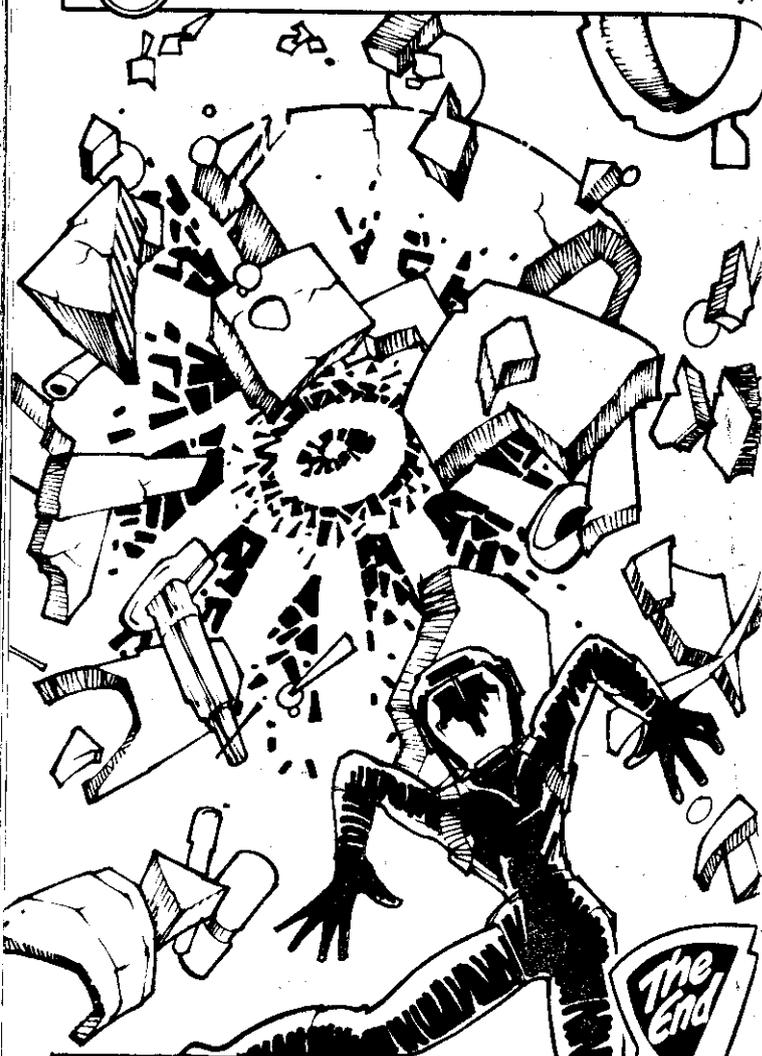


But you hide from them!

Turn to page 38.

32

You did it, Spy! You blew up the robot city.



Unfortunately, you didn't give yourself enough time to get away!

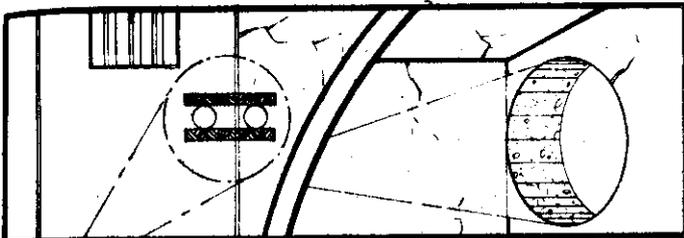
The End

33

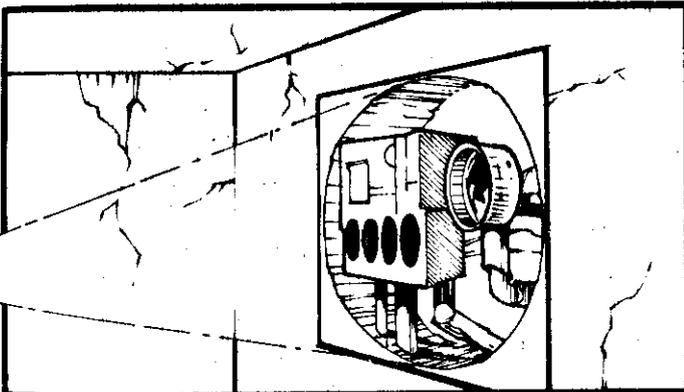
You must escape before they can test the negatron ray on you! You examine the cell with your scanner.



You can't unlock the door.



The walls are too thick.

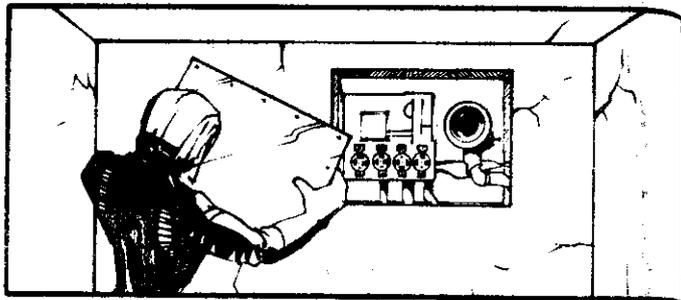


You find a hidden camera. Perhaps you can use it to help you escape.

Turn to page 34.

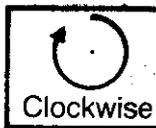
34

The camera sends a video picture of your cell to the guards outside. If you can control that picture, you might be able to escape. You pry open the camera case, making sure the camera "eye" can't see you.



There are four dials inside the camera case. Each time the button below a dial is pushed, the dial makes a one-quarter clockwise turn. Turn the dials so that the symbols above the dials and the symbols right below them match.

From left to right, how many times must you push each button?



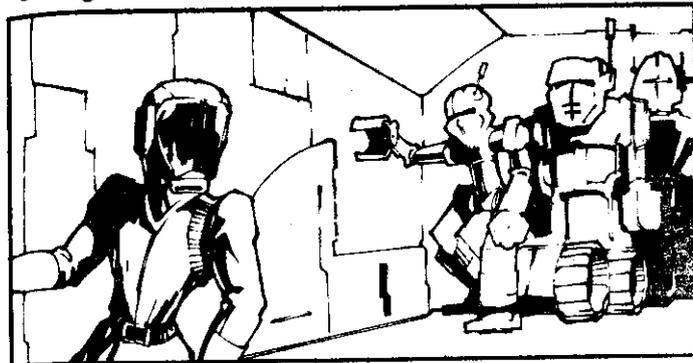
3-1-3-2? Turn to page 39.

1-0-1-2? Turn to page 36.

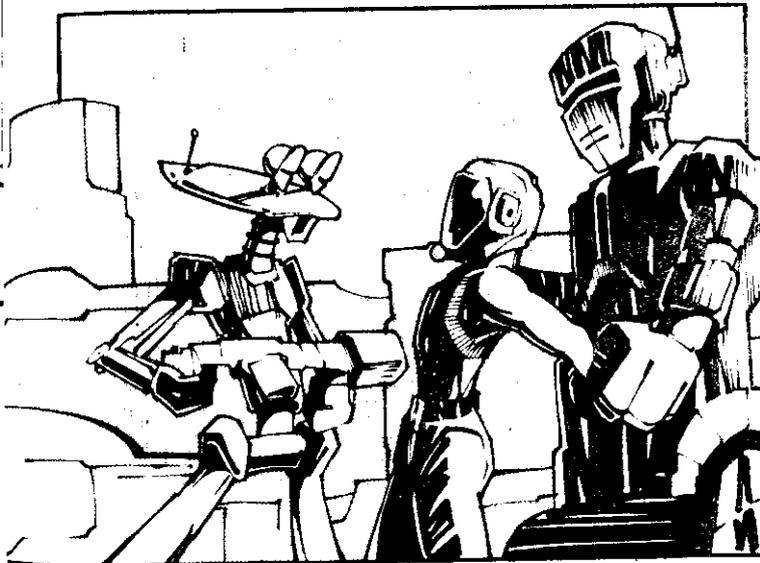
Quickly, or they will test the negatron ray on you!

35

You set the controls to blow up the robot city in six kad-hours. That should give you enough time to escape.



You hear robot noises behind you.



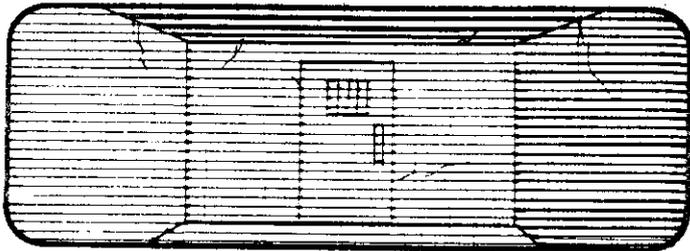
Before you can get away, they capture you again.

Turn to page 42.

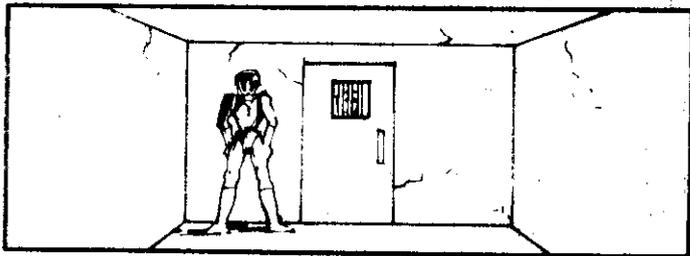
5:50

KAD-HOURS TO BLOWUP

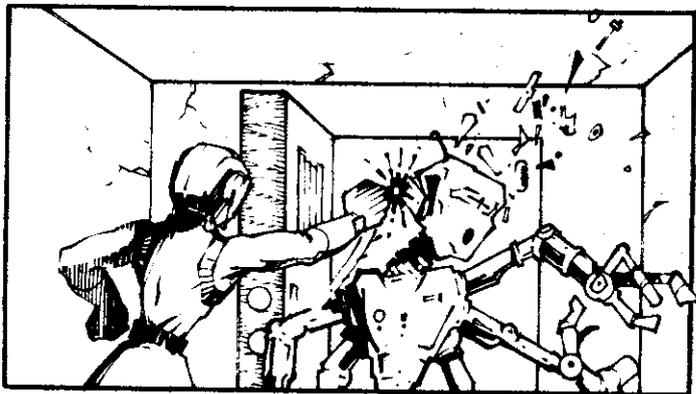
You match up the symbols. Now you can control the camera! You set it so that the camera will keep sending this picture:



The guards will think you've gone! You stand behind the door and wait.



A guard enters.



You knock him out!

Turn to page 31.

One of the robots whispers something to Orbyn.



In a rage, Orbyn bangs his fist on the chair and several fingers fall to the floor. He says, "My advisor thinks you're an Interplanetary Spy. And he thinks you're the Spy who was responsible for stopping the robot rebellion!"



You deny this and tell Orbyn that you are not an Interplanetary Spy. In fact, you tell him, you only *look* like a human; you are really a loyal robot.

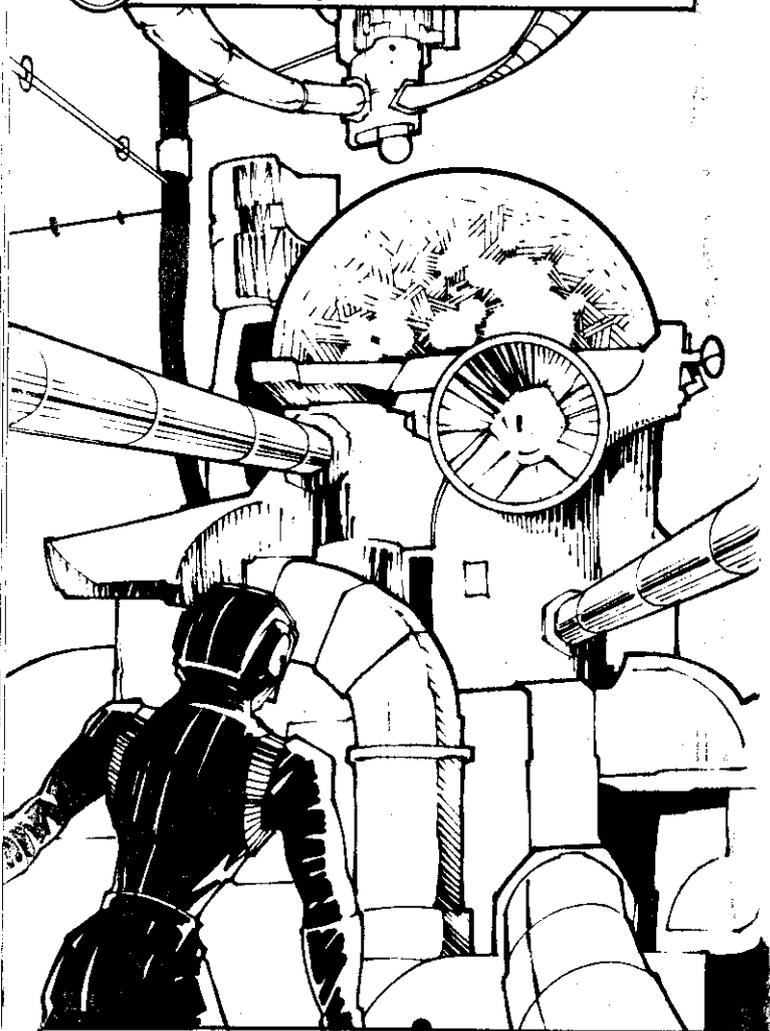


"I don't believe you," says Orbyn. "But we have ways to find out the truth. Guards! Bring the hypnobeam!"

Turn to page 48.

38

You make your way through the robot city without being seen.



You come to the central power station, which supplies all the city's power.

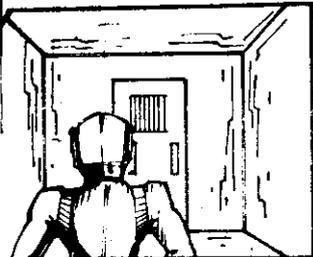
Turn to page 43.

You push the buttons.

39



You hear a grinding noise.



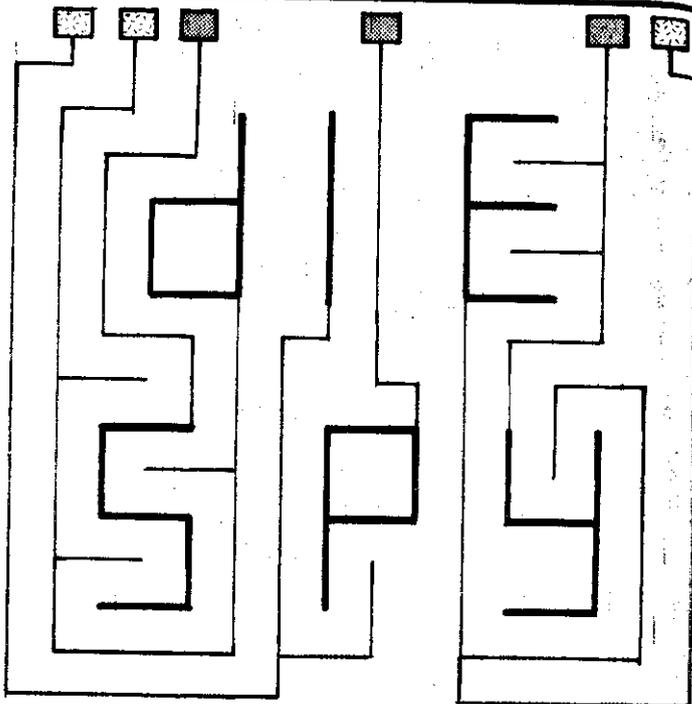
The walls are moving closer together.



You can't stop them.

You're in a real jam, Spy. In fact, you're about to become jelly!

Orbyn says, "Since you found the human with two left hands, you must be a human. Now we'll prove that you're an Interplanetary Spy!"



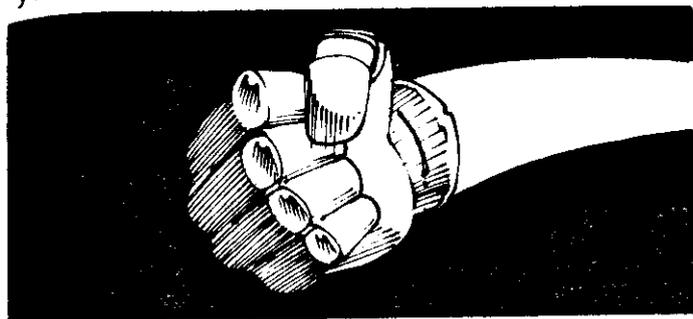
Blue  Red 

"In your mind you see a circuit that controls the negatron ray. Part of the circuit pattern is shaped in letters that spell out two different words. Turning on all the red switches will light up the letters to spell out one word, turning on all the blue switches will spell another. Which switches do you wish to push?" asks Orbyn.

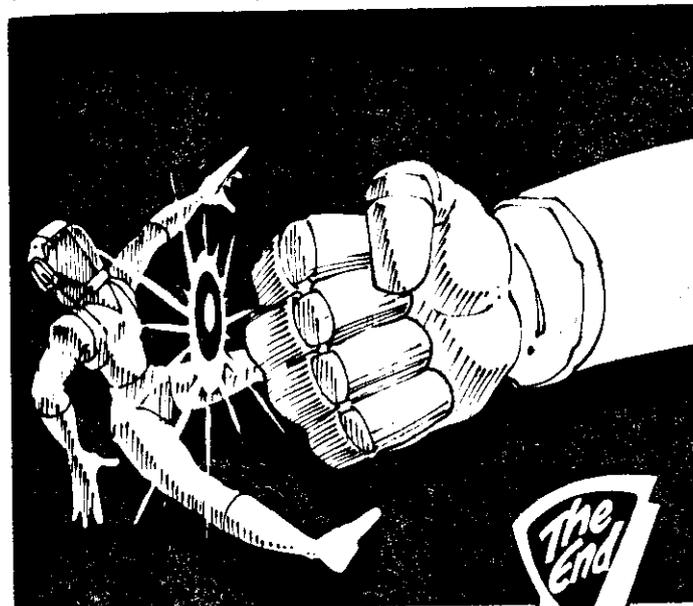
Blue switches? Turn to page 49.

Red switches? Turn to page 54.

"Since you prefer the hand of a giant robot," says Orbyn, "we'll give you what you want."

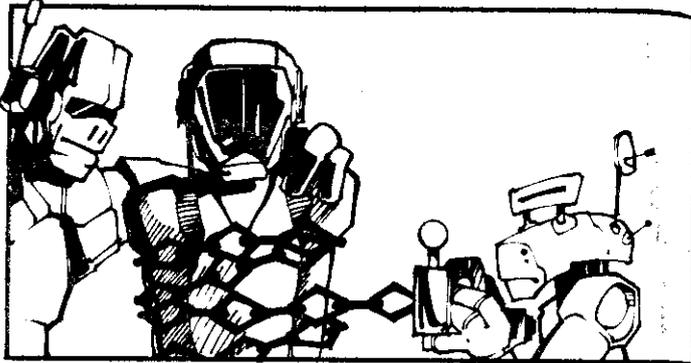


A giant fist comes out of the darkness. "This is what we think of all Interplanetary Spies!" says Orbyn.

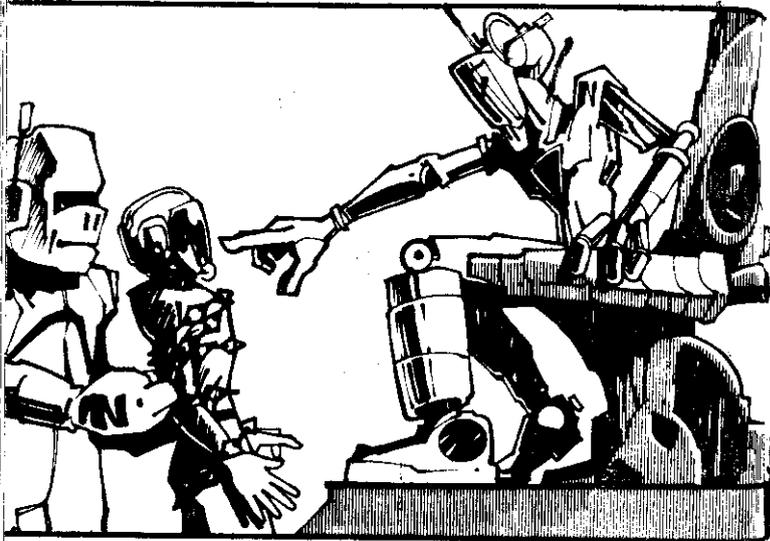


Too late, you realize that the fist is not a hypnotic illusion. It smashes you flat!

You are bound with chains.



Then you are taken to Orbyn.



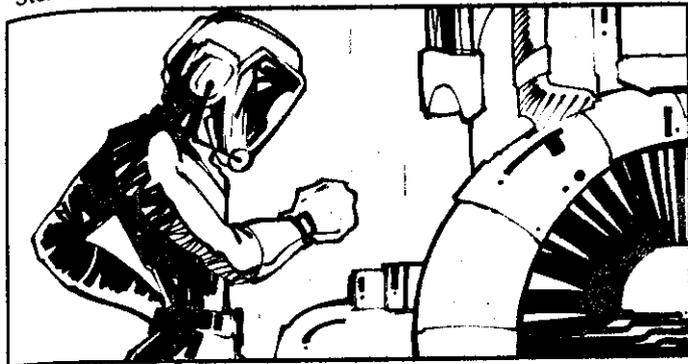
"So you dare to escape, puny human? Don't you know that all robots are smarter and faster?" he says, laughing mechanically.

Turn to page 37.

5:30

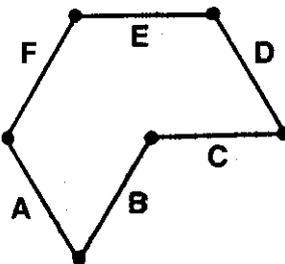
KAD-HOURS TO BLOWUP

You decide to destroy the robot city. You analyze the control panel of the power station.

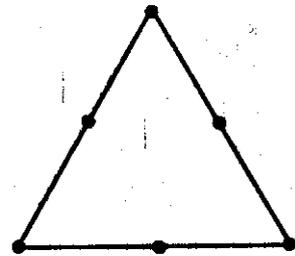


Your scanner tells you that the controls can be set to blow everything up. The city's power supply is controlled by the placement of six rods.

This is the shape the rods make now:



You must pick up the rods and make a triangle that looks like this:

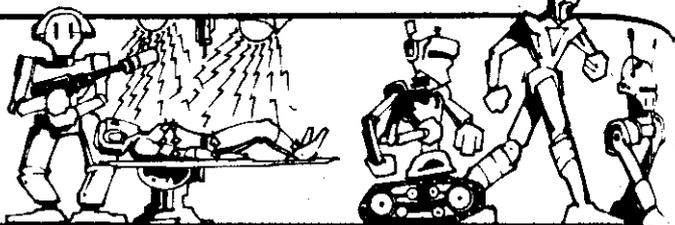


But you can only pick up three rods. Which three should you move to make up a triangle?

Rods F-A-D? Turn to page 32.

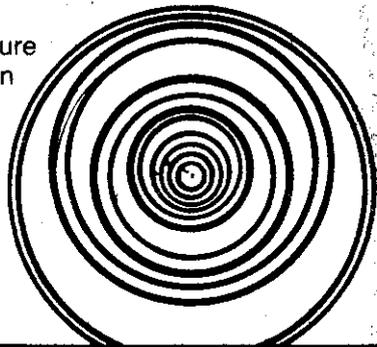
Rods A-B-E? Turn to page 35.

"Since it will take you such a long time to die, we'll leave you alone. You can't escape, and we can't wait to attack the nearest human planet." Orbyn and the other robots leave.



You try to break free. The pain is terrible. Your only chance is to hypnotize the robot guard. Your scanner can send out a visual hypnotic pattern if you bend your wrist in the correct manner.

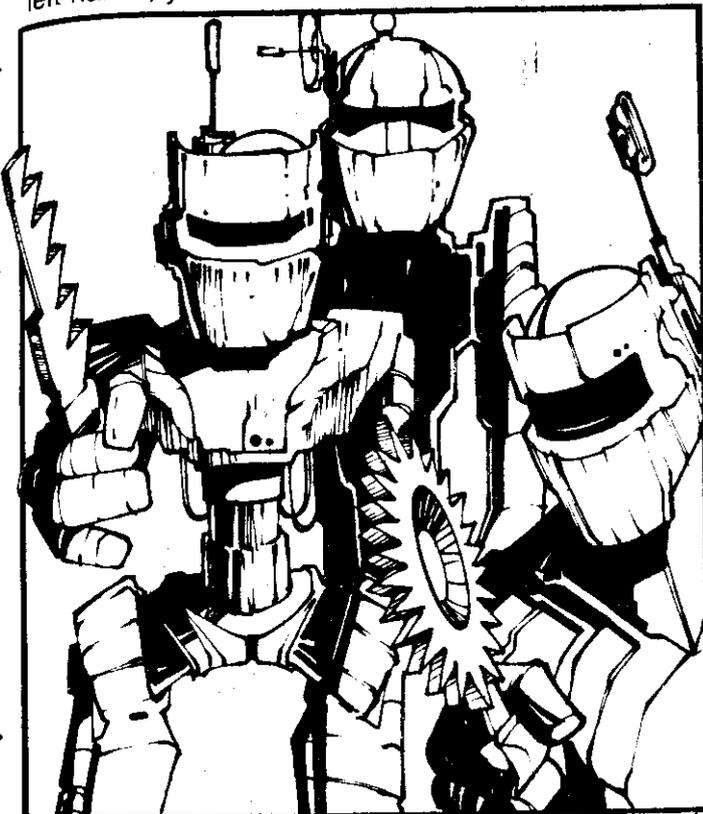
Careful. You must be sure that the hypnotic pattern has an *odd* number of black circles in it or it won't hypnotize the robot guard.



If you see an even number of black circles, bend your wrist again to add one more black circle, aim at the robot, and turn to page 46.

If you see an odd number of black circles, aim the hypnotic pattern at the robot and turn to page 53.

You tell Orbyn that the odd human is on the left. He laughs and says, "Since you see nothing odd about a human with two left hands, you can't be a human being.

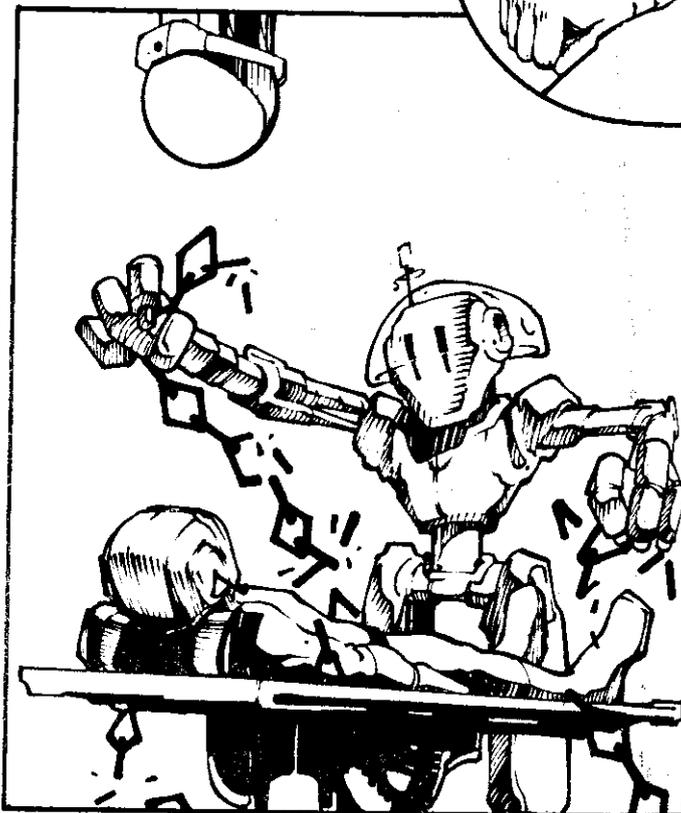


"And if you aren't a human, you won't need to breathe air." He chuckles. "You won't mind if we use your metal suit to replace some of our robots' parts." He calls in the robot surgeons. Without your suit, you'll die! But if you admit you are a human, Orbyn will kill you for lying! Either way, you're doomed.



46

You add one more circle to the hypnotic pattern and aim it at the guard. He is hypnotized!



The robot guard is yours to command. You tell him to turn off the electric rays.

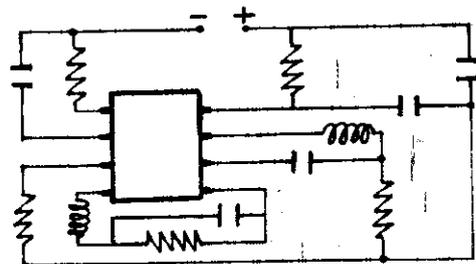
The rays stop. The guard breaks your chains. Hurry! You must get out of the robot city before it blows up!

Turn to page 57.

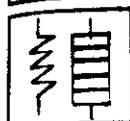
1:03 • KAD-HOURS TO BLOWUP

Your ship's computer has plans for the ray:

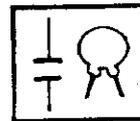
47



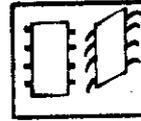
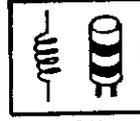
You can assemble it from spare parts you have in your ship's workshop:



RESISTOR

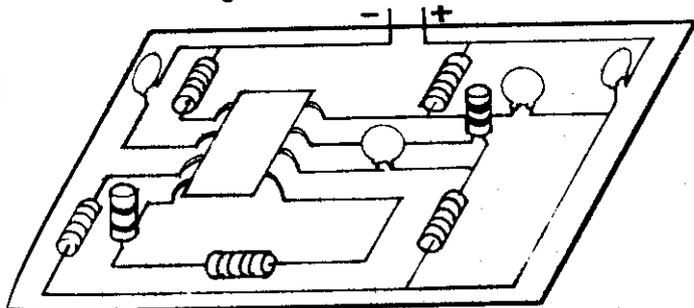


CAPACITOR

INTEGRATED
CIRCUIT

COIL

When you're finished, you test the circuit board. But something is missing.

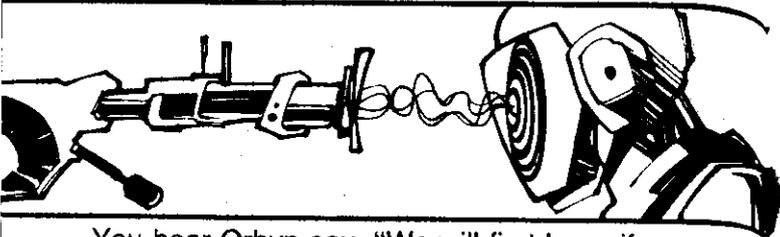


Compare the circuit diagram at the top to the actual circuit board at the bottom.

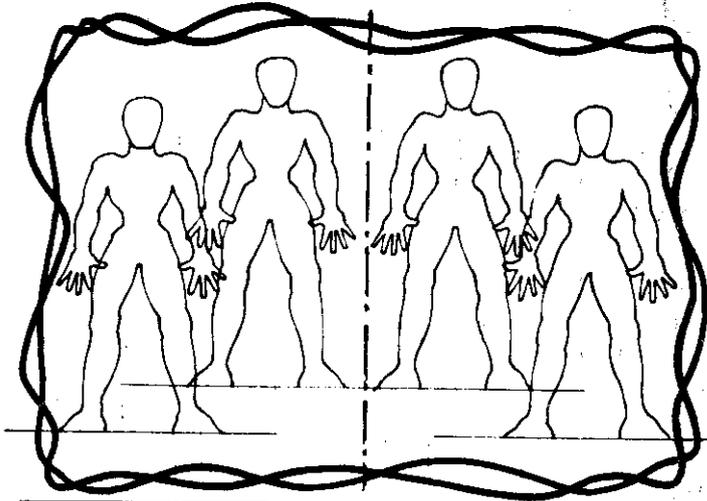
Is a resistor missing? Is a capacitor missing?
Turn to page 67. Turn to page 55.

:30 • KAD-MINUTES TO BLOWUP

Even your Spy powers cannot protect you from a hypnobeam! Orbyn turns it on. Your mind is now under his power.



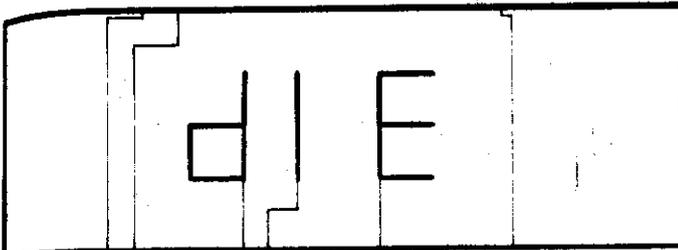
You hear Orbyn say, "We will first learn if you are a human being. In your mind you will see several humans. Do you notice anything unusual about them?"



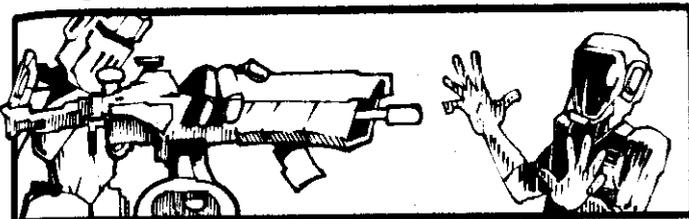
You look at the human shapes that are projected into your mind. You study the parts of each body. Orbyn says, "Which side of the picture has a human shape that is wrong?" You must answer!

Left? Turn to page 45. Right? Turn to page 40.

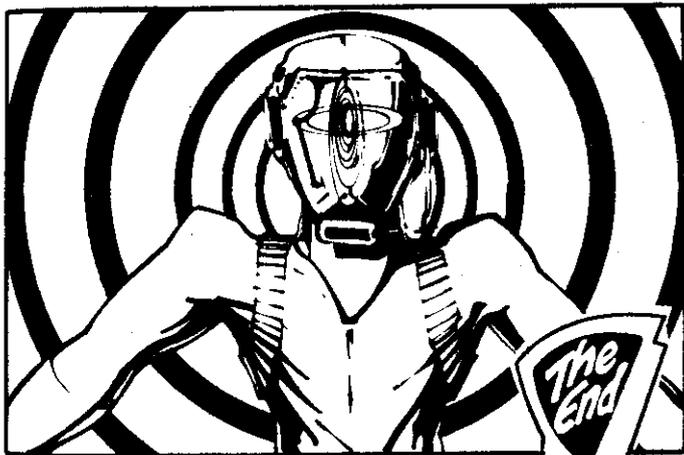
Orbyn says, "By pushing the blue switches, this is the word you spelled out":



"You shall have your wish, human!" Orbyn cackles with glee. "Now we can test our negatron ray."



The negatron ray is wheeled in.



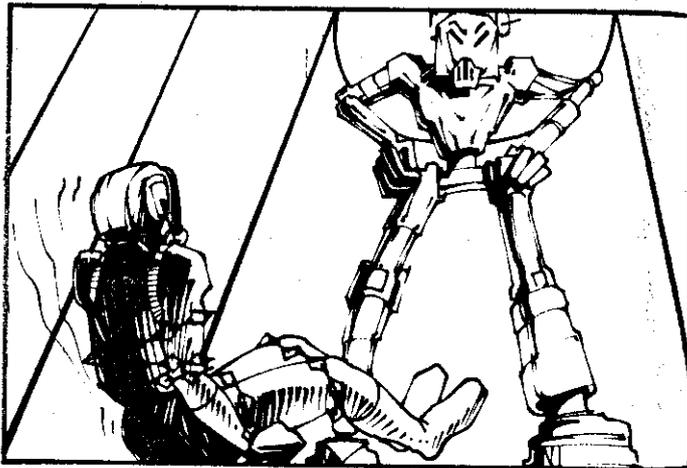
Orbyn gives the order. The negatron ray turns you inside out!

50

"The Interplanetary Spy who stopped the robot rebellion escaped from Robot World by riding away in a giant head. Your choice proves that you are the Spy who is our greatest enemy!" says Orbyn triumphantly. He turns off the hypnobeam. Your mind is no longer under his power.



You don't agree with Orbyn's logic, but you know the robots of Robot World do not think the way that humans do. Since you know Orbyn won't change his mind, you ask him how he and his robot followers escaped from Robot World.



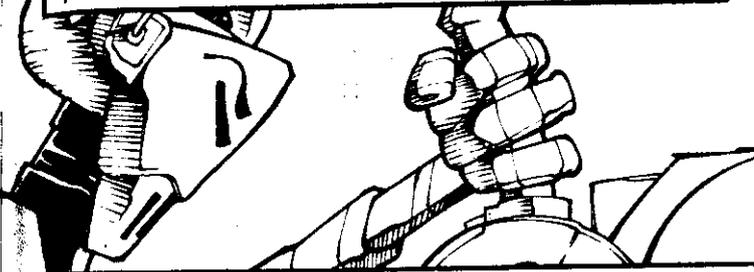
"We had already left Robot World and were far away when you used the freeze ray to stop the rest of the robots. Now we shall have our revenge!"

Go on to the next page.

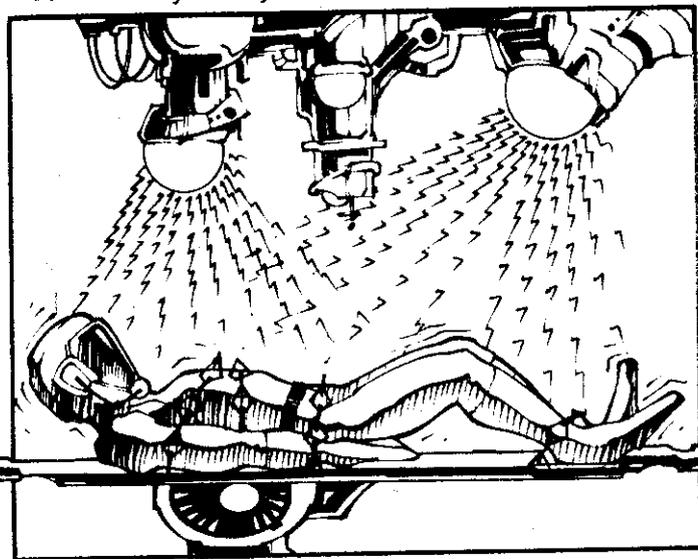
2:10

KAD-HOURS TO BLOWUP

Robots carry you to another room. You are strapped to a table. Orbyn laughs evilly and pulls a switch on a control panel.

51

"Because you are our greatest enemy, we will torture you like no human has ever been tortured before!" says Orbyn.



Hundreds of tiny electric rays shoot through your body. You are in agony!

Turn to page 44.

2:00

KAD-HOURS TO BLOWUP

52

You escape from the robot city and fly through the Sargasso Sea of Space. Finally you make it to your ship and get inside.



You look out your viewscreens and see you are surrounded by robots. You hear Orbyn's voice thunder on your ship's radio. "Fool! We found your jetpack and copied the antigravity engine. Now we can finally leave the Sargasso Sea of Space."



The robots will be free to destroy all the humans in the universe! But you remember that they were stopped once before by Dr. Cyberg's freeze ray.

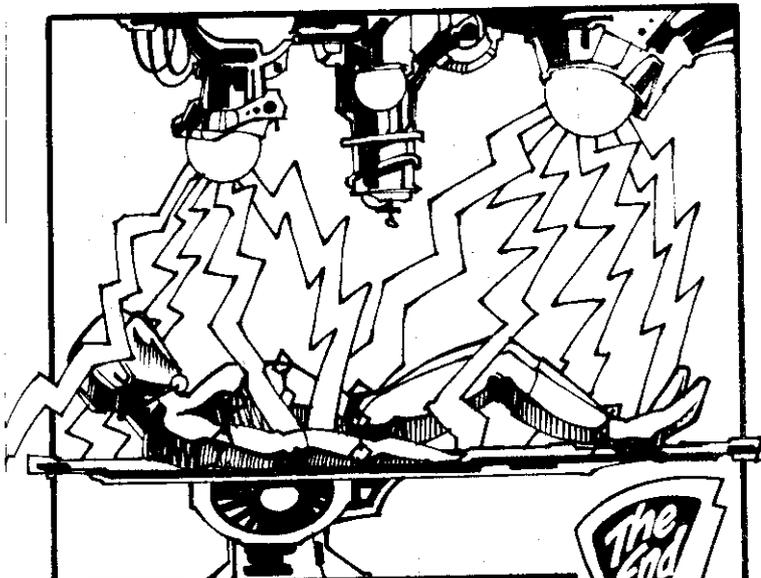
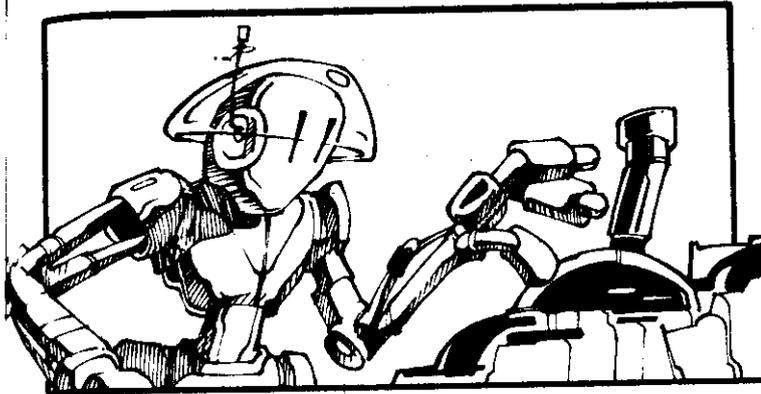
Turn to page 47.

: 40

KAD-MINUTES TO BLOWUP

53

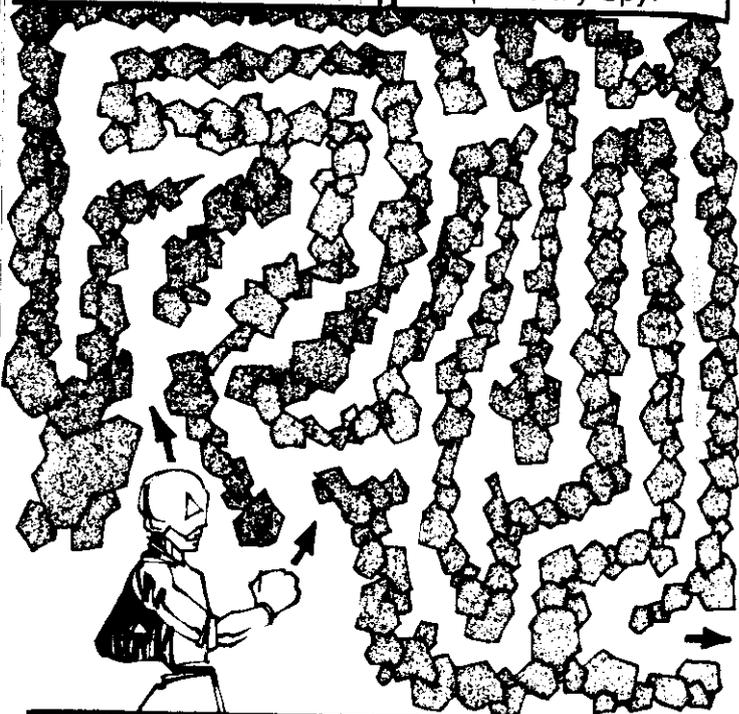
You aim the hypnotic pattern at the robot and tell him to turn off the electric rays.



He reaches for the switch. But instead of turning it off, he turns the power up!

The End

Orbyn says, "Your choice proves what we thought. You are an Interplanetary Spy!"



Cackling with glee, Orbyn says, "There is one final test! In your mind, you are inside a giant robot in space when a meteor storm approaches. You can avoid the storm by breaking away from the giant body. You must choose between using the head or the hand—both can fly, but only one will take you safely through the meteor storm."

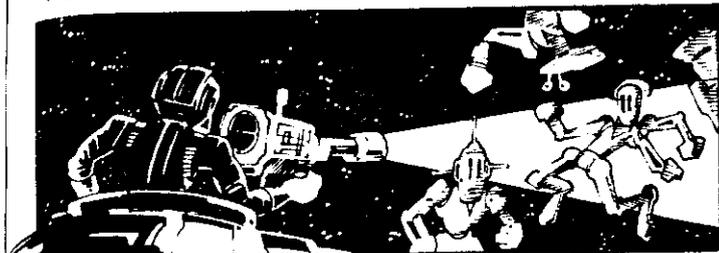
Use the hand? Turn to page 41.

Use the head? Turn to page 50.

3:02

KAD-HOURS TO BLOWUP

You insert a capacitor. The freeze ray is now ready.



You blast the robots.



Nothing happens! You hear Orbyn laughing on your ship radio. He says, "When we came here, the first thing we did was to change our robot bodies. The freeze ray cannot harm us."

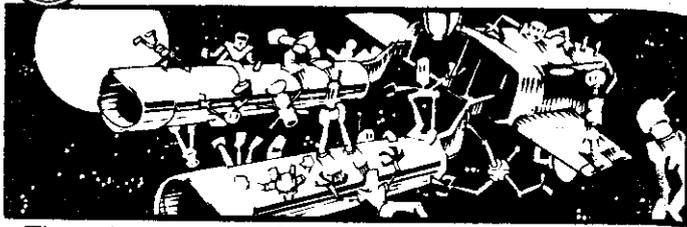
Turn to page 56.

:20

KAD-MINUTES TO BLOWUP

56

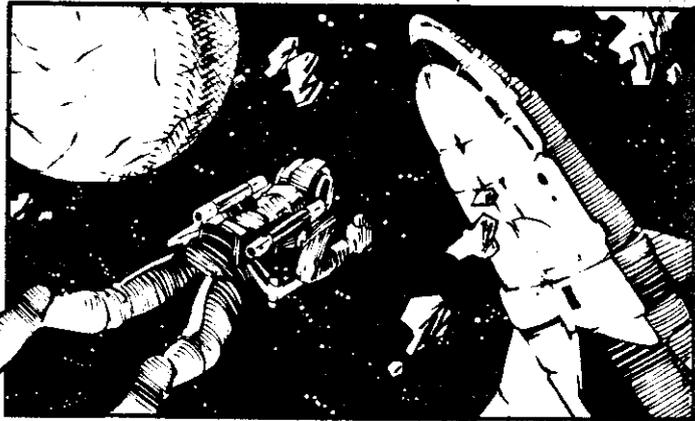
There are so many robots around your ship that you can't blast off.



There is only one chance. You program your ship's main computer to destruct, then you put on your jetpack. You blast out of your ship so fast that the robots can't grab you.



Your ship blows up!



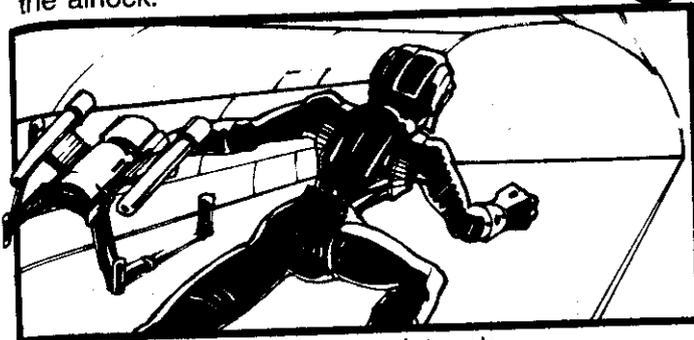
You fly into the Sargasso Sea of Space and escape from the robots. Your only chance is to find the Red Rocket! **Turn to page 58.**

:10

KAD-MINUTES TO BLOWUP

57

You run through the robot city and reach the airlock.



You find your jetpack.



Robots try to stop you, but you blast out the airlock into the Sargasso Sea of Space.

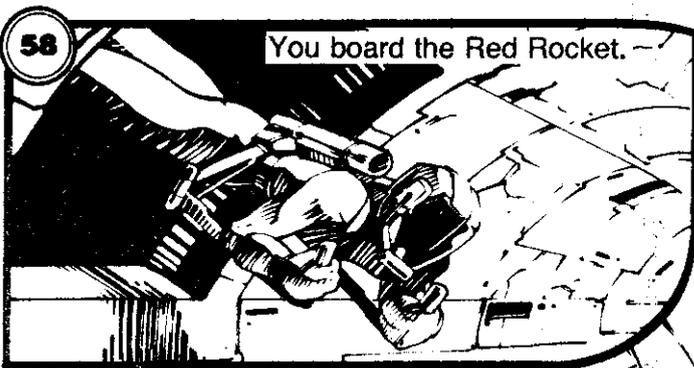
Turn to page 52.

:50

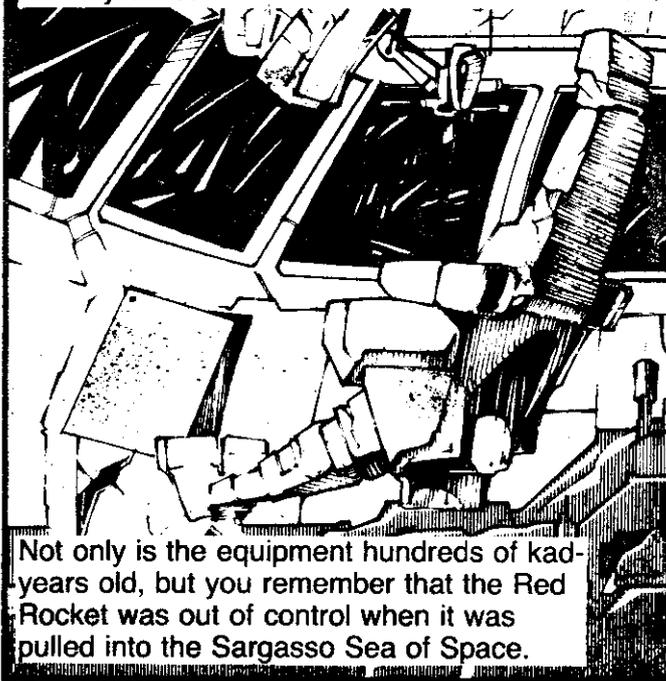
KAD-MINUTES TO BLOWUP

58

You board the Red Rocket.



You look around. Making the Red Rocket fly will be very difficult.



Not only is the equipment hundreds of kad-years old, but you remember that the Red Rocket was out of control when it was pulled into the Sargasso Sea of Space.

You hope that the robots haven't removed anything that will prevent you from repairing the ship.

59

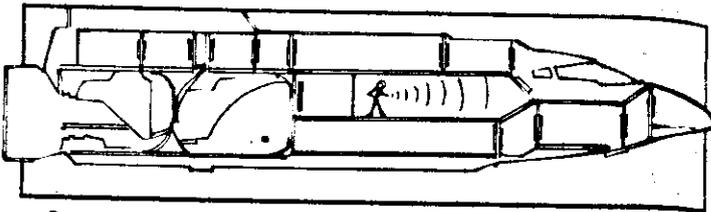


Turn to page 61.

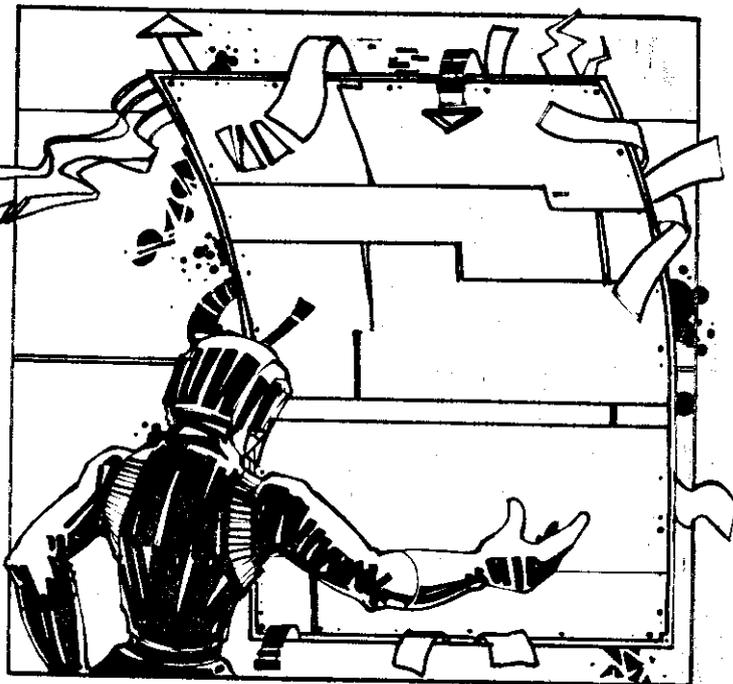
:05

KAD-MINUTES TO BLOWUP

Now that you're safely away from the robots, you search through the ship with your scanner. You are looking for the treaty which will prevent the war between Zavril and Pallax.



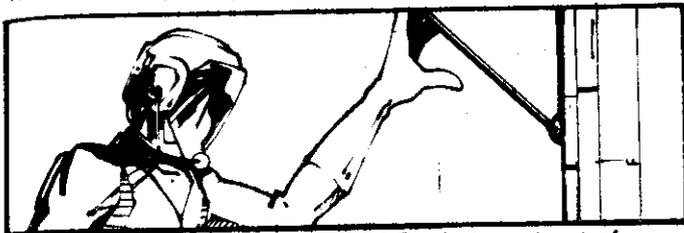
Suddenly you find a strange scanner pattern. Something *living* is hidden behind the inner wall.



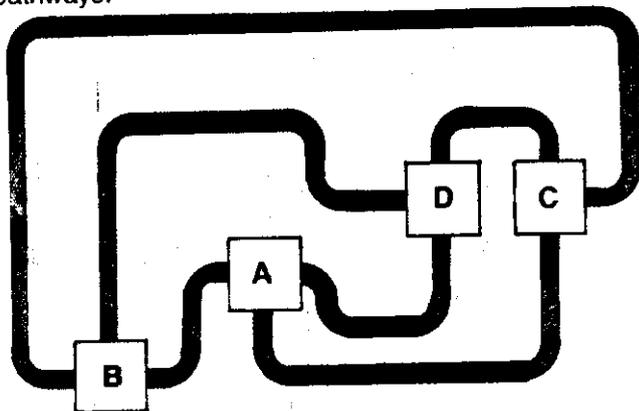
Be careful, Spy! You could be facing something dangerous.

Turn to page 69.

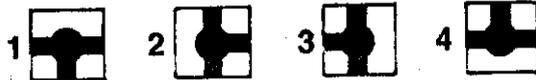
You've got to repair the Red Rocket before the rebel robots catch up to you. You open the main control panel.



Your scanner tells you the Red Rocket went out of control when the circuit pathway connectors burned out. Using the connectors below, you must complete all the pathways.



Here are the four kinds of connectors:



In A-B-C-D order, which connectors will make all the pathways complete?

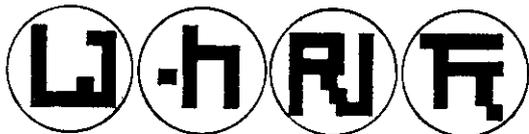
Blocks 1-3-4-2? Turn to page 68.

Blocks 1-4-2-3? Turn to page 65.

You scan Reeta Indari's frozen body. She's still alive!



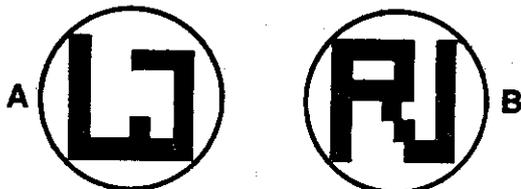
You might be able to thaw her out, but be careful! She's been frozen for kad-centuries. You look at the buttons on the machine that controls the ice.



While you are trying to figure out which button to push, a picture suddenly pops into your mind. Does the picture remind you of any of the symbols on the buttons?



These two symbols seem the closest.

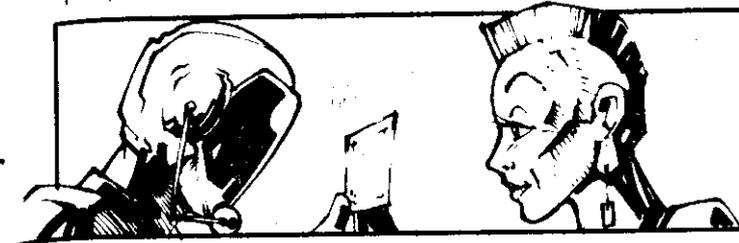


Which one looks most like the picture?

Symbol A? Turn to page 77.

Symbol B? Turn to page 66.

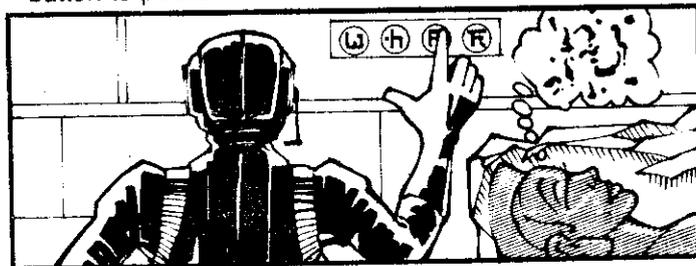
You tell her that you're an Interplanetary Spy. You are taking her back to her home planet after hundreds of kad-years. She says, "My people have always trusted Interplanetary Spies."



She tells you her story. "After the Red Rocket went out of control, it was pulled into the Sargasso Sea of Space by mysterious gravitational forces."



"I put myself into suspended animation, hoping that I would someday be rescued. When you came, my mental powers were able to tell me that you were a friend. I sent you the mental message telling you which button to push."

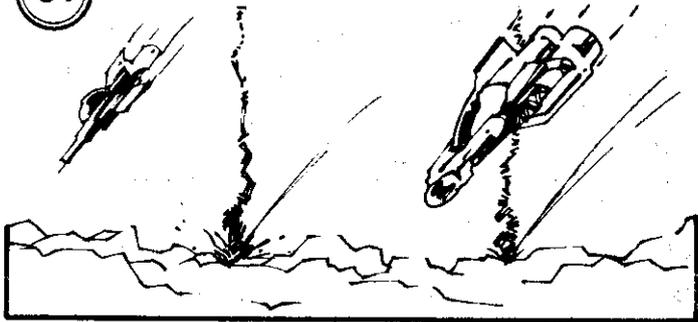


Then you tell her about your mission. She is shocked. "Pallax and Zavril must not go to war!" she says. "When I return with the treaty, they will listen to me."

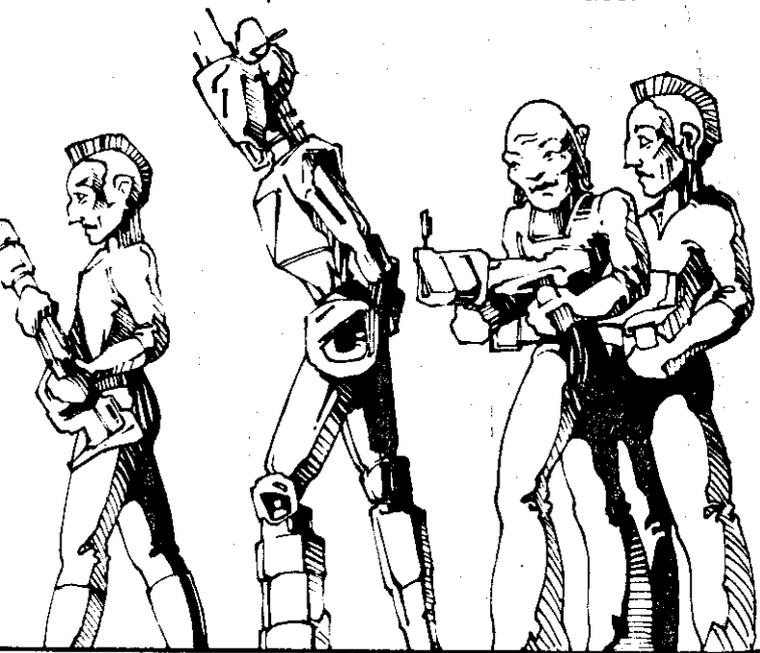
Turn to page 78.

64

You blast the robot space fleet!



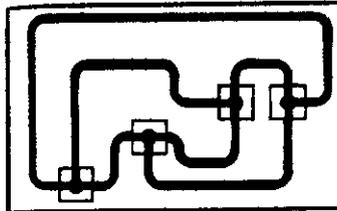
The robot ships crash to Muron's surface.



Orbyn is captured. You have stopped another robot rebellion!

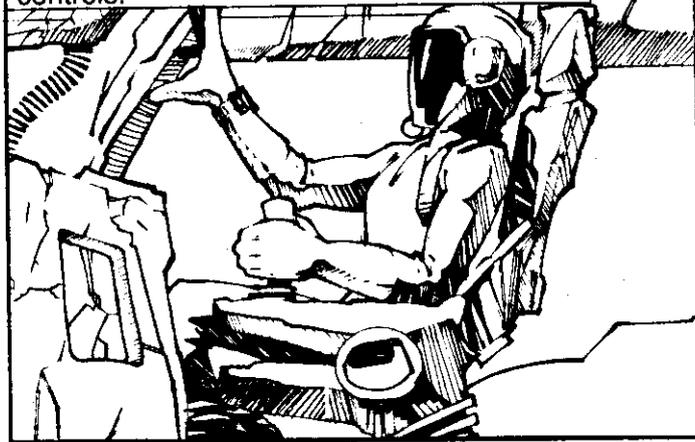
Turn to page 79.

65

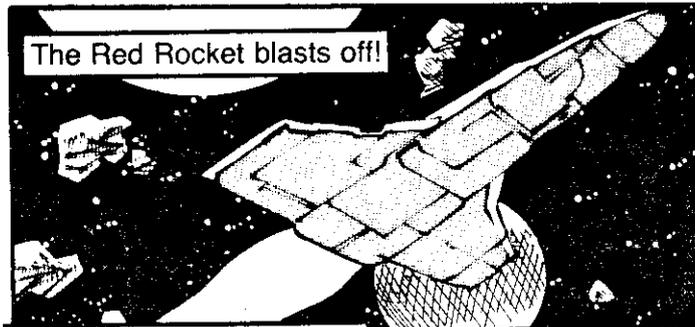


You use the connectors to complete the pathways. Your scanner tells you that everything is working properly.

You strap yourself in. Although the spaceship is hundreds of kad-years old, you are able to understand and operate the controls.



The Red Rocket blasts off!

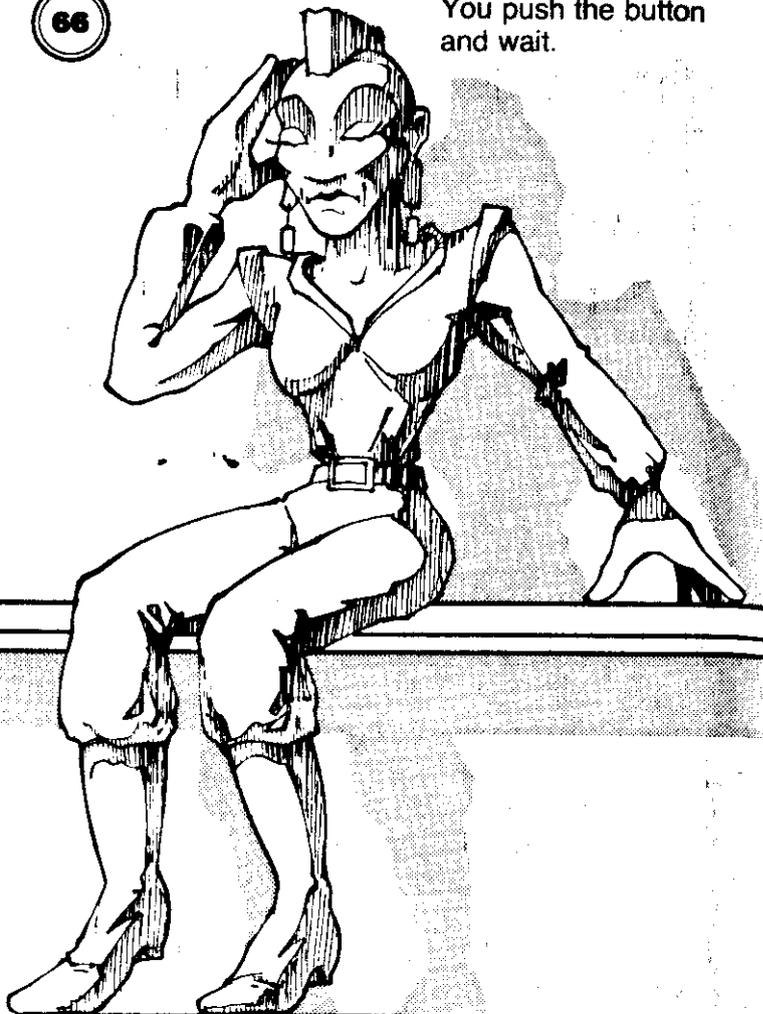


:01

KAD-MINUTE
TO BLOWUP

Turn to page 70.

You push the button
and wait.

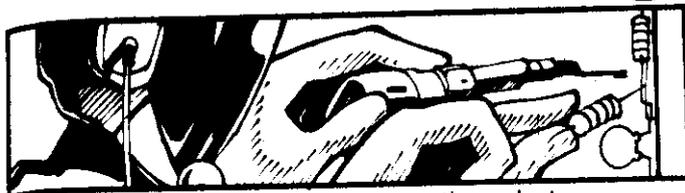


It works! The ice melts. Reeta Indari wakes up
after a long frozen sleep.

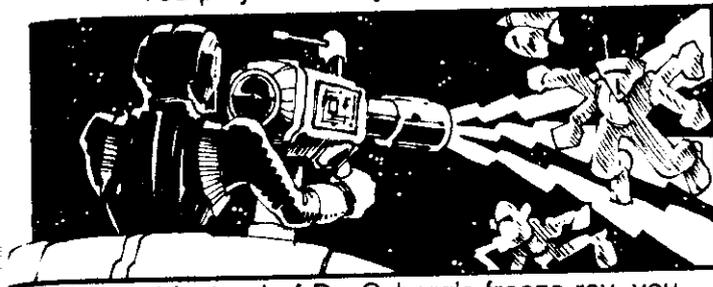
"Who are you?" she asks. "How long have I been
asleep? Where am I?"

Turn to page 63.

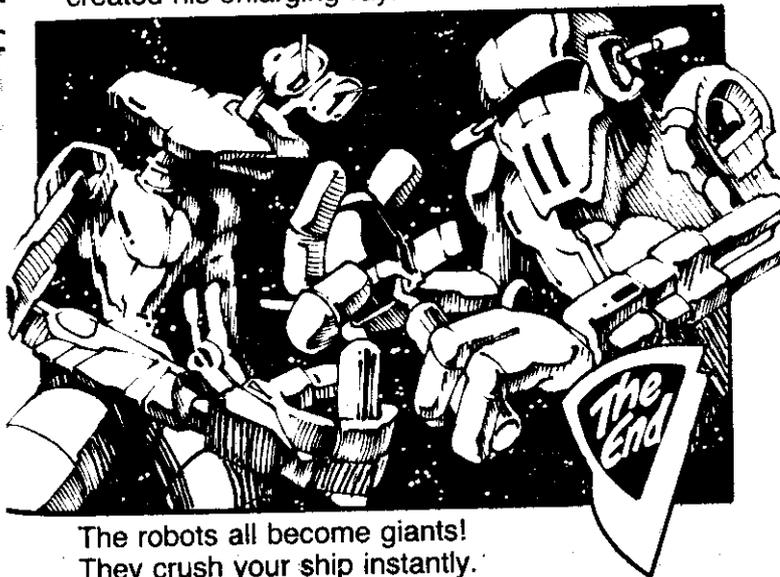
You insert a resistor into the circuit.



You project the ray onto the robots.

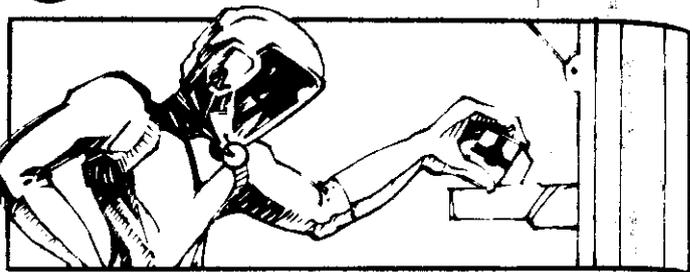


Oh, no! Instead of Dr. Cyberg's freeze ray, you
created his enlarging ray.



The robots all become giants!
They crush your ship instantly.

You use the connectors to complete the pathways.

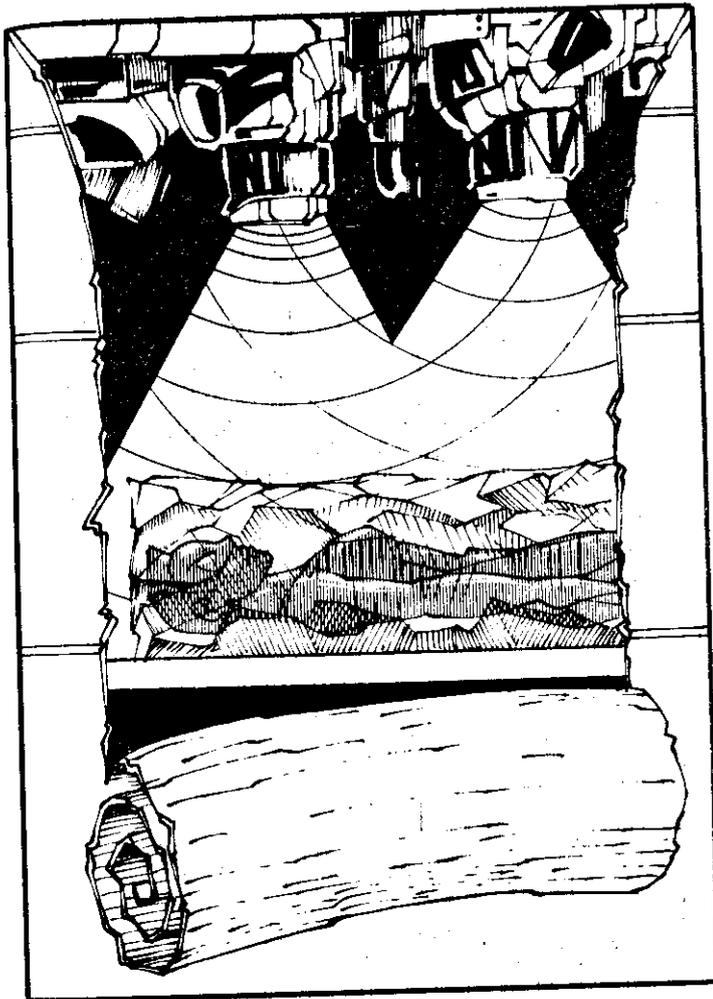


Something is wrong!



You start spinning around. The Red Rocket is out of control again!

You find an old-fashioned atomic needle torch. With care, you cut away the wall.



A human form is frozen in the ice!
It's Reeta Indari!

Turn to page 62.

You look back just as the robot city blows up!



You set the Red Rocket's primitive computer on a course that will take you toward Pallax and Zavril.

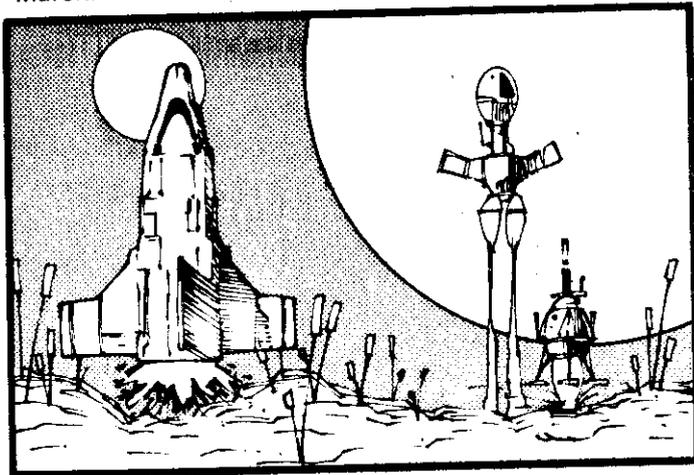
Turn to page 60.

"I was frozen in ice for many kad-centuries," answers Reeta Indari. "I have come back to stop your war!"



"As proof of my identity, I will send you a mental thought projection," she says. "My thought patterns are recorded in your Hall of Records." Reeta Indari sends her thought projection to the Pallaxian.

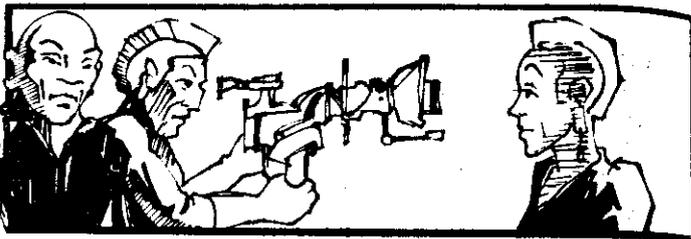
After a short time, the leaders of Zavril and Pallax agree to meet with Reeta Indari on the neutral moon of Muron.



You fly to Muron and land the Red Rocket.

Turn to page 72.

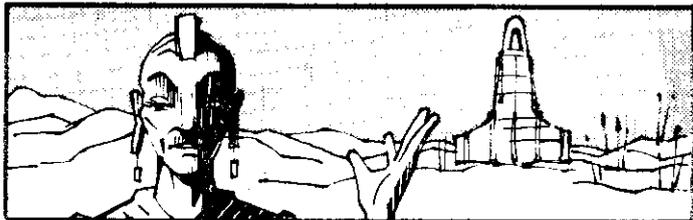
Reeta Indari meets with the leaders of Zavril and Pallax. Using identity machines, they check to make sure that she is the real Reeta Indari. Her blood type, eye pattern, and chromosomes match.



"Now that you see I am who I say I am, you must agree not to fight this war!" says Reeta Indari. "My peace treaty will tell you how to divide up Muron's resources fairly."



A Zavrilian says, "Where is this ancient treaty, then? We still cannot be completely sure you are not a fake!"



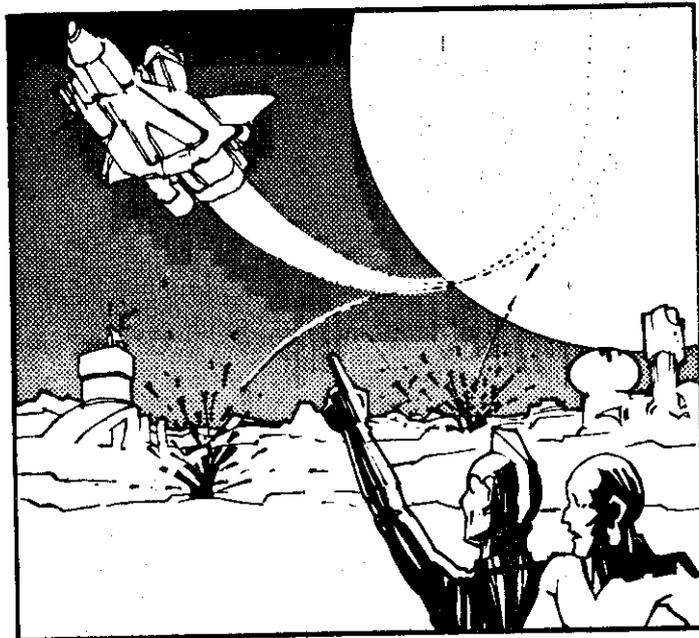
"The treaty is in my ship, the Red Rocket!" answers Indari. "We will get it for you now."

Go on to the next page.

You go with Reeta Indari to the Red Rocket. She looks all over the ship, but it can't be found.



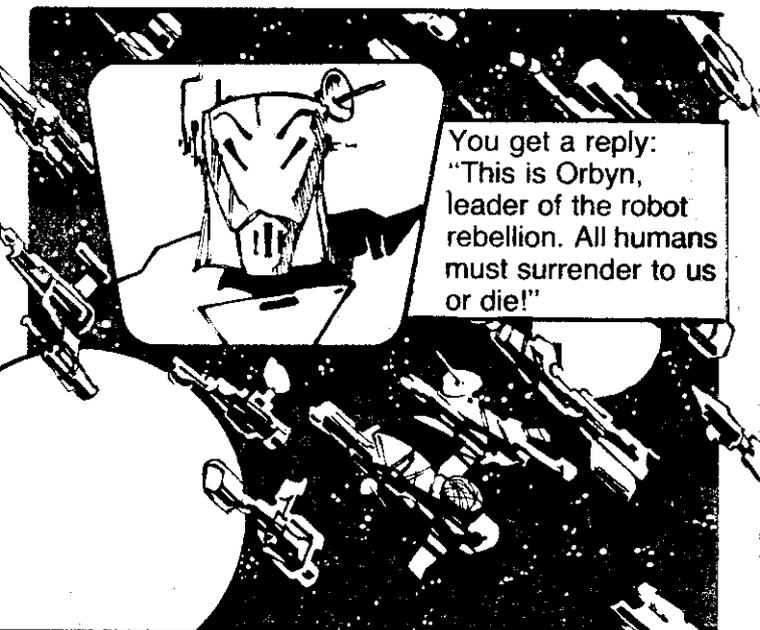
"The treaty is gone! It must have been stolen while I was frozen!" says Reeta.



Suddenly there's an explosion nearby. A strange spaceship is dropping bombs! You take cover with the others in a nearby mineshaft.

Turn to page 74.

The Pallaxians and the Zavrillians don't know who the enemy ship belongs to. You turn your scanner to radio frequency to see if you can contact the enemy spaceship.



You get a reply:
"This is Orbyn,
leader of the robot
rebellion. All humans
must surrender to us
or die!"

Orbyn and his robots escaped the destruction of their city! You decide to crawl outside to get a better look. The Muron sky is full of robot ships!

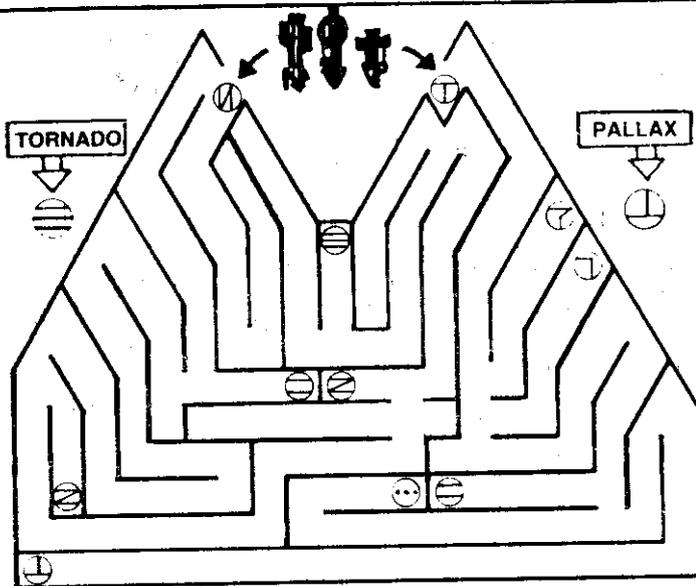
Go on to the next page.

"We must activate the Muron defense system!" shouts one of the leaders. "But someone must go outside to operate it."



You volunteer. At top Spy speed, you run to the moon's defense building, dodging the falling bombs. Inside, your scanner shows you how to operate the Muron defense system.

The moon is defended by a maze of space warps. There are many dead ends, but one path will lead the robot ships to a deadly space tornado. Another will lead them to Pallax.



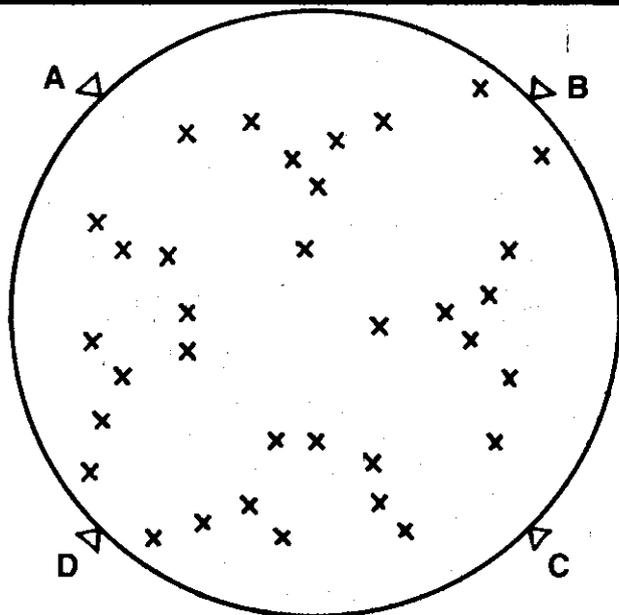
You study the maze. Which way will lead the fleet to the space tornado?

Start at  **? Turn to page 80.**

Start at  **? Turn to page 83.**

76

Since you did so well defeating the robots before, the Zavrillians and the Pallaxians ask you to operate their neutron destructor beam.



The robots return! You watch them appear on the weapon's sighting screen. You must divide the screen in half so that there will be as many ships on one side as there are on the other side.

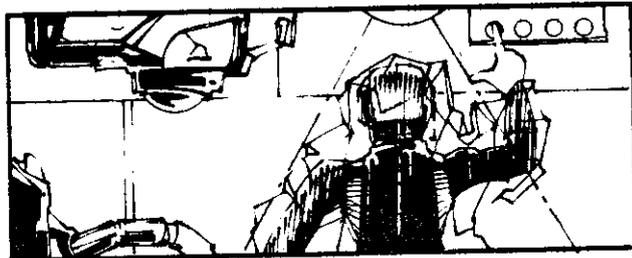
Which points must you connect to equally divide the robot space fleet?

A-C? Turn to page 85.

B-D? Turn to page 64.

You push the button and wait for Reeta Indari to unfreeze.

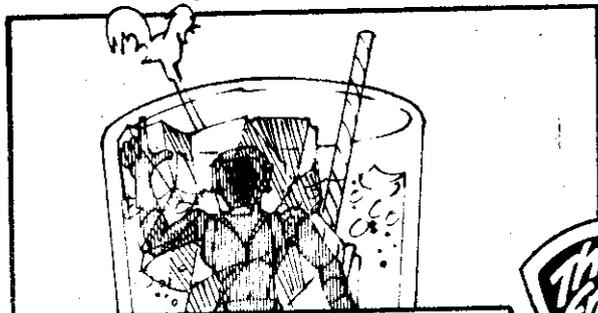
77



You suddenly get very cold. Before you can push another button, your body is covered with ice.



Many kad-years go by. Then the Red Rocket is discovered by giants. They tear open the ship's hull. Will they rescue you?



Unfortunately, all they want is some ice for a party they're having. Your final fate is to become an ice cube in a giant's drink!



78

The Red Rocket reaches Pallax. Zavril is in the distance.



A Pallaxian comes on the video screen. "Halt! Entry is forbidden. We are at war."

Reeta answers. "I am Reeta Indari. I must speak to the leaders of Zavril and Pallax."

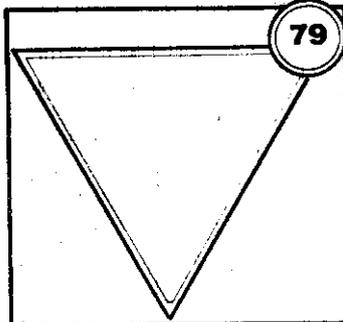


"Reeta Indari! She's been dead for hundreds of kad-years!" says the startled Pallaxian.

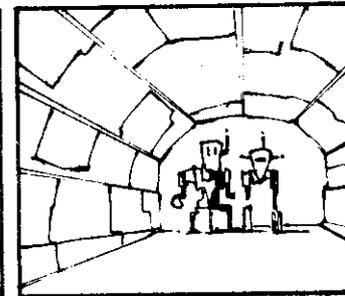
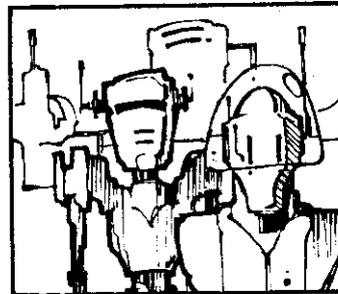
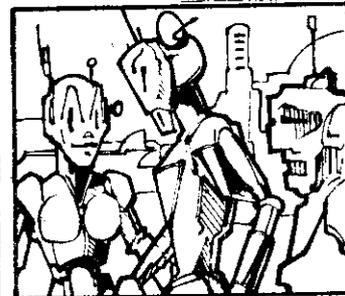
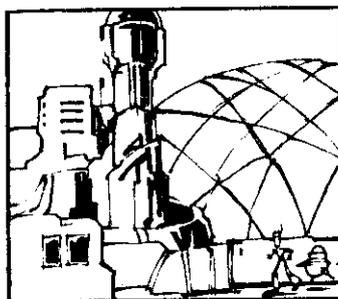
Turn to page 71.

Even though the Pallaxians and Zavrillians worked together to stop the robot invasion, you're not sure how long they'll trust each other. You ask Reeta Indari what the treaty was stored in. She sends you a mental picture of the treaty case.

79



It looks like something you've seen in the robot city. Your scanner shows you some recent data pictures it recorded that may contain the treaty case.

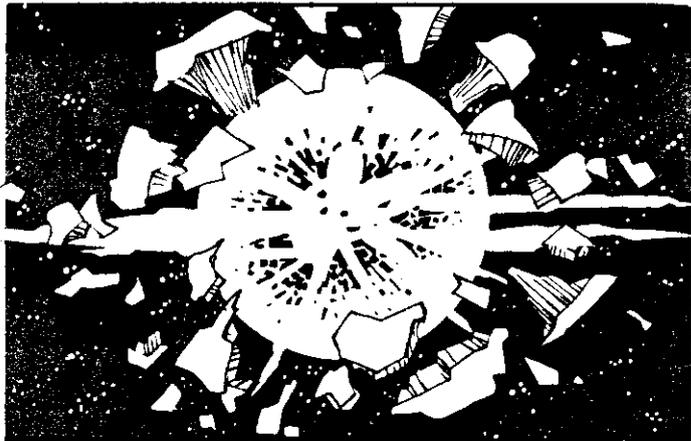


Do you see the treaty case on the top or the bottom?

Top? Turn to page 81.

Bottom? Turn to page 86.

You calculated wrong! The fleet of robot spaceships destroys the planet Pallax.



Then they destroy Zavril.

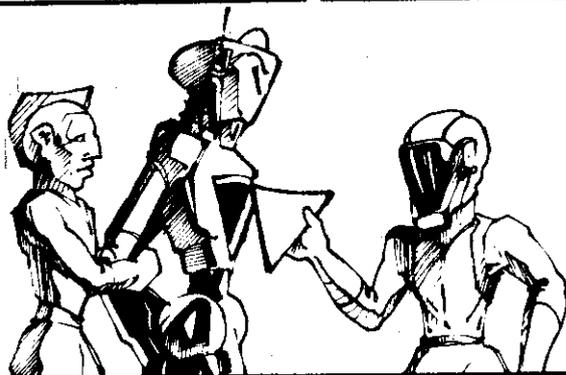
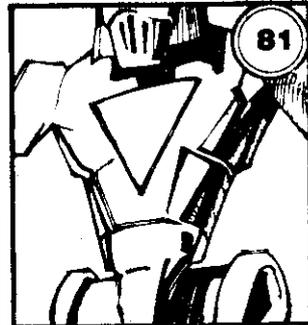


Next they will destroy Muron.
Soon after that they will control
the galaxy! You have failed in
your mission, Spy.



There is a scanner picture
of Orbyn on the top. You
enlarge it.

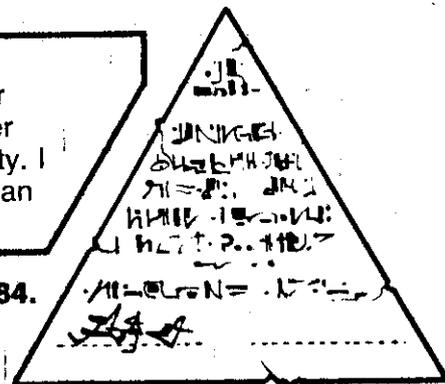
The treaty case is part of
his chest! You remember
that the robots repaired
themselves with whatever
they could find in the
Sargasso Sea of Space.
Orbyn is brought to you.



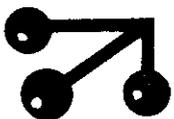
You open the treaty case on his chest. The treaty
is still inside! The Pallaxians and Zavrillians read it.

Suddenly the
Pallaxian leader
says, "We never
signed this treaty. I
see only Zavrillian
names here!"

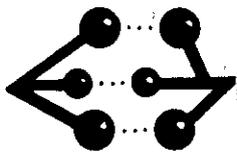
Turn to page 84.



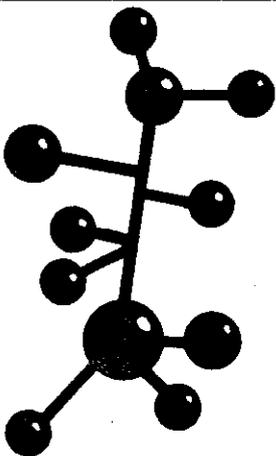
Your scanner finds two dust samples that may contain volanium. To be sure, you must analyze the dust using the chemical omega-377.



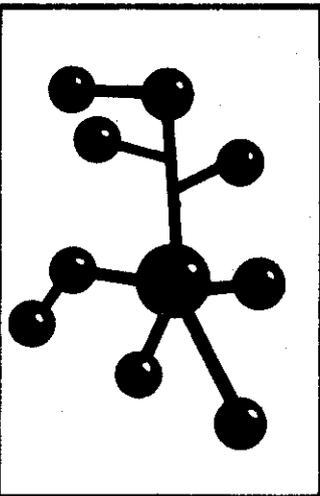
OMEGA-377 MOLECULE



BONDING EXAMPLE



DUST SAMPLE A



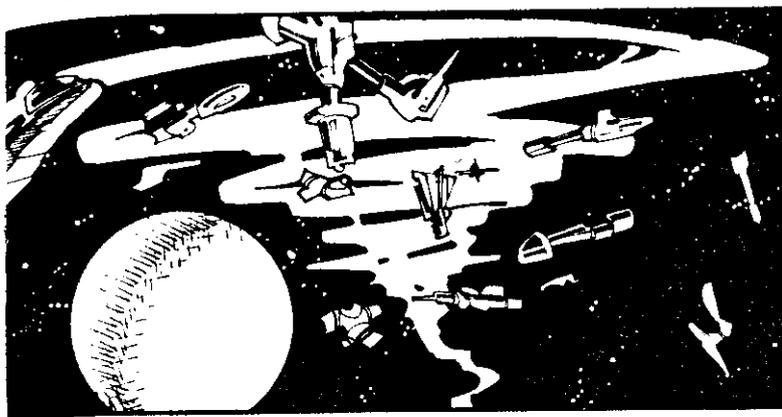
DUST SAMPLE B

An omega-377 molecule can bond only to a volanium molecule. To find out which dust sample contains volanium, see which sample bonds to the omega-377.

Dust sample A? Turn to page 90.

Dust sample B? Turn to page 87.

The robot ships fly into the space tornado. They will take kad-hours to regroup and return.



The leader of Zavril says, "We must unite to battle the robots."



The leader of Pallax agrees. He says, "We can use the weapon that we Pallaxians were going to use on Zavril."

Turn to page 76.

The Pallaxians say they won't honor the treaty. It looks as if all your work will have been for nothing.



Reeta Indari steps forward. She says, "You forget that I was the leader of Pallax. Under our laws, I am *still* the leader until voted out of office. *I will sign the treaty!*"



Turn to page 95.

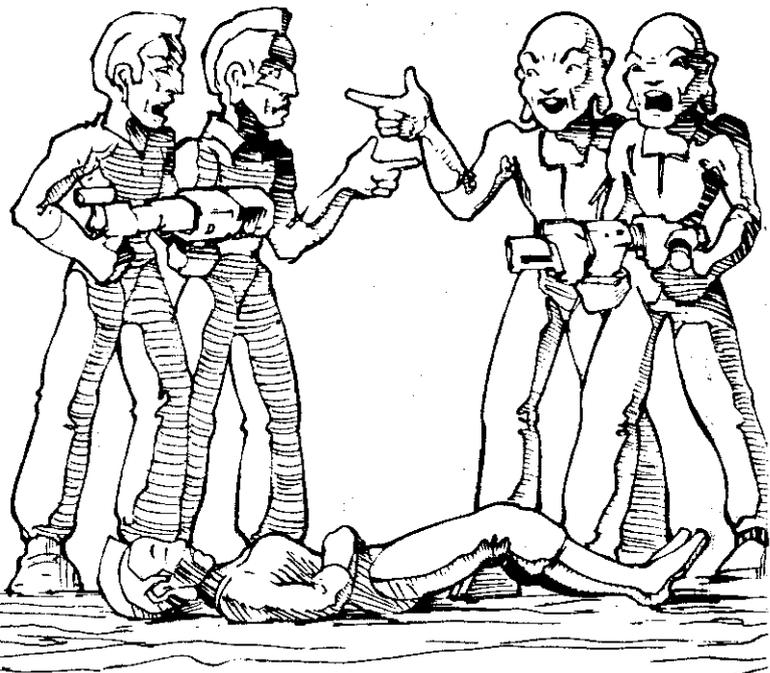
You fire the weapon!



The fleet was not equally divided! Instead of destroying the fleet, there are now twice as many robot ships as before. Now they can easily conquer the galaxy.

The End

You examine the scanner pictures more closely and don't find anything that looks like the treaty case. The Zavrillians and the Pallaxians grow more impatient! Someone fires a shot.



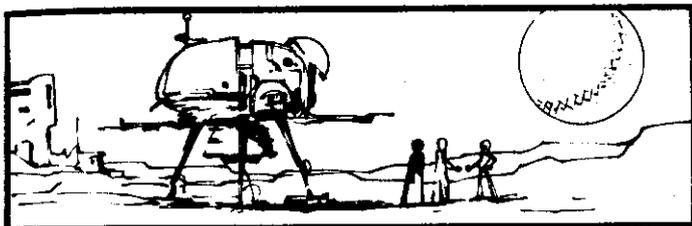
Reeta Indari is killed! The Pallaxians blame the Zavrillians. The Zavrillians blame the Pallaxians. Now they will wage war until both planets are destroyed!



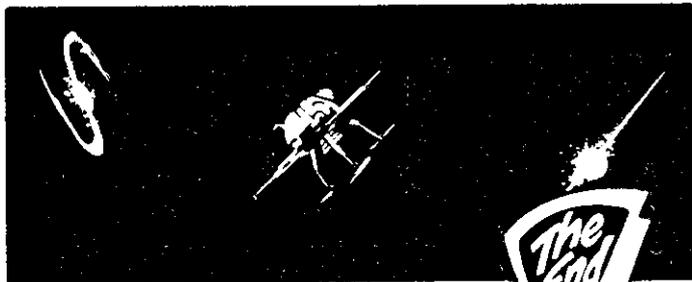
You decide that dust sample B contains volanium. Your scanner tells you that you picked up the dust on Muron. "We already know that!" say the Pallaxians and Zavrillians disgustedly.



You decide it's time to leave. Since your own ship is still in the Sargasso Sea of Space, you ask to borrow a ship. The Pallaxians lend you one.



You take off. Once in space, you set a course that you think will take you to Spy Center. But the Pallaxian computers are different than the ones you understand.



The ship shoots through space. By the time you can reset the course, you are out of fuel. It's a long walk home, Spy!



You plot your course and are transported through space to the Sector of Illusions.

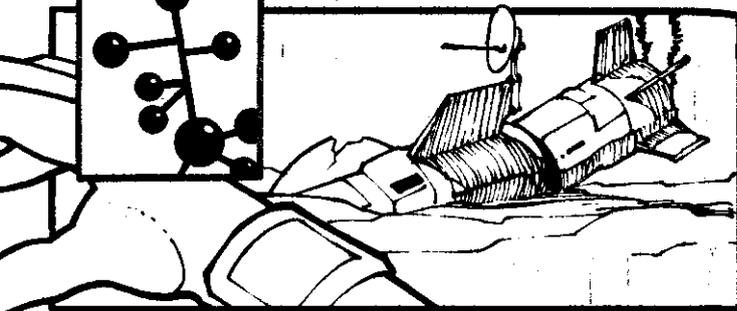
You approach Spy Center, the secret headquarters for Interplanetary Spies.

Go on to the next page.

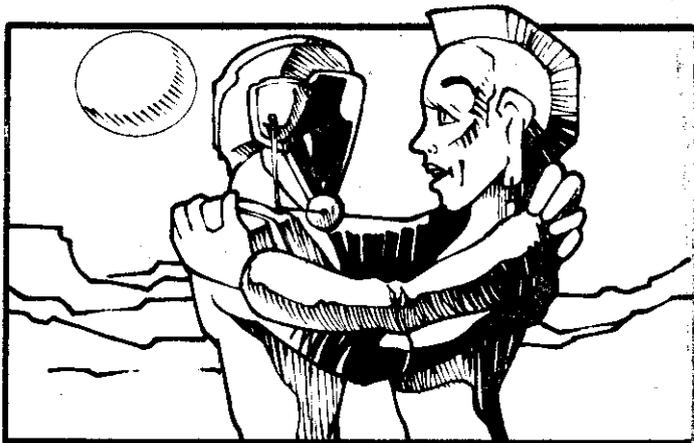
Turn to page 97.

90

You analyze dust sample A. Your scanner tells you that you picked it up while in the Sargasso Sea of Space.



You analyze the metal of the robots' ships. They contain large amounts of volanium! You tell the Pallaxians and Zavrillians that this means the gravitational forces of the Sargasso Sea of Space attract kad-tons of volanium.

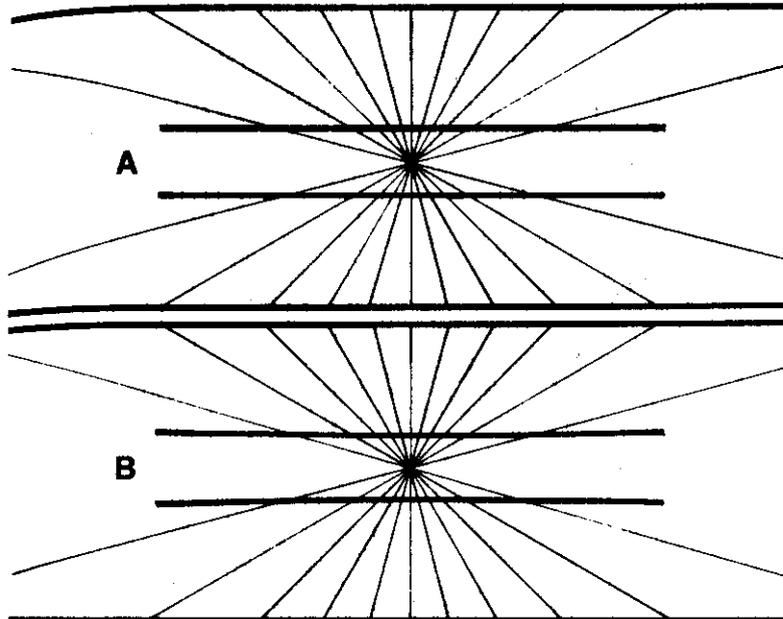


"My people will never want to fight again!" says Reeta Indari gratefully. "Thank you for helping us."

Go on to the next page.

91

You are now ready to return to Spy Center. Since your own ship was destroyed, Reeta Indari gives you the Red Rocket. The Pallaxians give it a complete overhaul first, to make sure everything works.

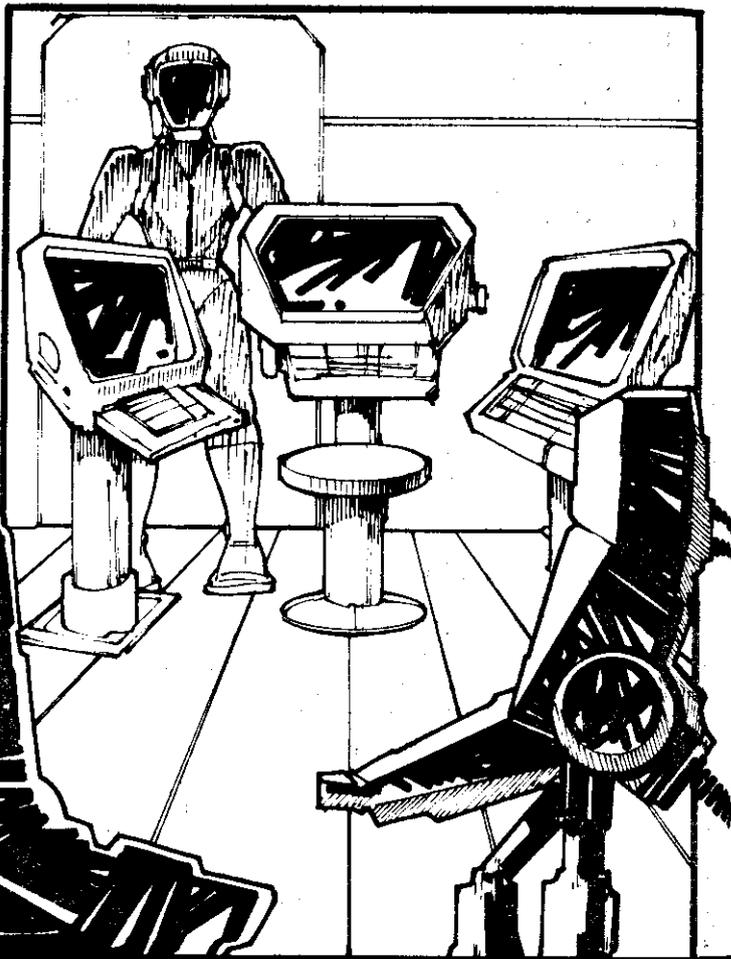


Spy Center is in Sector 666, the Sector of Illusions. To plot your course, your ship's computer shows you two dimensional-warp tunnels that will transport you instantly. The horizontal lines on one of the tunnels are bent slightly. You must choose the tunnel whose horizontal lines are perfectly straight and parallel.

Tunnel A? Turn to page 88.

Tunnel B? Turn to page 100.

You walk to the computer room to file a report on your recent mission.

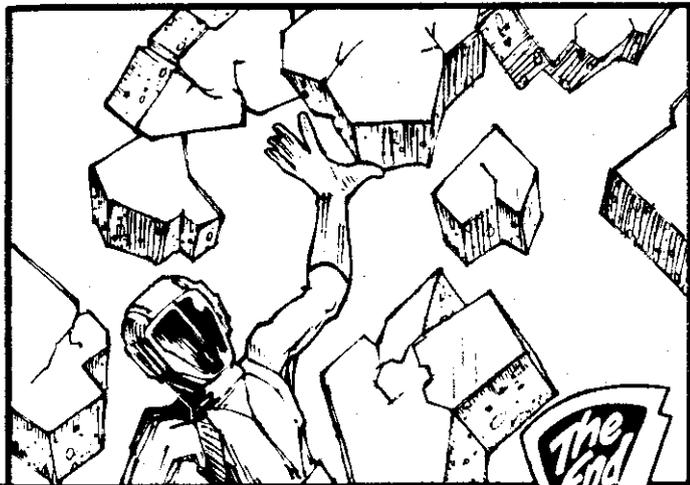
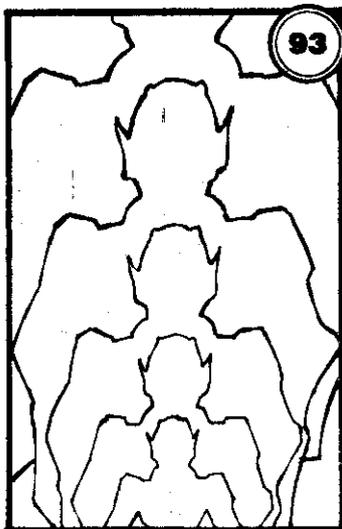


When you get there, you find the room empty. The computer is not working. You realize that you haven't seen anyone since you entered Spy Center.

Turn to page 99.

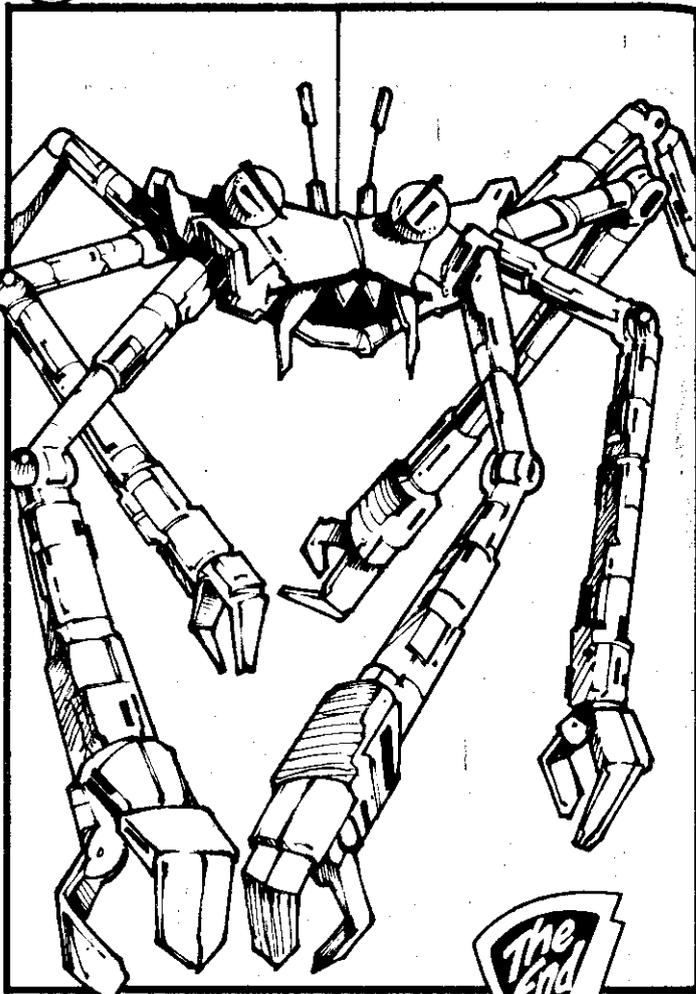
You adjust the 3-D solid image projector to make Phatax's image taller.

The image gets bigger. It keeps growing. Since it's a 3-D solid image, it can break through the ceiling!



You are crushed by the falling metal. Even if Phatax couldn't beat you, a solid image of him has!

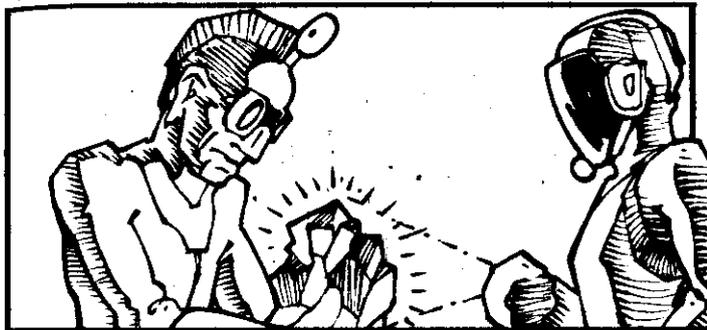
You examine the robot spider more carefully.



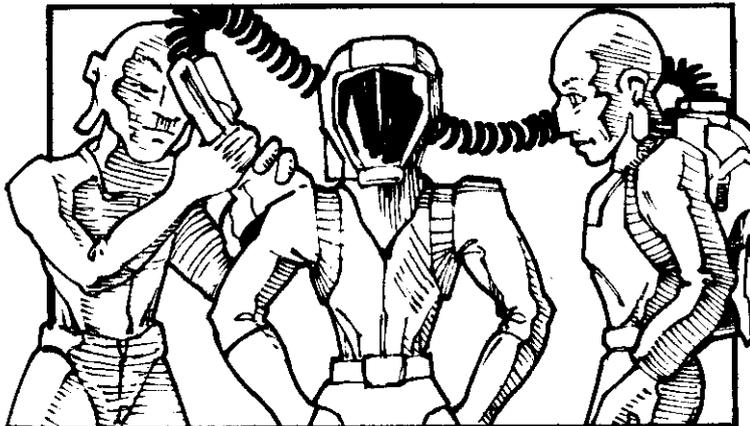
You accidentally turn it on! Nothing can fight off the direct attack of Marko Khen's robot spider, not even you.



A Zavrillian leader steps forward. "Even though the treaty divides up Muron's resources fairly, there will not be enough to ensure a lasting peace. Without a new source of volanium, our two planets will always want what the other has," he says.



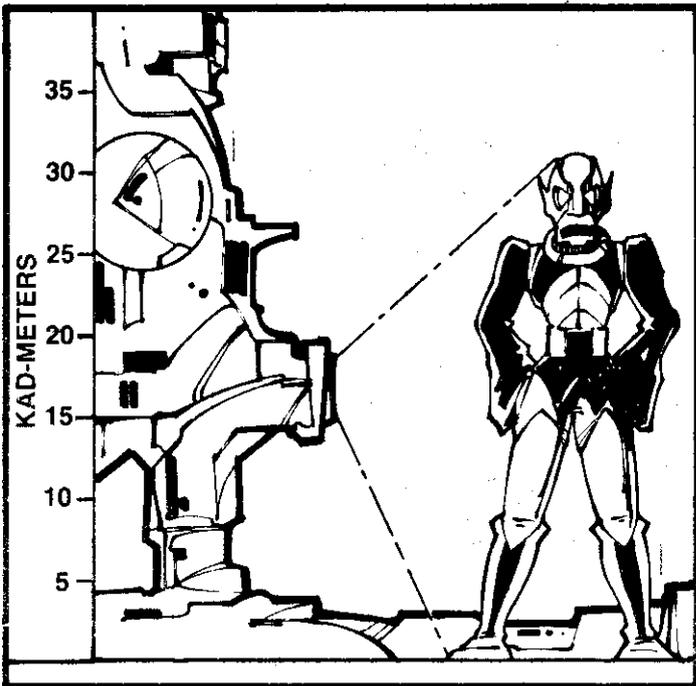
You will try to help. They bring you a sample of volanium. Your scanner analyzes the rare element. It tells you that you have been near volanium in your recent travels. In fact, you have traces of volanium on your suit.



You have them vacuum the dust from your Spy uniform. If you can find the dust particles with volanium, your scanner can tell you exactly where you last came in contact with it.

Turn to page 82.

You come to a 3-D solid image showing Phatax, one of the most dangerous criminals in the universe. Stop! Your scanner signals that something is wrong. The giant Kirillian's height is not correct. Has someone tampered with the image-projecting machine?

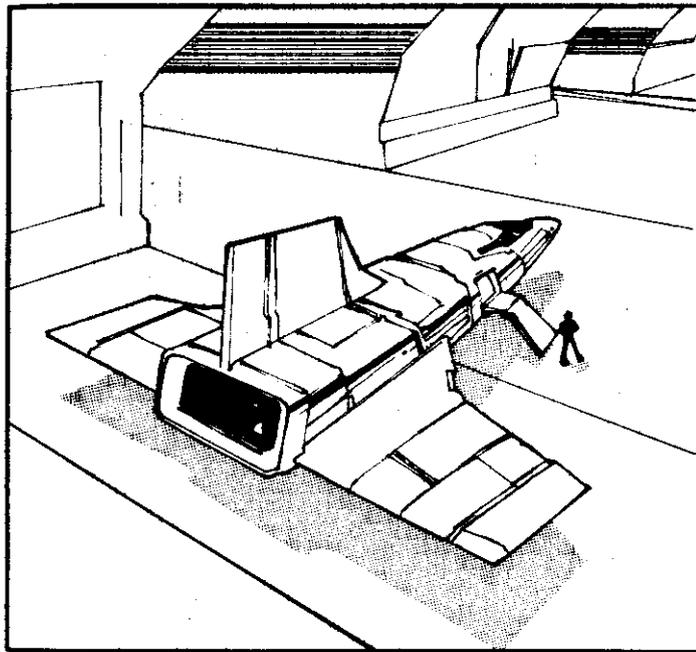
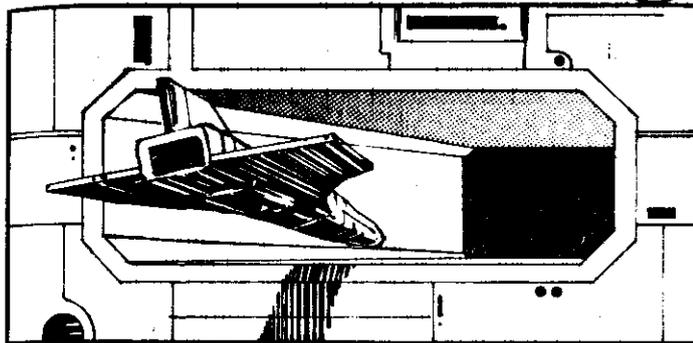


You analyze the 3-D image on your scanner. Phatax's height should be 30 kad-meters. Is his body taller or shorter than it should be?

Too tall? Turn to page 98.

Too short? Turn to page 93.

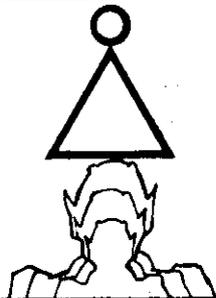
You guide the Red Rocket into the landing area for Level 2 Spies.



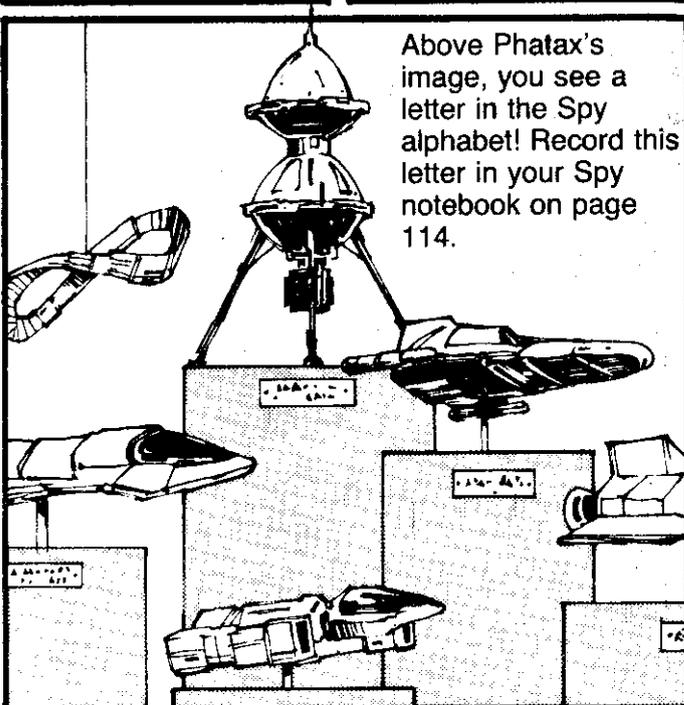
When you get out of your ship, you're surprised that there aren't any other ships in the hangar.

Turn to page 92.

You adjust the 3-D solid image projector to make Phatax smaller.



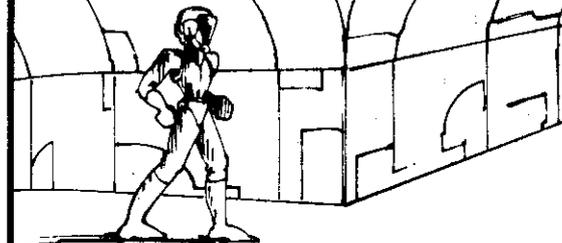
Above Phatax's image, you see a letter in the Spy alphabet! Record this letter in your Spy notebook on page 114.



You enter the Hall of Spaceships. There are models of ships that you used in earlier missions. But you still can't find any people!

Turn to page 103.

Where is everyone?



You search through Spy Center.



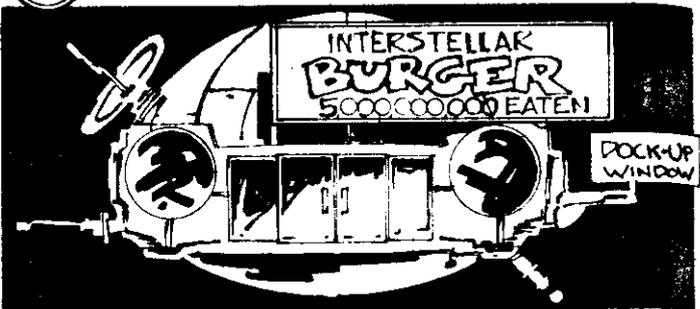
You can't find anyone!



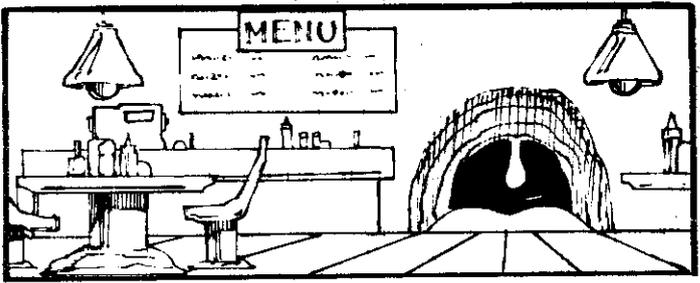
You begin to get worried. Has something terrible happened?

Turn to page 96.

You fly through space. Suddenly you come to an interstellar hamburger stand.



You stop and go inside.



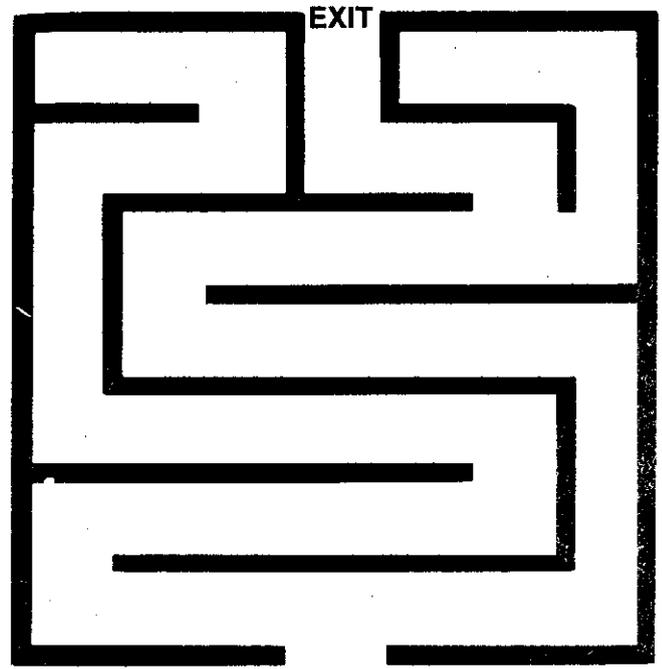
Too late, you realize that this is really a space monster that can change its shape!



You have just become its lunch!

You walk into the maze. Inside you find another message.

"You only have one chance to survive, Spy! How many turns will it take you to get to the other side?"



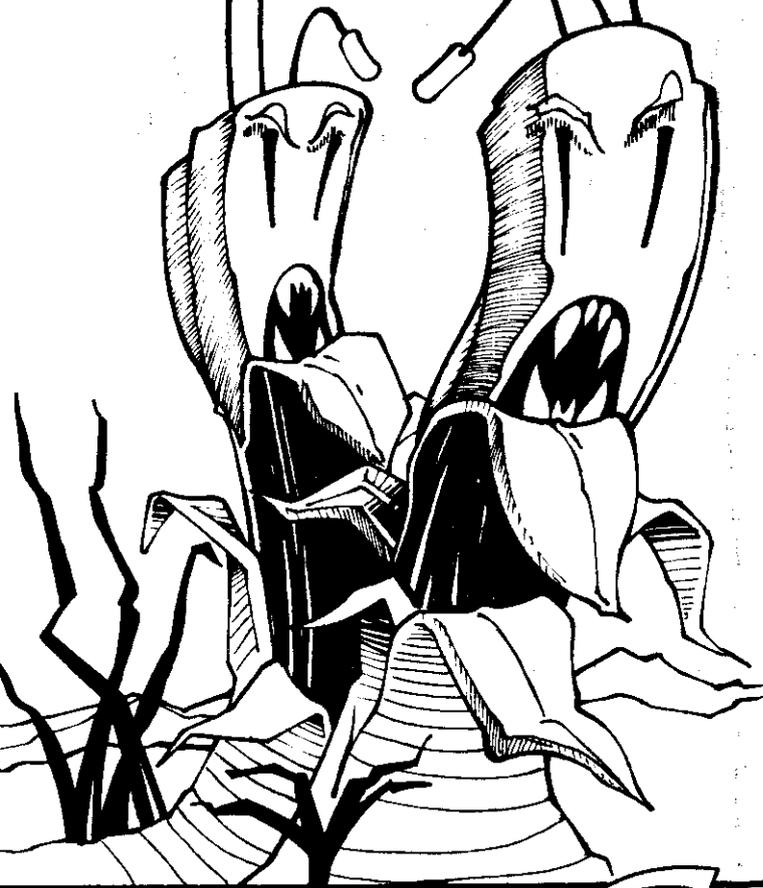
ENTER
This is one turn: [right arrow] This is another: [left arrow]

8 turns? Turn to page 110.

7 turns? Turn to page 102.

Beware! The plants inside this maze are alive!

You went in the wrong direction, Spy!



The plants haven't been fed today and they are very hungry. Most plants like plant food, but in your case they will make an exception!

*The
End*

You come to the room where a statue of Marko Khen, the Galactic Pirate, is kept. Several of his robot animals are on display.



Your Spy sense tells you that something is wrong with the display. Which of the animals is different from all the others?

The robot spider?
Turn to page 94.

The robot bird?
Turn to page 105.

You try to arrange the statues in five moves.

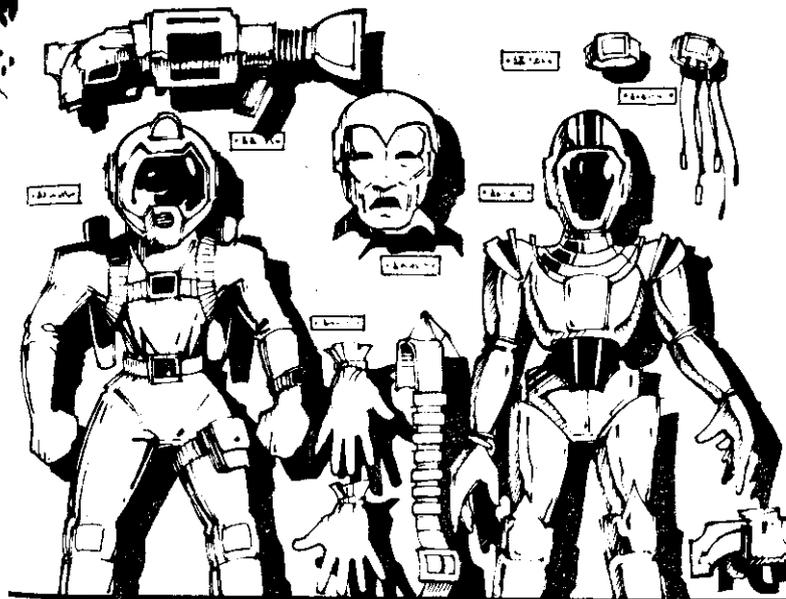
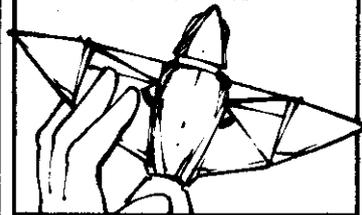


The End

But you do it wrong! The statues explode! Now you'll never solve the mystery at Spy Center.

You look at the robot bird more carefully. It's the only animal that is the same on its left and right. All the other animals have an odd number of arms and legs.

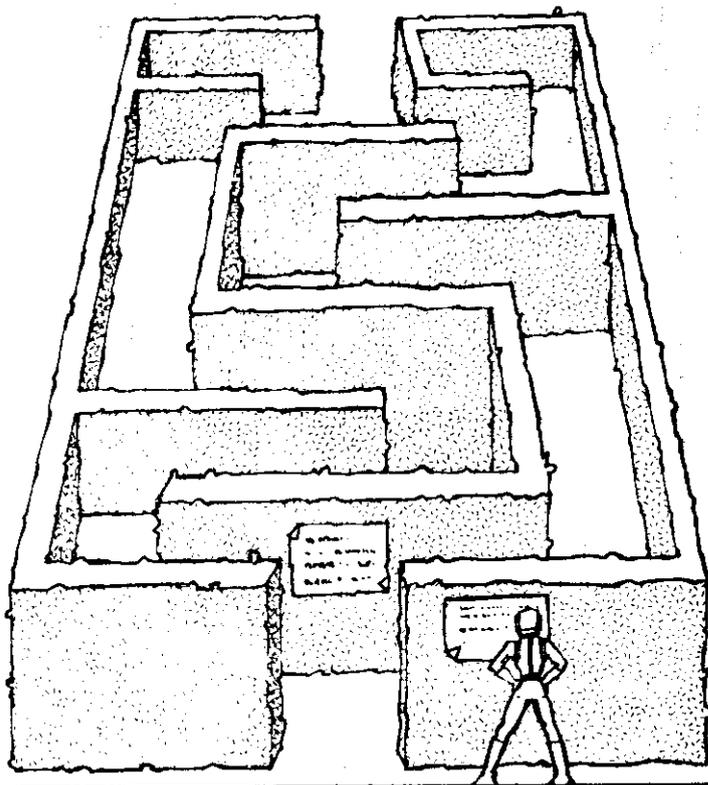
Behind the robot bird you find a letter of the Spy alphabet. Record this letter in your Spy notebook on page 114.



You enter the Hall of Uniforms and Equipment. There aren't any people here either. You don't see signs of fighting or damage. What has happened?

Turn to page 106.

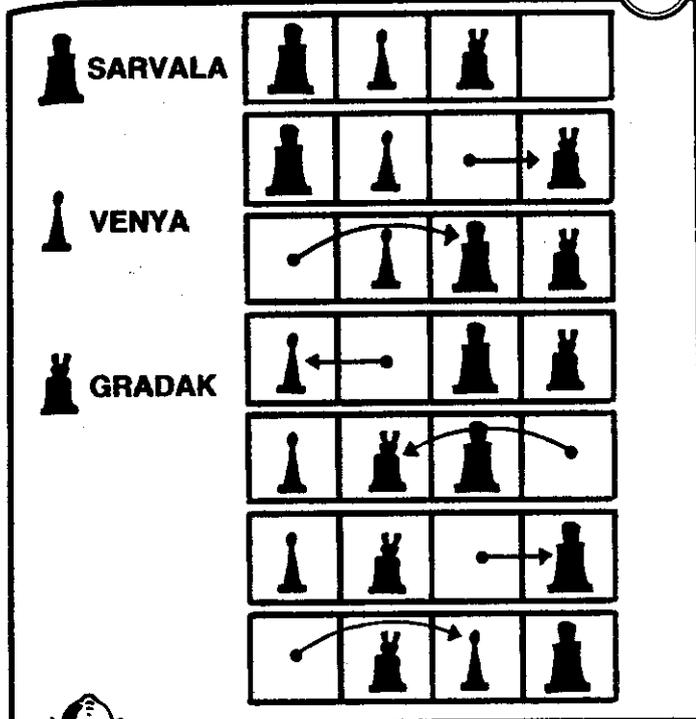
You come to a large garden maze. It's a copy of the one made by the tyrant Electron on Microworld.



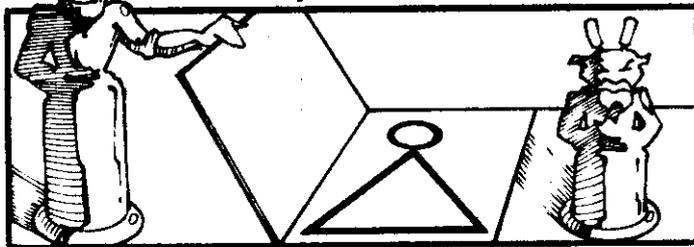
There's a message near the entrance to the maze! It says Enter, Spy, if you dare! This could be a trap, but maybe you can learn what happened to everyone if you enter.

Turn to page 101.

You move the statues like this:



They come to life!



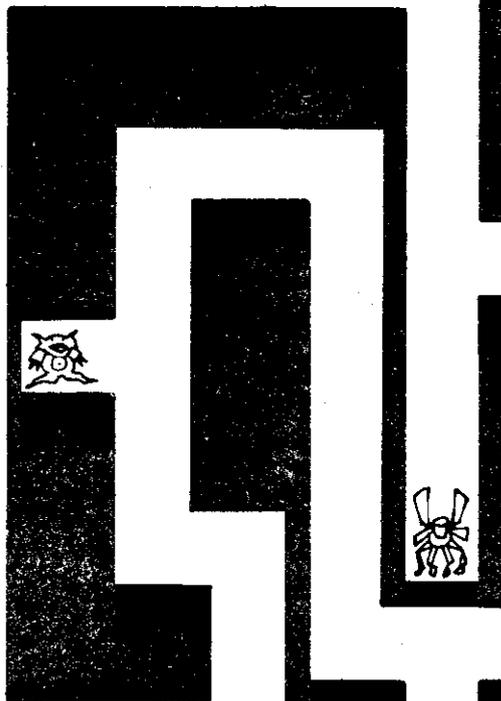
One lifts up the empty square. You see a letter in the Spy alphabet. Record this letter in your Spy notebook on page 114.

Turn to page 108.

You come to the Maze of Monsters.



A



B



These are monsters that you've faced in your earlier missions. They are all deadly. Beware!

You must find a way through the maze that does not go near any of the monsters.



EXIT



Which way should you go?

Direction A? Turn to page 112.
Direction B? Turn to page 117.

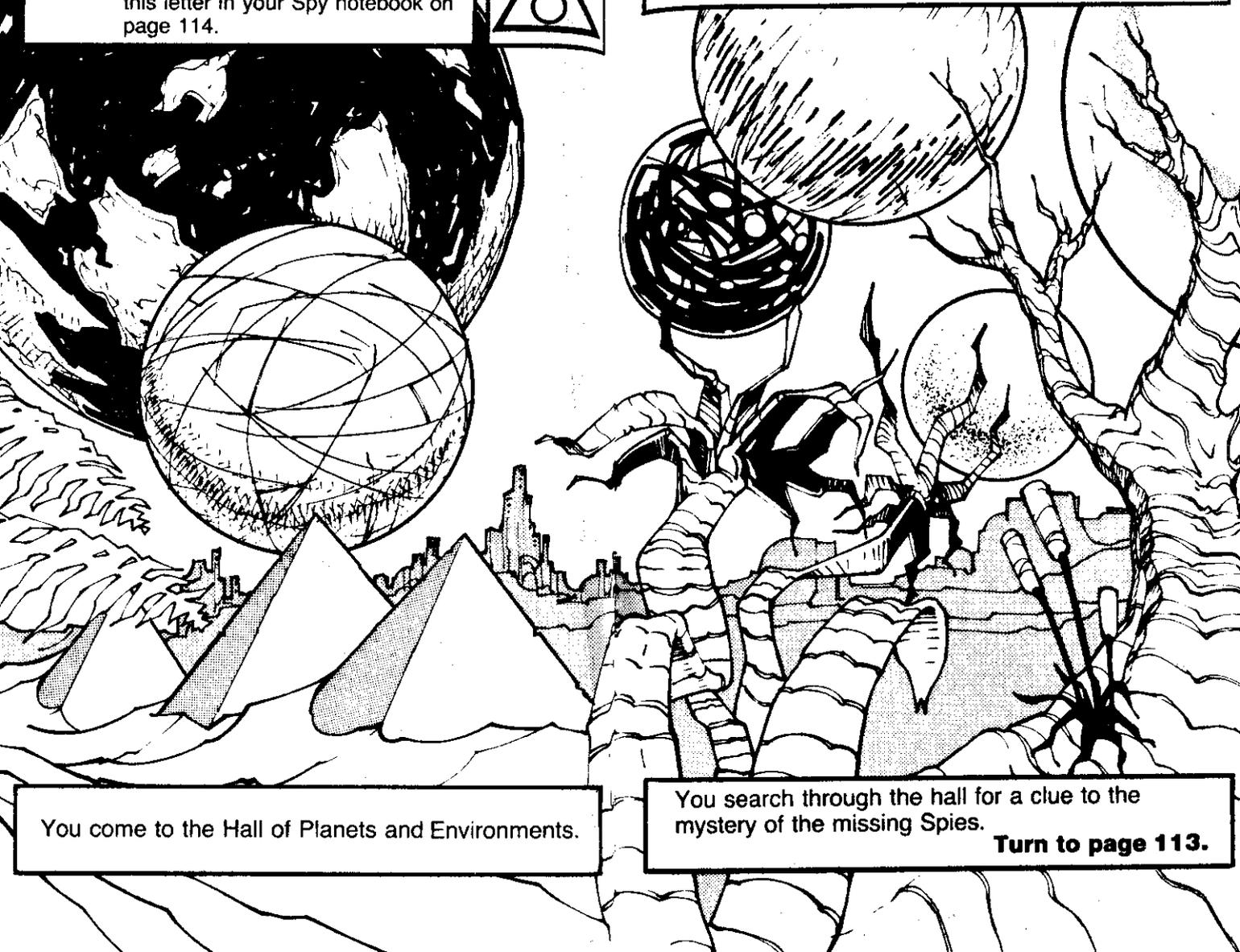
110

You pass through Electron's maze safely. On the wall you see a letter in the Spy alphabet. Record this letter in your Spy notebook on page 114.



This is the largest hall in Spy Center. The simulated environments of many worlds are on display. Anyone could be hiding here!

111



You come to the Hall of Planets and Environments.

You search through the hall for a clue to the mystery of the missing Spies.

Turn to page 113.

You get too close to one of the monsters! It comes alive and grabs you. Instead of eating you, it calls the others. They put up a big volleyball net.

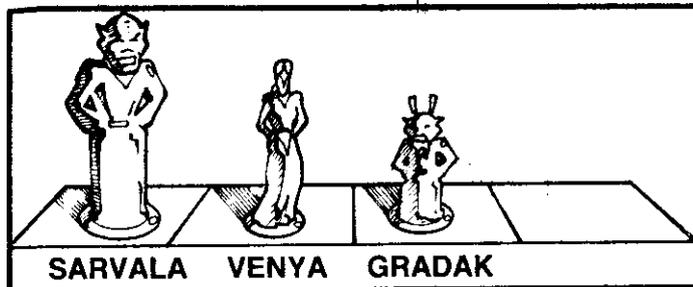


Instead of eating you, it calls the others. They put up a big volleyball net.

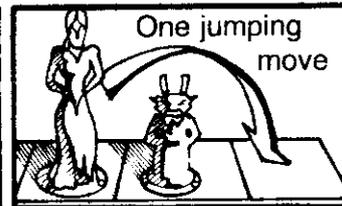
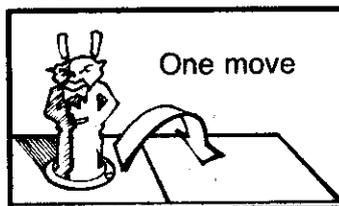


The monsters have a new game to play. Instead of using a volleyball, they will use you!

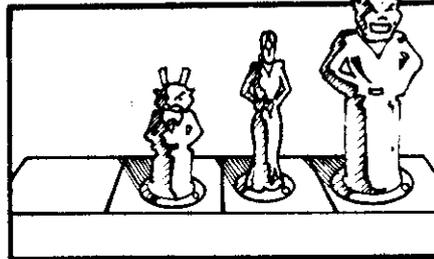
You leave the Hall of Planets and Environments and come to a display that contains small statues of the three Planet Hunters. They are placed on four squares. You also see a message containing a puzzle to solve. You feel as if someone is watching you. If you solve the puzzle you may find out who.



Here is the message: You can move only one statue at a time. You can move a statue only to an empty square. You can jump one statue over another.



How many moves will it take you to arrange the statues so that they're in this order?



5 moves? Turn to page 104.
6 moves? Turn to page 107.

Record the letters that you find here

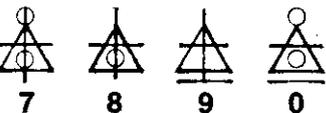
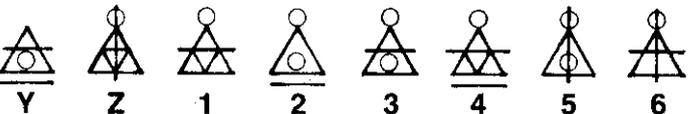
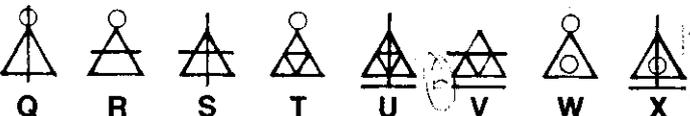
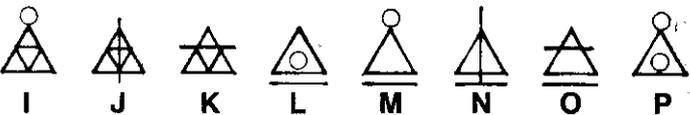


PHATAX

ELECTRON'S
MAZEMAZE OF
MONSTERSSPACE
PIRATESPLANET
HUNTERS

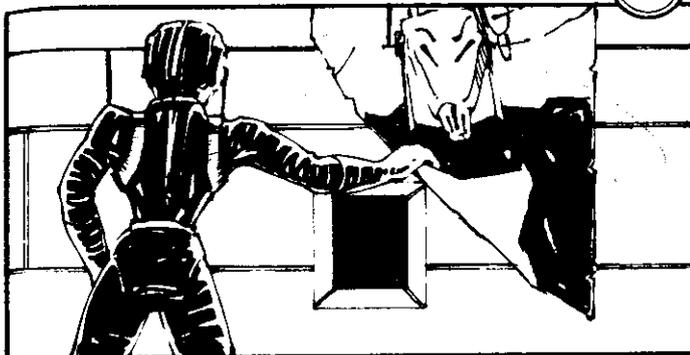
ORBYN

This is the official Interplanetary Spy Alphabet:

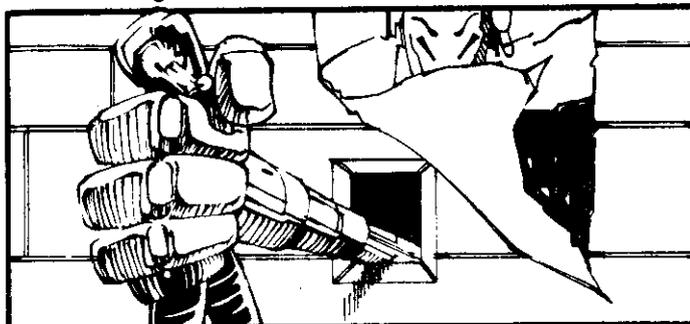


Go back to the page you came from. If you're not sure, start over on page 98.

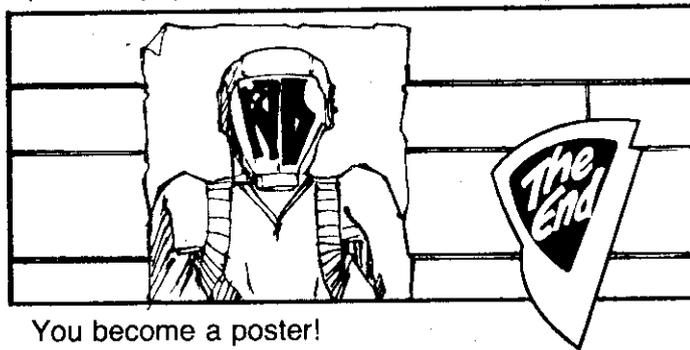
You peel back the poster on the left.



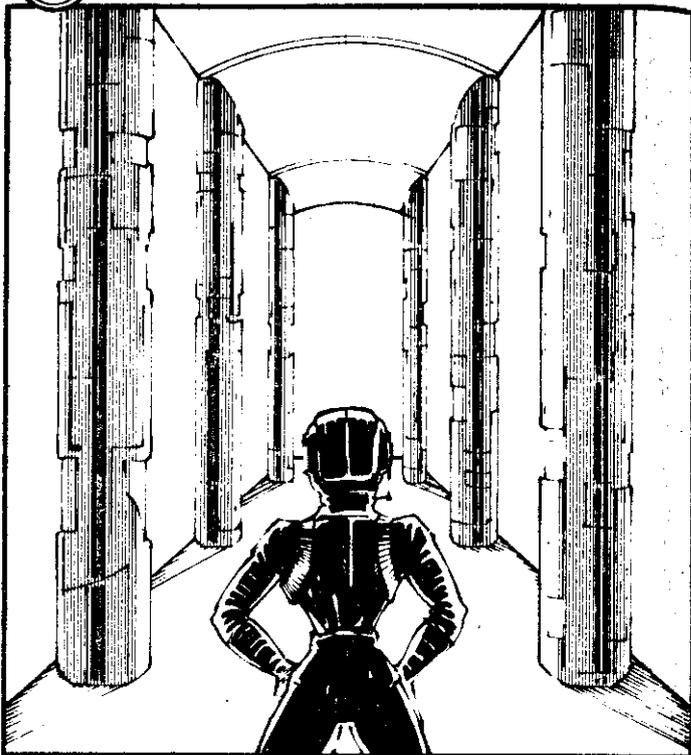
A big hand reaches out and grabs you.



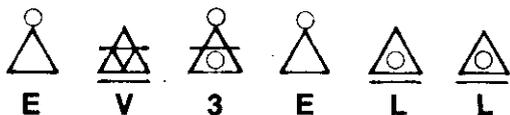
The hand squeezes you until you are as flat as a piece of paper.



You become a poster!



It's deserted! You examine the clues you have written in your Spy notebook on page 114. This is what they spell:



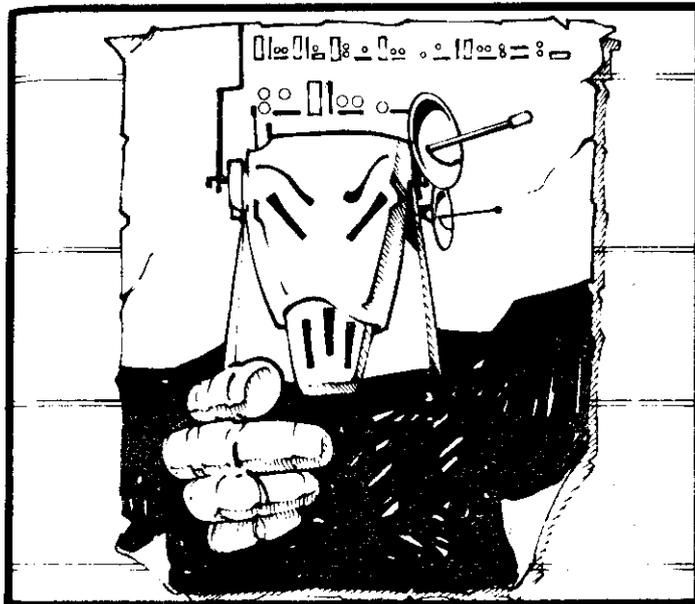
Can you figure out what the letters mean?

Turn to page 120.

You get through the Maze of Monsters safely. On the other side you find another letter of the Spy alphabet. Record this letter in your Spy notebook on page 114.



You come to a poster. It is Orbyn, the leader of the robot rebellion. How could a poster of him be here? You haven't even filed your report!



You examine the poster more carefully. Something is wrong with it. (There is a picture of Orbyn on page 28.) Hint: It's not his missing hand!

Is something different on the left?

Turn to page 115.

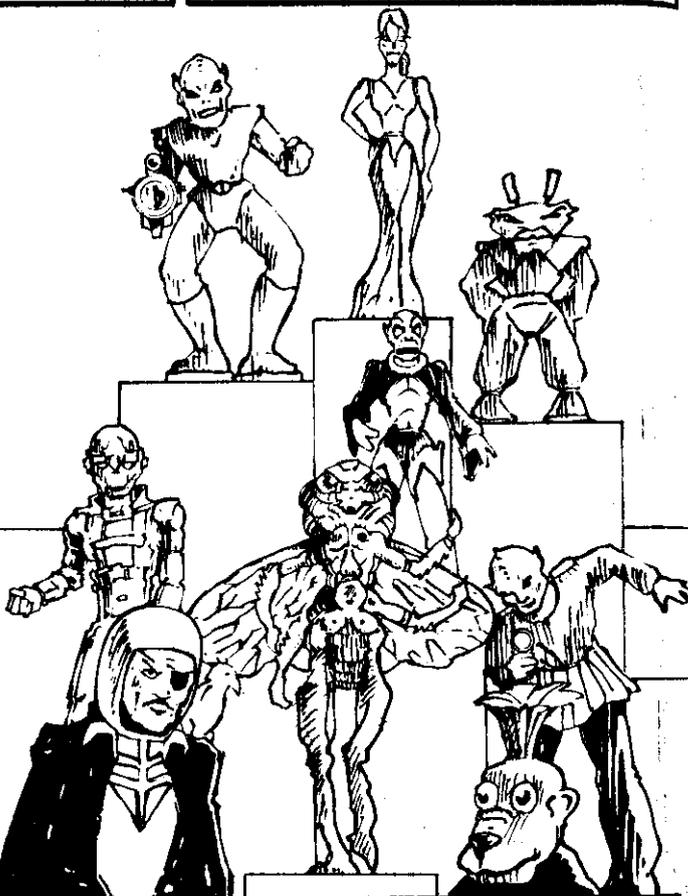
Is something different on the right?

Turn to page 118.

Peel back the poster on the side where something is different.



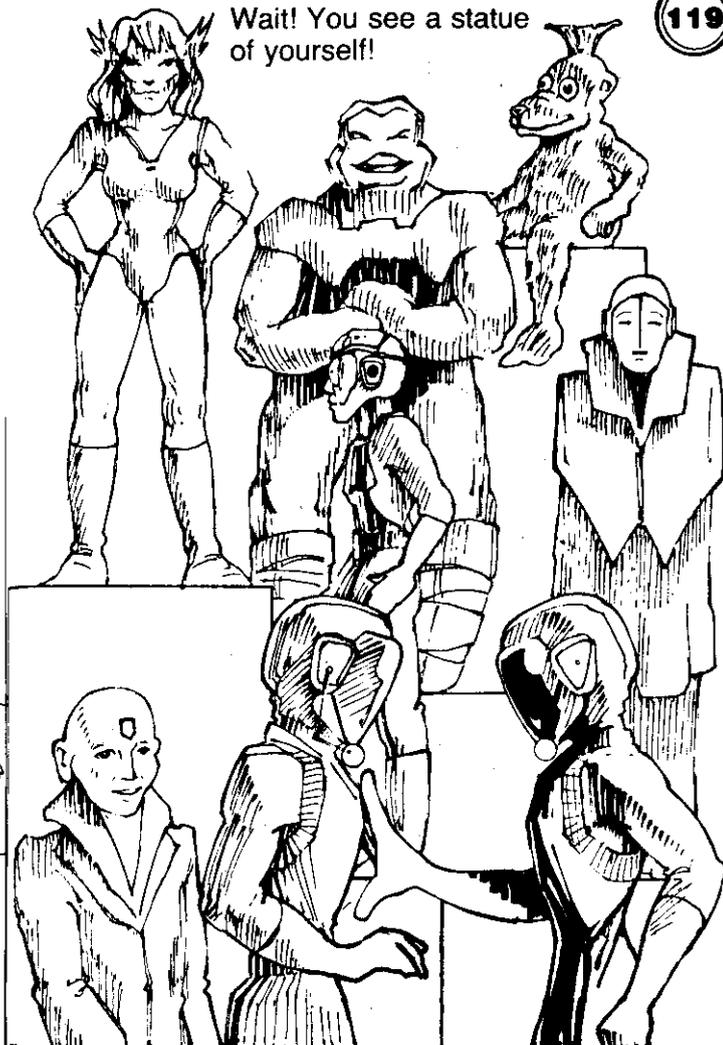
You peel back the poster on the right. You find another letter in the Spy alphabet. Record this letter in your Spy notebook on page 114.



You come to the Hall of Heroes and Villains.

Go on to the next page.

Wait! You see a statue of yourself!



You examine the statue more carefully! On it you read the message: **Go to the Hall of Assembly.**
Turn to page 116.

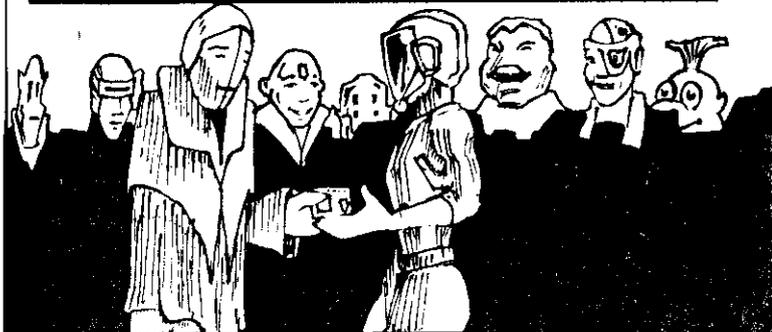
Suddenly the room is filled with humans, aliens, and biodroids!



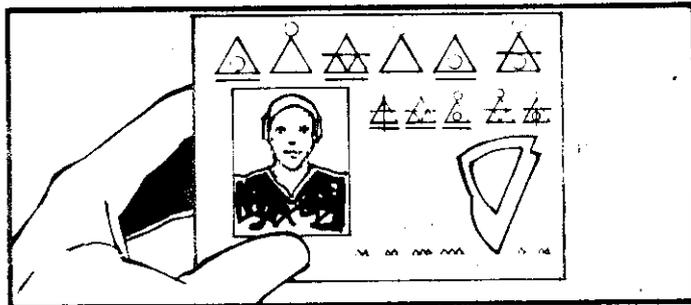
Is this a trap?

Go on to the next page.

They are all Interplanetary Spies! Your friend Agent Tavro comes forward and says, "You have been promoted to a Level 3 Spy! By solving the puzzles of Spy Center, you have earned a new rank!"



He hands you a new ID badge. On it you see the mysterious letters that you found, only now they are in order.



Congratulations, Spy! You have not only prevented a war between two planets, but you also stopped Orbyn and his robots. Your new rank will allow you to take on greater responsibility and more important missions!

