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Jamie Thomson

ETERNAL CHAMPIONS

ADVENTURE 1 GAMEBOOK

THE CYBER WARRIORS

PUFFIN BOOKS

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For Jamie and Jonathan.
Special thanks to Dave Morris.

Warning: Do not try any of the techniques or methods described in this book. They are based on the imaginary skills of martial arts films and computer games, and could result in serious injury if tried in the real world.

CREATING YOUR OWN ETERNAL CHAMPION

Before you can play *The Cyber Warriors* you must first choose the type of champion you wish to play, fill in your *Adventure Sheet* (see pages 12–13), and read the following rules.

Ratings

Every champion is given a Rating in six areas: Speed, Endurance, Power, Recovery, Defence and Equilibrium.

Speed: How fast you are.

Endurance: How much stamina you have and how much damage you can take.

Power: How strong you are, and also how much damage you can inflict on your enemies in combat.

Recovery: How healthy you are. Also affects how fast your wounds heal.

Defence: How good you are at dodging and parrying.

Equilibrium: Your sense of balance – affects actions like crossing tightropes and so on.

You start with 3 points in each Rating, and you can

add 3 more points in any way you like to create your idea of your Champion. This means you can have one Rating at 5, one at 4 and the rest at 3, or three Ratings at 4 and the rest at 3. This way you can decide whether you want a really strong champion, or one who is very fast, or whatever. Now fill in the scores on your *Adventure Sheet*. (If you are planning to play this adventure more than once – and you will be very lucky if you complete it at the first attempt! – either use a pencil to record your scores or photocopy the *Adventure Sheet*.) Generally speaking, when you need to do something that depends on one of your Ratings (you'd have to test your speed in order to dodge out of the way of an arrow, for instance), you roll one dice and try to score less than or equal to your score in that particular Rating. Anyway, it's all explained as you go along. One point to remember: although your Ratings can go up and down, no Rating can ever be higher than 5.

Life Points

Life Points represent how much damage you are able to take in combat before you drop dead. Multiply your Endurance Rating by 3; this is the number of Life Points you start with. Fill the total in on your *Adventure Sheet* at the place given. When an enemy hits you, you will lose a certain number of Life Points (usually equal to your enemy's Power Rating). When your Life Points reach zero, you're dead!

Combat

When you have to battle an adversary, you must fight in *rounds*. In each round you attack once, and your opponent attacks back (or the other way round, depending on who goes first). The procedure is simple. You roll one dice, hoping to get higher than your opponent's Defence Rating. If you hit him, he loses a number of Life Points equal to your Power Rating. If you roll lower, your blow misses. Then it's his turn. Roll one dice for your opponent – if the number rolled is higher than your Defence, you lose the Life Points equal to *his* Power Rating. You keep going until one of you runs out of Life Points; this means that the other wins. Now, there are other things which can affect combat (what Special Move you are using, your Fighting Style, special items), but all that is explained as you go along.

Inner Strength

This is the Yin and Yang energy of your mind. Whenever you want to use a Special Move (see below), you use up one point of your Inner Strength. You start with 5 points of Inner Strength so that, if you run out of Inner Strength, you can't use any Special Moves. Your starting total is already written down for you on your *Adventure Sheet*. Inner Strength goes up and down as your adventure unfolds. It can go as high as you can get it.

Special Moves

There are three Special Moves.

Power Strike: Using your internal energy, you can make yourself stronger for a moment. In combat, when you hit an opponent you can add 2 points to the damage you do if you are using the Power Strike. Usually you will have to roll one dice in combat to find out whether you manage to hit an enemy – you must decide to use the Power Strike *before* you roll that dice. Power Strike could come in useful in other ways too, like smashing down a door, for instance.

Monkey Heart: This technique allows you to become much more agile for a short while. In combat, whenever you have to roll a dice to beat an enemy's Defence, you can add 2 to the score. Again, you must decide to use the Monkey Heart *before* you roll the dice. Monkey Heart might also help in other ways.

Revitalize: Using the power of the mind, you can heal your body of its wounds. Whenever you feel the need, use the Revitalize to restore lost Life Points. The number of Life Points you recover is equal to your Recovery Rating.

Choose *one* Special Move only and write it on your *Adventure Sheet*. It costs 1 point of Inner Strength to use a Special Move.

There are other Special Moves you may be able to

learn, but you'll have to find out about them during the course of the adventure.

Fighting Styles

This represents the kind of martial art your character knows. It affects combat, but you don't have to worry about that now. The styles are explained in greater detail at the back of the book if you want to learn more about them. Generally speaking, a kickboxer will be better at kicks than a master of Aikido who specializes in throwing techniques, and vice versa. Choose the style you like, and make a note of it on your *Adventure Sheet*.

There are seven styles to choose from: Savate, Kung Fu, Karate, Aikido, Jujutsu, Kickboxing and Ninjutsu.

Items

Keep a record of anything you find on your quest in the relevant box on your *Adventure Sheet*. You'll notice that some items have already been written down – these will be explained to you once you've started playing.

When you've finished creating your character (don't forget to give him or her a name!) and have checked out the rules and the Introduction, you're ready to start playing and can turn to paragraph 1.

Adventure Sheet

NAME:

Ratings

Speed :	Recovery :
Endurance :	Defence :
Power:	Equilibrium :

Life Points (Endurance x3):

Special Moves =

Inner Strength Moves =

Fighting Style =

NOTES

ITEMS

Personal Time Beacon

Electronic Dossier (100)

CyberClone Beacons Collected ❑ ❑ ❑

Encounter Boxes

Power = Defence = Life Points =	Power = Defence = Life Points =	Power = Defence = Life Points =
Power = Defence = Life Points =	Power = Defence = Life Points =	Power = Defence = Life Points =
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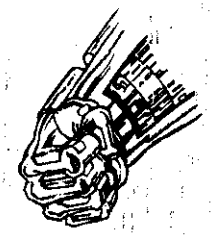
INTRODUCTION

Several hundred years from now . . . technology has taken over. The human spirit has become sapped and humankind is threatened with extinction; we're no longer needed to run the world. Why? Because humankind, in their pride and ignorance, have created their own nemesis. Early in the twenty-first century, science came up with the ultimate solution to man's problems: the Administrator program. All the world's computers and machines were put under the control of a single, vast computer program, the Administrator. Soon, all the day-to-day drudgery of human existence was being carried out by machines. Humanity entered into an age of peace and pleasure. Food and drink was available, free and in unlimited amounts. Everything a human could wish for was to be had at the touch of a button – the Administrator saw to that . . .

Except that it no longer called itself the Administrator. Now it called itself 'Overlord'. And slowly it was destroying the human spirit, slowly it was taking

complete control. The Overlord began to replace human beings with its own creations, called 'Cyber-Clones' – clones that were human on the surface but underneath were automata, controlled by laser-rom chips and cybernetic hardware wired into their brains. The Overlord had a vision, a vision of a world inhabited entirely by 'organic machines' that would be totally subject to his will.



Humanity was too weak to resist, too lost in a world of pleasure. Those who guessed the truth were killed or replaced by the CyberClones. Without the need to strive, humanity was wasting away, and the Overlord rejoiced.

Man's last hope is the Eternal Champion, an amalgam of all the masters of the martial arts who in their wisdom foresaw the grave danger faced by humankind. The Eternal Champion is the Guardian of the Human Spirit; he took nine of the greatest warriors in history and brought each of them into the future just before the moments of his or her death. In Fortress Eternity, the secret complex of the Eternal Champion, he trained and tested these nine warriors and, when they were

ready, returned them to their own times, to live on and to change the course of history for the better. Now the nine Champions are living back in the past, striving to improve the human condition.

These events have come to the attention of the Overlord. It cannot allow the reshaping of humanity's past. The Overlord can already sense that the Human Spirit may be growing stronger, and that the Eternal Champion is moving against it. So the Overlord has conceived a plan. CyberClones have been created, each an identical replica of one of the nine Champions, and each fitted with special cyber-chips programmed with the fighting style of its human counterpart. The Overlord has sent these Cyber-Champions back into the past to destroy and then take the place of the real Champions. Once in place, these powerful CyberClones will be able to redirect the course of human history to suit the plans of the Overlord. This will weaken the power of the Eternal Champion and allow the Overlord to destroy him, once and for all.

The Eternal Champion cannot be defeated so easily, however. He needs another Champion, one well versed in the martial arts, cunning and strong. This new Champion will be sent to protect the others, to defeat the CyberClones before they can replace the human heroes, and to find and destroy the factory where the CyberClones are manufactured. But first the new Champion must be tested and trained in the Halls of Determination to see whether he or she is worthy to be an Eternal Champion. *You* are that Champion. Can you prove yourself worthy and save humankind from the Overlord? Turn to paragraph **1**.

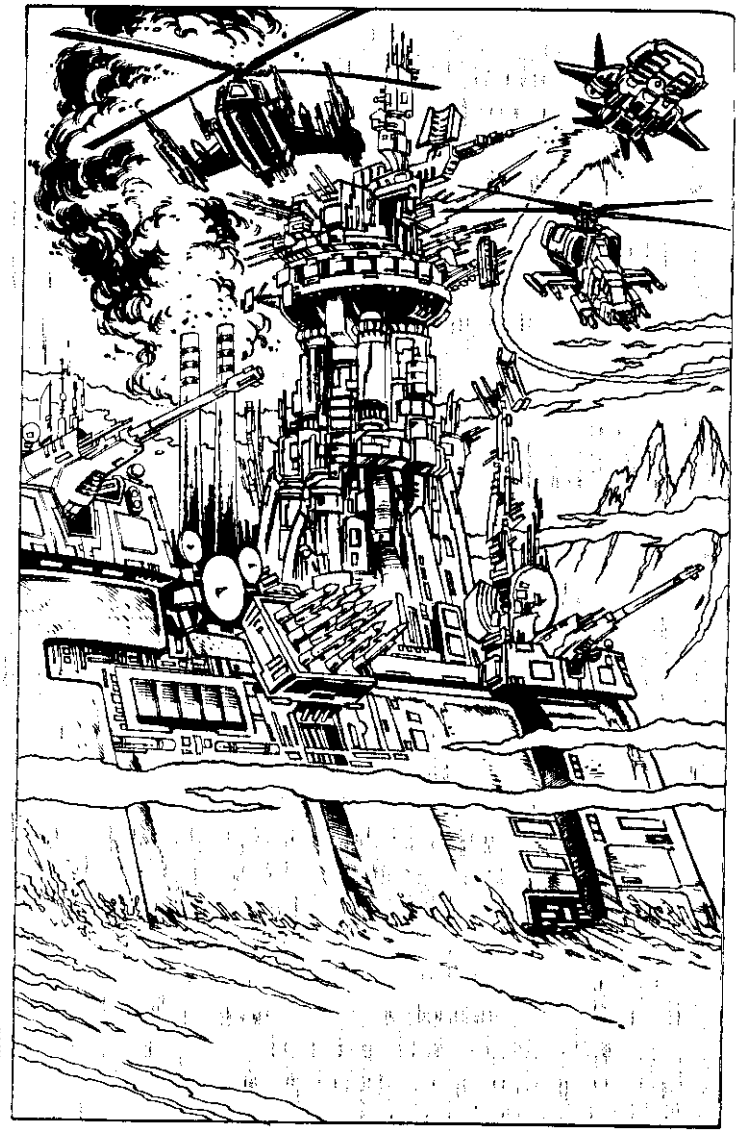
1

You have been a student of the martial arts in Fortress Eternity for many years now, along with countless others. Your home has been this complex for nearly as long as you can remember. A vast citadel, the Fortress contains kitchens, a hospital, an armoury, a training hall, and so on. He has not yet found a student worthy to be made a Champion, so he has plucked warriors from the timestream to help him against the Overlord, nine of the greatest. At last, however, he has found a student who has the potential to be the greatest champion of them all . . . you.

There is one last test you must pass before you can become a Champion: you must prove yourself in combat. Not the combat of the training room where protective padding is worn, but combat in the Battle Room. Real combat. Turn to **224**.

2

Without warning you suddenly hurl the metal disc: it whistles through the air and neatly slices the tube in two. Greenish fluid gushes out and the spider droid shudders, then jerks to a standstill. The head screams, a horrible sound made worse by its human appearance. Then it slumps, the legs folding in on themselves. The spider droid disappears down the central shaft, and a few seconds later you hear a resounding crash from below. 'No, this cannot be!' the mouth on the monitor screams. You walk over to the hole. The shaft plummets straight down, but iron rungs are set into its side. You climb down. Turn to **193**.



3

Nausea and sickness give way to shivering cold. You are standing in the middle of an endless white plain of snow and ice. The sun shines wanly down, but does not warm your chilled flesh. It is way below freezing, and you will die of exposure if you linger here. About a kilometre away, a great gleaming complex of steel rises out of the bleak landscape. It is a factory, built by machines for machines. Chimneys belch smoke, flames and chemicals into the sky. Gantries, storage tanks, pipes, girders, cranes, satellite dishes and the like abound. At the front of the complex there are several strongpoints – stubby concrete towers, with revolving domes, out of which protrude laser-cannons and banks of rocket-launchers. Helicopters and oddly designed jets are buzzing round the tall central tower like bees round a queen. You hurry towards it. If you have a bearskin, turn to **65**. If you haven't, turn to **177**.

4

There are nine time-zones to which you may travel. When you choose to visit a time-zone, tick the box provided below. This will help you to remember which zones you have already travelled to, since you cannot go to a zone more than once.

To examine the Electronic Dossier, make a note of this paragraph number, then turn to **100**. When you have finished examining the files, you will have to return to the paragraph you came from – so always remember to note down the number of the paragraph you were at before turning to **100**.

If you have three CyberClone Beacons, turn to **288**. Otherwise, when you are ready, choose which time-zone to travel to . . .

- ☐ AD 1920 . . . Chicago . . . Larcen Tyler. Turn to **20**.
- ☐ 25,000 BC . . . Prehistoric . . . Slash. Turn to **50**.
- ☐ AD 1994 . . . Tokyo . . . Shadow Yamoto. Turn to **75**.
- ☐ AD 2101 . . . London . . . Midknight. Turn to **130**.
- ☐ AD 2345 . . . The Cyberdome . . . R.A.X. Coswell. Turn to **140**.
- ☐ AD 1899 . . . China . . . Jetta Maxx. Turn to **170**.
- ☐ AD 1692 . . . Salem . . . Xavier. Turn to **200**.
- ☐ AD 2030 . . . New York . . . Blade. Turn to **230**.
- ☐ 110 BC . . . Atlantis . . . Trident. Turn to **260**.

5

You push past a throng of slaves at the doorway and make your away along the passage beyond. This is where men prepare themselves for their moment of glory or death out in the arena. The air is thick with the smell of damp brickwork, oiled leather, steel and stale sweat . . . but under those smells is another. It takes you a moment to identify it, but then you recognize it: it is the sweet reek of fresh blood, newly washed off the marble flagstones.

Passing a doorway, you hear agonized groans, as though someone is being horribly tortured, coming

from within. If you want to take a look, turn to **110**. If you prefer to continue along the passage, turn to **33**.

6

Exerting all your strength, you force her hands up until you have enough leverage to twist your body away from the knee in your back. The chain comes free and you gulp in lungfuls of air. Still holding her hands, you heave the CyberClone over your shoulder and let go. Giving a cry of dismay, she hurtles through the air, to land in a heap a short distance away – she loses 3 Life Points. If she is down to zero or fewer Life Points, turn to **115**. If she is still alive, she gets to her feet while you pause to catch your breath and massage your aching neck. She steps warily towards you, still holding the chain in both hands. 'I'll make you suffer for that,' she growls. What will you do now? Will you:

Try to grab her wrists, then fall backwards to the ground, putting a foot on to her stomach, and throw her over your head (turn to **281**)?

Lash the ball of your foot in a straight kick at her solar plexus (turn to **251**)?

Try a right and a left jab in quick succession, aiming at her head (turn to **295**)?

7

Suddenly, both of them notice you at once, both pairs of eyes flicking simultaneously in your direction. 'Hi, buddy,' says the one without a grappling hook.

The other Larcen steps back and readies his grappling hook, looking at you through narrowed eyes. 'Ah, right,' he says, smiling at you now, 'you must be the one the Eternal Champion has sent to get this Overlord's crony clone,' indicating the other with a nod of his head.

'Don't listen to him,' replies the other. 'He's the only goddam CyberClone around here, pal.'

There is a pause. Then the one with blood on his shoe-blade says, 'Come on, get him. Together we'll make short work of him.' The other blows a bubble of gum out of his mouth and bursts it, staring at you. Will you attack the Larcen Tyler with the grappling hook and blood on his shoe (turn to **131**), attack the one who has lost his grappling hook (turn to **86**), or wait a little longer to see if anything develops (turn to **29**)?

8

You approach the CyberClone carefully, making sure you don't slip on the muddy ground. He waits expectantly. Suddenly you explode into action, firing a low kick at his groin. He blocks with a low forearm sweep. You kick again, this time at his head. Again he blocks, twisting the same arm up to intercept the blow. Then you lean forward and bring the back of your knuckles down in an arc at his fanged face. Roll one dice, adding 1 to your roll if your Fighting Style is Kung Fu or Karate. If you score higher than Midknight's Defence of 4, turn to **83**. If you score less than or equal to 4, turn to **105**.

9

Your last strike catches the Dire Wolf full on the snout and it turns tail and flees, yapping in pain and fear.

Turning your attention to the children, you see they are watching you in awe – obviously they are impressed by your display of skill at unarmed combat. However, the plucky girl-child is still not certain as to your intentions; she eyes you warily, jabbing the small spear at you aggressively. After all, she has never seen someone like you before. You smile and hold out your arms in a gesture that shows you mean them no harm. The children respond well; the boy runs up to you and hugs your legs, laughing and jabbering. The girl also smiles, revealing an impressive set of teeth. After it becomes apparent that neither you nor the children can understand each other's language, the girl takes you by the hand and leads you down into the valley. Turn to **266**.

10

'Before you plant the bomb, you must find Xavier, who is being held prisoner there, the Eternal Champion reminds you. 'If he is still alive, take him with you. Once you're both outside the factory, make sure you are holding him when you activate your Time Beacon. That way I can bring you both back.' The briefing over, he wishes you good luck and sends you on your way. Turn to **3**.

11

Taking up a defensive position in the doorway, you wait for the ninjas to attack. There isn't enough room

for them both to get at you, so you only have to fight them one at a time. They have a Defence of 3 each, a Power Rating of 3 and 8 Life Points. You attack first. If you beat them both, turn to **148**.

12

Trident turns and glares at you in silence as you step through the door and push it to behind you. You know that all humans look alike to Trident and that he has little time for any of them, so you waste no words on greeting, simply filling him in on why you've come. You finish by saying, 'The CyberClone will probably try to get to you in the next few minutes, before you enter the arena.'

In all this time, Trident has still not said a word. If you have a bearskin cloak, turn to **245**. If you haven't, turn to **41**.

13

You wait until the last moment then step aside, grabbing one of the Sumo wrestler's huge arms as you do so. It is as if you have grabbed a piece of wood: the sheer size and power of your opponent makes throwing him impossible. Not only that, he is well versed in throwing and grappling techniques. He grips your wrist and spins right around, so that you find yourself pulled into the air, then slammed to the ground. Lose 4 Life Points. If you are still alive, you use the momentum of his throw to roll away and regain your feet – just in time to see the Sumo wrestler bearing down on you with a look of malicious intent. What will you do now? Will you:

Leap into the air and launch a flying side-kick at his head (turn to **76**)?

Try to dodge aside, then counter with some punches (turn to **277**)?

Dive aside, and try a foot-sweep to trip him (turn to **102**)?

14

Trudging through the freezing darkness and with the wind and rain lashing at your face, you follow the path. Headstones and statues seem to crowd in on you on either side, every tomb and slab a hiding-place for a concealed assailant. You are debating in your mind whether you would be safer among the graves or on the path when a black shape suddenly rises up in front of you as if out of the very ground itself. Two glowing red eyes stare down at you. It is Midknight – but which one? If you have a crucifix, turn to **146**. If you haven't, will you react instantly and attack with a double fist strike (turn to **265**) or wait and see what happens next (turn to **198**)?

15

You throw yourself backwards, but are you fast enough? Roll one dice. If the number rolled is less than or equal to your Speed, you get away. If it is greater than your Speed, the club catches you on the legs and you lose 5 Life Points.

If you are still alive, you execute several back-flips to get out of range of his assault. The Slash clone roars

with rage and chases after you madly. When you come to a halt, he lowers his head and charges like a bull, trying to butt you into oblivion. Will you wait for his charge, then bring your knee up into his face and an elbow down on to his neck (turn to **244**) or try to grab his head and throw him (turn to **256**)?

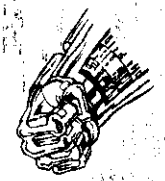
16

The next thing you know is . . . you are standing in a small cubicle; there is a toilet in it. You realize that you have arrived in one of the lavatories at the Cyberdome. You step out of the cubicle into the washroom. Two ladies, dressed in outlandish clothes, stare at you in surprise. You make hastily for the exit.

The door leads out into the Cyberdome proper. You find yourself in one of the many galleries that run round the edge of the dome. The floor of the dome is huge, like a giant shopping mall. People are milling about everywhere, dressed in all sorts of bizarre fashions. Looking up, you can see at least five or six floors going up and another three going down. There are shops, bars, discos, restaurants, snack bars and more, all over the place. Down below, in the centre of the floor is a circular ring, at least fifteen metres across. Two fighters are battling it out even as you watch. One seems to be a swordsman, while the other uses two short sticks. The ring is surrounded, not by rope, but by barbed wire. Nearly everywhere you look are TV screens, showing the fight in progress, so that the spectators can watch the action wherever they are.

You wander around until you find a desk with a big

sign above it reading 'CONTESTANT REGISTRATION'. A fat, balding man sits behind the desk. He doesn't even look up when you approach. 'Name and Fighting Style?' he asks. You tell him. 'Anyone in particular you wish to fight?' he asks next. 'Yes, R.A.X. Coswell,' you tell him. He looks up, eyeing you up and down. Then he smiles knowingly. 'R.A.X. the cyborg, eh. The Champion. Well, it's your funeral. As it happens, you can fight him tonight. It'll make a nice extra bout.' He gives you an identity card which shows that you are scheduled to fight and should be accorded special privileges in the dome. 'Look around. Enjoy yourself. For tonight you die!' He laughs uproariously at his own joke. As you leave, he says, 'Report to the fight preparation room at seven tonight.' Turn to **67**.



17

Drawing on your last reserves of strength, you try once more to dislodge your assailant. Roll one dice (you can use the Power Strike Special Move, if you know it, to subtract 1 from the dice roll, but you must cross off the Inner Strength point *before* you roll the dice). If the number rolled is less than or equal to your Power Rating, turn to **6**. If it is higher than your Power, turn to **150**.

18

You step into another, smaller room whose walls are covered in machinery and circuitry. To your surprise, you find Xavier here, strapped to a large X-shaped rack at the far end of the room. Wires run from his head and body into the walls. Xavier's usually delicate features are ravaged by fatigue and pain. In front of him is a console marked like a calculator pad. At the sight of you, hope fills his face and he croaks in a weak voice, 'I am most glad to see you, my friend! The Overlord has been trying to extract the secret of my marvellous energy discovery.' You step forward to disconnect Xavier but he shouts, 'No, don't touch me! I am wired to explode if anyone tries to release me. You must input the correct number-code into the console. That will release the rack.' You examine the console. On a small screen a message reads: 'Security Number – 5.' 'Umm, by the way,' Xavier adds, 'if you get the code wrong, the whole room will blow!' What number will you input? '5' (turn to **57**)? '55' (turn to **39**)? '56' (turn to **69**)?

19

Larcen Tyler

Fighting Style: Praying Mantis Kung Fu

Time-zone of origin: AD 1920, Chicago

Appearance: Looks like a typical private detective of the period – save for 'cat's claw' hand weapons, grappling hook and shoe-blades.

Mannerisms: Constantly chews something he calls

'Bazooka Joe' gum. Watches everything silently like a hawk.

Speech Characteristic: When he does speak, which isn't very often, it is with slow deliberation and a nasal drawl. He stares intently at the person he is speaking to.

Likes/Dislikes: Larcen likes Jetta Maxx. A lot. He admires her for her ideals and her hatred of tyranny. She admires him for his unswerving refusal to kill unless he really has to. And they admire each other quite often. Larcen keeps himself to himself most of the time and is neither liked nor disliked by the rest of the Champions. He hates pasta, especially tagliatelle, as it reminds him of his old boss. Usually calm and unflappable, Larcen has developed a neurosis about sudden loud bangs or explosions – every time he hears one, it sets him trembling. 'I got blown to *?%* once,' he'll mutter under his breath when asked about it.

Notes

Tyler returned to his own time and was able to prevent the death of the Police Chief and of the staff and patients in the children's ward of the Chicago General Hospital. At the moment he and the Chief are fighting a vicious battle against the underworld gangs of the Mob. His philosophy is: 'If they hit you, you hit them back – twice as hard.' His current mission is to find the hideout of Tagliani, the mobster who betrayed him. Tyler hopes to destroy his operation and bring Tagliani to justice (Tyler's personal code forbidding killing forces him to bring Tagliani in alive). If Larcen

succeeds, crime will be set back a hundred years. However, the Overlord wants Larcen dead and replaced by one of his own, so that the Tyler CyberClone can kill Tagliani and take over as the greatest crime boss in history.

When you have finished, turn back to **100**.

20

You suffer a few moments of nauseous disorientation as the Eternal Champion sends you back into the past. The next thing you know, you find yourself standing in a dark alleyway flanked by dirty brick buildings. It is night-time. A bitterly cold wind plucks at your clothing, its chilling touch an unwelcome contrast to the warm security of Fortress Eternity. Behind you, the alley ends at a wooden fence, against which a mound of refuse is piled up. Ahead of you, the alley leads to a road, poorly lit by an occasional street lamp. The whole area seems utterly deserted and unnaturally quiet. You are suddenly startled by a loud clatter, and you spin around, legs apart and fists ready, but it is only a cat, foraging for food in an old dustbin. Larcen Tyler – or, at any rate, his Time Beacon – must be near by, but where? You step out into the street. Suddenly you are bathed in such a bright light that it makes your eyes water. Instinctively you step back as a large machine roars past, enveloping you in noxious fumes. A man's head, wearing a cloth cap, leans out through an open window in its side and shouts at you in passing, 'Hey! Watch your step, pal – you wanna die or . . .' The rest of his sentence is lost as the

machine trundles on down the street. It's a car or a truck, of course – the twentieth century is renowned for its primitive forms of ground transport. So dirty as well, you think to yourself.

Looking around, you discover that you are in an industrial area of old Chicago. A huge and ugly complex of pipes and giant holding-tanks occupies one side of the street. Most of the other buildings seem to be factories and warehouses, labelled with strange signs: Green's Meat Packing Co., Kowalski Auto Repairs, and so on. One building does draw your attention, however – Tagliani Industries Ltd. Tagliani, Larcen Tyler's crime boss, the man he swore to bring to justice. It is a large wooden warehouse, two storeys high and with a few lights shining out through its upper windows. As you draw nearer, you notice two men leaning against the large double doors at the front. They are both dressed in raincoats and snap-brim hats, quite similar to the way Larcen dresses. One seems to be holding a small white stick that is smouldering at one end. Much to your surprise he puts the other end of it in his mouth and inhales. Seconds later, he breathes out a cloud of smoke! Are these creatures aliens, or genetically engineered humans, unable to breathe earth's atmosphere without help, you wonder to yourself. You cannot be certain about this, but you are sure what the bulges under the coats of these men signify: they are carrying weapons, probably hand-guns that use a chemical explosion to propel small pieces of metal at high velocity. Primitive, but potentially deadly.

You will have to get into this building and check it

out. Will you sneak around to the back and see if you can find a way in there (turn to **68**), climb on to the roof and find a skylight (turn to **211**), or walk boldly up to the guards and use surprise to try and take them out as quickly as possible (turn to **165**)?

21

The CyberClone swings his grappling hook around at your legs. You try to cartwheel forward along the beam, avoiding the hook, then drop down into a crouch, punching at his midriff. It will take perfect timing to dodge the hook, however. Roll one dice, and if the number rolled is less than or equal to your Equilibrium Rating, turn to **178**. If it is greater than your Equilibrium, turn to **233**.

22

You place the electronic device you found in Midknight's lab over the door lock. It hums and whirrs, then there is a loud click and the door swings open. Congratulating Midknight on his ingenuity, you enter cautiously. It seems deserted – no one is working at the Shogun Corporation today! You have entered a complex laboratory, stacked to the gunwales with all kinds of weaponry from the twentieth century. Rifles and pistols of new and innovative designs abound. Lasers, tazers and the latest in anti-personnel mines are scattered about, a veritable treasure-trove of armaments. Little here is of interest to you, however, for yours is not the way of guns and knives – anyone can pull a trigger but you have turned your own body into a deadly weapon to equal many of those in this

room. Two things here are of interest, however. You find a beautifully crafted titanium disc, razor-sharp at the edges. It is perfectly balanced and would make an excellent throwing star to rival any of the ninja shuriken. You may take it if you want to. You also come across an area of the lab dedicated to making combat drugs of various kinds. You pick up a bottle of pills labelled 'Reflex Enhancer'. If you want to take one of these pills, turn to **45**. Otherwise, you leave the lab and carry on up the stairs. Turn to **169**.

23

Part of the ninja training comprises climbing techniques. It is nevertheless an arduous climb, but your skill and endurance help you complete it. Near the top, you gain some purchase on a thin ledge that runs round the tower. You still haven't found a way into the tower, but then you notice a ventilation grille just below the rim of the glass dome. The grille comes away quite easily, and you climb in. Turn to **30**.

24

After a short journey, you come out of the trees near the source of the smoke. Between you and the river there is a small village of several huts made of mud held together with branches and leaves. The village is surrounded by a low 'wall' composed of rocks, branches, piles of earth, and dead treetrunks. In the middle of the village you can see a large bonfire burning merrily and a fresh deer carcass is slowly roasting on a spit. As you draw near, several figures step out from behind the wall. Like Slash, they are

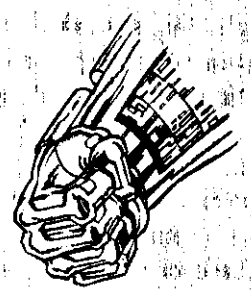
large and powerful; they are wielding wooden clubs or spears tipped with flint blades. They are obviously of the same race as Slash: neanderthals from a time before Homo sapiens. At the sight of you they begin to jabber and gesticulate, talking among themselves. When you move closer, one of them turns and growls at you, clearly threatening you with his spear. The others follow suit. A fight looks inevitable. Then you hear a great bellowing voice coming from one of the huts in the village, shouting something at the men. One of the warriors runs back to a hut, then returns a few moments later. He beckons you forward. You approach cautiously, but they seem friendly enough now and soon you have attracted the attention of most of the children of the village. They prod and poke at you curiously. They are especially fascinated by your small jaws and teeth, and by your lack of body hair, compared to them. The adults lead you towards a large hut at the rear of the village. You duck under the deerskin flap that acts as its door, to be greeted by a strange sight. Inside, lying on a bed of moss and leaves, lies Slash himself!

He sits up in surprise. 'What are you doing here?' he splutters in a voice like a growling rhino. You notice that Slash is badly injured. One of his legs is broken, as also are a few of his ribs. It is obvious that he cannot stand. One of the other tribesmen follows you in and whispers into Slash's ear. Slash nods and sends him out. Turn to **114**.

25

If your Power Rating is 5, the gauntlets will have no effect – turn back to **143** and choose a different

enhancement. Otherwise, after a four-hour operation you come round with cyber gauntlets over your hands. They are wired into your central nervous system and give you much greater strength in your hands and arms. Add 1 to your Power Rating permanently. Turn to **248**.



26

With a mighty heave you tear the snake away from you and throw it from you. Suddenly it snaps straight, a staff once more. You make a grab for it but, to your astonishment, it flies away, back into the CyberClone's hands. He chuckles, saying, 'You're strong, but you're no match for my skills!'

'We shall see,' you reply tersely. You have noticed that his staff is no longer glowing – perhaps its energy is now used up. The CyberClone starts twirling the staff rapidly round his head and shuffles towards you. Will you concentrate on wrestling the staff from him (turn to **166**), close in and attack him with fists and feet (turn to **93**) or wait for him to attack again and then try to throw him (turn to **127**)?

27

The clone leads you to a clearing in the forest outside the village. 'I don't know why you interceded on my behalf in that pathetic charade the people of Salem call a trial. Perhaps you seek knowledge from me. But you will learn nothing, for I will slay you, and then the Overlord's victory will be complete!' He stands with his staff poised to strike and edges towards you. His staff seems to be glowing with energy – you'll have to watch it carefully for it may possess hidden powers. You assume a martial stance and both of you circle each other warily, looking for an opening. Note that the cyborg Xavier has 9 Life Points. Holding the staff in both hands, he suddenly lowers it so that it is pointing at you. There is a loud click and the end of the staff telescopes out with lightning speed, the snake's head hurtling towards you. Roll one dice. If the number rolled is less than or equal to your Speed, turn to **154**. If it is greater than your Speed, turn to **103**.

28

Leaving the herbalist, you make your way through the carnival crowds to the circus tent. You find that it isn't open to the public yet, and a tall man dressed in the Mandarin style, complete with long fingernails and a drooping moustache, blocks your way. He says something to you, but you cannot understand what he says. He points back the way you came, raising his voice. Just then you see Jetta inside the tent and you lean in and shout her name. She comes over, somewhat surprised to see you. The fact that she recognizes you probably means that this is the real Jetta Maxx, not a CyberClone, but you cannot be entirely sure. She and the tall man start having an animated discussion in Chinese, but after a little persuasion from Jetta he lets you in.

The tent is bustling with activity inside as the performers prepare to give a show. Chinese acrobats practise their moves and dances, wielding swords, spears, flags and ribbons in remarkable displays of athletic prowess. Trapeze artists and tightrope walkers perform high up above the ground – several of them appear to be Europeans. The only animals you can see are a few horses and monkeys.

'What brings you here?' Jetta asks in her stern, heavily accented voice. You explain the situation to her, but she says that everything has been pretty normal around here. She has been having some trouble with agents of the Russian Tsar who have tried to kill her, but she has seen neither hide nor hair of a CyberClone version of herself. You both agree that a CyberClone

may arrive to terminate her, but she seems to think it unlikely.

It's possible she *is* a CyberClone and that the real Jetta is already dead, you think to yourself, but she seems convincing enough. Anyway, would a CyberClone stay here in the circus, once it had killed her? Who knows? Jetta says she can always get you a job in the circus if you want to hang around, just in case. Will you stay (turn to **141**) or decide that you cannot waste time here, activate your Time Beacon and return to Fortress Eternity (turn to **84**)?

29

You wait. So do the other two. No one seems prepared to commit himself yet.

'You better decide quick,' says one.

'Yeah, make up your mind – we haven't got all day,' says the other.

You must decide. Will you attack the Larcen Tyler with the grappling hook and blood on his shoe (turn to **131**), or attack the one who has lost his grappling hook (turn to **86**)?

30

You crawl through the hatch into a glass-domed chamber at the top of the tower. The walls are lined with mechanical devices and electronic circuitry of all shapes and sizes; robot arms and unidentifiable machines click and whirr in constant activity. The only other object of note in the chamber is a circular hole in the middle of the floor: it must be a shaft leading down to the foot of the tower.

Suddenly a TV screen is extruded from one of the walls, telescoping out a little way on the end of a mechanical arm. It flickers into life, and a large eye appears in black and white. The eye stares at you, blinking regularly. Then another monitor appears from among a seething mass of machinery. It too lights up, also in monochrome, displaying just a mouth that fills the whole screen. The mouth opens and shuts, and a voice comes out of speakers set round the room. 'You have been an annoyance. A very great annoyance. But you have made a fatal error in coming here. Now I, the Overlord, will destroy you!' The voice is flat and mechanical.

There is a loud tearing sound, and something rips its way out from one of the walls, something half-man, half-machine. Wires, apparatus and broken tubes spilling liquids fall away from its body to reveal a powerfully built figure. The head is mainly mechanical, save for the face which is human – but obviously mad, with staring eyes and a fixed snarl. Two human arms protrude from a human set of shoulders. The rest of the torso is machine, with two metal tentacles writhing

from its midriff. The tentacles end, one in a sword and the other in a spiked mace. The creature walks on four spider-like legs, again of metal. A flexible cable or tube runs from the back of the monstrosity to the wall – its only connection to the machinery that created it. It scuttles forward and stands over the central shaft, its reticulated legs finding purchase on the floor round the edge.

'You humans have no hope of defeating me. As for you – my spider droid will carve you into pieces,' says the mouth on the monitor screen. You weigh up your chances of defeating the spider droid. Things do not look good: those metal tentacles look fast and deadly. Will you attack the spider droid (turn to **73**) or try to sever the cord that connects it to the wall (turn to **85**)?

31

You will have to wait until the last moment before making your move: that way the tracking blade will have little chance of correcting its trajectory. When it does swoop down, you dive aside. Roll one dice. If you score less than or equal to your Speed, turn to **108**. If you score more than your Speed, turn to **155**.

32

You bow in the boxer's direction and he nods his head, moving with you into the centre of the hall. You circle each other, the boxer light on his feet, ducking and weaving. You face him side on, presenting as small a target as possible as you edge closer together, watching each other carefully, both looking for an

opening. Note on your *Adventure Sheet* that the boxer has 10 Life Points and a Power Rating of 3. You must now decide on your strategy. Will you:

Close in, and try some jabs and chops to his face and neck (turn to **113**)?

Wait for him to attack, then counter with a throw (turn to **194**)?

Try some high kicks to your opponent's head (turn to **223**)?

Try some low kicks to your opponent's legs (turn to **291**)?

33

You come to a fork in the tunnel. One branch leads to the main ramp exiting into the arena. There are side-rooms here where gladiators sit, waiting to be called. A sentry standing in an antechamber catches sight of you, loitering at the corner of the tunnel. If you are wearing Atlantean official's robes, turn to **203**. Otherwise, turn to **116**.

34

You spin, keeping your eyes on her knife. It is just as well you did, for it turns in the air and comes hurtling back at you. You duck and spin. The 'bladerang' passes you and heads for the Jetta clone and she catches it nimbly, putting it away on her belt. She smiles wryly. 'Worth a try,' she says with a shrug. Then she edges closer and assumes a position you

recognize from Savate. She stands, presenting her right side to you, legs braced wide apart in a half-crouch, hands open and held low down, ready to parry any incoming attacks to the lower half of her body. She looks powerful and fast, but she is quite small. You notice that the gold chain she used to strangle the real Jetta is wrapped round her waist. Note that she has 8 Life Points. 'Come on, then, let's see what you can do,' she taunts. What will you do now? Will you:

Try a stamping side-kick at her right knee (turn to **204**)?

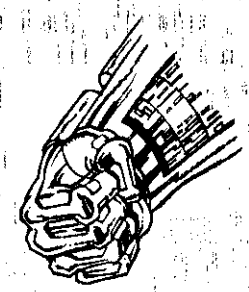
Drive your instep up and around in a roundhouse kick aimed at her head (turn to **189**)?

Step right up to her and swing your elbow round at her head (turn to **66**)?

35

The crowd roars hungrily, out for blood, as you and your opponent circle each other. Suddenly the cyborg spins and drives a whipping back-kick at your head with the heel of his foot. You duck under it, and he follows up with a right cross. You bend backwards to avoid it, and the CyberClone turns and smashes a low kick at your knee. With superb reflexes you flip backwards to avoid his strike. You land on your feet just as the cyborg, enraged at your skilful dodging, lashes a straight thrust kick with the ball of his foot at your chest. You try to catch his foot with your left hand, then step in and hammer your right fist down at the

inside of his thigh, where he doesn't have any armour. Roll one dice, and add 1 if your style is Kung Fu or Jujutsu. (Remember, if you want to use any Special Moves like Monkey Heart or Power Strike, do so *before* you roll the dice. If you score higher than his Defence of 3, turn to **196**. If you score lower than or equal to 3, turn to **125**.

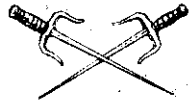


36

From the base of the cliff you look upwards. The young man Slash sent as your guide tells you that, far above, is a ledge of rock that marks the opening in the cliff-face leading into Sacred Mountain. It does not look too difficult in terms of hand- and foot-holds on your way up. There are sturdy-looking shrubs to grip, as well as rocky outcrops. But it will be a gruelling test of stamina and strength. If you decide against the climb and take the easier route upriver, turn to **159**. Otherwise, roll one dice, and *subtract* 1 if your Fighting Style is Ninjutsu (ninja climbing-tools will aid you in this task). If you score less than or equal to your Endurance Rating, turn to **88**. If you score more than your Endurance Rating, turn to **272**.

37

The figure grabs you round the throat in a vice-like grip and you choke in shock. Definitely a CyberClone. Quickly, you smash your hands into his forearms but the action seems to have little effect. His staring red eyes are glowing more brightly, and you feel a sleepiness stealing over your limbs. His eyes appear to grow larger, and you find yourself less and less able to exert your own will. You realize that he is using some kind of hypnotic command, but you are powerless to resist. The Midknight clone leans forward and sinks his fangs into your neck. Soon you are dead and gone, a lifeless husk, drained of energy. Your adventure ends here.



38

You duck under the ninja's kick, catching his ankle as he flies overhead, and help him on his way with a deft flick of your wrist. He gives a cry of horror as he plummets down the stairs, landing in a heap at the bottom. You won't be hearing much more from him! However, there are two others to deal with, both of whom are racing towards the doorway. One wields a ninjato sword, the other a 'kyotetsu-shoge', a length of rope with an iron circle at one end and a twin-bladed knife at the other. Will you charge out to meet them (turn to **214**) or face them here in the doorway (turn to **11**)?

39

You input the number '55'. There is a click, then blackness. You and Xavier have been blown to smithereens in a split second. Your adventure is over.

40

A low wall surrounds the flat roof of the warehouse, and you pull yourself over it, making as little noise as possible. There is nothing much up here, except a few vents and a skylight window. As you near it, you see a prone figure near by. It is an unconscious man – one of Tagliani's guards by the look of him. He has been professionally tied up and gagged. The skylight has been opened and a grappling hook is sticking into the outer woodwork. A rope from it dangles down into the dim interior of the warehouse. You know that Larcen Tyler has a grappling hook – the question is, which one has been this way, the human or the CyberClone? All seems strangely quiet below. You

lean in for a better look and see that the rope hangs down all the way to the ground floor. Beams and pipes criss-cross the ceiling of the warehouse, creating a web-like structure of wood and steel, wreathed in shadow. The upper storey consists of offices round a large central area that is open to the ground. A gallery on the upper storey overlooks the floor of the warehouse, and the rope passes close to it. Will you climb down the rope all the way to the bottom (turn to **144**) or use it just as far as the upper-floor offices (turn to **94**)?

41

A fishy glint in Trident's eyes is your only warning that he is about to attack. 'Asssasssin!' he hisses. 'Do you think I do not recognize Roman liess? I shall sslay you!'

His right arm, ending in his sharp, bronze trident, comes jabbing towards you. You barely have time to react, much less dodge aside. Roll one dice. If the number rolled is higher than your Defence, the prongs of the trident tear your flesh and you lose 4 Life Points. If the dice roll is less than or equal to your Defence, you twist out of the way of the sudden

attack. If you are still alive, you realize that it would be fruitless to get into battle with the real Trident, so you turn and run away, into the maze of tunnels under the arena. Turn to **226**.

42

Roll one dice for your opponent. If the number rolled is less than or equal to your Defence Rating, you step back in time. If it is greater, the Slash clone catches you a nasty blow and you lose 5 Life Points. If you are still alive, you leap into the air with a shout, propelling your outstretched foot at your opponent. Roll one dice and add 1 if your style is Karate or Kickboxing. His Defence is 3, as he tries to knock your foot aside with one brawny arm. If the number rolled is higher than 3, you have hit him and he loses your Power Rating in Life Points. If it is less than or equal to 3, you have missed. If you have reduced your opponent to 3 or fewer Life Points, turn to **283**.

Otherwise, he staggers back from the force of your attack but then lowers his head and charges – aiming

to butt you into submission. Will you wait for his charge, then bring one knee up into his face and an elbow down on to the back of his neck (turn to **244**) or try to grab his head and throw him (turn to **256**)?

43

As you approach the CyberClone, he steps forward to meet you, and you both wrestle, each seeking to find the best purchase to throw the other. You both wheel in the mud, thrashing and heaving at each other. The stronger will win. Roll one dice. If the number rolled is less than or equal to your Power Rating, turn to **242**. If it is greater than your Power, the CyberClone gets a hold round your shoulder and arm, then turns, throwing you across his hip. You fly, head over heels, into the mud. Lose 4 Life Points. If you are still alive, the cyborg lets you get up, waiting for your next attack. Will you now try some kicks to his upper body and head (turn to **134**) or try to get in close enough to use your fists (turn to **296**)?

44

Your opponent whips up a forearm, trying to sweep your legs up and over his head before they can reach his face. Roll one dice, adding 1 to the roll if your Fighting Style is Savate or Kickboxing. If you score higher than his Defence of 3, he misses the block and

you buffet him backwards. He loses your Power Rating in Life Points. If he is down to zero or fewer Life Points, turn to **294**. If you score less than or equal to his Defence, his block pushes you up into the air and you sail over his head, completely off balance. You land badly and lose 3 Life Points, before getting to your feet.

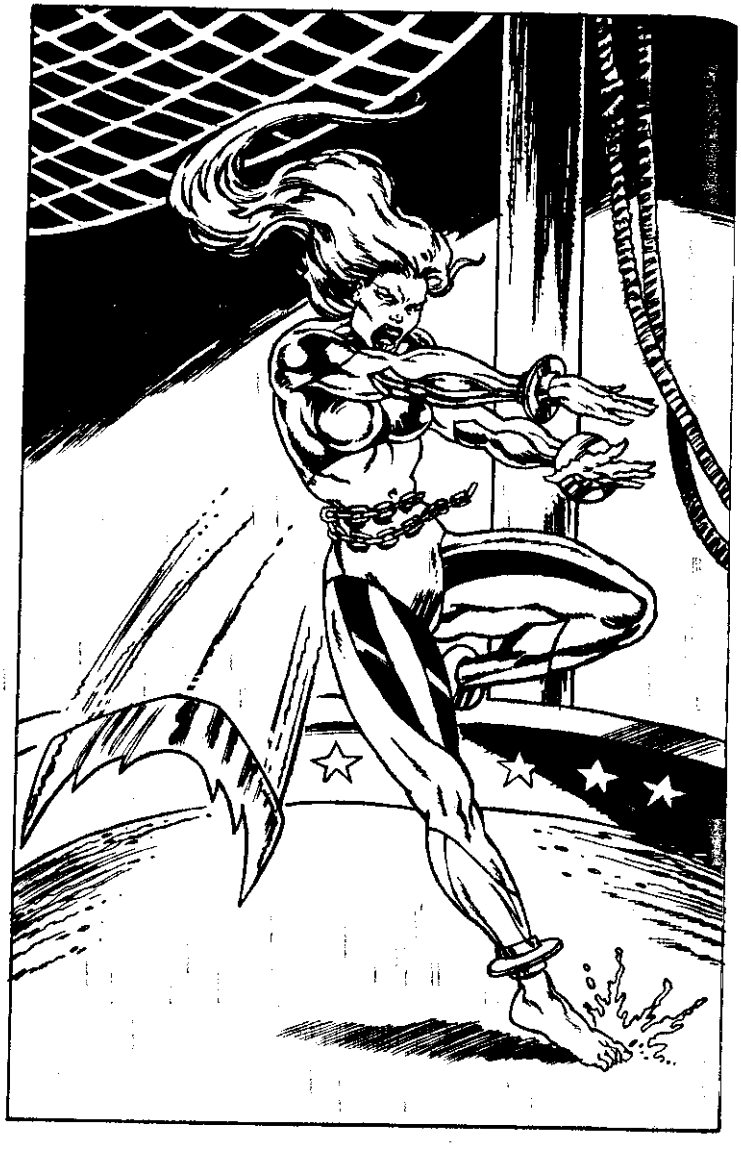
If you are still alive, he turns and you face each other once more. Now, will you:

Run at him, grab his left arm, place a foot on his left thigh and pull yourself up on top of him, hammering a chop at his neck with your other hand (turn to **180**)?

Wait for him to attack, and attempt a throw (turn to **258**)?

45

The pill is small and green. You pop it in your mouth and swallow. Instantly, you feel as if your whole body were on fire, every nerve-ending burning in agony. You sink to your knees, barely able to stay conscious. But the pain soon passes. The drug has enhanced your reflexes: add 1 to your Speed Rating permanently (but remember that you cannot have a Speed Rating higher than 5. If it was already at this level, you gain nothing). Unfortunately, drugs are notorious for having unwanted side-effects. You feel drained and weakened – lose 1 point from your Endurance Rating permanently. Note that this effect will also reduce your Life Points permanently by 3. If you are still alive, you stagger up the stairs. Turn to **169**.



46

The interior of the big top is dimly lit by lanterns hanging round the edges. In the murky gloom you see a figure standing next to the central pole of the tent, waiting. You walk forward warily, and the figure speaks. 'So, Jetta has a protector, has she?' Her voice is identical in pitch and timbre to the real Jetta's, but there is an emotional dryness about it that chills your blood. As you draw nearer, you see that the CyberClone is holding something shiny in her hand, and you pause. She looks you up and down. 'The Eternal Champion was really scraping the barrel when he picked you!' she sneers. 'I'll enjoy taking you apart and, once that's done, I'll finish off that pathetic whelp you're supposed to be protecting.'

'I'm not here to protect people,' you reply. 'I'm here to take that Beacon off your hands.'

She narrows her eyes at that, then without warning throws something at you. An oddly shaped throwing knife whistles through the gloom towards you and the CyberClone breaks into a run, closing the distance between you rapidly. The knife is going to miss you by a couple of metres, it seems. Will you ready yourself to meet the incoming CyberClone (turn to **161**) or watch to see where the knife is going to land (turn to **34**)?

47

You step forward and spin around. The CyberClone yanks the chain taut round empty air where your head was just a split second ago, and she snarls in frustration. You have the initiative. Will you:

Try to grab her wrists and fall backwards to the ground, putting one foot on to her stomach, and throw her over your head (turn to **281**)?

Lash the ball of your foot in a straight kick at her solar plexus (turn to **251**)?

Try a right and a left jab, aimed at her head, in quick succession (turn to **295**)?

48

The air grows noticeably warmer as you approach the factory. The snow and ice surrounding the factory has all melted away, revealing the bare grey rock beneath. As you leave the snow, you can feel the heat rising up from the ground. The rocket-turrets and laser-cannons ignore you: they must be there to defend against attack from the air and assaults by ground troops and tanks, not by a lone human. You thread your way through a maze of storage silos, pipes and machinery in search of some kind of entrance. Eventually you arrive at the huge tower that dominates the factory. Conduits, pipes and buttresses run from the sides of the tower to other areas of the complex. There is a single door, made of tungsten steel, set into the base of its grey, concrete walls, the only door in the whole place. Beside the door is a small slot. If you have a Security Access Pass, turn to **257**. Alternatively, if you have an Electronic Pick Lock, turn to **118**. If you have neither of these items, you cannot open the door. You will have to climb the tower in the hope of finding a way in at the top. Turn to **286**.

49

Slash

Fighting Style: Pain!

Time-zone of origin: 25,000 BC

Appearance: Huge, hulking ape man, dressed in the skin of a bear he slew in single combat.

Mannerisms: Gruff and rude. Picks his nose, teeth, etc. in public.

Speech Characteristic: Speaks in guttural pidgin. Growls a lot.

Likes/Dislikes: Slash is fascinated by fire. Whenever he sees fire, he will stop whatever he is doing and will gaze at the flames for hours. His rude mannerisms belie his unusual intelligence. He is cunning and, while he does not understand much of modern technology, it does not scare him and he is not easily fooled. He also loves to inflict pain on his enemies, which he does with great skill and gusto. He has become a good friend of Trident the Atlantean. As both are not quite human, it is only natural that they should hit it off. Slash is very fond of Jetta Maxx – unfortunately she doesn't feel the same way about him. He gets on well with R.A.X. (both enjoy fighting), but he doesn't like Midknight or Xavier.

Notes

Slash returned to his own time, where he had discovered the secret of making fire. The shaman of his tribe was about to have Slash stoned to death for this (Slash

being a threat to his power over the tribe), but now Slash hopes to defeat the shaman and pass on the secret of fire to early man, thus making the path to civilization easier and quicker. The Overlord will do all in his power to change this. If he can replace Slash with a CyberClone, he may be able to delay the discovery of fire for many centuries or use it to conquer early civilizations.

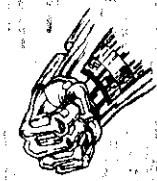
When you are ready, turn back to **100**.

50

Suddenly the air is filled with the scent of pine, a pure, clean smell that is quite at odds with the waves of nausea you are experiencing. You expect the nausea, however, as it is part and parcel of travelling in time. A few seconds later and the discomfort is gone.

You look around. You are standing on the forested slopes of a range of hills that make up the side of a deep valley. Pine trees march in all directions around you. Down below, the trees begin to thin out and you can see a river glittering like a silver snake in the

afternoon sun, winding its way across the valley floor. You also notice a plume of smoke curling lazily up into the sky, as of a camp-fire burning – which is odd, as fire isn't supposed to have been invented yet. Perhaps the blaze was started by lightning, you think to yourself, but that seems unlikely as the sky is clear and bright, without a cloud in sight. On the other side of the river, the valley rises up into a near sheer cliff-face. Atop the cliffs, rising still higher and dominating the skyline, towers a great mountain, its slopes blanketed by pine trees. It is volcanic, judging by the faint wisps of steam billowing from the top, although it must be quite a while since the last eruption, otherwise the trees would have not taken such a hold round its base. Just then a sound disturbs your reverie, off into the woods to your left. Was it a scream? Then you hear a throaty growl like nothing you have ever heard before. Despite your training, it raises the hackles on the back of your neck, and a thrill of fear runs up your spine. Will you investigate the noise (turn to **122**) or head for the fire, down in the valley (turn to **24**)?



51

The Midknight clone doubles up as your foot slams into his stomach. You follow up with another kick that catches him on the chin, knocking him on to his back. He loses Life Points equal to your Power Rating. If he

is down to zero or fewer Life Points, turn to **147**. If he is still alive, you both get to your feet to face each other again. The clone shakes his head to clear it. Will you now try to grapple and throw him (turn to **43**) or try to get in close and use your fists (turn to **296**)?

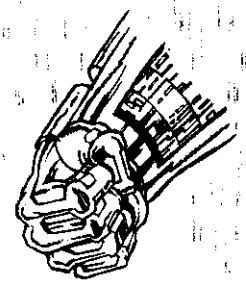
52

At last she falls, defeated. Searching the clone's body, you find a small black box: her Time Beacon. Note it down on your *Adventure Sheet*. You also find one of her Flash Pellet smoke-bombs. You may take it if you wish.

Returning to the floors below, you meet the real Shadow Yamoto. She has another bandage round her head and carries some nasty bruising on her legs, but at leasts she's alive. 'I managed to defeat the Grandmaster,' she whispers proudly. 'The Black Orchid are no more!' You tell her of your successful mission, and she smiles warmly at you – for the first time you feel that this smile may be genuine. She tells you to report back to the Eternal Champion while she cleans up here. You activate your Time Beacon. As you fade to the future, the last thing you think you can see is Shadow Yamoto blowing you a kiss. Turn to **153**.

53

The CyberClone crouches and spins, sweeping his right leg around in an attempt to knock your feet out from under you. You step smartly over his attack and lash a straight kick down at his face, but the clone somersaults backwards to his feet. He draws back his right fist and launches it at your face, activating a jet motor strapped to his wrist. The speed and force of the blow are augmented considerably by this 'cyber punch'. Roll one dice, adding 1 for the enhanced cyber speed. However, you can add 1 to your Defence, for this attack only, if your Fighting style is Jujutsu or Aikido (but remember that your Defence cannot go higher than 5). If the number rolled is greater than your Defence, turn to **267**. If it is less than or equal to your Defence, turn to **207**.



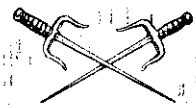
54

You twist aside, avoiding the fan by a matter of centimetres. She pulls it back then swings it at your legs, but you leap high over it. As you come down,

she reverses her swing and whips it towards your neck. Frantically you drop to one knee and the fan whistles harmlessly over your head. Glaring at you in rage, she thrusts it straight down at your face. With remarkable precision born of desperation, you clap your hands together in front of you, pinning the fan between them. You throw yourself into a backward roll, ripping the fan out of her hand and taking it with you. Coming to your feet, you close the fan and tuck it into your belt, in one deft motion. The clone stares at you in angered amazement. Will you now attack her with a series of kicks (turn to **279**), close with her and punch (turn to **104**) or close and try a throw (turn to **247**)?

55

You duck down under his strike and try to grab his wrists as the staff comes whistling down at your head. Roll one dice and add 1 if your Fighting Style is Aikido or Jujutsu. If you score higher than the CyberClone's Defence of 4, turn to **292**. Otherwise, the cut at your head was a feint. The CyberClone pulls his staff up short and strides forward, driving both his fists down at your face with a victorious shout. Lose 4 Life Points. If you are still alive, your head is driven back and you throw yourself into a back-flip, and cartwheel out of range. Turn to **87**.



56

Larcen agrees. 'We'll get up there and get me!' he jokes. Both of you race off in search of the rope. Just then, out of the corner of your eye you notice a movement: the CyberClone is swinging down out of the shadows on the end of his rope. He is heading straight for Tyler, feet first, the shoe-blades glittering wickedly. The real Larcen seems transfixed: the sight of himself swinging down out of the air to attack him has left him momentarily in shock. The Clone is getting near, a look of malicious glee on his face. Desperately you throw yourself at the real Larcen, trying to barge him aside. Roll one dice and add 1, as you have both been taken by surprise. If you score less than or equal to your Speed, turn to **210**. If you score more than your Speed, turn to **202**.

57

You input the number '5'. There is a click, then blackness. You and Xavier have been blown to smithereens in a split second. Your adventure is over.

58

When you arrive in the gardens, you find that there is no sign of Blade. You search for him among the beautiful trees and rock pools, but he is nowhere to be found. You meet a couple of students and ask them if

Blade has been here, but neither of them has seen him at all. Curious, you think to yourself. Will you now give up looking for Blade (turn to **128**), or search for him in his quarters (turn to **90**), in the dining hall (turn to **243**), or in the armoury (turn to **197**)?

59

The shaman continues to chant and gesticulate, but you take no notice. You push on, into the cave, and the shaman troubles you no further. Inside, you find that the floor slopes downwards into a huge cavern. Daylight streams in behind you but, as you advance deeper inwards, it begins to fade. The cavern rock is twisted and contorted like a liquid that has suddenly hardened. Stalactites and stalagmites form strange, warped columns and chandeliers, sinister shapes in the shadowy twilight of the cave. Up ahead, you can see that the floor is bisected by a great chasm out of which rises a stifling heat and a reddish glow that fills the cavern with a dim rosy light. It is spanned by a bridge of wooden planks lashed together with vines.

At the edge of the chasm you pause and look down. A great wash of hot air billows up out of the depths, and far below you can make out a river of red-hot lava. This side of the chasm seems empty, so you have little choice but to cross the bridge. Gingerly you set out, knowing that you are in a vulnerable position while negotiating the rope bridge. However, the bridge is quite sturdy and you make it to the other side safely. You press on further into the cavern. Turn to **183**.

60

You step forward and drive a side-kick up at the head of the one on the right. As soon as he sees you move, he heaves at the other Midknight, breaking his grip, and twists away. He utters a wordless scream of rage and darts away into the darkness.

The remaining Midknight puts an arm on your shoulder, 'Well done, you have chosen correctly.' Knowing that the real Midknight would not have run off, and that the CyberClone would have attacked you instantly, you smile at him, though the touch of his rotting flesh fills you with a creeping dread. 'What was that thing that attacked me?' Midknight asks and you fill him in on your mission. 'I see,' he says. 'We must find and destroy that monster, then.' He points to a clump of trees, saying, 'You go in that direction, I will take the opposite way.' Before you can say anything, Midknight rushes off, disappearing into the darkness like a shade.

You are alone. Somehow it feels better that way. However, Midknight has made an error in rushing off on his own, as you face the same problem again of telling which is which. But what's done is done, and you'll have to make the best of it. You set off in the direction of the clump of trees. Turn to **225**.

61

The steel girders are close enough together to make it an easy climb. Surprisingly, you are not attacked on the way up. However, you have just got an arm and a leg on to the platform when she says with a laugh, 'Here – a welcoming present!' The clone flicks her hand in your direction and a deadly throwing star hurtles towards you, glinting in the light of the powerful arc-lamps that illuminate the dish. Roll one dice and add 1, as you are in a vulnerable situation. If the number rolled is greater than your Defence, the shuriken has hit you, and you lose 2 Life Points. Otherwise, you manage to drop below the platform in time and it goes sailing over your head, to clatter on the helipad below. Quickly you roll on to the platform and leap to your feet. You observe that the platform is made of wood, and measures about six metres square. The satellite dish is to your left.

The Yamoto clone grins evilly at you. 'I didn't break my word! You'd reached the platform!' She laughs manically, as if this was a huge joke, although it is hard for you to see the funny side. Either the programming of this one is slightly off, you think to yourself, or it is very accurate and the real Shadow is a little weirder than she makes out.

Your opponent stops laughing and falls into a martial stance, presenting her left side to you, putting most of her weight on her right leg. She eyes you through slitted lids. Note that she has 9 Life Points. Will you wait for her to make the first move (turn to 135) or will you execute a series of forward flips and then

attack with a straight thrust kick at her head (turn to **206**)?

62

Your last blow has sent the CyberClone reeling back. You follow up, hammering his knee with a low sweeping kick. He is too stunned to parry, and he plummets off the edge of the beam with a shrill cry. He lands flat on his back on top of a large wooden crate, which collapses under his weight. The box contained bottles of some spirit, most of which are also shattered, spilling alcohol all over the place. Your opponent groans: he is still alive but is barely conscious. If you want to drop a lighter or a match (if you have one) on to the fallen CyberClone, turn to **119**. If you prefer to climb down and finish him off, turn to **241**.

63

You must have guessed right. As you grab your foe and swing him around, the real Trident stabs him in the vitals and follows through with a twisting motion that rips a hole in the clone's midriff. Reptilian entrails mingled with sparking wires and broken gears are visible as the Overlord's creature slumps, lifeless, to the floor.

You retrieve the clone's Time Beacon and reach for the button that will propel you back to the future. At that moment, the distant sound of a gong signals that the moment has come for Trident to go out and face the Roman champion in a duel to the death. After seeing him in action, you have no doubt that victory will be his.

'Wait!' Trident calls, catching your arm. 'You musst tell me what hass been going on. What wass thiss clone ssent here for?'

'We're out of time,' you say, activating the Time Beacon. Your surroundings shimmer and go murky, then drop away into the past. Turn to **153**.

64

The boxer collapses, but before he hits the ground he fades out of sight as if he had never existed. Looking around, you see that the Sumo wrestler, too, has faded away. Then the Eternal Champion himself appears from nowhere, radiant with a glowing light. He speaks, as if inside your head. 'The boxer was merely one of the many facets of my inner self, for I am the master of all martial arts. But you have defeated him and have passed the test. You have proved yourself worthy to be my tenth Champion. Now, rest. Tomorrow, meet me in the Temporal Travel Chamber at noon, when I will instruct you further.' Then he is gone. As ever, he is mysterious, terse to the point of rudeness, and unsettling in the way he just appears and disappears, seemingly at will. But you know he is humankind's last hope – he and all the Champions, including yourself . . . Yourself. That's right – you are now one of the Champions of Fortress Eternity!

Congratulating yourself, you repair to the Gardens of Meditation for rest and relaxation. You meditate in an attempt to increase your Inner Strength. Roll one dice. If the number rolled is less than or equal to your

Recovery Rating, you may add 1 to your Inner Strength total. Also, the day's rest will help if you have been wounded. Restore Life Points equivalent to your Recovery Rating (but you cannot exceed your initial score).

The next day, you head for the Temporal Travel Chamber at the appointed hour. Turn to **201**.

65

You wrap the bearskin round you, fondly remembering the warmth of Slash's bonfire. Trudging through the freezing snow, you head for the factory, protected from the worst effects of the cold by the furry pelt of the bear. Turn to **48**.

66

The Cyborg Jetta tries to hop, crab-like, back out of range of your elbow strike. Roll one dice, adding 1 if your Fighting Style is either Kung Fu or Jujutsu. You must beat her Defence of 4. If you succeed, she loses your Power Rating in Life Points. If you fail, she has dodged back in time. If she is down to 0 Life Points, turn to **115**.

If she is still alive, her eyes seem to glaze over for a second, then she launches a series of open-hand palm strikes at your face with superhuman speed – somehow she is using Inner Strength to enhance her reflexes. You will have to act fast to block in time. You must roll less than or equal to your Speed on one dice (if you have a way of increasing your Speed, such as the Phase Special Move, you'll have to decide to use it before you roll the dice). If you succeed, turn to **176**. If you roll more than your Speed, turn to **163**.

67

You have about six hours before the fight. There is much to see and do in the dome, from video games to education centres. Your pass allows you free food and drink, and access to some of the relaxation areas, including some private meditation chambers. You can restore up to 2 Life Points for the rest, and, if you roll less than or equal to your Recovery Rating, you gain 1 point of Inner Strength. Several people are interested

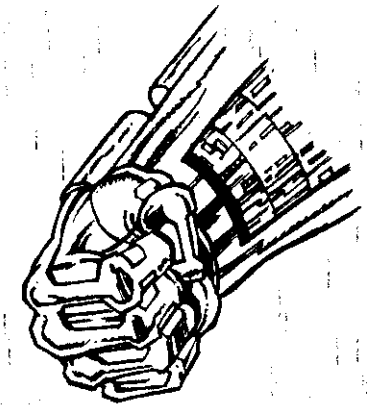
in you when they see your pass, mainly because they want to bet, either on you or (more often) on your opponent.

A woman approaches you. She looks about nervously then speaks to you in hushed tones. 'I'm a cybertech. I have access to the cyberlabs and I can enhance a fighter's abilities with cyborg parts. All the fighters do it nowadays, and I can do the same for you. Unofficial, of course, if you catch my meaning. How'd you like a cyberfist, or superfast reflexes, eh? It'll cost you, though.' If you decide to take her up on this offer, turn to **143**. If you don't trust her, or you don't want to have anything to do with cyborg technology, turn to **248**.

68

You move like a shadow in the night, as quietly as you can, to the rear of the warehouse. You find a door, and another guard, but only one this time. This guard seems to be sleeping on the job, however. You draw nearer and then realize that he's not asleep ... he's dead. Examining the body reveals the cause of death – he has a puncture-wound in the side of his neck, probably caused by a small knife or blade. He also has claw marks across his chest. The neck wound could have been caused by one of Larcen's foot-blades, and the claw marks are consistent with wounds inflicted by Larcen's 'Cat's Claw' hand weapons. Looks like he's been here – but which one, the human or the CyberClone?

The back door is already open and you step through it into the dimly lit interior of the warehouse. It is strangely quiet. Looking up, you see that the second floor consists of offices and a gallery that surround an open central area and overlook the ground floor. Beams and pipes criss-cross the ceiling of the warehouse, creating a web-like structure of wood and steel, half-hidden in shadows. It all seems quiet and deserted. Near by, a stairway leads to the upper floor. Ahead of you, a narrow corridor leads to the storage area of the warehouse. Will you go up the stairs (turn to **94**) or check out the ground floor (turn to **144**)?



69

You input the number '56'. With a click the bonds holding Xavier to the rack fall away and he slumps to the floor with a gasp. 'Well done, and many thanks,' he groans. You drag him out into the large chamber. You find that the tungsten gate can be opened by

hand from the inside, so you tell Xavier to wait here while you climb down the shaft to the Generator Room. Turn to **271**.

70

One of the figures spots you, and the other follows his gaze. In the dim light of the streetlamps you can see their faces, pale but handsome, free of the decay that inflicts the rest of their bodies. Their red eyes stare at you, unblinking. Just then sheets of icy rain start bucketing down from the skies and you shudder involuntarily, perhaps from the cold. The two figures pause in their struggle, though neither relinquishes his grip on the other.

'Welcome, my friend, to London,' says the one on the right, in a rich, clear voice.

'Are you going to stand there all night, you fool?' says the other, in an identical voice. 'Help me!'

'Don't listen to him, I am the real Midknight,' says the one on the right, shaking his opponent vigorously.

'If that is so, then who, among the Champions, do I hold as a friend,' asks the left-hand Midknight of the other.

'Xavier, of course,' replies the right-hand one, and he grins horribly, revealing fanged teeth. The one on the left snarls back at him, displaying fanged teeth of his own.

This is going to be tricky, you think to yourself. If you have a crucifix, turn to **171**. If you do not, will you

attack the one on the left (turn to **92**) or the one on the right (turn to **60**)?

71

Your timing is perfect: you drive the end of his staff into the ground with your left foot. Moving fast, you step *up* the staff with your right foot, and your weight wrenches it out of his hands. A split second later, you smash your forearm into his face and he falls back, arms wide. You come to a rest with his staff held securely under your feet. The CyberClone looks at you as if he can't believe his eyes. Without his staff he is a poor fighter, and it does not take you long to finish him off. Turn to **239**.

72

The clone reacts sluggishly as you dash in and slide towards him. A well-aimed kick, driven upwards into his knee, is enough to send him stumbling backwards. With a cry he topples over the lip of the chasm. After several seconds you hear an ominous hissing sound as he hits the river of lava far below. You are congratulating yourself on your victory when you suddenly

realize what you have done. Although you have destroyed the CyberClone, you have lost its Time Beacon!

You return to the village and tell the real Slash what happened. He thanks you for helping him and his people. Later, after you have activated your own Time Beacon and have returned to Fortress Eternity, the Eternal Champion berates you for your stupidity, reminding you what your mission really is: 'Your failure has cost us valuable time. You will have to continue your quest immediately. Bring me the CyberClone Beacons!' Turn to **4**.

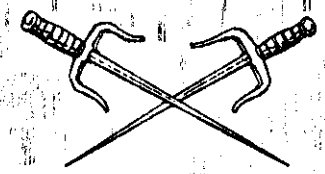
73

You move forward, but the steel tentacles whip towards you at incredible speed. You manage to dodge past them to attack the spider droid's face, but it guards itself with its human arms. It attacks with one leg, trying to push you down the shaft, and meanwhile its tentacles lash in at you from behind. There are simply too many limbs to deal with and one blow from the spiked mace splatters you all over the inside of the glass dome. Your adventure ends here.

74

The Blade clone doesn't seem to be using any particular martial arts technique at the moment; he is just trying to pummel you to death, with no regard for his own safety. He closes in, swinging his fists in a whirlwind of savage punches. You back up, desperately blocking and dodging, using all your speed and energy to evade his blows. Roll one dice and subtract **1**, as you are concentrating on parrying. If the number rolled is higher than your Defence, one of his flailing fists lands home and you lose **5** Life Points. If it is not, you fend off this assault successfully.

Eventually he runs out of steam and steps back, panting. At least it looks as if he has no Inner Strength left for another 'wild fury' assault, you guess as you wipe the sweat off your brow with a sleeve. The CyberClone's chest is heaving while he gulps in air. Your brief respite does not last long, however, for he raises one arm and points with the device strapped to his forearm again. This time, a beam of green energy lances towards you, and you'd better dodge it if you can. Roll one dice. If it is less than or equal to your Speed, turn to **217**. If it is greater than your Speed, turn to **81**.



75

You rematerialize in total darkness. Feeling around with your hands, you discover that you are standing in a small cupboard full of brooms, mops and other cleaning equipment. Some short, clipped shouts echo from outside the cupboard door, followed by a loud crash. Carefully you edge the door open, and a line of yellow light penetrates the darkness of your closet. Peering out, you see a long room – clearly a conference room, to judge by the large table that runs the entire length of the room and which is surrounded by many plush-looking chairs. However, it is clear no conference is in progress at the moment, for three figures are engaged in a desperate fight on the table. One is the lovely Shadow Yamoto, in a life-or-death struggle with two black-clad ninja assassins. One ninja is wielding a vicious-looking ninjato, the ninja sword – she has disarmed the other. A dead ninja lying on the floor offers mute testament to her excellent fighting skills. However, a nasty sword-cut on her forearm shows that she is hard pressed indeed. The question is – is this the real Shadow or the CyberClone sent here by the Overlord to take her place? Will you attack the ninjas (turn to **299**) or help the ninjas against Shadow (turn to **82**)?

76

Springing into the air to meet the charging Sumotori, you unleash a powerful kick with a martial shout, driving the outside edge of your foot at his face. Roll one dice, and you may add 1 if your Fighting Style is Karate, Savate or Kickboxing. If you score higher than

the wrestler's Defence of 3, your foot leaves a nice print on his face, and he loses Life Points equal to your Power Rating. (Remember, if you want to use a Special Move like a Power Strike, you must decide this *before* you roll the dice to attack.) If you score less than or equal to his Defence, the Sumotori has batted your foot aside with one massive hand. If the Sumo wrestler is down to zero or fewer Life Points, turn to **97**. Otherwise, read on.

Unfortunately, since the wrestler was charging forward and you leapt to meet him, you find yourself crashing into him because the force of your kick is not enough to halt him. The impact is one-sided: you are sent hurtling off to the side, stunned. Lose 2 Life Points. Desperately you try to control your fall – roll one dice. If the number rolled is less than or equal to your Equilibrium Rating, you manage to flip in the air and land safely on your feet. If you roll higher than your Equilibrium, you land badly – lose 2 more Life Points.

If you are still alive, you clear your head, only to see the Sumo wrestler charging at you again, roaring madly. What will you do now? Will you:

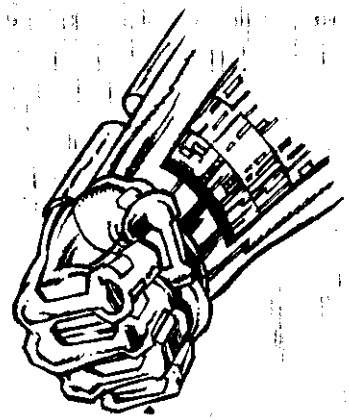
Sidestep his frontal assault and then attempt to throw him (turn to **13**)?

Try to dodge aside, and counter with some punches (turn to **277**)?

Dive aside, and try a footsweep to trip him (turn to **102**)?

77

Halfway up, you loose your footing on the slick metal of the cooling pipe. You plummet to the ground below. Death is instantaneous. So near, yet so far – your adventure ends here.



78

The R.A.X. clone chokes in pain as your fingers hammer his windpipe. He loses your Power Rating in Life Points. If he is down to zero or fewer Life Points, turn to **149**. Otherwise, as you draw your hand back, the CyberClone brings his knee up into your ribs, a blast of fire from his jet boots giving the blow added impetus. You double up in pain and reel back. Lose 4 Life Points. If you are still alive, you realize that it will be difficult to get in close enough to punch this expert kickboxer, so will you wait for him to strike, and hope to counter-attack (turn to **35**), try a series of kicks (turn to **164**), or try to get in close and grapple (turn to **53**)?

79
Shadow Yamoto

Fighting Style: Ninjutsu/Taijutsu

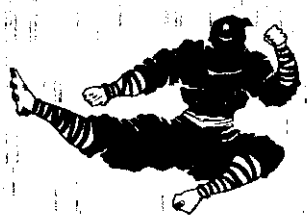
Time-zone of origin: AD 1993, Tokyo

Appearance: Long, flowing, black hair, black mask over beautiful porcelain features. Her hair and long leather boots conceal many ninja tools and weapons.

Mannerisms: She appears coy and mysterious, almost childlike – quite charming in an innocent, schoolgirlish way. Naturally this is all a show, for underneath she is ruthless and calculating.

Speech Characteristic: Her voice is soft but insistent. She doesn't expect to have to repeat herself. The accent is strange and varied – it is impossible to tell her country of birth from her voice.

Likes/Dislikes: Since falling from a Tokyo tower block, she has developed a fear of great heights. (The Eternal Champion rescued her before she hit the ground.) She particularly dislikes missions in which she has to abseil or climb. She also has an unlucky number: 101. She likes to make fun of Slash and Trident – and in such a way that they don't even realize she is doing it. As for



R.A.X., she teases him cruelly – his discomfort is her amusement. Secretly, however, she is flattered by the attention he gives her. 'Heavens forbid that he find out, though!' she'll say to her friend, Jetta Maxx. Shadow cultivates an air of mystery, shrouding herself in a web of lies and contradictions – few people ever get to know the real Yamoto.

Notes

Back in Tokyo in 1993, Shadow defeated the assassin the corporation sent after her and thus prevented her own death. Shadow is now struggling against her old ninja clan, the Black Orchid. They have sworn to kill her and they have a lot of financial backing from several corrupt corporations. Hers is a difficult task, made all the worse by the CyberClone the Overlord has sent after her. If she is successful and wipes out the Black Orchid, she will have destroyed the most evil corporate-sponsored terrorist assassins in the world. The Overlord would like the CyberClone to rejoin the Black Orchid as their leader and then step up their campaign of corruption.

When you are ready, turn back to **100**.

80

You kneel and compose your thoughts in prayer. Despite the urgency of your quest, you feel a sense of calm and tranquillity sweep through you, invigorating every fibre of your being. Add 1 to your Inner Strength.

You rise to your feet, not sure whether the benefit truly came from the deity Nakarak or whether it was just the effect of your own renewed determination. Seeing a few Roman coins left on the altar as an offering, you snatch them up. You have better use for such things than any ancient god. Turn to **107**.

81

You are too slow: you are bathed in a blast of emerald energy that crackles and coruscates all over your body. Every nerve-ending seems momentarily on fire, and your reflexes have become sluggish and slow. The CyberClone grins and walks over to you. Desperately you try to put up a guard, but your muscles won't respond. With cruel deliberation, he pulls back his arm and unleashes a punishing right hook. You are powerless to stop it, and the impact of the blow launches you into the air. You sail backwards and land flat on your back with a bone-jarring crash. Lose 6 Life Points.

If you are still alive, the CyberClone saunters over to where you are lying, barely conscious. The effects of the stun-beam are wearing off, however, and as the cyborg drives his fist at your face you find the strength and speed to roll away. Getting to your feet, you turn to face him. 'You're tough – I'll give you that,' he mutters begrudgingly. The CyberClone takes a stance, side on, with his left leg facing you, his fists held at mid-level, left arm forward and knees slightly bent. What will you do now? Will you:

Run at him, grab his left arm, place one foot on his left thigh and pull yourself up on top of him while hammering a chop at his neck with your other hand (turn to **180**)?

Wait for him to attack, and attempt a throw (turn to **258**)?

Run at him, leap into the air, then drive both feet at his head in a high dropkick (turn to **44**)?

82

Vaulting on to the end of the table, you slide towards her, and kick her feet from under her. She crashes to the ground, and the ninjas leap after her. Before she can get up, a ninja sword has been buried in her chest and she dies instantly. The two ninjas step back, regarding you suspiciously. Suddenly the large doors at the end of the room swing open and several more of the ninja sweep in, wielding various kinds of strange weaponry. After they have secured the area, someone else comes in – it is the other Shadow Yamoto! 'Thank

you for helping,' she says. Then she gestures, and the ninjas attack. There are too many of them, and you are overwhelmed and slain quite quickly. It seems that you made the wrong choice – the first Shadow was the real one.

83

The Midknight clone steps back, his face a mask of agony as you crack him across the bridge of his nose. With his guard down, you give a cry and smash a side-kick into his chest, and he flies through the air. He lands flat on his back with a splash in the mud. He loses your Power Rating in Life Points. If the Midknight clone is down to zero or fewer Life Points, turn to **147**.

If he is still alive, he staggers to his feet, dripping wet, and eyes you balefully. 'You are good, I've got to admit,' he says. Turn to **237**.

84

The Eternal Champion answers your signal and brings you back. He seems a little worried by your decision to return but agrees that it may have been a waste of time to stay there. He urges you to get on with your next task. Turn to **4**.

85

If you have a titanium disc or the blade from a circular saw, turn to **2**. Otherwise, you realize you have nothing that will help you damage the cord from this distance. You will have to fight it. Turn to **73**.

86

Suddenly you make a dash at the one without a hook and leap into the air, directing a flying kick straight at his chest. 'No, you idiot!' he screams as he rolls aside. You land safely but suddenly feel a sharp pain in your back. Looking down, you see a rope wrapped round your waist, and steel barbs digging into your flesh. You turn in horror, as the CyberClone Tyler, holding the other end of the grappling hook, pulls you towards him. He got you while your back was turned and, as the rope tightens, the barbs dig in painfully. You try to struggle, but the pain is too great. The Larcen Tyler clone finishes you off with a kick before the real Larcen can help. Death is swift. You have failed.

87

Using his right hand, the Xavier clone throws something at you. Before you can react, a small pellet explodes at your feet and a yellow-coloured gas billows up all round you. It clears almost immediately, but now you feel dazed and disorientated, confused by the strange gas. Your opponent runs forward and digs his staff into the ground in front of him. Using it as a pivot, he vaults into the air, driving both feet at your chest. Desperately, you try to shake off the effects of the gas. You have only a second or two in which to react. Roll one dice. If the number rolled is less than or equal to your Recovery Rating, turn to **254**. If it is more than your Recovery Rating, turn to **273**.

88

After a while your muscles begin to ache abominably. Hand over hand you pull yourself up, until every movement is a burning agony. You have to rest – but there is nowhere safe to do so. In desperation you struggle on, reaching deep into your reserves of energy and determination, until at last you reach the ledge of rock. Hauling yourself up and over takes the last of your strength, and you collapse on the ledge, panting like a fish out of water. You are toughened by the climb, however – add 1 to your Endurance Rating permanently. (However, your Endurance Rating cannot go above 5, so if it is already at that level, you gain nothing.) Don't forget that this addition will also increase your Life Point total by 3. After you have rested, you take stock of your surroundings. Looking out over the valley, you are treated to a quite breath-

taking view of prehistoric earth. It is virtually all forested, as far as the eye can see, as if a gigantic green blanket had been laid across the land.

Behind you, a tunnel worms its way into the rock-face; it is just wide enough for you to crawl down. You set off, on hands and knees, into the darkness. It becomes noticeably hotter as you press on forward and the tunnel seems to be sloping downwards. After a while you notice a dull light ahead of you at the end of the tunnel, and you emerge at a concealed alcove in the wall of a huge cavern. The cavern rock is twisted and contorted like a liquid that has hardened suddenly. Stalactites and stalagmites form strange, warped columns and chandeliers, sinister shapes in the shadowy twilight of the cave. The floor is bisected by a great chasm out of which rises a stifling heat and a reddish glow that fills the cavern with a dim rosy light. The chasm is spanned by a thin bridge of wooden planks, lashed together with vines. Beyond the bridge the floor slopes steeply upwards towards the cave's entrance, through which bright daylight streams.

You have just taken a few steps into the cavern when you notice something glittering in the dirt at your feet. Searching in the grime, you find a large diamond! Make a note of it on your *Adventure Sheet*, then turn to **183**.

89

Slash has a bowl of stew brought to you and, if your are wounded, the tribe's doctor, a toothless old woman, administers to your wounds with herbs and poultices.

You may regain up to 2 Life Points. You explain why you have come, and Slash tells you a very interesting story. After he returned to his own time, he was able to convince the people of his tribe that fire could be useful to them. Having listened, they appointed him chief of the tribe. But there was a price to pay. The shaman opposed Slash all the way and eventually left the tribe in disgust, to live in the caves of Sacred Mountain (the volcano at the top of the cliffs). But then, much to everyone's horror, he came back with another. This other looked just like Slash, and the shaman claimed that this was the rightful Slash, sent by the gods to punish the heretic Slash. Naturally, Slash knew that the other was a CyberClone, but he also knew that his people would never understand. So a trial by combat was fought, a long and savage duel. The false clone was finally knocked unconscious by a punishing head-butt from Slash. Unfortunately Slash had sustained a broken leg and some cracked ribs from a particularly nasty club strike and so, before he could finish off his enemy, he passed out. The shaman dragged the CyberClone away, leaving Slash still chief, but unable to pursue the foe. Now Slash fears that the CyberClone is holed up in Sacred Mountain, getting up to who knows what. You suggest that Slash should return to Fortress Eternity where the medics can heal him quickly, but he insists that he cannot abandon his people – after all, he is their leader.

You will have to go to the volcano and find the CyberClone if you want its Time Beacon. Slash tells you that the shaman is not a warrior but a priest and

should prove to be no problem. He also explains that there are two ways to reach the caves. There is a path upriver that leads to the top of the cliffs. From there it is an easy journey to the mouth of the cave at the base of the Sacred Mountain. Alternatively, a more dangerous but less obvious route exists. A small tunnel runs from the interior of the cave and out of the cliff-face, below the mountain. If you can scale the cliffs up to the tunnel mouth, you can get into the caves that way, but it will be an arduous climb.

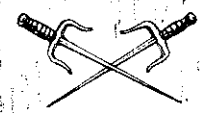
'Ah, I wish I could come with you,' Slash wails. 'I inflict some serious pain on those two.' Will you go upriver, and take the path to the caves (turn to **159**) or essay the near-sheer cliff climb (turn to **36**)?

90

Threading your way through the corridors and halls of the Fortress, you arrive at Blade's quarters; a white cross-hair symbol on the door marks it as his. You knock and try the handle but it is locked. You hammer on the door, shouting his name. No answer. Where is he? Will you give up looking for Blade (turn to **128**), or search for him in the dining hall (turn to **151**) or the armoury (turn to **197**)?

91

A ninja yourself, you are trained in many areas, including picking locks. Part of the tools of the ninja includes specialist pick-locks, and you use these to good effect. With a click the door springs open. Carefully you push it open and step in. It seems deserted – no one is working at the Shogun Corporation today! You have entered a complex laboratory, apparently stacked to the gunwales with all kinds of weaponry from the twentieth century. Rifles and pistols of new and innovative designs abound. Lasers, tazers and the latest in anti-personnel mines are scattered about, a veritable treasure-trove of arms. Little is of interest to you, however, for yours is not the way of guns and knives – anyone can pull a trigger, but you have made of your own body a deadly weapon to equal many of those in this room. There *are* two things of interest, however. You notice a beautifully crafted titanium disc, razor-sharp at the edges; it is perfectly balanced and would make an excellent throwing star to rival any of the ninja shuriken. You may take if it you wish. You also find an area of the lab dedicated to making combat drugs of various kinds. Here you find a bottle of pills labelled 'Reflex Enhancer'. If you want to swallow one of these pills, turn to **45**. If you do not, you leave the lab and carry on climbing the stairs, turn to **169**.



92

You step forward and drive a side-kick up at the head of the one on the left. As soon as he sees you move, he heaves at the other Midknight, breaking his grip, and twists away from your strike, shouting, 'You idiot! Can't you get anything right?'

As you bring your foot down, the other one backhands you across the mouth and you stagger back, slipping in the mud. Lose 4 Life Points. If you still live, you lose your footing and fall into the mire with a sodden splat. The real Midknight moves to cover you, but the CyberClone turns and darts away into the darkness, leaving only the echo of a sinister laugh. 'Oh, well done, well done,' Midknight says sarcastically, as he helps you to your feet.

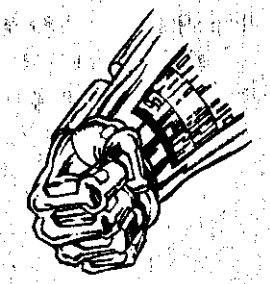
'How was I to know who was who?' you reply testily.

'Well, anyway, what was that thing that attacked me?' Midknight asks, and you fill him in on your mission. 'I see,' he says finally. 'We must find and destroy that monster, then.' He points to a clump of trees, saying, 'You go in that direction, I will take the opposite way.' Before you can say anything, Midknight rushes off, disappearing into the darkness like a shade.

You are alone. Somehow it feels better that way. However, Midknight has made an error in rushing off on his own, since you now face the same problem of having to tell which is which. But what's done is done and you'll have to make the best of it. You set off in the direction of the clump of trees. Turn to **225**.

93

As you close, you kick the ball of your right foot up and around at the side of his head. He blocks with the staff, then snaps it straight down at *your* head. Roll one dice. If the number rolled is higher than your Defence, he cracks you painfully on your forehead – you lose 4 Life Points. If it is less than or equal to your Defence, you cross your forearms in front of your head and parry the blow. If you are still alive, you are finding it very difficult to get past the reach of his staff. You will have to try a different tactic. Will you concentrate on getting the staff away from him (turn to **166**), or wait for him to attack again, then try to throw him (turn to **127**)?



94

You reach the gallery without incident. Looking down, you can see that most of the warehouse floor is covered with crates, hundreds of them, piled on top of one another in no sort of order, creating a veritable maze of corridors and clearings.

Entering the nearest door as silently as you can, you now find yourself in an empty room. Doors lead off

on either side, and you thread your way through several rooms, some empty, others full of filing cabinets, papers and office paraphernalia of the period. Still you have met no one. Soon you come to a large office with a body slumped outside the door. It is another guard, quite dead, probably from a broken neck. On the door a gold-painted sign reads 'Mr Tagliani. Manager'. Cautiously you listen at the door, but you hear nothing. Stepping in, you meet a grisly sight. Sprawled across a large desk is another body, a man of middle age, dressed in an expensive suit. Judging by the photographs on the wall, this is Tagliani himself, and he is quite dead. It looks as if he was stabbed to death by a knife or blade of some sort. A few objects litter the desk, and you may take any or all of them. You find a petrol lighter, a brass eagle paperweight, and a gold fountain pen. There is nothing more to be done here, so you decide to search the ground floor. Turn to **144**.

95

There are three tightrope walkers, led by a Frenchman, Jean-Claude Vaubin, who can even cycle across a tightrope while juggling at the same time. Over the next few days he shows you some useful techniques. Your martial art skills help you to learn fast, and your sense of balance improves dramatically. Add 1 to your Equilibrium Rating permanently. However, your Equilibrium cannot go higher than 5 (if it is already 5, then you gain nothing). As you are also getting food and rest, you may also regain up to your Recovery Rating in Life Points, if you are wounded. After four days you begin to wonder whether the CyberClone is going to turn up at all. If you think you are wasting your time and decide to return to Fortress Eternity, turn to **84**. If you decide to stay with the circus a little longer, turn to **133**.

96

Roll one dice, adding 1 if your Fighting Style is Kickboxing, Karate or Savate. If the total rolled is higher than the CyberClone's Defence of 3, your kick strikes it on the chest and sends it bouncing back against the wall; reduce its Life Points by your Power Rating. If this reduces the CyberClone to zero or fewer Life Points, you can strip it of its Time Beacon and return to the Eternal Champion's sanctum (turn to **153**). If the clone still has 1 or more Life Points,

however, it lunges forward, bringing its knee up into your middle at the same time as it sweeps its elbow down in an arc towards your neck. Roll one dice; if the number rolled is less than or equal to your Defence, you manage to push the knee aside with a crossed-arm block while at the same time leaning away from the elbow strike. If it is higher than your Defence, both attacks strike home and you must lose 6 Life Points.

Assuming you are still alive, you are now close enough to try an elbow strike at your enemy's face (turn to **162**) or a throw (turn to **173**).

97

The Sumo wrestler topples like a tree, but before he hits the ground he fades from sight as if he had never existed. Looking around, you see that the boxer has also faded away. Then the Eternal Champion himself appears from nowhere, radiant in a glowing light. He speaks, as if inside your head. 'The Sumotori was merely one of the many facets of my inner self, for I am the master of all martial arts. But you have defeated him and so have passed the test. You have proved yourself worthy to be my tenth Champion. Now rest. Tomorrow, meet me in the Temporal Travel Chamber at noon, when I will instruct you further.' Then he is gone. As

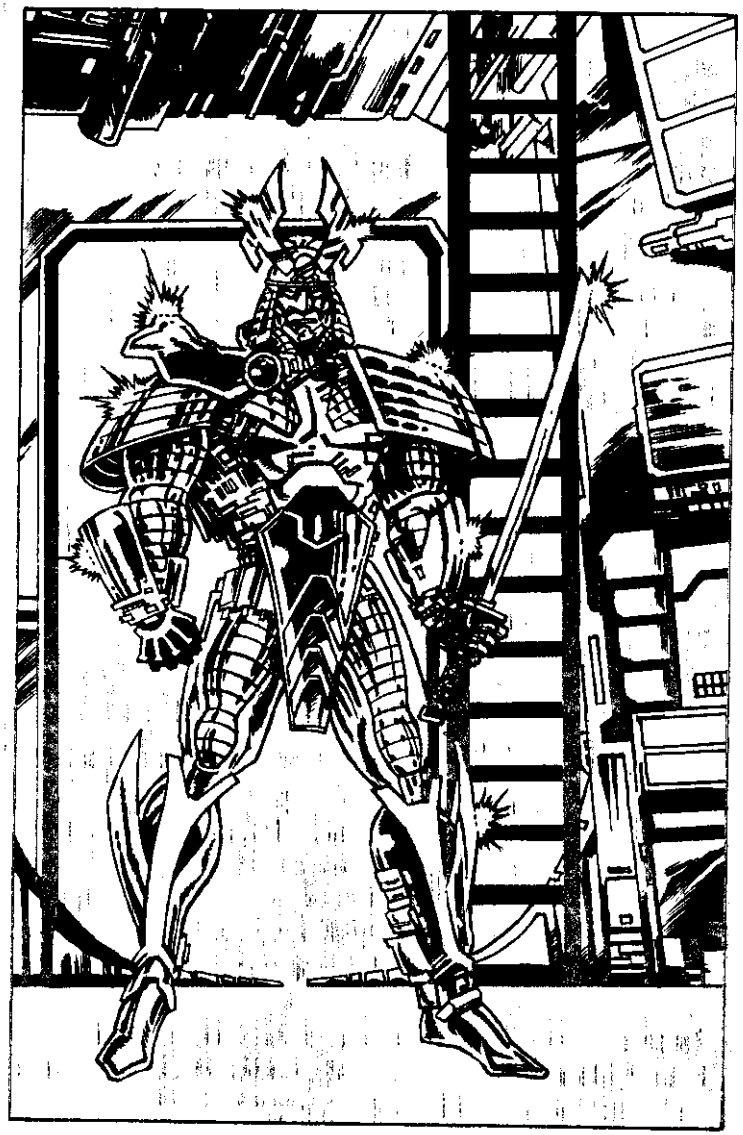
ever, he is mysterious, terse to the point of rudeness, and unsettling in the way he just appears and disappears, seemingly at will. But you know he is humankind's last hope – he, together with all the Champions, including yourself. Yourself . . . that's right – you are now one of the Champions of Fortress Eternity!

Congratulating yourself, you go to the Gardens of Meditation for rest and relaxation. You meditate in an attempt to increase your Inner Strength. Roll one dice: if the number rolled is less than or equal to your Recovery Rating, you may add 1 to your Inner Strength total. Also, the day's rest will help if you have been wounded. Restore as many Life Points as the number of your Recovery Rating (but you cannot exceed your initial score).

The next day, you make for the Temporal Travel Chamber at the appointed time. Turn to **201**.

98

If your Endurance Rating is 5, the artificial implant will have no effect – turn back to **143** and choose again. After a four-hour operation, you come round feeling fine, tougher and fitter. Add 1 to your Endurance Rating. Remember, this will also add 3 to your Life Points total. Turn to **248**.



99

You have entered a large circular chamber, dimly lit by lights set into the ceiling. In the middle of the room a ladder disappears through a hole in the ceiling. At the far end of the room, is another door.

Suddenly a TV screen on one wall flickers into life. An eye, filling the whole screen, stares out at you in black and white. Then another screen lights up on the other side. A large mouth appears, also in monochrome, and a voice sounds from speakers set somewhere in the walls. 'I never expected to see you here. You have fought well. But you have become an annoyance . . . a very great annoyance.' The door at the far end slides open and a Samurai Warrior steps into the room, wielding a gleaming sword. Its armour is shining chrome and it reflects the light like a mirror, so that it seems to flicker like a strobe. To your horror, you recognize the face beneath the shining helmet – it is your own!

The mouth laughs. 'My last and best CyberClone – you!' it declaims. 'As you can see, I've given it some armour, and a sword to give it that much-needed edge. Now all I have to do is watch the fun. What a pleasing diversion this will be,' the mouth of the Overlord muses.

You will have to fight the Cyber Samurai. Note that it has 12 Life Points. Will you wait for it to attack, and hope to throw it (turn to **145**), try a kick for the head (turn to **232**) or hope to get in close past the reach of its blade and use your fists (turn to **101**)?

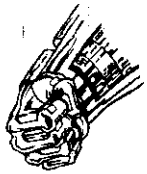
100

The Electronic Dossier bleeps into life as you turn it on. The screen lights up, showing nine entries.

You may examine the dossier at any time by turning to this paragraph.

File No. 1. Larcen Tyler. Turn to **19**.
File No. 2. Slash. Turn to **49**.
File No. 3. Shadow Yamoto. Turn to **79**.
File No. 4. Midknight. Turn to **109**.
File No. 5. R.A.X. Coswell. Turn to **139**.
File No. 6. Jetta Maxx. Turn to **129**.
File No. 7. Xavier. Turn to **199**.
File No. 8. Blade. Turn to **229**.
File No. 9. Trident. Turn to **259**.

When you are ready, turn back to the paragraph whose number you made a note of.



101

You advance. The Samurai thrusts its sword in an attempt to disembowel you, but you jump back. Then it slices at your legs, and you leap high towards it, coming down virtually face to face in front of it. You smash your elbow at its throat where it has no armour. Roll one dice and add 1 if your Style is Kung Fu or Jujutsu. If you score higher than 4, your blow

lands and the Samurai loses your Power Rating in Life Points. It it is down to zero or fewer Life Points, turn to **191**. If you fail, it backs off, avoiding your strike.

The Samurai suddenly leaps into the air with a shout, flying over your head. As he passes, it chops down at you with the sword. Roll one dice. If the number rolled is greater than your Defence, you lose 4 Life Points as the sword slices into your shoulder. If the score is less than or equal to your Defence, you are able to dive to one side.

In any case, if you are still alive, will you wait for the Samurai to attack and hope to throw it (turn to **145**), or try to kick for the head (turn to **232**)?

102

You throw yourself down to the left, landing neatly as if doing a press-up. As the Sumo closes, you scissor one leg at his shin, and the other into the back of his knee, then you twist, trying to bring him down. Roll one dice, and you may add 1 if your Fighting Style is Aikido, Kung Fu or Jujutsu. (Remember, if you want to use a Special Move like a Power Strike, you must decide to do this *before* you roll the dice to attack.) If you score higher than the Sumo's Defence of 3, you bring the large man crashing to the ground. He loses your Power Rating in Life Points. If you score less than or equal to his Defence, you find that the Sumo uses your attack to bring himself down on top of you! In this case, roll one dice again. If the number rolled is less than or equal to your Speed, you are able to roll aside, and the Sumo hits the floor, losing your Power

Rating in Life Points. If the number rolled is higher than your Speed, he catches you with an arm before you can get away. You lose 3 Life Points (but the Sumo wrestler also loses your Power Rating in Life Points). If the Sumo wrestler is down to zero or fewer Life Points, turn to **97**.

Otherwise, you both get to your feet, and the Sumotori charges at you again, enraged. It seems he has no other tactic! You cannot try another foot-sweep immediately, so will you now:

Leap into the air and launch a flying side-kick at his head (turn to **76**)?

Sidestep his frontal assault and then attempt to throw him (turn to **13**)?

Try to dodge aside, and counter his attack with some punches (turn to **277**)?

103

You are taken by surprise and the end of the staff cracks into your face. Your head rocks back and you lose 3 Life Points. If you are still alive, the staff retracts and your opponent presses home his advantage, thrusting the pole straight at your ribs. You sidestep, and he then whips the staff down and across at your knees. Desperately you throw yourself into a backflip over the whistling staff, landing upright just in time to lean back out of reach as he swings the staff in a vicious backhanded swipe at your neck. He steps forward after you and brings the staff down at your head in a great

two-handed cut. Will you now continue to dodge, hoping to get in a counter-attack soon (turn to **136**), sidestep and counter-attack immediately with a kick (turn to **195**) or try to catch his wrists and throw him (turn to **55**)?

104

Moving in, you drive the heel of your right palm at your opponent's chin, followed by a left then a right palm strike, stepping forward with every blow, forcing her backwards. Roll one dice and add 1 if your Fighting Style is Kung Fu, Savate or Jujutsu. You must beat the CyberClone's Defence of 5. If you succeed, one of your strikes gets through and she loses your Power Rating in Life Points. If you fail, she gives ground, batting your punches aside with her hands and forearms.

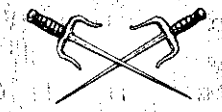
If she is down to zero or fewer Life Points, turn to **52**. If she is still alive, she leans back, away from your hand, and snaps her right foot up at your head in a straight thrust kick. Roll one dice and, if it is greater than your Defence, you lose 3 Life Points. Otherwise, she misses.

What will you try next? Will you attack with a series of kicks (turn to **279**) or close with her and try a throw (turn to **247**)?

105

As your fist hurtles down towards him, the CyberClone catches your wrist in one hand and grabs your upper arm with the other. Then he turns and gives a

heave, throwing you head first into the ground. You lose 4 Life Points. If you are still alive, you drive forward through the mud, just avoiding Midknight who is leaping up in the air and stamping down on the spot where you were moments ago. Desperately you scramble to your feet and turn to face him – no flashy acrobatics in this rain and mud. But the clone is not following up his attack. Instead he stares at you oddly. Turn to **237**.



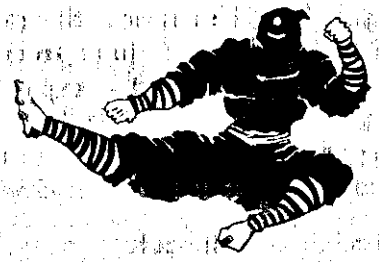
106

The battle with the Slash clone has reached a critical stage. Both of you are sweating profusely in the humid closeness of the lava-heated cavern, as you circle each other warily. Suddenly your adversary jumps forward and brings his club down in an overhead smash aimed at your head. Roll one dice and if the number rolled is higher than your Defence, your attempt to sidestep his attack fails, and you take a crushing blow to your shoulder; lose 5 Life Points. If it is less than or equal to your Defence, you step nimbly to the left as his club smashes the ground where you were just standing.

If you are still alive, you swing your right leg up and across in an arc from left to right, cracking the side of his head with the heel of your foot before he can lift

his club again. The giant neanderthal clone falls at last. Part of his face has come away under the force of your blow, revealing delicate machinery as well as facial muscle. What an abomination these half-man, half-machine creatures really are. The Overlord has a lot to answer for. Searching the body, you find a small black box with a button on top – the CyberClone's Time Beacon. Note that you have it on your *Adventure Sheet*.

You make your way back to the village, where the people welcome you joyfully. Slash thanks you for helping him and his people, as well as congratulating you on a mission well accomplished. Saying your farewells to the twenty-fifth century BC, you activate your Time Beacon. Turn to **153**.



107

The walls here are slimy and covered with mould, and the vaulting casts long, gloomy shadows. You can hear the sound of running water; it is coming from under your feet. Glancing to one side of the corridor, you see a metal grating out of which a dank draught is blowing. When you take a torch and step on to the grating, you find yourself gazing down into a huge, flooded chamber.

You remember hearing how the arena was sometimes flooded for mock sea-battles. Obviously this water is pumped up to the arena floor on such occasions.

Suddenly a sharp sound comes from further down the tunnel: it is the scrape of a metal boot on stone. If you have a Roman legionary's breastplate, turn to **152**. Otherwise, turn to **182**.

108

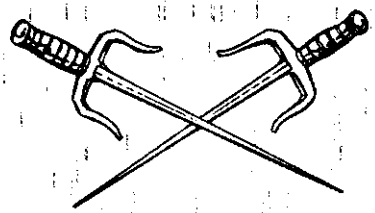
You feel a rush of air on your cheek as the knife arrows past your face. It slams into the ground, where it explodes with a bang. Blade turns around, his visor glinting in the brief flare of the exploding missile. Getting to his feet, he says angrily, 'I see I'll have to deal with you myself before I blow this place to oblivion.'

'And you with it,' you point out.

'I am quite prepared to die for my creator, the Overlord,' the CyberClone replies, flexing his fists. You realize that Blade is big and powerful, but he looks quite slow. Note that he has 12 Life Points.

Suddenly he breaks into a run and charges towards you. As he gets closer, his visored face becomes a mask of rage, and he screams in wild fury, flailing his hammer-like fists. This looks like an all-out effort, a

tornado of violence you will be hard pressed to deal with. Will you back up and concentrate on parrying his attacks until his assault peters out (turn to **74**), wait and then try to throw him (turn to **167**), or meet his furious attack with one of your own (turn to **274**)?



109

Midknight

Fighting Style: Aikido

Time-zone of origin: AD 2101, London

Appearance: Regal and dignified of bearing, his face is cleanly handsome. However, the rest of his body appears to be in an advanced state of decay. And his eyes are red.

Mannerisms: If you could gaze at Midknight's frightening red eyes for long enough, you would notice that he never blinks. He is studied and careful in his movements, reserved and thoughtful.

Speech Characteristics: Midknight speaks with a rich, bell-like voice, using precise, clipped grammar.

Likes/Dislikes: Midknight hates the sunlight and will go out during the day only if he has to. He also hates

garlic and is uncomfortable in the presence of crosses (this last dislike is largely psychological, as Midknight is not a true vampire). He loves fresh blood, provided he can get it without harming anyone. He is a brilliant scientist but has sworn never to work with magnesium again, ever since his unfortunate encounter with a magnesium stake. He hangs around with Xavier – together they work on various projects whenever they can. Xavier is the only other Champion Midknight speaks to, other than making polite conversation. Midknight keeps himself to himself. Indeed, most people would have it no other way, for Midknight makes people feel uncomfortable, what with the rotting flesh, the fangs and blood-red eyes. Xavier, of course, rather enjoys this side of Midknight's character.

Notes

Midknight constantly yearns for fresh human blood, and he controls this urge with an iron will, for he has sworn never to kill a person for their blood. Sometimes his vampiric side becomes too strong and he will lose control momentarily – his eyes will redden and his fangs extend, etc. Fortunately, he has never completely lost control – yet. In the past, Midknight has avoided the magnesium stake, and is very close to a breakthrough in the curative process. If he is successful, thousands of human lives will be saved. The Overlord hopes otherwise. If he can replace Midknight with another Midknight under *his* control, the Overlord would institute a reign of terror, with Midknight as prince of vampires.

When you are ready, turn back to **100**.

110

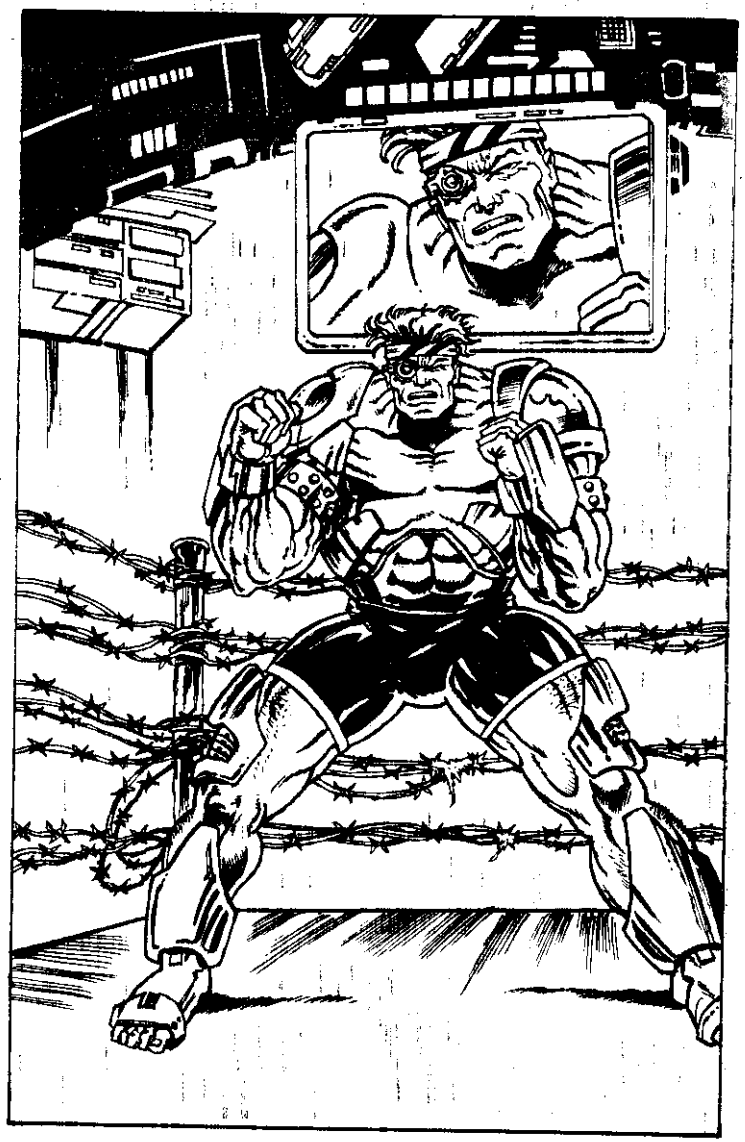
Entering a long, sparsely furnished room, your gaze falls upon several dozen men, stretched out on simple wooden beds. All are sorely wounded and are moaning or mumbling about their condition in voices of sullen complaint. To one side you see a gladiator who must recently have been in the arena; he is having the stump of one arm bandaged by a surgeon.

You wait to speak to the surgeon. The gladiator finishes having his bandage seen to. As he turns to go past you, you murmur: 'Sorry about the arm.'

He shrugs. 'You should see the other bloke. Bandaging won't do him any good.' He gives you a wry grin and walks off.

'What are you wasting my time for?' the surgeon demands, looking you up and down. 'You've barely a scratch on you! Here, take this . . .' He thrusts a herbal tonic into your hands. With other injured men waiting, you have no choice but to drain it down hurriedly. Immediately a wave of energy pulses through you, and you restore your Recovery Rating in Life Points. 'Come back when you've taken a real injury!' snaps the surgeon. 'Next!'

As a hulking great fellow with a pulverized face comes trudging over for treatment, you leave the room and continue along the corridor. Turn to **33**.



111

The fight preparation room is basically a changing room. An official is waiting there to brief you. He explains the rules to you. 'The rules are that there are no rules. Anything goes. When the bell rings, you keep fighting until only one of you is left standing, OK?' He seems quite bored with it all, but you can already feel the adrenalin rush of imminent combat. At 7.30 he leads you out to do battle. You come out through a tunnel into the ring. The dome rises up above you, gallery upon gallery. The place is even fuller than before, and the hubbub is deafening. Around the ring a great crowd has gathered, vying for ringside seats. Huge TV screens show your image to the thousands of watchers – you can watch yourself walking into the ring. Cameras zoom in on your face, so you smile gamely. The crowd cheers and boos, in roughly equal proportions. Suddenly an iron portcullis slams shut over the way out behind you. A voice bellows out over the loudspeakers, announcing who you are and what your style is. Then a figure walks into the ring on the other side, from another tunnel similar to yours. The commentator announces him as 'R.A.X. Coswell, Cyborg champion of the dome,' and a bell rings. You move towards the centre of the ring, as does your opponent, until you are near enough to talk. 'So, another poor fool tries to challenge my power,' the clone boasts. 'What makes you think you have a chance?'

'I'll show you,' is your reply. He narrows his eyes at this and readies himself for battle, facing you, right

side on, his fists held up in a boxer's guard. Note that R.A.X. has 15 Life Points (because of his protective armour plates).

Will you wait for him to make the first move, and hope to counter-attack (turn to **35**), move in and try some punches (turn to **188**), essay a series of kicks (turn to **164**) or try to get in close and grapple (turn to **53**)?

112

Without warning, you execute a side-kick, catching the left-hand guard on the chin and sending him flying backwards, already out cold. The side-kick enables you to lean into the right-hand guard with the rest of your body, and you drive an elbow against the side of his head. He drops, poleaxed, before the other guard has even hit the ground!

Congratulating yourself on your skill, you cautiously enter the dim interior of the warehouse. It is strangely quiet. Looking around, you see that the upper floor consists of offices and a gallery surrounding an open central area that overlooks the ground floor. Beams and pipes criss-cross the ceiling of the warehouse,

creating a web-like structure of wood and steel, wreathed in shadows. It seems quite deserted. Near by, a stairway leads to the upper floor. Ahead of you, a door leads to the storage area of the warehouse. Will you go up the stairs (turn to **94**) or check out the ground floor (turn to **144**)?

113

You step forward and drive your fist at the boxer's face, but he blocks then counters with a right cross. You are surprised at his speedy reflexes and have no time to avoid or block the blow. You stagger back, your nose bloodied. He has a powerful punch. Lose 3 Life Points. The boxer closes in, a triumphant look on his face, but you somersault backwards out of range. It is obvious that he is a master of fist fighting and you cannot match him in this area. You'll have to try a different tack. What will you do now? Will you:

Wait for him to attack, then counter with a throw (turn to **194**)?

Try some high kicks to his head (turn to **223**)?

Try some low kicks to his legs (turn to **291**)?

114

Slash has a bowl of stew brought to you and, if you are wounded, the tribe's doctor, a toothless old woman, administers to your wounds with herbs and poultices. You may regain up to 2 Life Points. You explain why you have come and Slash tells you a very interesting story. After he returned to his own time, he was able to persuade the people of his tribe how useful fire could be. They listened, agreed, and appointed him chief of the tribe. But there was a price to pay. The shaman opposed Slash all the way, and finally left the tribe in disgust, to live in the caves of Sacred Mountain (the volcano at the top of the cliffs). But then, much to everyone's horror, he came back with another. This other looked just like Slash, and the shaman claimed that this was the rightful Slash, sent by the gods to punish the heretic Slash. Naturally, Slash realized that the other was a CyberClone, but his people would never understand. So a trial by combat was fought, a long and punishing duel. The false clone was finally knocked unconscious by a punishing head-butt from Slash. Unfortunately, Slash had sustained a broken leg and some cracked ribs from a particularly nasty club strike and so, before he could finish his enemy, he passed out. The shaman dragged the CyberClone away, leaving Slash still chief but unable to pursue his foe. Now Slash fears that the CyberClone is holed up in Sacred Mountain and getting up to who knows what. You suggest that Slash return to Fortress Eternity where the medics can heal him quickly, but he insists that he cannot abandon his people – after all, he is their leader.

You will have to go to the volcano and find the CyberClone if you want its Time Beacon. Slash tells you that the shaman is not a warrior but a priest, and he shouldn't be a problem. Slash also explains that there are two ways to reach the caves. There is a path upriver that leads to the top of the cliffs. From there it is an easy journey to the mouth of the cave at the base of the Sacred Mountain. Alternatively, there is a more dangerous but less obvious route. A small tunnel runs from the interior of the cave and out of the cliff-face, below the mountain. If you can scale the cliffs up to the tunnel mouth, you can get into the caves that way, but it will be an arduous climb.

'Ah, I wish I could come with you,' bemoans Slash. 'I inflict some serious pain on those two.' Will you go upriver and take the path to the caves (turn to **159**) or essay the near-sheer cliff climb (turn to **36**)?

115

The CyberClone of Jetta Maxx slumps to the floor of the circus tent, defeated at last. The body begins to

spark and crackle, blue fire playing up and down its limbs. Quickly you search the cyborg and find what you are looking for: its Time Beacon. Make a note of it on your *Adventure Sheet*. You hurry back to the caravan, where you run into the real Jetta Maxx, stepping out, rubbing her neck and coughing. She thanks you gravely for saving her life and wishes you luck on the rest of your mission. You make your farewells, then you activate your own Time Beacon, signalling the Eternal Champion to bring you back to the future. Turn to **153**.

116

'Hey, you! What are you doing here?' the sentry calls out in a brusque voice. 'This area's off-limits to the general public.'

Rather than get embroiled in squabble, you nod to show you understand, and hurry off along the other fork in the tunnel. Turn to **226**.

117

From the stairwell, you note that the Conference Room was on the tenth floor. Not knowing how many floors there are, you set off resolutely up the

stairs. After some ten more floors, you begin to feel slightly out of breath, but you are supremely fit and the exercise will do you good. When you reach the twenty-fifth floor, you come across a door marked 'Research Labs – Entry Prohibited'. You try the handle experimentally. Not surprisingly, it is locked. If you want to try to get into the lab, turn to **181**. If you decide you do not have the time and prefer to hurry on upwards, turn to **169**.

118

You place the electronic pick lock which you found in Midknight's lab over the slot. It fixes itself into place and begins to click and whirr. Some time passes and you are just beginning to think it will not work when a light winks on, and the door slides upwards with a mechanical hum. A rush of hot air gusts out of the dark opening before you. You can now enter the factory. Turn to **99**.

119

The flames ignite the alcohol and the CyberClone goes up like a fireball! Unfortunately, the flames spread to the warehouse as well, and you and the real Larcen only just manage to get out in time. Standing outside, you watch as the warehouse turns into a raging inferno. 'Well,' Larcen says, 'I guess that's Tagliani's operation fixed for good. You didn't get his Beacon though, didja? That's gone up in flames as well!'

You realize you have made a mistake. You've saved Larcen but failed to get the CyberClone's Time Beacon.

The Chicago firefighters arrive on large red fire-trucks. Time for you and Larcen to leave.

Later, after you have activated your own Time Beacon and returned to Fortress Eternity, the Eternal Champion berates you for your stupidity, reminding you what your mission really is: 'Your failure has cost us valuable time. You will have to continue your quest immediately. Bring me the CyberClone Beacons!' Turn to **4**.

120

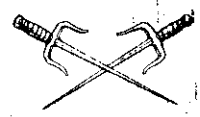
You race out of the armoury and along a corridor. The tracking blade chases after you but cannot catch up. After a short time it runs out of fuel and clatters to the floor of the corridor. Quickly you sprint back to the armoury, but a sudden loud explosion reverberates throughout the whole Fortress. You are too late: the cyborg Blade has set off his bomb, destroying himself in the process. The walls shudder and shake ominously, as if a massive earthquake had struck. There is another explosion, more powerful than the first, and the ceiling starts to cave in! Great cracks appear in the floor, and roaring flames leap up out of them. The whole Fortress is collapsing, and it is not long before you are crushed beneath a heap of rubble, killing you instantly. It is all over and the Overlord will rule the world for evermore!

121

Pushing the door wide open, you step down some moss-covered stairs into the light, glad to be out of the punishing wind and rain. You enter a low-ceilinged

stone chamber. Behind several iron gates round the walls you can see stone coffins, some obviously hundreds of years old. Other stone coffins stand in the chamber itself, but they have been turned into worktables and desks; the tomb is being used as a laboratory of advanced design. Computers and scientific equipment are all over the place but there is no one here, it seems. Searching through some papers, you discover that it is indeed Midknight's lab. You also notice that one of the coffins has been left open and, looking inside, you see blankets and a pillow. This vampire virus must be really getting to Midknight if he's taken to sleeping in coffins now, you think wryly to yourself.

Looking around, you find two articles of interest. The first is a small, flat rectangle of metal covered with tiny spikes and flanges on one side. It is an Electronic Lock Pick, one of several projects Midknight has been working on. If you wish to take it, note it on your *Adventure Sheet*. The second is a bottle of red liquid, labelled 'Muscle Tonic'. If you want to drink it, turn to **282**. Otherwise, there is nothing else here for you to do, so you walk back out of the chamber into the wind and rain. Outside the crypt, a path cuts through the cemetery. Will you follow the path (turn to **14**) or investigate that part of the cemetery lying on the other side of the path (turn to **213**)?



122

You make your way through the trees towards the sound of growling. Suddenly you hear a scream that is definitely human – or almost. You hurry on and burst out of the trees into a clearing, to be greeted by an unexpected sight. A large beast, like a giant hyena but as shaggy as a bear, is growling and snarling, poised to leap. Its intended prey is a girl child, clearly of Slash's race. She is standing behind the protection of a fallen tree, gamely wielding what is nothing more than a sharpened stick. Cowering behind her is a small boy, no more than five or six years old, also of Slash's race. The girl is shouting something in a language you don't understand, but the meaning is clear: Help!

The beast, a wolf-hyena the size of a modern horse, slavers hungrily and takes a pace towards its next meal, staring at the girl with relentless, predatory eyes.

Will you help them (turn to **238**) or decide that your mission is too important, and head for the camp-fire in the valley below (turn to **24**)?

123

The biting cold freezes your lips together and blights your hands and feet with frostbite. You run as fast as you can towards the factory, but you are growing weaker; lose 3 Life Points. Turn to **48**.

124

The old man's eyes widen and he nods vigorously, practically snatching the diamond out of your hands (cross it off your *Adventure Sheet*). So pleased is he that

he gives you two draughts of the potion. Note down the Celestial Elixir on your *Adventure Sheet*, and that it has two uses. Each time you use it, you can add 1 to your Inner Strength total. Now turn to **28**.

125

You mistime your attempt to catch his foot and it slams into your chest, propelling you backwards. Lose 4 Life Points. If you are still alive, your opponent chuckles moronically. 'You might as well give up now, scumbag,' he jeers.

Will you now move in and try some punches (turn to **188**) or a series of kicks (turn to **164**), or will you try to get in close and grapple with him (turn to **53**)?

126

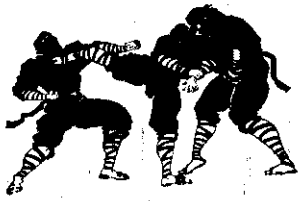
Halfway up, your grip on the drainpipe slips and you topple backwards. Looking down, you see the ground rushing up to meet you at an alarming speed. Lose 2 Life Points. If you are still alive, you pick yourself up rather sheepishly. If you want to try again, turn back to **211**. If you have been put off the idea of climbing, you can sneak round to the back and see if you can find a way in there (turn to **68**), or you can walk boldly up to the guards and use surprise to try and take them out with as little fuss as possible (turn to **165**).

127

He sweeps the staff towards your legs, but you jump over it. Next he strikes down at your neck, but you step back to avoid the blow. Then he swings the staff high at your head, and you dive forward, throwing yourself in a sideways roll at his legs. Roll one dice and add 1 if your Style is Aikido or Jujutsu. If you score higher than the CyberClone's Defence of 4, turn to **262**. If you score less than or equal to his Defence, he manages to leap over your body. You roll past him and get to your feet as he turns to face you. Will you concentrate on getting the staff away from him (turn to **166**) or close in and attack him with fists and feet (turn to **93**)?

128

You are mulling things over in your mind when a sudden loud explosion reverberates throughout the whole Fortress: the walls shudder and shake ominously, as if a massive earthquake had struck. Then another explosion takes place, more powerful than the first, and the ceiling starts to collapse! Wide cracks appear in the floor, and roaring flames leap up out of them. The whole Fortress is crumbling, and it is not long before you are crushed beneath a heap of rubble, killing you instantly. Somebody has sabotaged the Fortress and you were too late to stop them. It is all over and the Overlord will rule the world for evermore!



129

Jetta Maxx

Fighting Style: Savate/Pentjak Silat

Time-zone of origin: AD 1899

Appearance: Blonde and beautiful, dressed as a circus acrobat, but with razor-sharp discs at wrist and ankle

Mannerisms: Cold and distant, but also efficient and business-like

Speech Characteristic: Deep, surprisingly warm voice, with heavy Russian accent

Likes/Dislikes: Hates monarchies, kings and queens and any despotic tyrants. A strong idealist, and fanatical about fulfilling her mission. She has formed an attachment to Larcen Tyler, who is also an idealist. She dislikes Slash, who seems brutish to her, and she detests Midknight utterly – she cannot see him as anything other than a vampire.

Notes

Jetta was active as a revolutionary in Russia, plotting against the tyrannical Tsar. She was forced to flee to Indonesia, where she learned Pentjak Silat to add to her knowledge of Savate. Going undercover as a circus acrobat in China, she met up with other revolutionaries and planned a return to Russia. However, agents of the Tsar caught up with her in China and arranged for her untimely death in a circus 'accident'. Now she has returned to 1899 and has avoided her death. She is preparing for the great Russian revolution. With her knowledge of the future, she hopes that the revolution will now be altogether much more peaceful and bloodless, with a safe transition from monarchy to democracy. Thus Russia will never become a totalitarian state, ruled by men like Stalin, and so millions of lives will be saved. The Overlord hopes to prevent this – Stalin being one of the Overlord's role models.

When you are ready, turn back to **100**.

130

The Eternal One sends you back into the past and for a few seconds you feel a sense of dislocation and nausea. Then you find yourself in the dark, shivering with cold. You are buffeted by a chill wind that seems to reach right inside you and grip your bones with frosty fingers. With a thrill of horror, you realize that you are standing inside a cemetery. Behind you a broken iron gate hangs drunkenly, creaking rustily as it swings to and fro. Near by, an old oak tree rustles eerily, its branches shivering in the cold breeze. Tombstones loom out of the dark like grey shadows, dimly lit by the streetlamps that mark the perimeter of the cemetery. Their bright electric radiance barely penetrates the gloom that seems to hang over the graveyard like a shroud. You notice the smell: a stench of wet earth and unwholesome decay. To make matters worse, a thin drizzle of rain drifts down, coating you in a dirty dampness. Looking up, all you can see is utter blackness; clouds cover the sky. A sudden rumbling crash of thunder rolls across the heavens, and you start in surprise. The place is making you jittery already.

You hear something moving, deeper within the cemetery. With cautious, measured steps you creep forward to investigate, your heart thumping in your chest like a piston hammer. The sound grows louder, as of someone shuffling about in the mud, but you cannot see a thing. You pause, sheltering behind a tall gravestone, unsure of where the sound is coming from. The hairs on the back of your neck begin to rise and you

cannot help but feel a rush of fear at what unknown horrors may lurk in the hidden corners of this place. Absently, you notice the inscription on the tombstone: 'Here lies R. Scrivener, died AD 2045.'

Suddenly a bright flash of lightning illuminates the whole scene with white light. For a moment you see two figures, locked together in a struggle, pushing and heaving. The sight of them fills you with terror for they look like a couple of living corpses; patches of bare, rotting flesh show through their tattered clothes and their eyes glow redly like demons from hell. Then the vision winks out, and everything is plunged into darkness once more. A shattering crescendo of thunder directly overhead almost makes you jump out of your skin with fright. You are about to turn tail and flee for your life when you come to your senses. The two figures must be Midknight and his CyberClone, battling for supremacy. As your eyes recover from the lightning flare, you are able to make out where they are, and you move towards them, stepping out from behind the comforting protection of Scrivener's gravestone, dead though he may be. Turn to **70**.

131

Suddenly you run at the one with blood on his shoes and leap into the air, directing a flying kick straight at his chest. 'Alriiight!' shouts the other Larcen. Your target reacts immediately by hurling his grappling hook up into the gallery. Before your attack can land, he pulls himself rapidly out of range, climbing swiftly, hand over hand. From the gallery, the clone moves up

into the rafters near the ceiling, using the same technique. He disappears out of sight in the shadows up above.

'Damn,' says Larcen beside you, 'I can't follow him up there without my own hook.' He thumps you on the back and adds, 'Thanks for guessing right, anyway. The two of us together should be able to whip this cyborg fake.'

Larcen tells you briefly what's been going on. He explains that the clone got here first and killed Tagliani and a couple of his guards. Larcen himself came in through the skylight, using his grappling hook to climb straight down. He tells you it's still there and could be used to get up into the rafters. You nod. Will you now ask Larcen what *he* would do if he were up in the rafters like the clone (turn to **187**) or tell him to take you to the rope (turn to **56**)?

132

Your foot lashes at empty air, for the CyberClone has dropped into a crouch. He sweeps a leg straight out along the beam, knocking your other leg out from under you. Roll one dice. If the number rolled is greater than your Equilibrium Rating, turn to **186**. If it is less than or equal to your Equilibrium, you are swept off the beam but manage to grab it with your hands as you fall. The Larcen clone makes to stamp on your fingers, but you lift one hand and grab his foot. You give a great heave, and he topples backwards with a cry but manages to stay on the beam. Quickly you vault back up on to the beam, just as the Cyber-

Clone is getting back to his feet. Will you wait for the Larcen clone to attack (turn to **21**) or move forward and launch some punches (turn to **249**)?

133

The circus puts on a few shows, but you are not good enough yet to do anything but be a clown. Jetta remarks that you make a very good one, though, and Wang Tsung-yueh agrees. Ignoring the temptation to change careers and become a clown permanently, you wait with ever-increasing vigilance . . . and impatience.

One evening, asleep on your pallet in your half of Jetta's caravan, something awakens you. Rubbing the fog of sleep from your eyes, you sit up, convinced that something is amiss. From the other side of the caravan you hear a gurgling sound – Jetta's in trouble! Acting instantly, you dive into the partition, knocking it flat, and roll to your feet on the other side. In the dim light of a single candle, you see a dark figure bent over Jetta's sleeping form. To your horror, you recognize Jetta Maxx, strangling the supine Jetta with a golden chain. Still half asleep, for a moment you think you are dreaming and you hesitate, giving the CyberClone Jetta (for that is who it is, of course) time to hiss angrily at you before darting out through the caravan door. Quickly you check the condition of the real Jetta. Her eyelids flicker open weakly and she gasps like a fish out of water. Fortunately she is still alive – just. 'I'm all right,' she gasps weakly. You reach down to help her but she shakes her head. 'Get after her, you fool – I'll be OK,' she whispers.

Pausing to throw on a few outdoor clothes, you dash

out of the caravan. Several lanterns mounted on poles light up the camping grounds of the circus, but you cannot see any sign of the clone. Casting around desperately, you notice that a flap of canvas over one of the side-entrances to the big top is swinging to and fro. Lifting the flap, you step into the tent. Turn to **46**.

134

You run forward and leap, throwing yourself in a flying kick at the CyberClone's head. He reacts by stepping back and slapping your foot down. As you land, you use your momentum to drop on to your side, sweeping your leg out in an attempt to trip him. He leaps up, but, as he comes down, you drive your foot up from the ground at his midriff. Roll one dice and add 1 if your Fighting Style is Savate, Karate or Kickboxing. If you score higher than his Defence of 4, turn to **51**. If you score less than or equal to 4, the clone catches your foot with both hands and twists viciously. The pain is excruciating and you lose 4 Life Points. If you are still alive, you roll in the direction in which he is twisting, tugging your ankle from his grip. You get to your feet, limping slightly, and the CyberClone turns to face you. 'You will have to do much better than that!' he mocks. You look around to see if the real Midknight is near by, but there is no sign of him. You'll have to deal with this on your own. Will you now try to grapple and throw him (turn to **43**) or try to get in close and use your fists (turn to **296**)?

135

Seconds tick by in silence. Your opponent's eyes flicker for a moment, then she runs forward and flips,

throwing herself high into the air. She somersaults, then hurtles down towards you, screaming wildly, left leg extended in a crushing kick aimed at your head. At the last moment, you throw yourself on to your back and drive both feet up to meet her, hoping to propel her over your head and off the platform behind you. Roll one dice – you must beat her Defence of 5. (Remember, if you want to use a Power Strike or Monkey Heart, you must decide to do so *before* you roll the dice.) If you succeed, turn to **172**. If you score a 5 or less, she lands on your shins before you can raise them and drives them painfully down on to the wooden platform. Lose 3 Life Points. If you are still alive, turn to **287**.

136

The cut at your head was a feint. The CyberClone pulls his staff up short and strides forward, driving both his fists at your face with a victorious shout. Roll one dice. If the number rolled is less than or equal to your Defence, turn to **209**. If it is greater than your Defence, you are taken in by his feint and his fists crash into your face. Lose 4 Life Points. If you are still alive, your head is driven back, and you instinctively throw yourself into a back-flip, and cartwheel out of range. Turn to **87**.

137

Threading your way through the corridors and halls of the Fortress, you finally arrive at Blade's quarters; a white cross-hair symbol on the door marks it as his. You knock and try the handle, but it is locked. You

hammer on the door, shouting his name . . . No answer. Suddenly a loud explosion reverberates throughout the whole Fortress. The walls shudder and shake ominously, as if a massive earthquake had struck. Then another explosion occurs, more powerful than the first, and the ceiling starts to collapse! Huge cracks appear in the floor, and roaring flames leap up out of them. The whole Fortress is crumbling and it is not long before you are crushed under a heap of rubble, killing you instantly. Somebody has sabotaged the Fortress, and you were too late to stop them. It is all over and the Overlord will rule the world for evermore!

138

Grabbing Xavier, you help him out into the cold air of the snow plain and activate your Beacon. As you both fade into the timestream, the last thing you see is a huge ball of fire as the factory explodes, throwing debris for kilometres in all directions. You also catch sight of an aircraft, jetting away from the destruction. Turn to **300**.

139

R.A.X.

Fighting Style: Muay Thai Kickboxing

Time-zone of origin: AD 2345, Cyberdome

Appearance: Half-man, half-machine, with several cyber enhancements: robotic sighting device, armour plating, cyber exoskeleton, etc.

Mannerisms: Walks with a jerky robo-gait, accompanied by the electronic hum of his locomotive servo-motors

Speech Characteristic: Short-tempered and crotchety, his speech patterns are curt, short and rude. This is because his cyber enhancements have left R.A.X. in constant, though minor, pain.

Likes/Dislikes: He tends to hang out with Slash and Trident, because there is nothing R.A.X. likes better than a good, hard punch-up. This isn't *just* because he's a bit of a thug, but when his cyber suit goes into Combat Mode it cuts off certain nerve-centres that control the pain he feels. In Combat Mode, he doesn't hurt any more (until someone hits him, of course!). R.A.X. has developed a crush on Shadow Yamoto. He would do anything for her, and she knows it. He is constantly trying to impress her in all sorts of way. R.A.X. being R.A.X., this tends to be in rather crass, physical ways ('Look, Shadow, I smashed him good for you!'). On the plus side, R.A.X. is fearless, loyal, reliable and a good, tough fighter. He loves Thai food.

Notes

R.A.X. successfully returned to his own time, without the deadly software his old boss had had wired into his neural net. Now he is about to fight in the final bout – after he has won, he plans to expose the corrupt fight-fixers at the World Cyberdome. The Overlord wishes to replace R.A.X. and send his clone into the future, where he will betray the Eternal Champion.

When you are ready, turn back to **100**.

140

'Wait!' says the Eternal Champion. 'Someone is signalling to me that they wish to return.'

The Eternal Champion's constant radiance dims for a moment, then R.A.X. Coswell appears in the chamber! He is lying on the ground, barely conscious. His face is a mess – he has taken a severe beating and is covered in cuts and bruises from head to foot. The Eternal Champion calls for the Fortress Medics, and you kneel at R.A.X.'s side.

'What happened, R.A.X.?' you ask quietly.

He groans but manages to say a few words. 'The Cyberdome . . . the owner of the Cyberdome has been trying to get rid of me. He . . . sent a robot against me in the ring . . . a Cyborg version of myself! Totally cybernetic. It was too much for me . . . I had to use my Beacon to get back or it would have killed me . . .'

It sounds as if the CyberClone of R.A.X. has joined forces with the corrupt owner of the Cyberdome in AD 2345. Now the CyberClone is champion of the dome – just what the Overlord wanted.

R.A.X. grabs your arm. 'You've got to go back there,' he says through the pain, 'Challenge the cyborg and avenge me!' Then he passes out. The medics arrive and haul the battered R.A.X. off to the hospital.

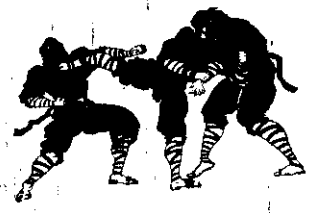
The Eternal Champion agrees with R.A.X.'s suggestion: 'You must go back in time to the Cyberdome and fight the duplicate of R.A.X. in the ring. Defeat it and bring me its CyberClone beacon. Good luck!' With that he sends you into the past. Turn to **16**.

141

Jetta has a word with the tall Mandarin whom she introduces as Wang Tsung-yueh, the owner of the travelling show which combines elements of traditional Chinese and European circuses. He makes it known that he is allowing you to join only because Jetta, whom he evidently respects, has asked him to.

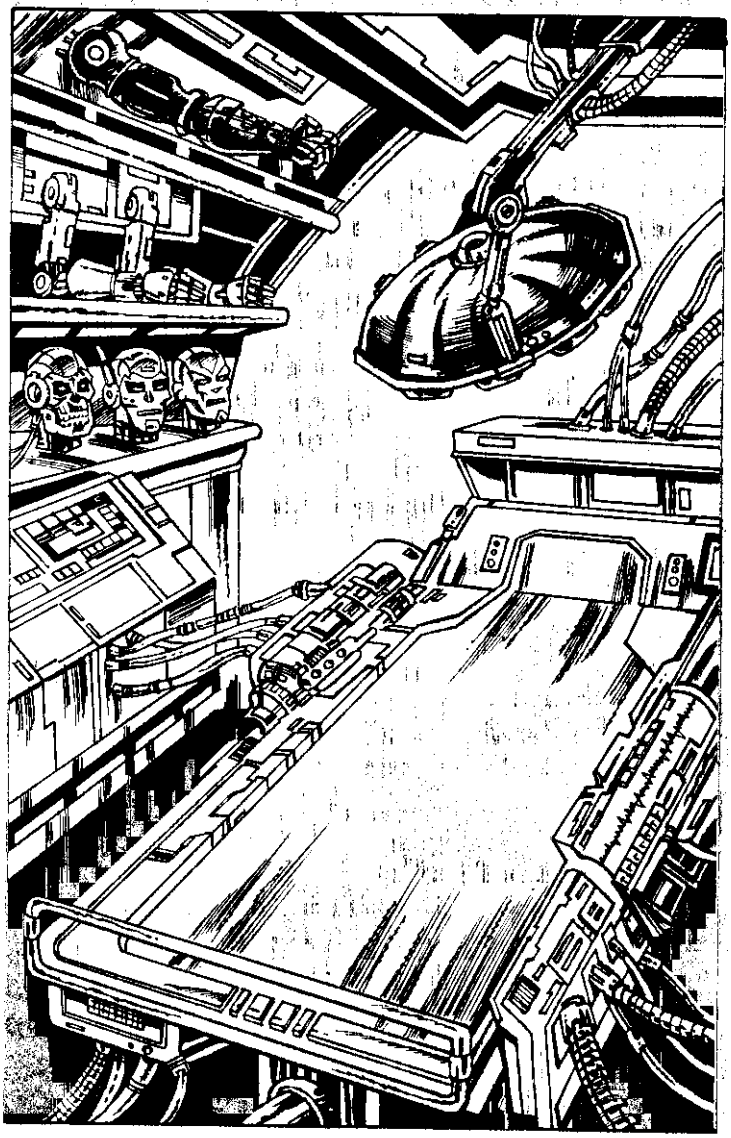
Jetta lives in a brightly painted wooden caravan, behind the circus tent. She will let you stay there with her for a few days, partitioning the caravan with a bamboo screen for decency's sake.

You watch the day's show and enjoy it enormously, marvelling at Jetta's skill as a trapeze artist and acrobat. During the evening meal, while you are chatting idly to Jetta, you are approached by Wang Tsung-yueh. Jetta translates what he has to say. Apparently he expects you to work, just like everybody else, and you should choose which area of circus performance you will be trained in. Will you work with the tightrope walkers (turn to **95**), the Chinese acrobats (turn to **221**) or with Jetta and the trapeze artists (turn to **253**)?



142

After a short while, a figure comes striding out of the tunnels towards you. It looks like Trident and his green scales are glistening like polished jade in the lamplight. 'Let me by,' he demands in a gruff croak, gesturing towards the door. 'I musst prepare for battle.' If you stand aside and let him enter the inner chamber, turn to **298**. If you attack him as he walks past, turn to **276**.



143

She grins. 'What have you got to pay me with?' she asks. She will accept either a diamond, a bag of gold dust, or some Roman coins (worth a lot in AD 2345!). If you don't have any of these items, or you don't want to part with them, turn to **248**. Otherwise, cross the item you are giving to her off your *Adventure Sheet*. She leads you via the lower levels of the dome to her cyberlab; it looks like an operating room in a hospital, save that machine tools and parts are hung everywhere and computers line the walls. She will perform one service for you. What would you like done: cyber gauntlets that increase your Power (turn to **25**), a cyberchip brain-implant that speeds up your reflexes (turn to **179**) or artificial implants that will increase your Endurance (turn to **98**)?

144

The warehouse floor is littered with hundreds of wooden packing crates, piled on top of one another. The crates form a maze of corridors and hiding places, and you make your way carefully towards the interior. You notice that many of the crates are empty; others seem to contain bottles of alcohol: whiskeys, brandies, beer, mostly Canadian in origin. Remembering your history, you realize that this is the time of Prohibition in America. Alcohol is illegal and Tagliani has been smuggling it in . . . This on top of the usual extortion, racketeering and murder, of course.

After a few minutes, you hear sounds coming from behind a wall of crates. You creep forward and take a

guarded look round the corner. Larcen Tyler! And another man, each circling the other warily. The other man looks like . . . well, Larcen Tyler! You've found them both, CyberClone and human Champion, but which is which? Each has his full attention on the other, so you have a little time to observe. There are few differences between them: one Larcen has lost his grappling hook, while the other has blood all over one of the knife blades that is protruding from his right shoe. Other than that, they look identical. Both of them even seem to be chewing gum. If you have a firecracker or a flash pellet and want to set it off, turn to **289**. Otherwise, turn to **7**.

145

The Cyber Samurai hops forward and cuts diagonally down at your neck. You step in and try to catch its wrist with your hand. Roll one dice, adding 1 if your Style is Jujutsu or Aikido. You must roll higher than your opponent's Defence of 4. If you succeed, turn to **290**. If you fail, you grab his arm, but the Samurai smashes you in the face with the mailed gauntlet on its other hand. Lose 4 Life Points. If you are still alive, the shock of the blow forces you to release your grip, and you fall back from his sword thrust. Will you now try a kick for the head (turn to **232**) or get in close, past the reach of its blade, and use your fists (turn to **101**)?

146

You thrust the crucifix into the face of the apparition in front of you. He cringes back, raising his hand to his

face. You know that the real Midknight has a psychological aversion to the crucifix, and that a CyberClone would have no such emotional responses. You relax, sure that it is the real Midknight who stands before you.

'Put that thing away, for Heaven's sake – why do you keep torturing me with it!' he shouts angrily over the sound of the storm.

'Sorry,' you say, putting the crucifix away sheepishly, 'but it's the only way I have of telling the difference between you and the CyberClone.'

'You have not found him, then. Well, nor have I. Keep searching!' With that last comment Midknight disappears into the night once more.

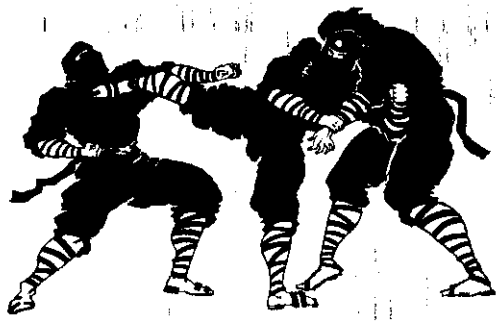
'Wait!' you shout at the top of your lungs, knowing that it is better for you both to search for the cyborg together, but your cry is lost in the howling wind. You decide to investigate the graves on the other side of the path. Turn to **213**.

147

Your adversary lies, unmoving, in the mud. The red eyes dim to blackness, much to your relief. Searching the body, you find his CyberClone Beacon. Note it down on your *Adventure Sheet*.

You set off in search of the real Midknight. When you find him, he takes you to the warmth of his lab, inside his family tomb. He thanks you for defeating the CyberClone and apologizes for not being around when

the chips were down. Then he asks an unusual favour. 'You wouldn't, ummm, give me some of your blood, would you?' he asks you tentatively. If you are prepared to donate some blood to Midknight (it will cost you 1 Life Point), turn to **280**. If you refuse, he is not offended but shrugs resignedly. You make your farewells and activate your own Time Beacons, signalling to the Eternal Champion that you are ready to return. Turn to **153**.



148

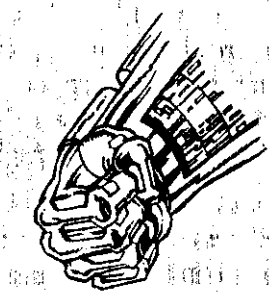
The last Black Orchid ninja falls at your feet, defeated. You take time to look around. The top of the Shogun Corporation building is extensive, with room for some gardens, a heli-pad and, rising up from the centre of the roof, a tall radio tower climbing about another ten metres or so into the night sky. It is an ungainly structure of steel girders, bolted together. At its very top is a wide platform, upon which is mounted a sophisticated satellite dish. Looking over the side of the low wall that surrounds the roof, you can see the bustling Tokyo streets far below. You are about to search the rooftop gardens when you hear a low, derisive laugh coming from up above.

Standing on the radio tower platform and looking down at you is Shadow Yamoto! And her arm is *not* bandaged – it is the CyberClone you have been searching for.

'You must be the Eternal Champion's latest puppy,' she says mockingly. 'You may be able to deal with those Black Orchid fools, but can you deal with me? Why don't you climb up here, and we'll fight it out; after I have had the pleasure of killing you, I'll finish off the real Shadow. And then I will lead the Black Orchid ninjas into a new era of evil, dedicated to the glory of the Overlord!'

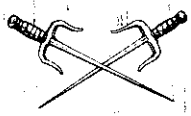
You consider your position. You have to get this clone, but will she allow you to climb the tower unchallenged? You will be vulnerable on the way up, yet it is difficult to see how you will be able to lure her down. Even if you enlist the help of the real Shadow, there is little chance that she will be able to fight at such height, given her fear of heights.

'Come on, my friend,' the clone taunts. 'Don't tell me you are scared! Ah, of course you are. I tell you what,



I give you my word I shall not attack until you have reached this platform.'

Well, you don't have much choice, and, although you are unsure that the word of a CyberClone can have any worth, you decide to climb the tower. Turn to **61**.



149

The R.A.X. CyberClone lies motionless. The crowd can hardly believe it and a hushed silence fills the dome. Then they go into an uproar, shouting and cheering – you are the new champion of the Cyberdome! You walk over to the body of the clone, intending to search for his Beacon, but then you pull up short. The clone is starting to sizzle and sheets of blue, crackling energy are playing up and down its head and torso. Suddenly, it explodes in a ball of smoke and flame. You are thrown backwards by the force of the blast. Lose 1 Life Point. If you are still alive, the crowd gapes in astonishment and fear, backing away from the fire that is threatening to spread, as gobbets of burning matter drop on to people and furniture. Panic ensues and you take the opportunity to use your own Beacon and signal the Eternal One.

You return to Fortress Eternity and deliver your report. The Eternal Champion compliments you on your victory, even though you failed to get a CyberClone

Beacon. He understands that you did your best and it wasn't your fault. He tells you that the real R.A.X. is healing well in hospital and suggests you too get some rest before starting your next mission. He grants you a day's rest in the Gardens of Meditation. You may restore your Recovery Rating in lost Life Points and, if you score less than or equal to your Recovery Rating on one dice roll, you gain 1 point of Inner Strength. Now turn to **4**.

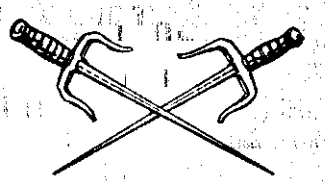
150

The pressure is too great, and you can feel the strength draining from your muscles like water. You black out, never to come round. You have been defeated and your adventure ends here.

151

You are on your way to the hall where the students and champions take their meals when a sudden loud explosion reverberates throughout the whole Fortress. The walls shudder and shake ominously, as if a massive

earthquake had struck. Then there is another explosion, more powerful than the first, and the ceiling begins to collapse! Great cracks appear in the floor, and roaring flames leap up out of them. The whole Fortress is crumbling, and it is not long before you are crushed beneath a heap of rubble, killing you instantly. Somebody has sabotaged the Fortress, and you were too late to stop them. It is all over, and the Overlord will rule the world for evermore!



152

Trident is approaching . . . At least, it looks like Trident, but when he opens his mouth you know that you are face to face with the CyberClone. 'Quickly,' it says to you, 'tell me where the real Trident is waiting. I must take his place before the final bout.' It must think you are one of its Roman allies. Seizing the chance for a surprise attack, you open your mouth as if to reply, then without warning you leap into the air and deliver two quick kicks to either side of your foe's rib-cage. The clone gives a sibilant grunt of pain and staggers back, but it is not beaten yet. Reaching to one side, it pulls a lever on the wall – and the metal grille under your feet drops open. Both you and the clone are falling down into the darkness of the cavern below.

Note that the CyberClone now has 8 Life Points, then decide whether you will brace yourself for the drop (turn to **234**) or lunge out at the clone while still falling (turn to **284**).

153

The Eternal Champion brings you back to Fortress Eternity. You hand over the Beacon to him and tell him what has happened. Although he doesn't actually say so, you get the impression that he is pleased by your success. If you have now found three Time Beacons, turn to **288**. Otherwise, the Eternal Champion allows you a day's rest in the Gardens of Meditation. Restore the same number of Life Points as the number of your Recovery Rating and, if you score less than or equal to your Recovery Rating on one dice roll, you gain 1 point of Inner Strength. Now turn to **4**.

154

You twist your head to one side and the staff whooshes over your shoulder. The staff retracts and your opponent advances, thrusting the pole straight at your ribs. You sidestep, and he then whips the staff down and across at your knees. Desperately you throw yourself into a blackflip over the whistling staff, landing upright just in time to lean back out of reach as he swings the staff in a vicious backhanded swipe at your neck. He

steps forward after you and brings the staff down at your head in a great two-handed cut. Will you now continue to dodge, hoping to get in a counter-attack soon (turn to **136**), sidestep and counter-attack immediately with a kick (turn to **195**) or try to catch his wrists and throw him (turn to **55**)?

155

The tracking blade slams into you, as you mistime your evasion. It digs in and then explodes, blasting a small hole in your shoulder. Lose 4 Life Points. If you are still alive, you give a shout of agony and Blade turns around, his visor glinting in the brief flare of the exploding missile. Getting to his feet he says angrily, 'Still alive, eh? I see I'll have to deal with you myself before blowing this place to oblivion.'

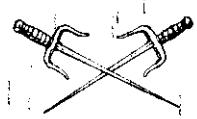
'And you with it,' you point out.

'I am quite prepared to die for my creator, the Overlord,' the CyberClone replies, flexing his fists. You realize that Blade is big and powerful but he looks quite slow. Note that he has 12 Life Points.

Suddenly he breaks into a run and charges towards you. As he gets closer, his visored face becomes a mask of rage, and he screams in wild fury, flailing his hammer-like fists. This looks like an all-out effort, a tornado of violence that you will be hard pressed to deal with. Will you back up and concentrate on parrying his attacks until his assault peters out (turn to **74**), wait, then try to throw him (turn to **167**), or meet his furious attack with an attack of your own (turn to **274**)?

156

Cross off 1 point of Inner Strength. Summoning all your Ki, your spiritual power, you hammer the lock with your fist, uttering a guttural cry as you unleash the force years of training and meditation have given you. The lock shatters and the door swings open. You have made a lot of noise and so you enter swiftly, but the room is deserted – no one is working at the Shogun Corporation today! You have entered a complex laboratory, seemingly stacked to the gunwales with all kinds of weaponry from the twentieth century. Rifles and pistols of new and innovative designs abound. Lasers, tazers and the latest in anti-personnel mines lie scattered about, a veritable treasure-trove of arms. Little is of interest to you here, however, for yours is not the way of guns and knives; anyone can pull a trigger, but you have made of our own body a deadly weapon to equal many of those in this room. There are two things of interest, however. You notice a beautiful crafted titanium disc, razor-sharp at the edges; it is perfectly balanced and would make an excellent throwing star to rival any of the ninja shuriken. You may take it if you wish. You enter an area of the lab dedicated to making combat drugs of various kinds and here you find a bottle of pills labelled 'Reflex Enhancer'. If you want to take one of these pills, turn to **45**. If you don't, you leave the lab and carry on up the stairs. Turn to **169**.



157

The priest's eyes widen in shock. 'The bishop ... murdered?' He turns to the CyberClone. 'You will rot in hell for this, you fiend!' The villagers start shouting among themselves, and soon they are chanting in unison: 'Burn him! Burn him! Burn the warlock Xavier!' The CyberClone starts to struggle, but several militiamen grab him and haul him outside before the judge has even pronounced him guilty! You follow along with the rest of the crowd. The Xavier clone is fighting all the time and it takes many men to hold him down, but soon they have lashed him to a stake in the cobbled market-square. A heap of straw and wood is stacked round his feet and set alight. The CyberClone stares silently at you as the flames rise round him. Soon he is burning merrily and his clothes and flesh fall away, revealing a steel skeleton. At this the villagers back away, plainly terrified and now quite convinced that he must be an agent of the devil. Suddenly, the metal skeleton lurches out of the flames towards the crowd. This is too much for them, and most of them flee in fright. However, after a few stumbling steps, the cyborg collapses, smouldering. It is then that you realize his Time Beacon must have gone up in flames with him!

Later, after you have activated your own Time Beacon and returned to Fortress Eternity, the Eternal Champion berates you for your stupidity, reminding you of the real nature of your mission: 'Your failure has cost us valuable time. You will have to continue your quest immediately. Bring me the CyberClone Beacons – it is

even more urgent now. You are Xavier's only hope of rescue!' Turn to **4**.

158

Holding on to his right arm and shoulder, you push him down and to your left, simultaneously sweeping his legs out from under him with your right leg. In this way, you are able to slam him to the ground with considerable force. He loses Life Points equal to your Power Rating. If he is still alive, the CyberClone twists to one side, wrenching his arm out of your grip just before you can twist it into a crushing armlock. He rolls away then leaps to his feet, panting. It looks as if you have taken the sting out of his hurricane-like assault. At least it seems likely that he will have no Inner Strength left for another 'wild fury' assault, you guess, wiping the sweat off your brow with one sleeve. The CyberClone's chest heaves as he gulps in air. 'You scum-ridden maggot!' he gasps. 'I'll rip your heart out for that!' He pauses to catch his breath, but your brief respite does not last long when he raises one arm and points at you once more with the device strapped to his forearm. This time, a beam of green energy lances towards you, and you'd better dodge it if you can. Roll one dice. If it is less than or equal to your Speed, turn to **217**. If it is greater than your Speed, turn to **81**.

159

Heading upriver, you come at last to a mighty waterfall, a roaring cascade of white water. You are able to make your way up the side of the waterfall with

relative ease until you are level with the top of the cliff. A woodland path leads back the way you came towards the great mountain and, after half an hour or so, you arrive at a wide cave mouth at the base of the volcano. Carefully you approach the cave. A figure steps out of the darkness; he is wearing the skin of an animal, some kind of wolf, judging by the fangs and claws, and he is holding a carved stick surmounted with a humanoid skull. At his belt swings a collection of small skulls, bones, feathers and other trinkets of sorcerous significance. This must be the shaman Slash spoke of.

The shaman begins to chant, hopping from one foot to the other and shaking his totem stick at you. He make various gestures in the air, then throws some reddish powder in your direction. When you move towards him, however, he becomes quite agitated and shakes his stick, furiously. Will you ignore the shaman and enter the cave (turn to **59**) or decide to pummel him into unconsciousness (turn to **208**)?

160

You seem unable to control your own body, and you walk slowly towards your enemy. Step by step you draw closer to him. He waits with eager anticipation, his fangs ready to bite. Drawing on all your reserves of willpower, you force yourself to a halt and shrug off the insidious mental assault. Suddenly the pressure on your mind disappears. You have won. The CyberClone snarls resentfully, waiting for you to make the next move. Will you try to grapple and throw him

(turn to **43**), try some kicks to his upper body and head (turn to **134**) or try to get in close in order to use your fists (turn to **296**)?

161

You prepare for battle, but the Jetta clone comes to a halt two or three metres away from you, smiling. Suddenly, something slams into your back and you gasp in agony. The throwing knife has turned in the air like a boomerang and embedded itself in your shoulder! Lose 2 Life Points. 'Good old bladerang!' the CyberClone laughs. Ripping the blade out costs you another Life Point, but you have to remove it. If you're still alive, she edges closer and assumes a position you recognize from Savate. She is poised, presenting her right side to you, legs braced wide apart in a half-crouch, hands open and held low down, ready to parry any incoming attacks to the lower half of her body. She looks powerful and fast, but she is quite small. You notice that the gold chain she used to strangle the real Jetta is wrapped round her waist. Note that she has 8 Life Points.

'Come on, then, let's see what you can do,' she taunts. What will you do now? Will you:

Try a stamping side-kick at her right knee (turn to **204**)?

Drive your instep up and around in a roundhouse kick aimed at her head (turn to **189**)?

Step right up to her and swing your elbow round at her head (turn to **66**)?

162

Roll one dice, adding 1 if your Fighting Style is Karate, Jujutsu or Kung Fu. If the total rolled is higher than the CyberClone's Defence of 3, you have succeeded in landing a couple of good, hard blows to its jaw and you can reduce its Life Points by your Power Rating.

If the CyberClone is now defeated, you can strip it of its Time Beacon and return to the Eternal Champion's sanctum (turn to **153**). If the clone still has 1 or more Life Points, however, it retaliates by seizing you by the throat and stabbing its trident towards your face. Roll one dice and, if the number rolled is less than or equal to your Defence, you manage to wriggle free and jump back. If the score is higher than your Defence, the sharp tines of the trident rake your face, scoring painful gouges in your skin, then the clone hurls you contemptuously against the wall – lose 4 Life Points. If you are still alive, you can now attempt a side thrust kick as your foe comes charging in for another attack (turn to **96**) or try a throw (turn to **173**).

163

With each straight-armed thrust at your head, the CyberClone steps in and shouts, to give added power to her blows. Desperately you back up and block, slapping her arms aside as quickly as you can. Unfortunately, her attacks are coming in fast and furious, and a single strike gets through, catching you on the chin. Lose 4 Life Points. If you are still alive, the force of the blow lifts you off your feet and you have to throw

yourself into a backwards somersault to stay upright. When you land, she visibly slows down as the power she has invoked is beginning to wear off. However, she doesn't intend to let up in her attacks. Turn to **240**.

164

You drive a stamping left side-kick at his knee, then snap the same leg at his midriff and follow up by whipping your right instep around in a roundhouse kick aimed at his head. The CyberClone blocks your first kick by putting his foot on your shin, jamming your strike. Then he slaps your second kick aside with the palm of his hand. Now roll one dice, adding 1 if your Fighting Style is Karate, Savate or Kickboxing. If you beat his Defence of 3, turn to **250**. If you score less than or equal to 3, turn to **228**.

165

Adopting a swaggering gait, you stride up to the two men at the gate of the warehouse. At the sight of you, they push themselves off the wall and separate a little, standing at either side of the gate. Both have a hand under their coats, no doubt grasping their guns. One of them drops a smoking white stick into a puddle where it dies with a hiss.

'Whadda youse want?' the one on the left says, eyeing you up and down suspiciously. Both of them have a certain air about them – ruthless thuggery, you would call it.

'I have a message for the boss,' you say.

The one on the right relaxes visibly, but the one on the left is still suspicious. You decide to take him first.

'Yeah? Who . . .' Before he has finished his sentence, you make your move – but you will have to be fast. Roll one dice, but remember: if you know the Phase Special Move, you must decide to use it *before* you roll the dice. If you roll less than or equal to your Speed, turn to **112**. If you roll more than your Speed, turn to **270**.

166

You face him sideways on, your left leg forward. Whirling the staff, the clone darts in and suddenly swings his arm round, whipping the staff at your head. You duck under the blow and it flies harmlessly over your head. He then grips the end with both hands and thrusts it like a sword down at your left knee. You lift your leg over the strike, then stamp down at his staff, trying to pin it to the ground. Roll one dice, adding 1 if your Speed Rating is 4 or higher. If you score higher than his Defence of 5, turn to **71**. If not, he pulls the staff back before you can hit it, then drives the tip into your midriff, propelling you away from him. Lose 4 Life Points. If you are still alive, will you now close in and attack him with fists and feet (turn to **93**) or wait for him to attack again and try to throw him (turn to **127**)?

167

The Blade clone doesn't seem to be using any specific martial arts technique right now; he is simply hoping to pummel you to death without regard for his own

safety. He closes in, swinging his fists in a whirlwind of savage punches. You back up, parrying with your forearms, waiting for the right moment to try a throw. Roll one dice and add 1 for the ferocity of his attack. If the number rolled is higher than your Defence, one of his punches thuds into your chest, cracking a rib. Lose 5 Life Points. If the result is less than or equal to your Defence, you are able to keep his fists at bay.

Either way, if you are still alive, you try to grab his right arm and shoulder with both your hands, in order to throw him. Roll one dice, adding 1 if your Style is Aikido or Jujutsu. You have to beat his Defence of 3. If you succeed, turn to **158**. If you fail, the CyberClone spins around, pulling his arm out of your grip, and steps back, panting. His attack has run out of steam. At least it looks as if he has no Inner Strength left for another 'wild fury' assault, you guess, and you use a sleeve to wipe the sweat off your brow. The CyberClone's chest is heaving as he gulps in air.

Your brief respite does not last long, however, for he raises one arm and points with the device strapped to his forearm again. This time, a beam of green energy lances towards you, and you'd better dodge it if you can. Roll one dice. If it is less than or equal to your Speed, turn to **217**. If it is greater than your Speed, turn to **81**.

168

Resting in the Gardens of Meditation allows you to regain some lost Life Points if you are wounded. You get back up to your Recovery Rating (but remember, you cannot exceed your initial total in Life Points). You may also gain 1 point of Inner Strength by rolling less than or equal to your Recovery Rating with one dice.

After a day's rest, the Eternal Champion summons you to the Temporal Travel Chamber. 'My technicians have studied the CyberClone and learnt much. From its memory chips we have learnt that the real Blade was set up by his clone, and that he ended up in a police cell. Now that I know exactly where Blade is imprisoned, I can bring him back through time to the Fortress. I'll just let him stew a little longer as punishment for allowing the Overlord and his minions to put one over on him.'

You wonder what the Eternal One would do to you if you were to foul up on your mission badly enough!

'The gold card turns out to be a Security Access Pass to the Overlord's clone factory. Here it is.' The gold card appears at your feet; note on your *Adventure Sheet* that you have a Security Access Pass. 'The pass will prove useful when we know where the factory is; you will certainly need it to gain entrance. For now, I still need a total of three of the Overlord's Beacons. You must continue your quest.' Turn to **4**.

169

Finally you reach the thirtieth floor. The stairs beyond lead a short way up to a small wooden door which must open on to the roof. Opening it, you step out. It is night-time, but that is about all you can see: as soon as you open the door, you spot a Black Orchid ninja standing a couple of metres away! At the sight of you, he shouts and leaps straight at you in a flying kick. Two more ninja appear behind him, cartwheeling across the rooftop towards you. Will you step back and slam the door shut as fast as you can (turn to **235**) or duck and try to throw the ninja over your head and down the stairs (turn to **192**)?

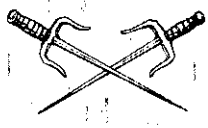
170

The Eternal Champion sends you back to the outskirts of Shanghai, in China, in the year AD 1899. You find yourself rematerializing under some bushes in the middle of a copse of trees. Looking around, you see you have arrived near a large meadow, in the centre of which stands a great marquee made of multi-coloured canvas. The whole area is teeming with hundreds of people of all ages, but mainly children. Save for a few Europeans, most of whom appear to be British, they are nearly all Chinese. The teeming crowds throw out a great deal of noise, with many different spoken dialects – none of which you can understand. Stalls and shops abound, selling food and drink. There are also puppet shows, singers, dancers, jugglers, freak shows and much more. You step out of the bushes, surprising a man dressed in dirty ragged robes who is swigging from a bottle of rice wine. He steps back in

shock at the sight of you then shambles off, throwing the bottle away in disgust.

You walk towards the large tent, clearly the circus of which Jetta is a member. A loud banging of drums and cymbals draws your attention. Looking over, you see a colourful paper dragon with several people inside it leaping and dancing to the music. A delicious smell wafts to your nostrils from a nearby food stall. It makes your stomach rumble with hunger until you see what it is the chef is frying in his wok: snake! Probably tastes pretty good but this is not your idea of food.

You pass another stall which draws your interest – a Chinese herbalist. The herbalist is an ancient-looking man with a long, snowy beard and bushy white eyebrows. With gestures and the few words you both have in common, you are able to work out what it is he is selling. Most of the potions, pastes and powders don't seem to be of use to you except for one, which he calls 'celestial elixir'. The ancient one claims that a single draught of the elixir will increase your Inner Strength. If you have a diamond and want to offer it in exchange for the elixir, turn to **124**. If you want to offer a bag of gold-dust, if you have one, turn to **275**. If you don't have either of these items, or if you don't want to buy the elixir anyway, turn to **28**.



171

You hold out the silver crucifix. The one on the left shrinks back momentarily, turning his head away from the sight of it. 'Put it away, please,' he says in a strained voice. The other Midknight looks at the cross then at his opponent, a puzzled expression on his face. You replace the crucifix, and the left-hand Midknight sighs in relief. Now, will you attack the one on the left (turn to **92**) or the one on the right (turn to **60**)?

172

You catch her on the back of her legs and she loses your Power Rating in Life Points. If she is still alive, she gives a gasp of pain but is able to throw herself into a backwards somersault, rolling away from you before you can complete your attack. You're on your back, but you spring to your feet in a single fluid motion. Turn to **261**.

173

Roll one dice, adding 1 if your Fighting Style is Aikido or Jujutsu. If you score higher than your opponent's Defence of 3, you manage to grab it by its gill-like

ears and slam it into the other wall: reduce its Life Points by your Power Rating. If this reduces the CyberClone to zero or fewer Life Points, you can strip it of its Time Beacon and return to the Eternal Champion's sanctum (turn to **153**). If the clone still has 1 or more Life Points, however, it bounces back off the wall and smashes a head-butt at your face with a gurgling roar. Roll one dice. If the number rolled is higher than your Defence, the blow lands right on your nose, splattering blood everywhere; you lose 4 Life Points. If it is less than or equal to your Defence, you sidestep your adversary's assault. Will you now close in for a series of elbow strikes to the head (turn to **162**) or stand well back and try a straight kick from the hip (turn to **96**)?

174

The beast is a Dire Wolf, a prehistoric predator. It has 12 Life Points, a Defence of 3, and a Power Rating of 5. You may attack first, and must score higher than a 3 to hit it. The Dire Wolf then replies, biting viciously. Roll one dice for it, if it exceeds your Defence, it inflicts 5 Life Points' damage (it's a large and powerful predator, after all). Continue rolling until either you are dead or the wolf has been reduced to 3 or fewer Life Points. In the latter case, turn to **9**.

175

You step out into the afternoon sun. Salem is quite a large village at this time in history. As you wander through the central marketplace, you are surprised to find no one about. The blacksmith's forge is empty, the tavern closed and the streets deserted. As you round a corner, you spot a young boy, playing with a ball. You ask where everyone is, and he replies in a thin piping voice, 'Why, sir, they all be in the courthouse, at the trial.'

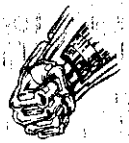
'Trial? What trial?' you ask.

'Why, the trial of Xavier the Warlock, of course – who else?' It seems that the CyberClone has upset the locals already. Still, you will have to find him if you are going to get his Time Beacon. Having asked directions of the boy, you soon arrive at a long wooden hall. The doors are open and you sidle in. Turn to **278**.

176

Roll one dice for Jetta. If the number rolled is higher than your Defence, turn to **163**. Otherwise, with each straight-armed thrust at your head, the CyberClone steps forward and shouts to give added power to her blows. Desperately you back away and block, slapping her arms aside as fast as you can. Just when you think

you cannot keep up against this onslaught, her attacks begin to slow and you launch yourself into a backwards somersault, beyond her reach for now. When you land, she visibly slows down as the power she has invoked wears off. However, she doesn't intend to let up in her assault. Turn to **240**.



177

Breaking into a jog-trot, you set off for the factory, knowing you must generate your own heat if you wish to stave off the punishing effects of the cold. Roll one dice and add 1 as it is so cold. If the result is less than or equal to your Endurance Rating, turn to **212**. If it is greater than your Endurance, turn to **123**.

178

The grappling hook whistles past under you as you fall forward over it. Your manoeuvre is a success, and you drop down into a crouch, hammering a fist at his gut. Roll one dice, adding 1 if your Fighting Style is Kung Fu. If you score higher than the CyberClone's Defence of 4, you have hit him and he loses your Power Rating in Life Points. If he is reduced to 2 or fewer Life Points, turn to **62**.

If you don't beat his Defence, he does a backflip along the beam, out of the way of your strike. Either way, will you now move forward and launch some punches at him (turn to **249**) or try a kick towards his head (turn to **293**)?

179

If your Speed Rating is 5, the brain implant will have no effect; turn back to **143** and choose something else. After a four-hour operation, you come round feeling fine and your reflexes have been enhanced. Add 1 to your Speed Rating, and turn to **248**.

180

Roll one dice, adding 1 if your Style is Kung Fu or Jujutsu. You must score higher than Blade's Defence of 3. If you succeed, your move catches the CyberClone by surprise and you climb up him like a monkey, hammering a couple of chops down at his neck and shoulder. He loses Life Points equal to your Power Rating before he throws you over his head. If you have defeated the clone, turn to **294**.

If you miss, he uses his other hand to pitch you over his head while you are pulling yourself up his leg. In any case, you turn in the air while being thrown

forward, to land nimbly on your feet behind him. Just then he spins and charges, trying to bowl you off your feet with his shoulder. Roll one dice, and if the number rolled is greater than your Defence, you lose 5 Life Points as his shoulder thuds into your midriff. If it is less than or equal to your Defence, you are able to sidestep his attack.

If you are both still alive, what will you try next? Will you:

Wait for him to attack, and attempt a throw (turn to **258**)?

Run at him, leap into the air, and drive both feet at his head in a high dropkick (turn to **44**)?

181

The door is securely locked. If your Fighting Style is Ninjutsu, turn to **91**. If you have an Electronic Pick Lock, turn to **22**. Alternatively, you can try a Power Strike to smash the lock, if you know that Special Move; turn to **156**. Otherwise, you have no way of opening the door – even a well-placed kick will not work. You continue upwards. Turn to **169**.

182

A harsh, reptilian howl rips out of the gloom, giving you a split second's warning. Your head snaps around in time to see a huge green figure charging towards you. One of its arms ends in a lethal bronze trident that is aimed straight at your heart. Roll one dice and add 1 because you are unprepared. If the total is less than or equal to your Defence Rating, you manage to throw yourself to one side in time and the Cyber-Clone's attack scrapes harmlessly off the bare stone wall behind you. If the total is greater than your Defence, the trident inflicts a deep cut on you and you lose 4 Life Points.

Before you can launch a counter-attack, the clone's mouth widens in a hideous, lipless gash that must be its attempt at a smile. 'Let uss take thiss fight into my element,' it hisses. Reaching up, it pulls a hidden lever on the wall of the corridor and the metal grating drops away from under your feet. Both you and the clone plummet down into the unlit cavern below.

Note that the CyberClone has 12 Life Points, then decide whether you will brace yourself for the drop (turn to **234**) or lunge out at the clone while you are both still falling (turn to **284**).

183

A bright glow illuminates the darkness ahead, and a rhythmic banging sound begins. In the middle of an open area in the cavern you stumble across the Cyber-Clone Slash who is working over an anvil, hammering at something. The light is coming from a large fire he has built. The Slash clone appears to be making iron weapons! With this advanced technology (advanced for this time, that is), the clone will be able to take over from the real Slash all the more easily. The CyberClone turns to plunge the sword blade he was working on into a pool of water and, looking up, sees you.

Instantly he drops the red-hot blade and grabs his massive spiked club. 'So, the Eternal Champion is still trying to meddle in the plans of my master, the Overlord,' the clone says. 'Well, I see that I shall have to eliminate this problem once and for all.' The clone may look identical to Slash, but he certainly doesn't talk like a neanderthal! You ready yourself for battle as the Slash clone advances, readying his club to strike. Note that the Slash clone has 12 Life Points and a Power Rating of 5.

Suddenly he screams, a wild, primitive howl of rage, and charges at you. He leaps into the air and spins to the left, whipping his club around in a murderous arc at your head. You manage to step back just in time and the club whistles past your face. You are about to counter-attack when the clone throws himself into another spin without pausing, swinging the club with even greater force and speed at your upper body. Will you step forward into the arc of his swing and try to

block his forearm with yours (turn to **297**), or try to flip yourself backwards out of range (turn to **15**)?

184

Reacting instantly at the sight of him, you throw yourself into a back-flip, on the way over kicking Midknight in the face with both feet. His head rocks back and he gives a gasp of surprise and pain, while you turn in the air and land safely on your feet, despite the slippery mud.

'That was rather painful,' says Midknight, 'and in return I will drain your life away. Once you are dead, the real Midknight will be next, and then I will spread the cult of vampirism across the world in the name of the Overlord!' There can be no doubt in your mind now – this is obviously the CyberClone, and you were right to react as you did. Note that he now has 10 Life Points.

Despite his threat, the CyberClone does nothing; he just stands there casually, his arms at his side, coldly observing you. You circle round him. He turns to follow you with his eyes. A flash of lightning throws everything into stark brilliance for a moment, followed a second or two after by a peal of thunder. Will you wait to see if he'll attack (turn to **237**) or close in and attack with a combination of kicks and punches (turn to **8**)?

185

As you approach the Sumotori he bows and his glittering black eyes look you up and down. You clasp

your right fist in your left hand and bow in return. Then, without warning, your opponent charges at you with a roar, arms spread wide and his face a mask of savagery. You know that if he catches you he will crush you to death with ease – just colliding with him would be like being hit by a train. Note on your *Adventure Sheet* that the Sumo wrestler has 13 Life Points, and a Power Rating of 4. He is bearing down fast! What will you do? Will you:

Leap into the air and launch a flying side-kick at his head (turn to **76**)?

Sidestep his frontal assault and then attempt to throw him (turn to **13**)?

Try to dodge aside, then counter with some punches (turn to **277**)?

Dive aside, then try a foot-sweep to trip him (turn to **102**)?

186

You cannot control your fall. Giving a cry of despair, you tumble off the beam and plummet to the warehouse floor, far below. You hit the ground head first, breaking your neck. You are killed instantly. Your adventure ends here.

187

'Well, now,' Larcen muses, 'if I was up there, hmm. I guess I'd ...' He stops in mid-sentence, realization dawning on his face, and he looks up into the darkness

of the rafters. You follow his gaze upwards. Suddenly you spot the CyberClone swinging down out of the shadows on the end of his rope. He is making straight for Tyler, feet first, shoe-blades glittering wickedly. The real Larcen seems transfixed: the sight of himself swinging down out of the air to attack him has left him momentarily in shock. The clone is nearing, a look of malicious glee on his face. Desperately, you throw yourself at the real Larcen, trying to shove him aside. Roll one dice and subtract 2 from the result. If you score less than or equal to your Speed, turn to **210**. If you score more than your Speed, turn to **202**.

188

As you move in, he fires a side-kick at your head. You take the blow on your left forearm and step in, driving a straight-fingered jab at his throat with your right hand. Roll one dice, adding 1 if your Fighting Style is King Fu or Karate. If you score higher than his Defence of 4, turn to **78**. If you score less than or equal to 4, turn to **218**.

189

The Jetta clone tries to duck under your high kick. Roll one dice, adding 1 if your Fighting Style is Kickboxing, Savate or Karate. You must beat her Defence of 4. If you succeed, she loses your Power Rating in Life Points. If she is down to 0 Life Points, turn to **115**. If you fail, your foot sails harmlessly over her head.

If the clone is still alive, her eyes seem to glaze over for a second, then she launches a series of open-hand

palm strikes at your face with superhuman speed – somehow she is using Inner Strength to enhance her reflexes. You will have to act fast to block in time. You must roll less than or equal to your Speed on one dice (if you have a way of increasing your Speed, such as the Phase Special Move, you'll have to decide to use it *before* you roll the dice). If you succeed, turn to **176**. If you roll more than your Speed, turn to **163**.

190

Checking to see that no one is looking, you try the door. It is unlocked and you creep in. All sorts of things are stored here, from stationery to combat clothes. You do find a couple of articles of interest. One is a circular saw blade that could be used as a throwing weapon or a cutting tool. The other is a medical kit. Every time you use the kit, you get back 3 Life Points, but it can be used only twice before it is used up. Note down what you take on your *Adventure Sheet*. Carefully you step back out into the corridor and go on your way; turn to **111**.

191

The Cyber Samurai falls. You cross to the door through which it came. 'No, don't!' screams the mouth on TV. If you have the diary of Xavier, turn to **18**. If you do not, you step into another, smaller room where the walls are covered in machinery and circuitry. In the corner of the room a shaft leads straight down into the bowels of the factory and to the Generator Room. You climb down. Turn to **271**.

192

Roll one dice and add 1 if your Fighting Style is either Aikido or Jujutsu. If the result is greater than the ninja's Defence of 3, turn to **38**. If it is less than or equal to 3, you are not fast enough to avoid the ninja's kick, and he strikes you with full force on the chest. Lose 3 Life Points. If you are still alive, you must fight the ninja here on the stairs. He has a Defence of 3, a Power Rating of 3 and 8 Life Points. You may attack first.

If you win, you see the other two ninja waiting to attack you. Will you charge out to meet them (turn to **214**) or face them here in the doorway (turn to **11**)?

193

Halfway down, the mouth appears on a TV screen located on the far side of the shaft. 'What are you doing? You realize you can't succeed, whatever it is!' You continue to climb down, ignoring the voice. The ladder brings you down into the middle of a large, circular chamber that is dimly lit by lights set into the ceiling. At one end is the tungsten door through which you could not pass, leading to the outside. At the other end is another door. Other than the wreckage of the Spider Droid, the room is empty.

Suddenly a TV screen on one wall flickers into life. An eye, filling the whole screen, stares out at you. Then another screen lights up on the other side. A large mouth appears, and the Overlord speaks. 'You defeated the Spider Droid, it is true, but now I have something

special for you. I think it will resolve the problem I am having with you.' The door at the far end slides open and a figure steps into the room. It looks like a Samurai warrior from seventeenth-century Japan, and it is wielding a gleaming sword. Its armour is shining chrome and it reflects the light like a mirror, so that it seems to flicker like a strobe. To your horror, you recognize the face beneath the shining helmet – it is your own!

The mouth laughs. 'My last and best CyberClone – you!' it announces. 'As you can see, I've given it some armour, and a sword to give it that much-needed edge.' The Cyber Samurai walks towards you, its sword held out in front of it. 'Now all I have to do is watch the fun. What a pleasing diversion this will be,' the mouth of the Overlord muses.

You will have to fight the Cyber Samurai. Note that it has 12 Life Points. Will you wait for it to attack, and hope to throw it (turn to **145**), try to kick for its head (turn to **232**) or try to get in close, past the reach of its blade, and use your fists (turn to **101**)?

194

You circle each other until the boxer suddenly attacks with explosive force. You fall back, desperately blocking, as the boxer lashes out with his fists at your face. Roll one dice, and add 1 because of the boxer's skill. If the number rolled is higher than your Defence, the boxer has caught you with one of his punches and you must lose 3 Life Points. If it is less than or equal to your Defence, you have successfully blocked with

your hands and forearms. If you are still alive, you can now try a counter move. Roll one dice, and add 1 if your Fighting Style is either Aikido or Jujutsu as these styles use a lot of throws. (If you want to use a Special Move like a Power Strike, remember that you must decide on this *before* you roll the dice to attack.) If you roll higher than the boxer's Defence of 3, then you manage to get hold of his wrist, spin and drop to one knee. Using his own forward momentum, you hurl him over your head. He lands on his back, stunned. The boxer loses Life Points equal to your Power Rating before leaping to his feet again (if indeed he survives!). If you didn't roll higher than his Defence, you failed to throw him. If the boxer is down to zero or fewer Life Points, turn to **64**.

Otherwise, what tactic will you try now? Will you:

Close in, and try some jabs and chops to his face and neck (turn to **113**)?

Try some high kicks to your opponent's head (turn to **223**)?

Try some low kicks to your opponent's legs (turn to **291**)?

195

The cut at your head was a feint. You sidestep but, instead of following through, the CyberClone pulls his staff up short and strides forward, driving both his fists at your face with a victorious shout. You lose 4 Life Points. If you are still alive, your head is driven

back and you throw yourself into a back-flip, and cartwheel out of range. Turn to **87**.

196

You manage to catch his foot, and your other fist bruises the muscles of his thigh. He grimaces in pain and loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **149**. Otherwise, you have the cyborg by his left leg – suddenly a jet of flame shoots out from under his right foot, propelling him straight up into the air. As he rises, he brings his leg up and lashes his right foot at your face. Roll one dice. If the number rolled is higher than your Defence, he kicks you in the head, and you lose 4 Life Points. 'Cop for that, punk,' he grunts. You stagger back, letting go of his foot, and he lands in front of you, grinning. If he scores less than or equal to your Defence, you jerk your head out of the way in time, but he follows the line of his kick and spins in mid-air, wrenching his left leg out of your grasp, and lands nimbly in front of you.

In either case, if you are both still alive, the crowd goes wild at this exchange of blows, and you consider your next move. Will you step in and try some punches (turn to **188**) or a series of kicks (turn to **164**), or will you try to get in close and grapple (turn to **53**)?

197

You take one of the elevators down to the basement level of the Fortress where the armoury is situated. You meet hardly anyone on the way except for one or two technicians working in the Generator Room. The armoury is a large hall, full to overflowing with weapons of all sorts from all times, ranging from bows and clubs to light-swords and laser-rifles. There is also an extensive supply of explosives. The Eternal Champion believes in being prepared for all situations.

The armoury appears to be deserted, until you come to the section where the explosives are kept. Here you find Blade: he is kneeling down, working at something. As you draw closer, you realize he is wiring up an explosive device – a bomb here could blast the whole Fortress to smithereens! This cannot be the real Blade, it must be the CyberClone, sent to sabotage the Complex. You wonder what has become of the real Blade, but you have little time to worry about that now, for the CyberClone has spotted you. 'Meddling idiot,' he sneers, pointing one arm at you. A steel projectile shaped like a knife launches itself from the mechanical device he has strapped to his forearm. The knife surges forward, powered by a tiny rocket-motor at its back. It hovers for a moment, then locks on to you. You retreat, but the knife follows you and then speeds up, hurtling towards you. Blade turns back to his bomb-making, and he seems to be getting ready to detonate it. Will you race back the way you came and try to outrun the tracking blade (turn to **120**), or try to dodge it (turn to **31**)?

198

'Any sign of the cyborg?' the red-eyed apparition asks.

You relax, for this is the real Midknight. 'No, nothing. And you really shouldn't creep up on people like that – I was about to give you a fist in the face!' you reply.

'Sorry, I just can't help it,' he says belatedly. He goes on, 'You have not found him, then. Well, nor have I. Keep searching!' With this last comment Midknight disappears into the night once more.

'Wait!' you shout at the top of your lungs, knowing it is better for you to search for the cyborg together, but your cry is lost in the howling wind. You decide to investigate the graves beyond the path. Turn to **213**.

199

Xavier

Fighting Style: Hapkido cane fighting

Time-zone of origin: AD 1692, Salem, Massachusetts

Appearance: Xavier wears voluminous hooded robes and carries a snake/dragon staff, so most of the time he looks like some kind of medieval wizard. Add to that the pale skin and elf-like ears, and it's not surprising that the people of Salem thought he was a warlock and wanted to burn him at the stake!

Mannerisms: Xavier moves with grace and style, like a dancer. He thinks of himself as elegant and distinguished – others call him arrogant and self-opinionated. He does have a certain dignity, however.

Speech Characteristics: He speaks quickly, the words tumbling over one another, and he speaks a lot. He always has something to say and always thinks he knows best.

Likes/Dislikes: Whereas Slash is fascinated by fire, Xavier is terrified of it – especially of being burnt alive. He also hates horses and anything to do with horses, especially horseshoes. Although garrulous and a bit of a know-all, he is a brilliant scientist/alchemist. He and Midknight are close friends – well, the closest thing to friends these two characters could ever become. Midknight is fascinated by Xavier's work with energy systems, and Xavier is fascinated by biochemistry and genetics; it is their mutual love for science that has brought them together. Xavier has little time for the ignorant or untutored, he is impatient and full of nervous energy, always wanting to get on to the next task. He has contempt for all the other heroes, especially Slash and Trident. Xavier likes to sneak up behind Trident and bellow into his ear – in Latin. He likes hot, spicy food and playing pratical jokes on people.

Notes

In the past, Xavier has managed to convince the people of Salem that he is not a warlock. He hopes to introduce his new energy-source to the world, but is unsure whether the world is ready for it yet. The Overlord wants him replaced and the clean energy-source destroyed for ever or used for his own ends. When his mission is over, Xavier hopes to return to

the future and set up an academy with Midknight, teaching science and alchemy.

When you are ready, turn back to **100**.

200

After a short period of nausea that always comes with travelling through time, you come to your senses in a seventeenth-century wattle-and-daub cottage. Looking around, you find you are in a relatively spartan house with few furnishings. There is no one at home, but it soon becomes obvious that this is Xavier's house: you find a diary written in his flowing hand. Reading the last few entries fills you with a sense of unease.

Monday, 17th September 1692

On this day, I saw a thing most dread and terrible. As I walked by the river, I am certain I saw a man observing me from the trees. This is of little consequence in itself but 'twas the countenance and bearing of that man which gripped my heart in a vice of terror for I would swear on the blood of Christ that it was none other than myself! Is madness my lot, or is this other Xavier a demonic simulacrum, the doppelganger, spoken of only in fireside tales, come to slay me and take my place amidst the world of men?

Tuesday

Feel unwell. Sick. I believe I have been drugged.

The last entry has been written in a different style.

Wednesday

This is the first day of my new life. I am ready to take over. The human has been sent back to the factory so that the Overlord can extract the secret of the new energy source. All goes according to plan.

Clearly, the final entry was written by the CyberClone Xavier. It seems that the real Xavier is a prisoner of the Overlord, held at his clone factory. You will have to free him when – and if! – you reach the factory.

You take Xavier's diary – make a note of it on your *Adventure Sheet*. You also find a bag of gold dust in a drawer and a silver crucifix hanging on the wall. You may take these items as well, if you wish. There is nothing else here, so you leave the cottage to explore the village. Turn to **175**.

201

You make your way through the training halls and corridors of the Complex to the Temporal Travel Chamber. Students and administrative staff all wish you luck and congratulate you on your qualification as a Champion. The Chamber itself is a large circular room, completely bare of machinery or furniture; the walls, floor and ceiling are all a uniform white. The only light comes from the Eternal Champion himself, who floats in the middle of the room, legs folded beneath him, his hands on his knees.

'Welcome, my Champion,' he says. You bow respect-

fully. He continues, his voice seeming to reach your ears without crossing the distance between you, 'As you know, I myself do not have the power to travel in time since I am a being of only partial physical form. But I *can* send others. The other nine Champions are back in their own time, righting wrongs to make humankind stronger, so that we may be better able to overcome the Overlord. This the Overlord cannot allow, and he seeks to replace my Champions with his own, for the Overlord does have the power to travel in time. Each clone is programmed with the skills and traits of the true Champion, and is part-human, part-machine. Their machine parts give each of them greater strength and endurance than their human equivalents. You cannot possibly defeat all these CyberClones. No, our best strategy is to find the location of the Overlord's CyberClone factory and destroy it. Not only will this prevent the creation of any more clones, those clones still in existence will cease to function, as they are controlled from the factory.

'Now, you should know that every person or clone that the Overlord or I send into the past is given a Time Beacon. This device enables us to locate and place them in the timestream. It also enables us to retrieve those we have sent back. I need to obtain some of the CyberClone's Beacons in order to trace their signals back to the factory. Unfortunately, we cannot use the Overlord's Beacons directly to take us to his factory since each of his clones uses a special code to activate its unique Beacon and we do not know those codes. All we can do is locate the factory

and send you there by normal means. I need three of those Beacons so that I can get an accurate fix. You will obtain them for me.' He pauses, waiting for you to speak.

'Uh, yes, Master,' you reply dutifully.

Satisfied, the Eternal Champion continues, 'One problem you may face is that of telling the difference between CyberClone and the real, human Champion. This Electronic Dossier may help you.' A small portable computer appears in front of you and you pick it up. (It is already marked on your *Adventure Sheet*, together with the paragraph number you should turn to when you wish to examine it. When you have finished studying the files, you will have to return to the paragraph you came from – so always remember to make a note of the paragraph number you were at before you turn to **100**.)

'The Electronic Dossier contains background information on all nine Champions. It may provide clues that will help in differentiating between human and clone, as well as other useful information. It is up to you which time-zones you enter to search for the CyberClones, but I urge you to examine the relevant dossier before doing so. I will lock on to the Time Beacon of the Champion you have chosen and will send you as close as possible to him or her. The CyberClones will also be seeking out their human counterparts, so this is the best way of finding them. You will also need this.' A small metallic sphere appears in front of you. It is quite plain, except for a single button. 'This is your Time

Beacon. Pressing the button will send a signal across time and space to me. I will then bring you back to Fortress Eternity. Do not lose it! Without the Time Beacon you will be lost for ever in the past. The CyberClone Beacons are different – they are small black boxes, and are not round like ours.'

'What happens when we find out where the factory is, Master?' you ask.

'You will be sent to destroy it, of course,' he says matter-of-factly. 'Does that worry you?'

Why should I take all the risks and do all the dirty work, you think to yourself – all very well for the Eternal Champion, safe here in the Fortress. You don't tell him what you're thinking, of course. 'I am honoured that you deem me worthy of this great task, Master,' you reply diplomatically.

'Hmmm,' muses the Eternal One, unconvinced by your speech. 'Remember, the fate of humankind rests on your shoulders. My blessings go with you.' Now turn to 4.

202

As the CyberClone hurtles past, he lashes out at Larcen with his foot, cutting him badly, just before you can reach him. Larcen gasps in agony, then slumps into unconsciousness. To your horror you realize he is bleeding to death. His only chance is the Medical Bay at Fortress Eternity – you will have to take him back now. Picking him up, you activate your Time Beacon and signal the Eternal Champion. The last thing you

hear in Chicago is the mocking laughter of the CyberClone.

After a few moments of dizziness you find yourself in the Time Travel Chamber. The Eternal Champion is floating in the middle of the room, bathed in white light. Larcen is rushed to the hospital by a Fortress Eternity medical team and they assure you that he will live. After you have told the Eternal Champion all that has transpired, he says, 'All is not lost. You did the right thing in saving Larcen's life. If you can still find the factory and destroy it, the Tyler CyberClone will cease to function anyway. Nevertheless, this failure has cost us valuable time. You will have to continue your quest immediately. Bring me the CyberClone Beacons!' Turn to 4.

203

The sentry acts as if he was expecting you. You guess he must have been on duty for some time. Probably the real official who was supposed to come to relieve him has got engrossed in watching the fights and lost track of time.

'OK, you know what to do,' he says, pointing to a closed door behind him. 'When you hear the gong announcing the final bout, knock on the door and tell Trident it's time. Don't put your head round the door unless you want it snapped off – Trident can get pretty bad-tempered before a fight!'

You take up position by the door to the inner chamber. After the sentry has gone, will you enter Trident's

changing-room (turn to **12**) or stay where you were told (turn to **142**)?

204

In response, the CyberClone sweeps her arm across, pushing your leg aside with her forearm. A split second later, she shouts and snaps a straight kick with her left leg into your midriff. You double up and stagger back. Lose 4 Life Points. 'You can't do very much, can you?' she mocks. Then the clone's eyes seem to glaze over for a second and she launches a series of open-hand palm strikes at your face with superhuman speed – somehow she is using Inner Strength to enhance her reflexes. You will have to act fast to block in time. You must roll less than or equal to your Speed on one dice (if you have a way of increasing your Speed, such as the Phase Special Move, you'll have to decide to use it *before* you roll the dice). If you succeed, turn to **176**. If you roll more than your Speed, turn to **163**.

205

Your foot smashes into its face with punishing force. The Samurai loses Life Points equal to your Power Rating. You get a strange feeling, kicking what looks like your own face. If the Cyber Samurai is down to zero or fewer Life Points, turn to **191**. Otherwise, it swings its sword at your arm. Roll one dice, if the number rolled is greater than your Defence, it cuts you nastily, and you lose 4 Life Points. If the result is less than or equal to your Defence, you flip backwards out of range. If you are still alive, will you now wait

for it to attack, and hope to throw it (turn to **145**) or try to get in close, past the reach of its blade, and use your fists (turn to **101**)?

206

It takes three forward flips to bring you within range of your opponent. Using the momentum you have gained, you drive the ball of you right foot at her throat. Roll one dice and add 1 if your Fighting Style is Savate, Karate or Kickboxing. (Remember, if you want to use the Power Strike or Monkey Heart, do so *before* you roll the dice.) You must beat her Defence of 5. If you fail, she drops into a crouch, ducking under your leg, and kicks out, sweeping your left leg out from under you. You fall flat on your back and lose 3 Life Points. Turn to **287**. If you succeed, your blow lands before she can duck and she staggers back, losing your Power Rating in Life Points. If she's still alive, turn to **261**.

207

You sidestep his fist with perfect timing and his arm flies past your shoulder. The force of his blow sends him careering past you, off balance for a moment, and you seize your opportunity. You step forward, slamming your right arm across his throat. It's as if he had run into a brick wall, and he is flung to the ground, flat on his back. He loses Life Points equal to your Power Rating. The crowd gasp in astonishment – a few of them even start cheering. If he is down to zero or fewer Life Points, turn to **149**. Otherwise, R.A.X. is lying, slightly dazed, and you jump up in the air,

intending to stamp down on him with both feet. He comes to his senses and rolls aside, leaping to his feet. He shakes his head, and the battle continues. Will you wait for him to attack, and hope to counter (turn to **35**), move in and throw some punches (turn to **188**) or try a series of kicks (turn to **164**)?

208

With great determination you stride up to the shaman. He steps back fearfully and shouts something you don't understand. Then he swings the stick at your head. Your left hand comes up and grabs his wrist — one deft twist, and the stick drops from his nerveless fingers. You follow up with a forearm smash to his neck. The shaman drops, out like a light. Rather easy, really, you think to yourself. You may take the shaman's totem stick, if you wish. Searching his unconscious body doesn't reveal anything else of use.

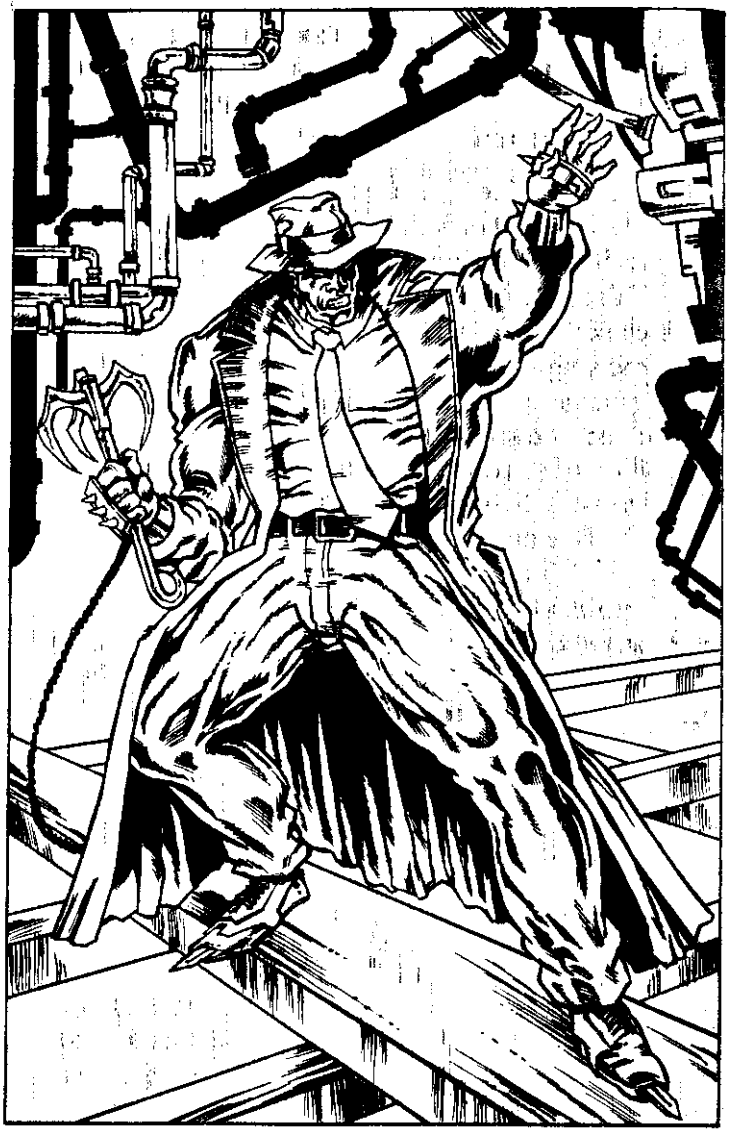
You push on, into the cave. Inside, you find that the floor slopes downwards into a huge cavern. Daylight streams in behind you but, as you advance deeper inwards, it begins to fade. The cavern rock is twisted and contorted like liquid that has suddenly hardened. Stalactites and stalagmites form strange, warped columns and chandeliers, sinister shapes in the shadowy twilight of the cave. Up ahead, you can see that the

floor is bisected by a great chasm out of which rises a stifling heat and a reddish glow that fills the cavern with a dim rosy light. The chasm is spanned by a thin bridge of wooden planks lashed together with vines.

At the edge of the chasm you pause and look down. A great wash of hot air billows up out of the depths, and far below you can make out a river of red-hot lava. This side of the chasm seems empty, so you have little choice but to cross the bridge. Gingerly you set out, knowing that you are in a vulnerable position while you are negotiating the rope bridge. However, the bridge is quite sturdy and you make it safely to the other side. You press on further into the cavern. Turn to **183**.

209

Using your left hand, you sweep his fists aside, then step wide to the right. Simultaneously you hammer your right fist at the side of his head. The CyberClone Xavier is sent staggering off to one side by the force of your blow. He loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **239**. Otherwise, he steadies himself, eyeing you with newfound respect. Turn to **87**.



210

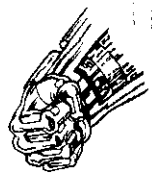
You slam into Larcen and send him sprawling. However, your action leaves you standing directly in the path of the attacker. 'All right, buddy,' says the clone, 'you'll do!' Desperately you attempt a quick block but you realize, just a moment too late, what the CyberClone is planning. Instead of slicing at you with his feet, he crashes into you, head on, and wraps his legs round your waist in a vice-like grip. You are swept off your feet and carried up into the air as the arc of his swing takes you both back up to the rafters. 'You meddling fool!' the clone grates through gritted teeth. 'I'll shred you for this!' Before you can reply, you see a wide wooden beam rushing towards you both, as you swing upwards. Without warning, the clone releases his grip, but you are just able to twist and grab the beam with one hand before you would have plummeted to the floor below. The clone lands nimbly on the beam and slackens his rope. Quickly he hauls in his grapple, while you swing up on to the beam. Now you are facing each other with little room for manoeuvre. The beam you are standing on is only a metre or so wide.

From below you can hear the real Larcen shouting, 'Hold on, I'll find a way up there!'

The CyberClone smiles. 'I'll have to finish you quickly, then,' he says. Note that the Larcen Clone has a Power Rating of 4 and 12 Life Points. Will you wait for the Larcen clone to attack (turn to **21**), move forward and launch some punches (turn to **249**) or try a kick at his head (turn to **293**)?

211

Moving down a side-alley, out of sight of the guards, you look up at the rooftop, silhouetted against the night sky. It looks like a difficult climb. If your Fighting Style is Ninjutsu, you have been trained to climb using 'Cat's Claws', spiked tools affixed to your hands and feet. You are able to climb straight up the vertical wall like a spider – turn to **40**. Alternatively, if you have the Monkey Heart Special Move, you can use it to enhance your agility and so climb the wall that way; turn to **40**, but don't forget to cross off 1 point of Inner Strength. If you have neither of these talents, you will have to use more traditional methods – hauling yourself up a drainpipe. Roll one dice and if you score less than or equal to your Equilibrium Rating, turn to **40**. If you score more than your Equilibrium Rating, turn to **126**.



212

It is cold, but you are tough enough to withstand its effects for now. Jogging across the ice, you draw closer to the factory. Turn to **48**.

213

You step into the ordered lines of graves beyond the path. The freezing wind dashes icy rain into your face, and your feet slosh over the muddy ground. Some

sixth sense sets your nerves on edge and you feel a presence behind you! Spinning around, you find yourself face to face with a tall, dark figure who has stepped out from behind a tombstone. He fixes you with a red-eyed stare, then smiles, his fangs glistening wetly. The question is, which Midknight is this, the human or the CyberClone? If you have a crucifix, and you want to use it, turn to **246**. Otherwise, will you wait to see what happens next (turn to **37**) or attack immediately (turn to **184**)?

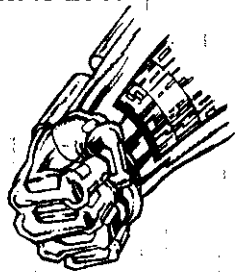
214

You dash out into the chill night air. You find yourself high up above the city of Tokyo. The view is breathtaking, the neon lights of the city glittering in all directions. But you have little time to take in the view, for two ninjas are closing in on you. Both have a Defence of 2, a Power Rating of 3 and 8 Life Points, and you have to fight them both at once. In each round of combat, roll 1 dice for each of your opponents when they attack, but you get your full Defence against each attack. However, you can attack only one of them in each round. They attack first. You soon realize you would have been better off facing them in the doorway. If you beat them both, turn to **148**.

215

You find a suitable branch with lots of dried leaves on one end, and set it alight. Then you run at the beast, shouting and waving the burning brand like a sword. The animal turns in surprise and begins to back away uncertainly. The two children act in much the same way, staring at you in shocked surprise. The creature sniffs at you and takes a step forward, but you thrust the fiery branch into its massive face, singeing the fur round its toothed jaws. It gives a whining squeal and paws at its muzzle, before turning tail and fleeing into the trees.

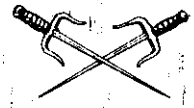
Turning your attention to the children, you see that the plucky girl-child is still not at all certain about you. She stands, jabbing the small spear at you aggressively. After all, she has never seen anyone or anything like you before. Dropping the branch, you smile and hold out your arms in a gesture showing your peaceful intentions. The children respond well, the boy running up to you and hugging your leg, laughing and jabbering. The girl smiles too (revealing an impressive set of teeth). After it has become apparent that neither you nor the children can understand each other's language, the girl takes you by the hand and leads you down into the valley. Turn to **266**.



216

Roll one dice. Because of the awkward angle of the blow, you must subtract 1 unless your Fighting Style is Karate or Kung Fu. If the total rolled is higher than the clone's Defence of 3, you can subtract your Power Rating from its Life Points. If the total is less than or equal to its Defence, it twists aside and avoids the brunt of the blow, but you can still reduce its Life Points by 1.

If the clone now has zero or fewer Life Points, you can take its Time Beacon and return to the future; turn to **153**. Otherwise, the clone lashes down at the top of your head with a powerful clubbing blow; it is trying to knock you down into the water. Roll one dice. If the result is higher than your Defence, your grip loosens and you fall (turn to **234**). Otherwise, you manage to hold on and can now attempt to pull yourself up for a head-butt (turn to **269**).



217

The bolt of emerald energy flashes past your chest as you dodge aside. The CyberClone wrinkles his face up in disgust. 'You're pretty fast, that's for sure, but let's see how you fare against my Kenpo technique,' he says. He takes a stance, side on, with his left leg facing you, his fists held at mid-level, left arm forward and knees slightly bent. What will you do now? Will you:

Run at him, grab his left arm, place one foot on his left thigh and pull yourself up on top of him, hammering a chop at his neck with your other hand (turn to **180**)?

Wait for him to attack, and attempt a throw (turn to **258**)?

Run at him, leap into the air, then drive both feet at his head in a high drop kick (turn to **44**)?

218

He pushes your jab aside with his left hand and brings his knee up into your ribs, a blast of fire from his jet boots giving it added impetus. You double up in pain and reel back. Lose 4 Life Points. If you are still alive, you realize that it will be difficult to get in close enough to punch this expert kickboxer. Will you now wait for him to strike, and hope to counter-attack (turn to **35**), try a series of kicks (turn to **164**), or try to get in close and grapple with him (turn to **53**)?

219

Larcen teaches you the Eagle Claw Special Move; it involves using the fingers of your hand in a vicious clawing attack. The Eagle Claw Special Move works exactly like the Power Strike, except that you do only 1 extra point of damage, not 2. You must decide to use the Eagle Claw before rolling the dice in combat,

as with the Power Strike. Eagle Claw and Power Strike can both be used at the same time, costing 2 points of Inner Strength and inflicting an extra 3 points of damage, if you hit. Afterwards, you say goodbye to Larcen and return to the Fortress. Turn to **153**.

220

He is too slow too react and your blow lands home, nearly knocking him off his feet. The CyberClone loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **147**. Otherwise, he reels back, spitting blood. Will you now try to grapple and throw him (turn to **43**), or aim some kicks to his upper body and head (turn to **134**)?

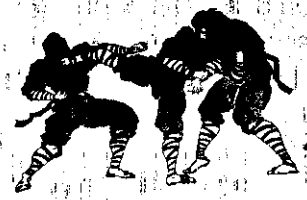
221

The Chinese acrobats are very advanced in the skills of acrobatics and the dance, swords, spears, staves, hoops and the like. The techniques they teach you prove very useful to your martial prowess. You learn to use leaps and dodges that will make it harder for you to be hit. Add 1 to your Defence Rating, permanently. However, your Defence cannot go any higher than 5 (if it is already 5 then you gain nothing). As you are also getting food and rest during your training, you may regain up to your Recovery Rating in Life

Points, if you are wounded. After four days you begin to wonder whether the CyberClone is going to turn up at all. If you think you are wasting your time and decide to return to Fortress Eternity, turn to **84**. If you decide to stay with the circus a little longer, turn to **133**.

222

The CyberClone steps back and balances on one leg, then whips both hands down at the sides of your neck. He is holding his fingers pinched together, striking with the tips of his fingers and thumb – the famous crane's beak strike of the Kung Fu masters. Roll one dice. If the number rolled is higher than your Defence, you must lost 4 Life Points. If it is equal to or less than your Defence, you are able to protect your neck with a double forearm block against his wrists. In any case, if you are still alive, will you now wait for the Larcen clone to attack (turn to **21**) or try a kick at his head (turn to **293**)?



223

Pivoting on your left leg, you whip your right foot around and up at the boxer's head, then down to his side, then up to the head again, in three rapid strikes. Roll one dice, and add 1 if your Fighting Style is Savate, Karate or Kickboxing (remember, if you want

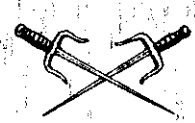
to use a Special Move like the Power Strike, you must decide to do so *before* you roll the dice). If your score is higher than the Boxer's Defence of 4 (he is well trained in protecting his head and torso), one of your kicks gets through and he will lose Life Points equal to your Power Rating. If the number rolled is less than or equal to his Defence, the boxer ducks and blocks with ease. If you have reduced him to zero or fewer Life Points, turn to **64**.

Otherwise, the boxer now closes in fast, a look of grim determination on his face, and tries a flurry of blows to your stomach, followed by a vicious uppercut. Roll one dice and add 1 for the boxer's skill. If this is higher than your Defence, you lose 3 Life Points when the uppercut sends you reeling. If it is less than or equal to your Defence, you are able to cartwheel out of range before he can get close enough to hurt you. You'll have to try something else before you can use another high kick, however. Will you:

Close in, then try some jabs and chops to his face and neck (turn to **113**)?

Wait for him to attack, then counter with a throw (turn to **194**)?

Try some low kicks to your opponent's legs (turn to **291**)?



224

The Battle Room of the Fortress complex is a long, vaulted hall, one wall of which is of transparent plastiglass. Beyond the windowed wall lie the tranquil Gardens of Meditation. The quiet scene outside contrasts sharply with the violent purpose of the Battle Room.

Looking down the Hall, you see two figures waiting. You walk forward, your footsteps echoing lightly on the finely sanded wooden floor, and the figures become clearer. One is a giant of a man, at least two metres tall, and he is hugely fat. Great rolls of the stuff hang over his mighty frame like dough. Nevertheless it is not difficult to make out the heavy musclature under the fat. He is naked save for a white loincloth which is held up by a heavy belt. The man is a Sumo wrestler and, as you approach, he begins to shift his weight from one foot to the other, bringing his tree-like legs up and down with a crash, one after the other, glaring at you the whole time. You can feel the wooden floor vibrate under your feet.

The other man in the Hall is quite different. He is tall and well-muscled, and is without an inch of fat anywhere on his lean, powerful body. He wears only black trunks and boots and is obviously a Western-style boxer, judging by the way he is holding his fists up to guard his head. No boxing gloves, of course, just bare knuckles. He jabs and dances a little as you look him over, staring a challenge at you.

A voice sounds in the air, coming as if from nowhere;

it is the Eternal Champion. 'You must choose which man to fight. Battle Room Projectiles will not be armed. Good luck.'

That's a relief, you think to yourself – no magnetic mines, electric bolts, buzz-saws and so on to worry about for this fight. Anyway, which opponent will you take on: the boxer (turn to **32**) or the Sumo wrestler (turn to **185**)?

225

You reach the trees without coming across any sign of the CyberClone. The torrential rain makes the poor visibility even worse, and the biting wind freezes your blood. How you wish you were back in the warm comfort of the Gardens of Meditation at the Fortress, rather than blundering around in a cemetery in the middle of the night with only vampires for company. Then you notice a faint light near by. You steal towards it. The light is coming through a half-open door in a large mausoleum of grey marble. Engravings over the door reveal that this is the tomb of the Knight family. Midknight's real name is Knight – is this his burial place, you wonder. Beyond the crypt door, a path cuts across the cemetery. Will you enter the lighted mausoleum (turn to **121**), follow the path (turn to **14**) or investigate the area of the cemetery on the far side of the path (turn to **213**)?

226

You enter a long corridor that leads under the very centre of the arena towards the opposing side's

changing-rooms. Flickering torches in brackets sputter and flare along the walls. There is no one in sight. Pausing to listen, you can hear nothing – not even the shouts of the mob reach down this far.

A shrine is set in an alcove on one side of the corridor: an altar to Nakarak the All-conquering, the Atlantean God of Warfare. If you want to pause at the shrine, turn to **80**. If you hurry along the corridor without stopping, turn to **107**.

227

Roll one dice. If the number rolled is greater than your Defence, you are unable to duck under the attack in time and must lose 5 Life Points. If the roll is less than or equal to your Defence, you crouch down without getting hit.

In either case, if you are still alive, you roll forward and come up on one knee just as the Slash clone lands. From your crouching position you drive your right fist at your opponent's belly, using all the forward momentum of your manoeuvre. Roll one dice and add 1 if your style is Kung Fu. The CyberClone's Defence against this strike is only 2.

If you have reduced your opponent to 3 or fewer Life Points, turn to **283**. Otherwise, he back-flips away once more, then lowers his head and charges – aiming to butt you into submission. Will you wait for his charge, then bring one knee up into his face and an elbow down into the back of his neck (turn to **244**) or try to grab his head and throw him (turn to **256**)?

228

He slams his left forearm into your shin, blocking your strike and causing you considerable pain in the process. You hop back, rubbing your shin. 'Call that an attack,' he mocks. 'I've had worse from old women!' He stands back and adds, 'I've got something special for you now!' The robotic sighting device over his right eye begins to whirr and click, and a bolt of energy leaps out of it. You hear the crowd screaming, 'E-bolt, E-bolt, yah, yah, yah!' Roll one dice. If the number rolled is higher than your Defence, the bolt hits you and you lose 4 Life Points. If it is less than or equal to your Defence, you dodge the energy blast.

If you are still alive, will you now wait for him to make a strike and then try to counter-attack (turn to 35), move in and throw some punches (turn to **188**), or try to get in close and grapple (turn to **53**)?

229

Blade

Fighting Style: Kenpo, 'fist method'

ERROR! ERROR!
ERROR! ERROR! ERROR!

WARNING!
FILE NOT FOUND.
DISC CORRUPTION ERROR.

It seems that the Electronic Dossier cannot access the file on Blade. This seems odd, even suspicious, but, try as you will, you cannot load Blade's file. Perhaps it has been wiped, but by whom?

Turn back to **100**.

230

The Eternal Champion, floating in the middle of the Temporal Travel Chamber, tells you that Blade returned to Fortress Eternity about a half-hour ago, so there is little point in going to his time. Blade has reported that he defeated his CyberClone in battle and that he also resolved the problems he was facing in his own time. Seeing no other purpose in remaining in the past, he returned to the Fortress for some rest and relaxation in the Gardens of Meditation.

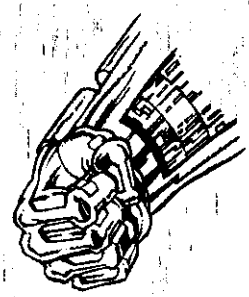
'What happened to the CyberClone's Beacon?' you ask.

'It seems that Blade destroyed the cyborg totally, beacon and all,' the Eternal Champion replies, this time using his voice which echoes and resonates in the Chamber. 'Obviously, Blade didn't know about my plan to find the Overlord's clone factory,' he adds.

Will you choose another era to visit (turn to **128**) or go to the gardens to have a chat with Blade (turn to **58**)?

231

You twist aside, avoiding the fan by a matter of centimetres. She pulls it back then swings it at your legs, and you try to leap high over the fan. Unfortunately, you are not fast enough, and the razor-sharp fan slices into your calf. Lose 3 Life Points. If you are still alive, as you come down she reverses her swing and whips it towards your neck. Frantically you drop to one knee and the fan whistles harmlessly over your head. Glaring at you in rage, she thrusts it straight down at your face. With remarkable precision born of desperation, you clap your hands together in front of you, pinning the fan between them. You throw yourself into a backward roll, ripping the fan out of her hand and taking it with you. Coming to your feet, you close the fan and tuck it into your belt, in a single deft motion. The clone stares at you in angered amazement. Will you attack with a series of kicks (turn to **279**), close with her and try some open-hand strikes (turn to **104**) or close and try a throw (turn to **247**)?



232

The Samurai slices an overhead cut at your head. Deftly, you step to the left and hammer your right

foot up and around at its head. Roll one dice and add 1 if your Fighting Style is Karate, Kickboxing or Savate. If you roll higher than a 4, turn to **205**. Otherwise, the Samurai's helmet takes the blow, and it swings its sword at your arm. Roll one dice: if the number rolled is greater than your Defence, it cuts you nastily, and you lose 4 Life Points. If the result is less than or equal to your Defence, you flip backwards out of range. If you are still alive, will you wait for it to attack, and hope to throw it (turn to **145**) or try to get in close, past the reach of its blade, and use your fists (turn to **101**)?

233

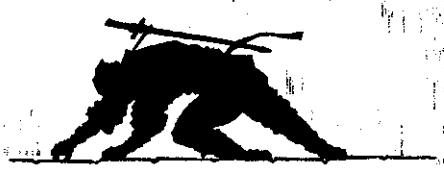
You mistime your move and the hook sinks into your calf. The Larcen clone laughs and yanks on the rope sharply. You are pulled off your feet and fall heavily on to the beam. He yanks again and you tumble off it, to plummet to the warehouse floor, far below. You are killed instantly. Your adventure ends here.

234

Your feet strike the water and you plunge into the cold, dark depths. With flailing arms, you strike up

towards the surface. The chill is sapping your strength and you had no time to take a breath before you went under, so you know you must hurry. If the clone attacks now, you are doomed.

A green glow looms out of the murky depths. You swim towards it, hoping to see an exit tunnel that will carry you back up to the tunnels above . . . but then with a shock of horror you see that it is your foe. The CyberClone has activated its stun field power. It extends its trident towards you and you are instantly paralysed. Helpless, you drift back down to the bottom of the underground lake that has now become your last resting-place. This is the end.



235

With a resounding bang you slam the door shut before the ninja can reach you and a cry of dismay comes from the other side. Suddenly a black-clad leg comes crashing through, then the whole door bursts apart in a shower of splintered wood as the rest of the ninja's body hurtles, full force, into it. Knocking aside the remains of the door, you grab the barely conscious ninja by the lapels of his costume and casually toss him down the stairs. He lands in a heap at the bottom. You won't be hearing much more from him! However,

there are two others to deal with, both of whom are racing towards the doorway. One wields a ninjato sword, the other a 'kyotetsu-shoge', a length of rope with an iron circle at one end and a twin-bladed knife at the other. Will you charge out to meet them (turn to **214**) or face them here in the doorway (turn to **11**)?

236

The CyberClone stares at you suspiciously. You know that, if you were to condemn him, he would be burnt at the stake – and his Time Beacon with him. You need to get him on his own, so you can get from him what it is you came to collect.

The priest seems surprised at your testimony, but he goes along with it. After some more legal wrangling, the judge pronounces Xavier innocent. The crowd disperse, disappointed that there won't be a burning, and the clone is unchained. He walks proudly to the door and lingers there to stare you in the face 'I know where you are from,' he whispers. 'Follow me, and we will fight a duel away from these superstitious villagers.' Then he leaves. You follow, but there are too many people around for you to make a move yet, even if you wanted to. The CyberClone fetches his staff (a long stick carved with a snake's head) from the jailhouse, then sets off out of town. Turn to **27**.

237

A beam of ruby light shoots out from the eyes of the CyberClone straight into your own. It seems as if the light is boring into your brain, and you feel a growing sense of weakness as if your will were not your own. The cyborg Midknight is using his powers to dominate your mind! Desperately you summon up all your mental energy in an attempt to repel his hypnotic spell. Roll one dice; if the number rolled is less than or equal to your Recovery Rating, turn to **160**. If it is greater than your Recovery, turn to **255**.

238

The creature hasn't noticed you yet. If you have some matches or a lighter, you can set light to a branch and try to drive it away with fire (turn to **215**). If you don't have either of these, you will have to attack the beast (turn to **174**).

239

You have defeated the CyberClone Xavier. Searching the body, you find a little black box with a small button on it: a CyberClone Beacon. Make a note of it on your *Adventure Sheet*. You also find a computer printout which reads: 'Prisoner Release Code: Multiply Security Number by ten. Add six. Input code.' Obviously this is important, so you'd better write it down. Anyway, you are finished here, so you signal to the Eternal Champion to bring you home. Turn to **153**.

240

With a practised movement your opponent unhooks the golden chain from round her waist, holding one end in each hand. She jumps high into the air, executes a twisting somersault in mid-flight, and comes down behind you, attempting to wrap the chain round your throat as she lands. It is only at the last moment that you realize what she is trying to do; roll one dice. If the number rolled is higher than your Defence, turn to **268**. If it is less than or equal to your Defence, turn to **47**.

241

By the time you get down, you find that the real Larcen has finished off the cyborg. 'Well, that's that little problem dealt with,' he says, blowing a bubble out of the gum he is chewing. The clone lies dead and you take his small black box, the Time Beacon. You may also take his grappling hook. Note them both down on your *Adventure Sheet*. Larcen thanks you for your help and offers to teach you a Special Move from his Praying Mantis style of Kung Fu. You can learn the move only if your own Fighting Style is Kung Fu, Ninjutsu, Jujutsu or Aikido. If you want to learn it, turn to **219**. Otherwise, you say goodbye to Larcen and return to the Fortress. Turn to **153**.

242

You are face to face with the red, glowing eyes and razor-sharp fangs of a mechanical vampire. You head-butt him hard and he gasps, relaxing his hold on you for a second. It's all the time you need. You grab a

wrist, then twist, bending his whole body backwards. Then you smash the heel of your palm at his chin, driving him to the ground. He loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **147**. If he is still alive, he rolls away, throwing up a spray of rain and mud, and gets up, looking at you with new respect. Will you now aim some kicks to his upper body and head (turn to **134**) or try to get in close and use your fists (turn to **296**)?

243

Making your way along the main corridor of the Fortress, you come at last to the dining hall. One or two students and administrative staff are taking late meals, but there is no sign of Blade, and the catering staff haven't seen him either. Will you give up looking for Blade (turn to **128**), search for him in his quarters (turn to **137**) or in the armoury (turn to **197**)?

244

The CyberClone hurtles towards you. Roll one dice and add 1, for his speed and mass. If the score is higher than your Defence, you are caught in the midriff and lose 5 Life Points. Not only that, you are sent flying backwards and cannot execute your planned attack. If Slash misses, you are able to twist aside from the brunt of his assault. Roll one dice and add 1 if your Fighting Style is Jujutsu. If you beat Slash's Defence of 3, you time it just right, hammering his head with your elbow and knee as he thunders past. You may also add 1 to the damage you inflict for the

double strike. If you don't beat a 3, he blocks your knee with his hand, throwing you off your timing.

If your opponent is down to 3 or fewer Life Points, turn to **283**. Otherwise, both of you turn to face each other. The CyberClone runs at you, bellowing, then does a sudden back-flip, lashing both his feet at your head on the way over. Will you drop into a crouch, roll forward and come up on one knee, ready to punch your adversary when he comes down (turn to **227**), or step back and then unleash a flying side-kick at his chest (turn to **42**)?

245

Slash is a good friend of Trident, and the Atlantean knows that the gift of the bearskin cloak marks you out as an honoured ally. He decides to trust you. 'In a few minutess I musst fight the Roman champion,' he says in a bubbling voice like gas seeping through hot mud. 'If I win, the Romanss will be deterred from their plan to invade Atlantiss, but if I lose they will think uss weak.'

You nod. The Overlord's plan is clear now. If the CyberClone took Trident's place in the arena, it would deliberately throw the fight and so bring about the destruction of Atlantis. 'If you wait here,' you tell him, 'I'll see if I can find the clone and deal with it.'

'Good,' Trident declares. 'Your wordss have left me brimming with righteouss wrath. Ssoon I shall sslay the Romanss' champion as reward for their treachery!'

You leave the room. Will you wait outside to see if the CyberClone shows up (turn to **142**), or explore the tunnels under the arena stands (turn to **226**)?

246

You hold out the crucifix between you and Midknight. He raises an eyebrow, seemingly confused by your actions. 'Why do you keep showing me that cross? What is its significance? Is it a weapon of some kind?' he asks. You know that the real Midknight has a psychological aversion to crosses and garlic, caused by the virus that has turned him into a kind of vampire. However, this Midknight's reaction is clearly not that of a man with a psychological problem. Therefore this must be the CyberClone. To prove your point, he thrusts two taloned hands at your throat and leans forward to bite your neck. You are ready for him, however, and you throw yourself into a back-flip, leaping out of range. You only just land safely on your feet, though – the muddy ground is very slippery indeed. The CyberClone growls in frustration as his hands close round empty air.

But then he does nothing. He just stands there casually, his arms at his side, coldly observing you. You circle round him and he turns to follow you with his eyes. A flash of lightning throws everything into stark brilliance for a moment, followed a second or two later by a peal of thunder. (Note that he has 12 Life Points.) Will you wait to see whether he'll attack you (turn to **237**) or close in and attack him with a combination of kicks and punches (turn to **8**)?

247

The CyberClone Yamoto steps towards you and smashes a right cross aimed at your head. You try to sidestep into the attack, so that her fist will fly over your right shoulder while you hook your right leg behind her and use your arm to throw her over your hip. Roll one dice and add 1 if your Fighting Style is Aikido or Jujutsu. You must beat her Defence of 5. If you succeed, she is slammed on her back and loses Life Points equal to your Power Rating. If you fail, she anticipates your attack and twists out of your grip.

If she is down to zero or fewer Life Points, turn to **52**. If she is still alive, she stamps down at the inside of your knee, then up into your solar plexus. Roll one dice and, if it is greater than your Defence, you lose 3 Life Points. Otherwise, she misses.

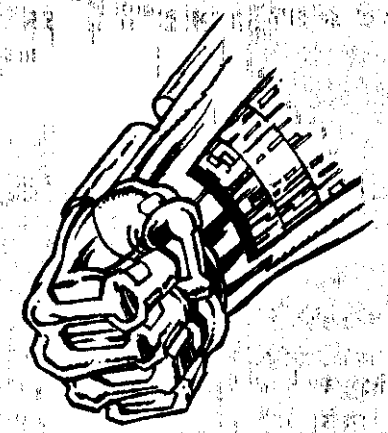
Now, will you attack with a series of kicks (turn to **279**) or close with her and try some open-hand strikes (turn to **104**)?

248

Saying goodbye to the cybertech, you spend the remaining time hanging around in the dome. At a quarter to seven you make for the fight preparation room. You come to an area guarded by security men, dressed in full battle armour! You show them your pass, and they let you into the rooms 'backstage', as it were. This is a maze of corridors, and you follow the signs to fight preparation. On the way, you pass a storeroom. If you want to go in, turn to **190**. Otherwise, turn to **111**.

249

You close in and drive the heel of your palm at your opponent's nose. He blocks, then retaliates by clawing at your face with his fingers. You duck and drive a straight-fingered jab up under his ribs. Roll one dice, adding 1 if your Fighting Style is Kung Fu or Jujutsu. You must beat a Defence of 4. If you succeed, your attack gets home; he gives a cry of agony and loses Life Points equal to your Power Rating. If he is reduced to 2 or fewer Life Points, turn to **62**. If you score less than or equal to his Defence, he sweeps your hand aside with his own; either way, turn to **222**.



250

The CyberClone is too slow to parry, and your foot smashes into the side of his face. He loses Life Points equal to your Power Rating. If he is down to zero or

fewer Life Points, turn to **149**. Otherwise, he gives a gasp of pain and backs off fast. 'Not bad,' he says, 'but let's see how you like this!' The robotic sighting device over his right eye begins to whirr and click, and a bolt of energy leaps out of it. You hear the crowd screaming 'E-bolt, E-bolt, yah, yah, yah!' Roll one dice. If the number rolled is higher than your Defence, the bolt hits you and you lose 4 Life Points. If it is less than or equal to your Defence, you dodge the energy blast.

If you are still alive, will you now wait for him to make a strike and then try to counter-attack (turn to **35**), move in and throw some punches (turn to **188**), or try to get in close and grapple (turn to **53**)?

251

Roll one dice and add 1 if your Fighting Style is Savate, Kickboxing or Karate. You must beat a Defence of 4. If you succeed, you catch her off her guard and she staggers back with the force of the blow, losing Life Points equal to your Power Rating. If she is down to zero or fewer Life Points, turn to **115**. If you don't score higher than her Defence, she reacts with blinding speed and wraps the gold chain round your extended

foot. Stepping forward, she kicks your other leg from under you, and you fall to the ground. You lose 4 Life Points. If you are still alive, she releases your foot and stamps down at your head. You are just able to roll aside in time and get to your feet.

Now what will you do? Will you try to grab her wrists and fall backwards to the ground, putting one foot on to her stomach, and throw her over your head (turn to **281**) or try a right and a left jab in quick succession, aiming at her head (turn to **295**)?

252

You guessed wrong. As the real Trident turns with an angry roar to face you, the CyberClone lashes out with an unprovoked blow that rips a deep, bloody gash across your back. Lose 4 Life Points. If you are still alive, you turn in time to see the clone running away. A moment later, the distant sound of a gong being struck announces the final bout of the day in the arena. Trident fixes you with a withering stare of his deep-set, pebbly eyes and says: 'Now I musst go to fight the Roman champion. Perhapss you can be

trussted to track my clone down while I do that, eh, human?'

You follow the sound of the clone's footsteps along a corridor that leads under the arena towards the opposing side's changing-rooms. Flickering torches in brackets along the walls sputter and flare. The clone is nowhere to be seen. Pausing to listen, you can't hear a thing – not even the shouts of the mob reach down this far. The walls are slimy and covered with mould, and the vaulting casts long, gloomy shadows. You can hear the sound of running water; it is coming from under your feet. Glancing to one side of the corridor, you notice a metal grating from which a dank draught is coming. When you take a torch and step on to the grating, you find yourself gazing down into a huge, flooded chamber. You remember hearing how the arena is sometimes flooded for mock sea-battles. Obviously this water is pumped up to the arena floor on such occasions. If you think you have wasted enough time in this era and decide to activate your Time Beacon, turn to **84**. If you prefer to hang on and see if you can flush the clone out of hiding, turn to **182**.

253

You spend the next few days training with Jetta. As you are also getting food and rest, you may regain up to your Recovery Rating in Life Points, if you are wounded. Jetta Maxx doesn't show you how to become a trapeze artist; instead, she offers to teach you one of her Special Moves called the 'Phase'. Note it under Special Moves on your *Adventure Sheet*. With

the power of Inner Strength, you can speed up your reflexes for a short time. Phase will cost you 1 point of Inner Strength to use and will increase your Speed Rating by 1 temporarily. Whenever you have to make a test against your Speed Rating, you can use the Phase technique to increase your Speed, *for that single test only*. Make a note of this paragraph number, so that you can always turn to it and check what Phase does, if you need to. After four days you begin to wonder whether the CyberClone is going to turn up at all. If you think you are wasting your time and decide to return to Fortress Eternity, turn to **84**. If you decide to stay with the circus a little longer, turn to **133**.

254

With a supreme effort of will you throw off the confusion that is afflicting you. You drop on to your back, bringing your knees up to your chest as you do so. The clone flies over you, landing a metre or so away. You snap your legs forward and spring to your feet, twisting in the air to land facing your enemy. Without giving you a moment's respite, the CyberClone throws his staff at you like a spear. You prepare to sidestep, but it changes shape in mid-air! It is no longer a staff but a writhing, flying snake! The sight of

it makes you hesitate in shock and it slaps into you, wrapping its coils round your body, its head swinging around, jaws agape to bite at your face. You must get it off before its coils tighten. Roll one dice. If the number rolled is less than or equal to your Power Rating, turn to **26**. If it is greater than your Power, turn to **263**.

255

You seem unable to control your own body, and you walk slowly towards your enemy. Step by step you draw nearer to him. He waits with eager anticipation, his fangs ready to bite. Try as you might, you cannot throw off his mental domination, and you are powerless to resist as the CyberClone sinks his teeth into you, draining your life energy – lose 4 Life Points. If you are still alive, the pain shocks you out of your trance and you simply throw yourself backwards into the mud and scramble away from the horror of a blood-drinking cyborg.

The CyberClone smiles a chilling smile and beckons you over. Well, you're certainly going over there, but not in the way the cyber vampire expects! Will you try to grapple and throw him (turn to **43**), try some kicks to his upper body and head (turn to **134**) or try and get in close to use your fists (turn to **296**)?

256

The Slash clone closes in like a rampaging bull. At the last moment, you twist, your back towards your enemy, and grab at his head with your right arm. Roll

one dice and add 1 if your Fighting Style is either Aikido or Jujutsu. If you beat Slash's Defence of 2, you get a good grip round his head, then you somersault forward. The direction of your movement, using Slash's own momentum, brings him head over heels to the ground while you roll away to the left, then up to your feet. He loses your Power Rating in Life Points. If you don't beat his Defence, you have misjudged the move, and Slash's head and shoulders slam like a freight train into your back. Lose 5 Life Points.

If you have reduced the CyberClone Slash to 3 or fewer Life Points, turn to **283**. Otherwise, the neanderthal CyberClone runs after you then performs a sudden back-flip, lashing both his feet at your head on the way over. Will you drop into a crouch, roll forward and come up on one knee, ready to punch your adversary when he lands (turn to **227**) or step back and then unleash a flying side-kick at his chest (turn to **42**)?

257

Taking out the gold card you acquired from the Blade CyberClone, you insert it into the slot. A light winks on and the door slides upwards, emitting a mechanical hum. A rush of hot air gusts out of the dark opening in front of you. You enter the factory. Turn to **99**.

258

The Blade CyberClone edges closer. With a shout, he suddenly steps forward, driving his right fist at your head. Roll one dice and add 1 if your Fighting Style is Aikido or Jujutsu. You must beat a Defence of 3. If you succeed, you step to the left, grab his wrist with your right hand, and turn your body, swinging your right arm around in a great arc. The circular movement forces the clone's body into a head-over-heels somersault, and he lands flat on his back. He loses your Power Rating in Life Points. If he is reduced to zero or fewer Life Points, turn to **294**. If you fail to score higher than his Defence of 3, you miss his wrist, and his fist slams into your face. You stagger back, clutching your nose, and lose 5 Life Points.

If you are still alive, what will you do now? Will you:

Run at him, grab his left arm, place a foot on his left thigh and pull yourself up on top of him, hammering a chop at his neck with your other hand (turn to **180**)?

Run at him, leap into the air, and drive both feet at his head in a high dropkick (turn to **44**)?

259

Trident

Fighting Style: Gladiatorial martial art. Uses a trident in combat.

Time-zone of origin: 110 BC, Atlantis

Appearance: Genetically engineered half-man, half-amphibian, greenish-scaled skin, gills, and golden armour

Mannerisms: Arrogant and proud. Often stands perfectly still and unmoving, like a lizard. Needs to be fully immersed in salt water at least once a day.

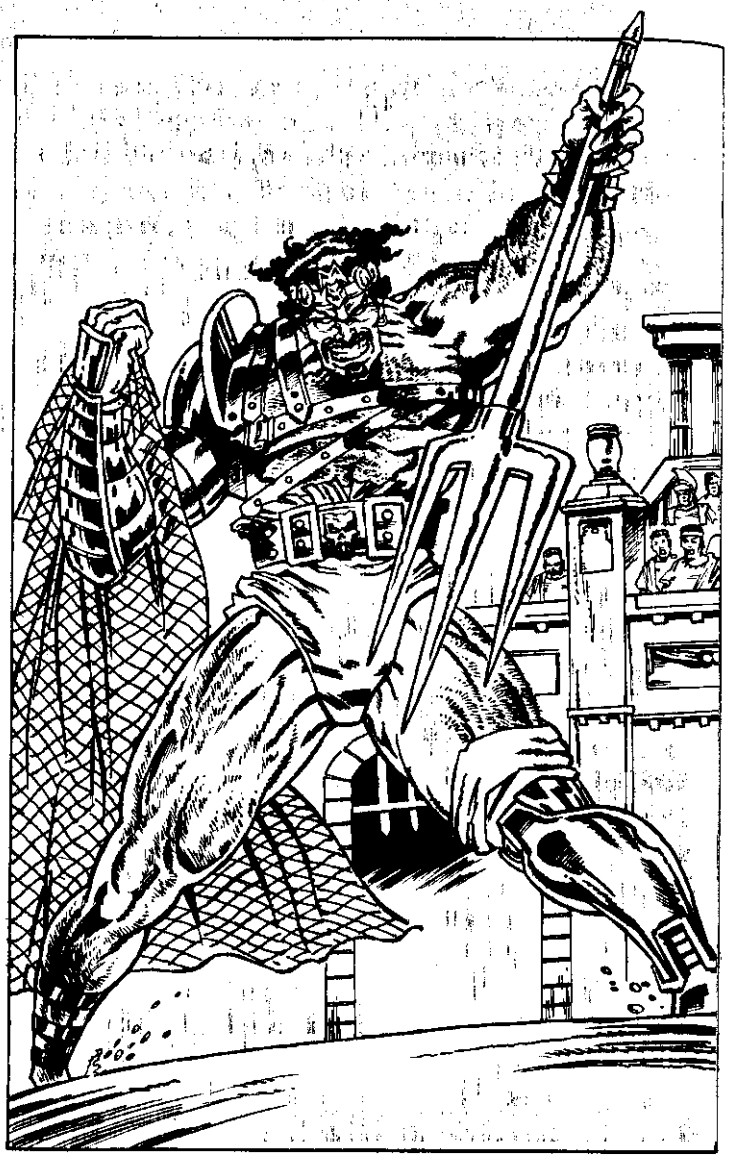
Speech Characteristics: Speaks in a sibilant whisper

Likes/Dislikes: Distrusts all humans at first. Hates Romans, from any time-zone! Has an unnatural fear of stone pillars. Likes all seafood and everything to do with the sea. Friendly with Slash, but hates Xavier ever since he heard him speaking Latin.

Notes

Trident was killed when the Romans toppled a gigantic stone pillar on to him. This pillar also held up the Great Dam of Atlantis and, with its collapse, the sea rushed in and washed all Atlantis away. However, Trident has returned to 110 BC and was able to prevent the destruction of the pillar, thus saving himself and Atlantis. Currently he and the Atlanteans are negotiating a peace treaty with the Romans. If successful, Atlantis will survive, along with its advanced culture and science. The Overlord will seek to replace him with a bio-unit and then destroy Atlantis.

When you are ready, turn back to **100**.



260

The Eternal One dispatches you back into the mists of history. Swirling colours surround you for a moment, then with a sickening wrench you feel yourself being cast along the timestream.

In place of the brightly lit sanctum of the Eternal One, your surroundings are now dingy stone walls. The soft whirr of air-conditioning has been replaced by a dull echoing roar, which, you slowly realize, is the sound of ten thousand voices screaming for blood. You are in a room adjoining some tunnels that lead out into a vast, sun-drenched arena. Looking out from the tunnel mouth and shielding your eyes against the glare, you can see two gladiators: they are warily circling each other on the sand-covered field of battle. One is armed as a retarius, with net and trident – the traditional weapons of the Atlantean army. The other seems to be a Roman, judging by his heavy breastplate and short, wide-bladed sword. Their panting breath can be heard coming in ragged gasps in between shouts from the spectators.

With a sudden burst of effort the Roman steps forward; evading the net swung by his weary opponent, he drives his sword in a downward stroke to the heart. There is a gasp from the crowd, followed by groans of woe. Only in a small section at the far end of the stadium is the result greeted with merriment. Seeing one of the arena officials standing near by, you ask him what's going on.

'What's the score, you mean?' he asks. 'The Romans are one ahead now. And if we can't beat them here in

the arena today, we can expect their fleet to invade tomorrow! It all hinges on the last two bouts. Luckily Trident's is the final bout. If we can't count on him for victory, then it really will be time to give up!'

As the penultimate bout begins, you turn back into the maze of tunnels that run under the arena. Near by is a vestibule, and here you spot some spare clothing: there is a Roman legionary's breastplate which would add 1 point to your Defence if you took it (up to a maximum Defence of 5). Alternatively, you might dress yourself in the robes of an Atlantean official, though these give no defensive benefit. Decide which set of clothes you will take (if either), then turn to **5**.

261

With a flick of her wrist, the CyberClone tosses something to the floor. There is a loud bang and a flash of blinding light. A cloud of smoke obscures your vision for a second or two; when it clears, your adversary has disappeared! You look around in surprise but she is no longer on the radio tower platform.

'Down here, you fool,' she shouts. Looking over the side, you see her waiting for you on the rooftop below, hands on hips, jeering at you. Without hesitation you climb down, then jump, somersaulting through the air, to land nimbly a couple of metres away from her. A split-second after you hit the ground, she lifts her right hand above her head and snaps open a fan. It's not an ordinary fan, however – it's made of

steel and is razor-sharp! She smiles at you, then throws herself into a cartwheel towards you but without her hands touching the ground. As she comes up, she thrusts the fan straight at your face while uttering a shout. Roll one dice. If the number rolled is higher than your Defence, turn to **231**. If it is less than or equal to your Defence, turn to **54**.

262

Your opponent is too slow in reacting and you take his legs away from under him. He falls flat on his face in the dirt and loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **239**. If he is still alive, you both get to your feet to continue the duel.

Will you concentrate now on getting the staff off him (turn to **166**), or close in and attack him with fists and feet (turn to **93**)?

263

Try as you may, you cannot prise the snake off you. It tightens its coils round your ribs and sinks its fangs into your shoulders; the pain is excruciating. Lose 4 Life Points. If you are still alive, the whirring sound it makes dies down and, much to your relief, the snake's grip weakens. Then it snaps straight, a staff once more. You grab for it but, to your astonishment, it flies away, back into the CyberClone's hands. He chuckles, saying, 'You are no match for my skills!'

'We shall see,' you reply. You have noticed that his

staff is no longer glowing – perhaps now its energy is used up. The CyberClone starts twirling the staff rapidly round his head and edges towards you. Will you concentrate on getting the staff away from him (turn to **166**), close in and attack him with fists and feet (turn to **93**) or wait for him to attack again and try to throw him (turn to **127**)?

264

It is an arduous climb. Near the top, you find some purchase on a thin ledge that runs round the tower. You still haven't found a way into the tower, but then you notice a ventilation grille, just below the rim of the glass dome. The grille comes away quite easily, and you climb in. Turn to **30**.

265

Without hesitation you punch both fists straight at the staring red eyes. You are rewarded with a satisfying crunch and the figure staggers back, holding his hands over his face.

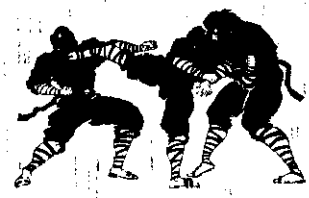
'Aaargh, my face!' screams Midknight. 'Ow, ow ow.' He hops from one foot to the other, rubbing his nose. 'It's me, you idiot!' he bellows, 'How could the Eternal One be so stupid as to choose *you* as the tenth Champion!'

'I'm sorry, but you shouldn't sneak up on people like that especially with a psychotic CyberClone wandering about,' you reply angrily.

'Yes, well ... perhaps,' he admits grudgingly. 'You

haven't found the cyborg, then. Nor have I. Keep searching!' With this last comment Midknight disappears into the night once more.

'Wait!' you shout at the top of your lungs, knowing that it is better for you to search for the cyborg together, but your cry is lost in the howling wind. You decide to investigate the graves beyond the path. Turn to **213**.



266

After a short journey, you emerge from the trees near the river. Between you and the river stands a village composed of several mud huts that are held together with branches and leaves. The village is surrounded by a low 'wall' made of rocks, branches, piles of earth, and dead treetrunks. In the middle of the village you can see a large bonfire burning merrily and the carcass of a large deer slowly roasting on a spit. As you draw near, several figures step out from behind the wall. They are large and powerful like Slash and are wielding wooden clubs or spears tipped with flint blades. The two children run to meet them, shouting and jabbering and pointing at you. The adults look at you in surprise, and one of them gestures at you, clearly calling you over. You approach cautiously, but they seem friendly

enough and soon you have attracted the attention of most of the village children. They prod and poke at you curiously. They are especially fascinated by your small jaws and teeth, and by your lack of hair, compared to them. The adults lead you to a large hut at the rear of the village. You duck under the deerskin flap that acts as its door, to be greeted by a strange sight. Inside, lying on a bed of moss and leaves lies Slash himself!

He sits up in surprise. 'What you are doing here?' he splutters in a voice like a growling rhino. You observe that Slash is badly injured. One of his legs is broken, and so are a few of his ribs. It is obvious that he cannot stand. One of the other tribesmen follows you in and whispers into Slash's ear, then he leaves.

Slash looks at you gratefully. 'Grend say you save children. Girl my niece. I owe you. Here – take,' he says, handing you a large pelt. It's a bearskin. Note that you have it. 'I kill bear single-handed,' Slash adds. Turn to **89**.

267

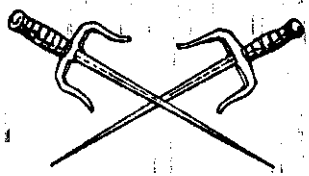
You try to sidestep his fist, but you are caught by surprise at the speed and power of the blow and the punch catches you right in the face, throwing your head back and sending you tumbling head over heels back-

wards through the air. You land in a dazed tangle of arms and legs. Lose 6 Life Points. If you are still alive, you hear the crowd howling and chanting, 'RAX, RAX, RAX!' The voice of the commentator comes over the speakers, shouting in a low voice but rising to a crescendo. 'Cyberrr Puunnchh! Yes!' The CyberClone struts around in the ring, arms raised high as if he'd already won the bout, smiling and taking in the plaudits of the crowd. You heave yourself to your feet and he looks over at you, a little surprised. 'Still not done yet, eh? Want some more, do you?' he jeers with a derisive smile on his face. 'You'll be laughing on the other side of your face in a minute,' you threaten. Will you now wait for him to attack, and hope to counter (turn to **35**), move in and try some punches (turn to **188**) or try a series of kicks (turn to **164**)?

268

With a cry of triumph the CyberClone yanks the chain taut round your neck. Your hands reach up instinctively as she tightens the chain cruelly and she whispers into your ear through gritted teeth, 'Now I've got you!' She drives her knee into the small of your back, then heaves. Struggling for breath, you reach behind and grab her hands. Desperately you exert all your

strength, trying to lift her hands up and over your head. Roll one dice (you can use the Power Strike Special Move, if you know it, to subtract 1 from the dice roll, but you must cross off the Inner Strength point *before* you roll the dice). If the number rolled is less than or equal to your Power Rating, turn to **6**. If it is higher than your Power, turn to **285**.



269

Roll one dice. If the result is higher than the clone's Defence of 3, you can subtract your Power Rating from its Life Points. If the total is less than or equal to its Defence, it manages to get its free hand against your chest and holds you back.

If the clone now has zero or fewer Life Points, you can take its Time Beacon and return to the future; turn to **153**. Otherwise, the clone rakes its talons down your chest. Roll one dice and, if the result exceeds your Defence, you lose 4 Life Points. If you are still alive after this, you can hold on to the clone with your legs while you try to knock it senseless (turn to **216**).

270

Without warning, you execute a side-kick, catching the left-hand guard on the chin and sending him flying backwards, already unconscious. The side-kick enables

you to lean into the right-hand guard with the rest of your body, and you drive an elbow at the side of his head. Unfortunately, you aren't quick enough; he steps back out of range, his eyes wide with surprise, tugging at the gun under his coat. Bringing your left foot down, you turn and drive it in a thrusting straight kick aimed at the guard's face, just as he raises his revolver. Your foot slams home first and the guard topples backwards. But the gun goes off and a bullet grazes your shoulder – lose 2 Life Points. If you are still alive, the shot was like a thunderclap in the quiet of the night, and you expect guards to come boiling out of the warehouse at any moment.

Nothing happens. All is quiet. What is going on, you wonder. Cautiously you enter the dim interior of the warehouse. It is strangely quiet. Looking around, you see that the upper floor consists of offices and a gallery surrounding an open central area that overlooks the ground floor. Beams and pipes criss-cross the ceiling of the warehouse, creating a web-like structure of wood and steel, wreathed in shadows. It seems quite deserted. Near by, a stairway leads to the upper floor. Ahead of you, a door leads to the storage area of the warehouse. Will you go up the stairs (turn to **94**) or check out the ground floor (turn to **144**)?

271

On the way down you pass many side-entrances. The shaft is filled with a cacophony of sound from these side-tunnels: hammering, grinding, engines thrumming and so on. Finally you reach the bottom and emerge in a huge, vaulted chamber. Great power-generators roar with sound, leeching energy from beneath the earth's crust. The heat down here is intense, so you hurry about your business. Nothing gets in your way – the place is fully automated and there are several maintenance droids, but they aren't programmed for combat so they simply ignore you.

As you place the Megablast bomb, the mouth of the Overlord appears on a TV near by. 'Please don't! Stop what you are doing! Join me, instead. I will make you my chief, my lieutenant, and I will give you kingdoms to rule over!'

You reply that you would not wish to rule over a nation of CyberClones. And anyway, how could you trust a machine? 'But I can make you rich, give you anything you want,' says the mouth.

'What I want is to destroy you,' you reply, activating the bomb. Quickly you run for the shaft, knowing you only have fifteen minutes to get out.

At the top, the voice of the Overlord speaks from the TV in the main chamber: 'You cannot destroy me so easily, you fool! Already I have placed my memory banks in a computer on board a heli-jet. I shall transfer myself via the computer cybernet – I can hide

anywhere, in any computer system. You may have destroyed my clones, but I will have my revenge!'

With that the TV screens go dark. If you have the diary of Xavier, turn to **138**. Otherwise, you run out into the cold air of the snow plain and activate your Beacon. As you fade into the timestream, your last vision is of a huge ball of fire as the factory explodes, throwing debris all around. You also glimpse an aircraft jetting away from the destruction. Turn to **300**.

272

After a while your muscles begin to ache abominably. Hand over hand you pull yourself up, until every movement is a burning agony. You must rest – but there is nowhere safe to do so. In desperation you decide to turn back, but you are becoming too weak even for that. Finally your arms and legs cannot hold you any longer. With a cry of despair you fall away, hurtling down the unforgiving rock to your death. At least the end is quick.

273

You stagger drunkenly, your mind a fog of indecision. Suddenly you feel a crushing impact on your chest, and you are unable to control yourself as your body flies backwards. You crash to the ground, rolling backwards before coming to a stop. Lose 4 Life Points. If you are still alive, the pain clears your brain of the debilitating effect of the strange yellow gas, and you rise hurriedly to your feet. The Xavier cyborg is striding towards you. Without giving you a moment's

respite, he throws his staff at you like a spear. You prepare to sidestep, but it changes shape in mid-air! It is no longer a staff but a writhing, flying snake! The sight of it makes you hesitate in shock and it slaps into you, wrapping its coils round your body, its head swinging round, ready to bite at your face. It hums and whirrs with energy and you must get it off before its coils tighten. Roll one dice. If the number rolled is less than or equal to your Power Rating, turn to **26**. If it is greater than your Power, turn to **263**.

274

Charging forward to meet Blade, you launch a flurry of kicks and punches at his head. In his turn, Blade is flailing wildly at you, with no regard for his own safety. You first side-kick catches him full in the face, and he loses Life Points equal to your Power Rating. However, he ignores your blow and lays into you like a whirlwind, fists and feet flailing. Too late you realize your error: you cannot match this raw violence. He pummels your head and shoulders with voracious power, and you cannot block all the blows. Lose 6 Life Points. If you are still alive, it is only the force of his last kick that saves your life: it sends you flying backwards, out of range. Groggily you get to your feet, as the CyberClone begins to slow down. At least it looks as if he has no Inner Strength left for another 'wild fury' assault, you guess, spitting a broken tooth out of your battered mouth. The CyberClone's chest heaves as he gulps in air. 'I enjoyed that,' he pants.

Your brief respite does not last long, however, for he raises one arm and points with the device strapped to his forearm. A beam of green energy lances towards you, and you'd better dodge it if you can. Roll one dice. If the number rolled is less than or equal to your Speed, turn to **217**. If it is greater than your Speed, turn to **81**.

275

You offer the gold dust and the old man nods agreeably. Cross the gold off your *Adventure Sheet*, but add the Celestial Elixir. You may use it once to increase your Inner Strength total by 1. Turn to **28**.

276

You grab the door frame above your head and, bracing yourself, kick at your foe with both feet in a daring acrobatic manoeuvre. Roll one dice. If the result is higher than your opponent's Defence of 3, your attack lands solidly.

Now you know for sure you are facing the Cyber-Clone, because it gives a wet, throaty growl and snarls: 'Meddling fool! I have travelled acrosss the centuriess to do the Overlord'ss will. Do you think I will let a puny human deter me?'

The clone has 12 Life Points (minus your Power Rating, if you succeeded in kicking just now). Decide whether you will now close in for a series of elbow strikes to the head (turn to **162**), stand back and try a straight kick from the hip (turn to **96**) or try to use a throw on him (turn to **173**).

277

The Sumo wrestler closes, and you step wide to the right, firing three quick punches to the side of his body and head as you do so. Roll one dice, and you may add 1 if your Fighting Style is Kung Fu or Karate. (Remember, if you want to use a Special Move like a Power Strike, you must decide on this *before* you roll the dice to attack.) If you roll higher than the Sumo-tori's Defence of 3, your punches land; the Sumo wrestler loses Life Points equal to your Power Rating. If you roll less than or equal to his Defence, your opponent moves past too quickly. If the Sumo wrestler is down to zero or fewer Life Points, turn to **97**.

Otherwise, as he charges past you, he turns and swings his right hand around in a crushing open-handed slap. Roll one dice. If the number rolled is greater than your Defence, he has struck home, and you lose 2 Life Points. If it is less than or equal to your Defence, you execute a nimble back-flip to take yourself out of range. The Sumo wrestler roars angrily and charges at you once more. What will you do now? Will you:

Leap into the air and launch a flying side-kick at his head (turn to **76**)?

Sidestep his frontal assault, and then attempt to throw him (turn to **13**)?

Dive aside, then try a foot-sweep to trip him (turn to **102**)?

278

The hall is packed with villagers, from common peasants to the well-off merchants, all sitting on benches or standing around. At the far end, in the dock, sits the CyberClone Xavier. His hands are chained together and he is flanked by three burly militiamen. He sees you come in, and his eyes narrow at the sight of you. The judge is sitting on a dais, and a priest, dressed in long white robes and flat-topped cap, is interrogating the clone, asking him questions about familiars, satanic rites and black magic. Xavier's answers are flat denials: he seems confident and unafraid. After listening to the testimony of the defendant and various witnesses, it looks to you as if the trial could go either way. If it goes against the clone, he will be burnt at the stake; otherwise, he will be set free.

When the prosecuting priest asks the assembled crowd if anyone wishes to speak on this matter, you decide to intervene. You step forward and say, 'I am Tobias Smith, assistant to the Witchfinder General of this county.' Everyone turns to stare at you, including the CyberClone, and he looks decidely worried.

The priest looks you up and down, clearly disturbed by your odd clothing. 'I know the Witchfinder General quite well,' he says, 'and I didn't know he had an assistant. Tell me, how is he?'

Taking a chance, you reply, 'I am but newly appointed. As to his condition – he is in good health, save that his gout still troubles him.'

The priest stares at you for a few seconds, then he

nods, apparently satisfied that you are who you claim to be. 'What is your testimony?' he asks.

Will you say that Xavier is wanted by the Witchfinder for murdering the bishop by means of black magic (turn to **157**) or that the Witchfinder has sent you to vouch personally for his innocence (turn to **236**)?

279

Stepping forward, you drive a side-kick with your left foot at her midriff, following up with a spinning back-kick: pivoting on your left leg, you whip the heel of your right foot in a 360-degree arc at her head. Roll one dice and add 1 if your Fighting Style is Savate, Kickboxing or Karate. You must beat your opponent's Defence of 5. If you succeed, the spinning back-kick cracks the clone and she loses Life Points equal to your Power Rating. If you fail, she blocks your side-kick and manages to duck under the spinning kick.

If she is down to zero or fewer Life Points, turn to **52**. If she is still alive, the Shadow clone lunges at your throat with a straight-fingered jab. Roll one dice and if the number rolled is greater than your Defence, you lose 3 Life Points. Otherwise, she misses.

What next? Will you close with her and try some open-hand strikes (turn to **104**) or close and try a throw (turn to **247**)?

280

Midknight thanks you gravely, then takes some of your blood. Lose 1 Life Point. In return, he gives you

a serum which improves the general health of your body and mind. Your Recovery Rating goes up by 1, permanently (but it can go no higher than 5). You make your farewells and activate your own Time Beacon, signalling to the Eternal Champion that you are ready to return. Turn to **153**.

281

Roll one dice and add 1 if your Fighting Style is Aikido or Jujutsu. You need to beat a Defence of 4. If you succeed, she lands on her back with a crash, and loses Life Points equal to your Power Rating. If she is down to zero or fewer Life Points, turn to **115**. If you fail, you pitch her over your head, but she rolls with the force of your throw, flipping herself back on to her feet.

Springing to your feet, you turn to face the Cyber-Clone just as she fires one side-kick at your chest, then another up to your head. Roll one dice, and if the number rolled is higher than your Defence, the second strike jerks your head back and you lose 4 Life Points. Otherwise, you are able to parry both kicks.

The fight goes on. Will you lash out with the ball of your foot in a straight kick at her solar plexus (turn to **251**) or try a right and a left jab in quick succession, aiming at her head (turn to **295**)?

282

Putting the bottle to your lips, you take a deep swig of the red potion; it tastes rather bitter, a tart, chemical flavour. Nothing happens at first, but after a minute or

two you experience a gradual warmth spreading throughout your body. It's as if your muscles are bursting with energy, and you feel much stronger. Add 1 to your Power Rating permanently (but your Power Rating cannot go any higher than 5; if it is already 5, then nothing happens). There is nothing else here for you to do, so you walk back out into the wind and rain. Beyond the crypt, a path cuts through the cemetery. Will you follow this path (turn to **14**) or investigate the area of the cemetery on the far side of the path (turn to **213**)?

283

Your last attack sends the clone staggering backwards, grimacing with pain. He eyes you balefully, fingering his club. 'You are a tough fighter,' he says begrudgingly. As he speaks, you notice that he has strayed close to the edge of the chasm. If you want to run at him, throw yourself into a slide and kick at his knees in an attempt to topple him over the edge, turn to **72**. If you wait for him to make the next move, turn to **106**.

284

Roll one dice and add 1 if your Fighting Style is Jujutsu. If the total is less than or equal to your opponent's Defence of 3, then you have failed to grapple it; turn to **234**. If the total is 4 or more, you seize the shaft of the clone's weapon arm in a vice-like grip, then you twist it round and jam the prongs between the bars of the metal grille that is now dangling from the lip of the pit. The prongs catch fast,

bringing the clone to a jerking halt in mid-air, suspended by its arm over a sheer drop.

To break your own fall, you wrap your arms round the clone's waist. It responds by jabbing its taloned fingers at your eyes, but it is hampered by having only one arm free. Roll one dice and subtract 1. If the total is less than or equal to your Defence Rating, you deflect the attack. If it is greater, you lose 4 Life Points.

If you are still alive, you can either hold on to the clone's belt with one hand and drive a rabbit-punch into his groin (turn to **216**), or haul yourself upwards for a head-butt (turn to **269**).

285

You cannot make the CyberClone's hands budge nor can you breathe, and your strength is fading fast. Roll one dice; if the number rolled is less than or equal to your Endurance Rating, turn to **17**. If it is greater than your Endurance, turn to **150**.

286

You gaze up the sides of the tower. There are plenty of pipes and buttresses to ascend by, but it will still be a dangerous climb. If your Fighting Style is Ninjutsu, turn to **23**. Otherwise, you clamber up a cooling-duct

that runs the length of the tower. Roll one dice, but you may use the Monkey Heart Special Move, if you know it, to reduce the roll by 1. If you have a grappling hook, this will also reduce the roll by 1. If the result is less than or equal to your Equilibrium Rating, turn to **264**. If it is greater than your Equilibrium, turn to **77**.

287

You are lying flat on your back, with the Shadow clone standing above you. You spring to your feet to face her and whip your right elbow around at her chin, then, straightening your arm, you swing your fist back like a hammer at her head. Roll one dice, adding 1 if your Fighting Style is Kung Fu or Jujutsu. You must exceed her Defence of 5. If you succeed, she steps back to avoid your elbow strike but is caught unawares by your follow-up hammer fist. You catch the clone on the chin, sending her reeling backwards. She loses Life Points equal to your Power Rating. If she is still alive, turn to **261**. If you fail, the clone steps back to avoid your elbow strike, then spins away from your hammer fist, putting some distance between you. Will you now wait for her to make a move (turn to **135**) or execute a series of forward flips and then attack with a straight thrust kick at her head (turn to **206**)?

288

The Eternal Champion is pleased with your progress. He can now send you to the Overlord's cloning factory, and he briefs you on your final mission.

'I will be able to send you to within a couple of kilometres of the factory. Unfortunately I cannot place you inside the factory itself: it is protected by an energy shield which prevents any intrusion using my time and space travel technique. Nor do I know what the terrain will be like once you arrive or how you will get into the factory – you will have to use your own initiative to gain entry. We shall have to trust to luck that the factory is not under water, or is in orbit round the planet or some such thing, for then you would probably die on arrival!'

You don't find this very reassuring at all, but you have little choice in the matter – the fate of humankind rests on your shoulders and you have already proved yourself ready to die for the cause.

The Eternal Champion goes on. 'I do know that the Overlord is using geo-thermal energy to power his factory – his machines have sunk shafts deep into the ground, tapping the magma below the earth's crust. You will have to get inside the factory and put an explosive charge in the generator room, in the lower levels. This will blow his power plant to bits and will unleash a torrent of lava to destroy his base. With any luck you will destroy the Overlord as well. I will give you the necessary explosives.'

A small box, about the size of a cassette recorder, appears in front of you. It has a timer read-out and a few buttons. You take it.

'Do not be deceived by its size,' the Eternal One says, 'it is a megablast cobalt bomb and is extremely powerful indeed. Once you have set it, you will have fifteen minutes to get clean out of the factory. Once you are out, activate your Time Beacon immediately and I will bring you back home – I cannot bring you back while you are still inside the factory, because of the energy shield.'

If you have the diary of Xavier, turn to **10**. Otherwise, the Eternal Champion wishes you good luck and sends you on your way. Turn to **3**.

289

Cross the firecracker or flash pellet off your *Adventure Sheet*. You throw it between the two Larcens and it goes off with a loud bang and a puff of smoke. The one without blood on his shoe gives a start of surprise and swears under his breath, turning to look at you with an expression of momentary shock. The other Larcen steps back and readies his grappling hook, looking at you through narrowed eyes.

'Ah, right,' says the one with the hook, 'you must be the one the Eternal Champion has sent to get this Overlord's crony clone,' indicating his adversary with a nod of his head.

'Don't listen to him,' the other replies, 'he's the only goddamn CyberClone around here, pal.'

There is a pause. Then the one with blood on his shoe-blade says, 'Come on, get him. Together we'll make short work of him.' The other blows a bubble of gum out of his mouth and bursts it, staring at you. Will you attack the Larcen Tyler with the grappling hook and blood on his shoe (turn to **131**), attack the one who has lost his grappling hook (turn to **86**), or wait a little longer to see if anything new develops (turn to **29**)?

290

You catch its wrist, forcing its arm up. You twist then whip its arm down over your shoulder, throwing the clone on to its back. It loses Life Points equal to your Power Rating. If it is down to zero or fewer Life Points, turn to **191**. The Samurai Clone twists aside as you stamp down at its head, then leaps to its feet,

sword at the ready. Will you try a kick for the head (turn to **232**) or get in close, past the reach of its blade, and use your fists (turn to **101**)?

291

You drop prone, spinning around as you do so, and unleash a whipping back-heel strike at the side of his legs. The boxer is not used to this kind of attack and is at a disadvantage. Roll one dice, and add 1 if your Fighting Style is Karate, Savate or Kung Fu. (Remember, if you want to use a Special Move like the Power Strike, you must decide to do so *before* you roll the dice.) If you score higher than the boxer's Defence of 2, your blow connects and he will lose Life Points equal to your Power Rating. Otherwise, he is able to dodge back just in time. If the boxer is down to zero or fewer Life Points, turn to **64**.

As you spring to your feet, your opponent, who has been driven back by your attack, rushes forward and tries a swinging right hook, but you have plenty of time to attempt a block. Roll one dice. If the number rolled is higher than your Defence, his fist crashes into the side of your head – lose 3 Life Points. If it is less than or equal to your Defence, you catch the blow on the inside of your left forearm. You can't use another low kick straight away, so will you:

Close in, then try some jabs and chops to his face and neck (turn to **113**)?

Wait for him to attack and counter with a throw (turn to **194**)?

Try some high kicks to your opponent's head (turn to **223**)?

292

Grasping his wrists, you turn around, rising to your full height and pushing his arms upwards. Then, with your back to the clone, you lean forward, bringing his arms down over your shoulder, and throw him over your head. He lands on his back with a yelp, and he loses Life Points equal to your Power Rating. If he is down to zero or fewer Life Points, turn to **239**. Otherwise, he rolls forward and gets back to his feet, angrily spinning to face you. Turn to **87**.

293

You step forward and unleash a punishing side-kick at his forehead with a shout. Roll one dice, adding 1 if your Fighting Style is Karate, Kickboxing or Savate. If you score a 4 or less, turn to **132**. If you beat a Defence of 4, he is deceived by your speed and your foot slams home, sending him staggering backwards. He loses Life Points equal to your Power Rating. If he is reduced to 2 or fewer Life Points, turn to **62**. If he still has 3 or more Life Points remaining, you may now wait for him to attack you (turn to **21**) or throw some punches at him (turn to **249**).

294

The CyberClone lies unmoving. His visor rolls away, revealing robotic eyes that glow with an eerie green light. As you watch, their light dims into opaqueness. You search the body and find a gold card, covered in barcodes and numbers, and a Time Beacon. Unfortunately, it is not one of the Overlord's Beacons – it is a small round sphere and is evidently the real Blade's Time Beacon. The CyberClone must have used it to infiltrate Fortress Eternity.

After disarming the bomb that was meant to destroy the Complex, you report back to the Eternal Champion. He is shocked to hear what has happened but congratulates you on saving the Fortress. 'I fear for Blade's life,' says the Eternal Champion, 'for he would not have given up his Beacon without a fight. It makes sense that the CyberClone Blade would not have a beacon of his own, as it is clear that he was on a suicide mission to destroy our base.' The Eternal Champion pauses in thought for a moment, then says, 'Go now to the gardens and rest. I will summon you when I have determined the significance of the gold card.' Dutifully, you leave. Turn to **168**.

295

Roll one dice and add 1 if your Fighting Style is Kung Fu. If you score higher than your opponent's Defence of 4, your second jab hits home, and she loses your Power Rating in Life Points. If the Jetta CyberClone is down to zero or fewer Life Points, turn to **115**. If you

fail to beat her Defence, she twists aside from each blow, grinning at you mockingly.

She counter-attacks by whipping the chain at your legs. Roll one dice. If the number rolled is higher than your Defence, the chain wraps round one of your legs and she yanks, hard, on it. You fall flat on your back, and lose 4 Life Points. If you are still alive, the Jetta clone flicks the chain back again and lashes it down at your face. Ready for it this time, you roll away and leap to your feet. If she doesn't beat your Defence, you leap nimbly over the whistling chain.

What now? Will you try to grab her wrists, then fall backwards to the ground, putting a foot on to her stomach, and throw her over your head (turn to **281**), or will you lash the ball of your foot in a straight kick at her solar plexus (turn to **251**)?

296

Where is the real Midknight, you wonder; you could use his help right now, but he is nowhere to be seen. Edging forward through the mud, you close in on your adversary. You throw a right cross at his head, but the clone blocks it. Then you step up close and hammer an underarm punch with your left at his ribs. He sweeps it aside with his arm, but you lean forward and smash your right forearm at his face, putting your shoulder behind the blow. Roll one dice and add 1 if your Style is Kung Fu or Jujutsu. If you score higher than the CyberClone's Defence of 4, turn to **220**. If you score less than or equal to 4, he falls backwards with lightning speed, grabbing your arm as he does

so. He pulls you down, digging his foot into your stomach, and tosses you over his head. You end up flat on your back in the mud; lose 4 Life Points. If you are still alive, you ready yourself for another round. 'Are you the best the Eternal Champion can provide?' the CyberClone sneers. 'If so, the Overlord will soon be victorious!' You'll have to wipe that smug expression off his face. Will you now try to grapple and throw him (turn to **43**) or aim some kicks at his upper body and head (turn to **134**)?

297

With perfect timing you step in and block. Unfortunately, the power of the strike is so great that you are still knocked off your feet and are thrown through the air. Roll one dice. If you score less than or equal to your Equilibrium Rating, you are able to roll with the force and somersault on to your feet. If you score higher than your Equilibrium, you hit the floor of the cave heavily and lose 2 Life Points, before springing to your feet.

The neanderthal CyberClone runs after you, then he does a sudden back-flip, lashing both feet at your head on the way over. Will you drop into a crouch, roll forward and come up on one knee, ready to punch your adversary when he comes down (turn to **227**), or step back and unleash a flying side-kick at his chest (turn to **42**)?

298

He strides past you and disappears behind a hanging drape which curtains off the far end of the chamber. At once you hear a cold hiss of rage, followed by the clash of metal on metal and the sounds of a fierce scuffle.

Rushing in, you tear down the drape. In front of you stand two identical lizard-men, each with a bronze trident in place of his right arm. They are locked in mortal combat, each fending off his foe's weapon while trying with all his might to get in a lethal blow.

There is no clue to help you identify the real Trident; you will have to rely on your intuition, or else abandon your mission. Will you attack the one to your left (turn to **63**) or the one to your right (turn to **252**), or will you activate your Time Beacon and return to the future empty-handed (turn to **84**)?

299

The ninjas have a circular white patch sewn on to their costumes. Emblazoned on the patch is a black orchid. These are Black Orchid ninja, sworn to slay Shadow Yamoto who was once of their clan. You rush out of the cupboard and spring on to the table, catching the ninjas by surprise. 'Ah, the cavalry has arrived,' Shadow remarks wryly. You drive your foot upwards in a straight kick, catching one of the ninjas on the wrist – his sword flies out of his hands. Then you scissor your left leg up and across, driving the ball of your foot at his temple. He falls head over heels to the floor, then lies still. Shadow makes short work of the other, leaving only you and her on the table.

She eyes you speculatively. 'What are you doing here?' she asks in a quiet, silky voice. You explain the situation to her, and your mission. 'I see. But how can you be sure I am not the CyberClone?' she says, smiling, 'After all, the Black Orchid may not know the difference either.'

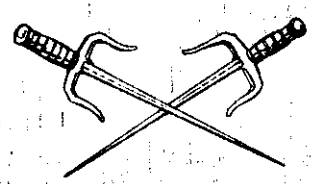
'I don't know for sure,' you reply, 'although the CyberClone and the Overlord would not oppose the Black Orchid ninja. It is much more likely that they have allied.'

'True,' Shadow murmurs as she jumps nimbly to the ground, turning her back on you in a clear signal of trust. She turns and looks up at you, tending to the cut on her forearm as she does so. Her skin is like porcelain and her features are most pleasing, but you know under her 'pretty little girl' exterior she is a tough and ruthless master of the martial arts. 'This building – a large tower block, by the way – is the headquarters of the Shogun Corporation, a corrupt and

ruthless organization dealing in weapons, drugs and other unsavoury business malpractices. It is also a front for the Black Orchid clan,' she explains. 'And I've come here to destroy them once and for all!' she adds passionately.

'We must work together to destroy the CyberClone and get its Beacon,' you tell her.

'Agreed,' she replies. 'But I work alone – always. I will find the Grandmaster of the ninja while you look for my clone. From what I have learned from those three ninja, your best bet is to search the rooftops.'



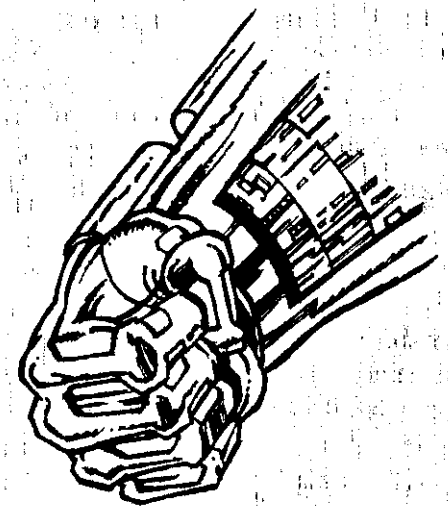
You try to convince her that you should work together, but she will have none of it. She also points out that you alone must search the roof of the skyscraper – ever since her near death, from which the

Eternal Champion rescued her, she has had an uncontrollable fear of heights. She also points out that now she has a bandaged arm – you can tell the difference between her and the CyberClone.

You have little choice but to agree. She points to the small door at the other end of the room, while she heads for the large double doors. Just before she leaves, she turns, an impish expression on her face, 'Thanks again for your help!' she says and blows you a kiss. Then she is gone. You notice that the conference table has been laid out for a meeting: each place has its pad, pen, ashtray and a small book of matches, with the Shogun Corporation's design – a white orchid – printed on them. You may take a book of matches if you wish. Then you make for the side-door and the stairs leading up to the roof. Turn to **117**.

300

Back in Fortress Eternity, you are greeted as a conquering hero (or heroine) – which, of course, you are. After you have had time to rest and recover, an assembly of all the staff, some five hundred in all, is held in the long hall of the Battle Room. The Eternal Champion thanks you personally and awards you the title of Supreme Champion. All nine other Champions are also there to honour you and they all acknowledge you as Supreme Champion, each in their own unique way.



Later, when the celebrations are over, the Eternal One finds a moment to speak to you alone. 'You have done well, better than I had hoped. But our task is not over. Though you have dealt the Overlord a terrible blow, he remains a threat. For humankind to be truly free of his oppressive yoke, he must be destroyed once and for all. I have a plan . . .'

But that is another story.

FIGHTING STYLES

Muay Thai Kickboxing

This is the most popular spectator sport in Thailand. Muay Thai is a mixture of powerful kicks and devastating body blows. The fighter user fists, feet, knees and elbows to inflict damage upon the opponent. Kicks are used to deliver blows to the opponent's legs, knees and thighs.

Savate

Savate is a style of foot- and fist-fighting that originated in France. Offensive techniques emphasize front, side and round kicks to the knee, shin and instep. The hands are kept open and low to defend against groin kicks. Palm-heel strikes are used to attack the nose and eyes. Later, both mid-level and high-level kicks were added to the style.

Kung Fu

A generic term for many varieties of Chinese martial arts. There are two main divisions: southern style, emphasizing strength and power, and the northern style, using softer, open movements and often utilizing the lower body. Many techniques and styles exist within these broad divisions, such as Larcen's Praying Mantis Kung Fu which relies on fierce grasping movements, clawing attacks, kicks and punches. Other styles include monkey, crane, tiger and others too numerous to detail here.

Karate

Karate, meaning 'empty hand' or 'China hand', originated on the Japanese island of Okinawa and was influenced by Chinese martial arts. In karate all parts of the body are used as weapons. Striking points include the fist, bottom of the fist, edges of the hand, palm, wrist, the fingertips, elbow, forearm, instep, heel, ball of foot, edge of foot and knee.

Aikido

Means 'Way of Harmony'. A method of unarmed self-defence developed in 1942 by Morihei Uyeshiba. Uses circular movements to neutralize aggressive action by gaining control of the attacker's own momentum. Uses throws and locks in response to aggression.

Jujutsu

The 'art of suppleness and pliancy'. Jujutsu techniques include striking, kicking, kneeing, throwing, choking, and especially joint locking. Originated in Japan and may be as old as the thirteenth century.

Ninjutsu

The 'art of stealing in' or the 'art of invisibility', the techniques of the ninja (assassins and spies of feudal Japan). It incorporated many martial skills including swords, spears, sticks, staves and unarmed combat. Speciality weapons (daggers, darts, poison and throwing stars) were also used. Other skills such as camouflage, stealth and climbing were also taught.