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Jamie Thomson

ETERNAL CHAMPIONS

ADVENTURE 2 GAMEBOOK

THE CITADEL OF CHAOS

PUFFIN BOOKS

For Alexander and Gabriel. Special thanks to Simon Yo, 4th Dan, Bujinkan Ninjutsu; Ewan Briscoe, British Tae-Kwon-Do Champion, Chief Instructor of the Panther Tae-Kwon-Do Association, and the Putney Fitness Centre.

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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 *Citadel of Chaos* 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. However, if you have already played *Eternal Champions I: The Cyber Warriors*, you can transfer the same character to this book. You may bring any new special moves, or rating additions you gained in the first adventure, but you cannot bring any items with you.

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 three, or three Ratings at four, 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 (testing your speed 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 that can affect combat (what Special Move you are using, your Fighting Style, special items, and sometimes the procedure will vary according to the opponent you are fighting), 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 1 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 the 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 Points: 5

Fighting Style =

NOTES

ITEMS

20 MegaCredits

Electronic Dossier (100)

CyberCage (type and time) –

Encounter Boxes

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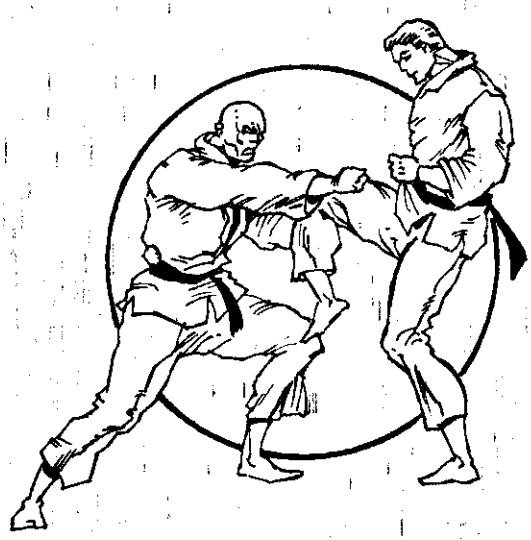
INTRODUCTION

Several hundreds years from now . . . technology has taken over. The human spirit has been 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. In the early 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 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. 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 'CyberClones' – 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.



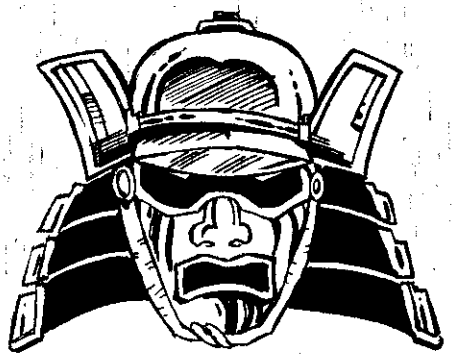
Humanity was too weak to resist, too lost in a world of pleasure. Those who guessed the truth were killed or replaced by the CyberClones. Without the need to strive, humanity was wasting away, and the Overlord rejoiced.

Man's last hope is the Eternal Champion, a mixture 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 moment of his or her death. In Fortress Eternity, the secret complex of the Eternal Champion, he trained and tested these nine warriors to help him in his struggle; but the Overlord tried to destroy the nine champions and to replace them with his own cyborg replicants. Foreseeing this, the Eternal Champion chose you to be the Supreme Champion; your task: to guard the others. You managed to defeat these replicants, but now the Overlord seeks to extend his tyrannical reign over humanity.

From his Citadel in Megapolis, the capital of the world, he builds his power. 'Cyber City', as it is called,

is a grim place; it is ruled by the Overlord, aided by cyborg troops and by humans who have sold out to him. The ordinary people are made to work in the mines and factories, or are turned into mindless cyborgs, obeying his every command without thought. The Overlord sees himself as the rightful Eternal Champion and he is creating a group of his own warriors; his plan: to defeat the other champions.

The Overlord must be destroyed, once and for all. The Eternal Champion has charged you with this mission: you must lead the nine others into Megapolis and find 'the Core', the very centre of the Overlord's computer mind, and eradicate him there. Can you save humanity from the Overlord? Turn to 1.



1

The Eternal Champion briefs you in his private chambers. 'You are my best fighter,' he says, his voice sounding inside your own brain. 'The plan is to send in three teams. Larcen Tyler, Jetta Maxx and Blade will travel in a jet 'copter to Megapolis, undercover as a delivery of goods for the factories of the city. Trident, Slash and R.A.X. will go in by sea via the docks. Midknight, Xavier and Shadow will go in through the mountains that surround the city. Caves in the mountains will lead underground to the mines – from there they will make their way up into the Citadel. You are in overall command but you will travel with one of the teams. The Citadel itself is topped by a tall spire in the middle of the city – probably this is the Core, where you will find the Overlord.

'You will need to find or build a *CyberCage*,' the Eternal One goes on. 'The problem with destroying the Overlord is that he has a cybernetic computer mind. It takes him only a few seconds to transfer his mind and memory banks via a communications link to another location. You will have to make sure that he cannot escape by trapping him inside a CyberCage long enough to ensure his destruction. We do not have the technology to build one here in the Fortress, but I'm sure you will find a way to get one in Megapolis, the Cyber City.

'The Overlord has bodyguards – specialist assassins called the Lords of Death. They are Masters of the Martial Arts who serve him or who have been created by him. I know their names, but little about their

abilities. There are six of them: the Master of Destruction, the Master of Weapons, the Master of the Devil's Hand, the Poison Finger Master, the Master of Lightning, and the Grandmaster of Ninjas. The Grandmaster is the head of the Overlord's secret police. You will have to be careful, for they will be deadly opponents.'

The Eternal Champion gives you 20 MegaCredits – money that may be needed in the city. He also gives you an electronic dossier containing the files of the other nine Champions: it details their strengths and weaknesses. The Eternal Champion advises you to examine it before deciding which team you will accompany into the city. Turn to **100** at any time to examine the files. When you have made your choice, turn back here.

The Champions have sorted themselves into three teams, according to compatibility. Will you go by air with Larcen, Jetta and Blade (turn to **72**), by sea

with Trident, Slash and R.A.X. (turn to **132**) or underground with Xavier, Midknight and Shadow (turn to **252**)?

2

Will you try to trip him up with a foot sweep (turn to **43**) or close in and attempt a grappling lock (turn to **235**)?

3

Gingerly, you remove the powerpack, half expecting an electric shock, but nothing happens. (Note the Electric Shock Discharger on your *Adventure Sheet*.) You get your team together and consider your next move. You could follow the course of the river – but R.A.X. and Slash couldn't – so you set off along the storm drain ahead. You pass several other storm drains that connect with yours, until you are no longer sure where you are going. Slash's sense of direction is excellent, however, and he takes point, assuring you that he is leading you unerringly towards the centre of the city and the Citadel of Chaos. Turn to **143**.

4

You find a cave in the side of one of the mountains, and you and your team descend into the depths in search of the mines. Xavier uses his power to activate his cane, and it glows with a soft radiance that is adequate to light your way in the darkness. You stumble through a warren of narrow passages leading in the general direction of Megapolis. Eventually you emerge into a large, open area. The staff bathes the walls in a soft light, revealing a strange sight indeed. The walls are made of worked stone, and across the floor a trench runs from one end of the cavern to the other; vaulted iron girders hold up the roof. Rubble and rubbish litter the ground everywhere, and collapsed buildings of archaic design are scattered about. The walls are wet with moisture and the air is filled with the smell of decay. High up, near the roof, something flutters and chitters in the dark corners of the cavern.

'Hmmm. Rather pleasant, really,' Midknight remarks, looking round the cave.

'A good clean-up and some power lines, and it could be made habitable,' Xavier replies, looking around speculatively.

'Clean-up? Why spoil it?' says Midknight, quite seriously.

Shadow is examining the trench, and she beckons you over. Leaving Midknight and Xavier to their discussion, you walk over to her. 'Look,' she says, pointing down into the trench. The remains of an ancient railway line, the tracks mostly rusted and bent, are visible. 'This whole place was once a railway station, hundreds of

years ago, only now it is buried under tonnes of rock and earth,' Shadow comments. The tracks leave the cavern via two tunnels; one of them has collapsed, blocking off the exit from the old station in that direction. The other tunnel exudes a faint chilly breeze that carries the trace of a sweet, flowery scent. Suddenly you hear a muffled crashing and banging noise coming from behind a wall of the cavern. It sounds as if someone – or something – is drilling its way in from outside. Will you run down the old rail tunnel (turn to **236**) or take up a position on either side of the area where the noise is coming from (turn to **106**)?

5

Unseen by the patrol boat, Trident slips over the side into the water. As you slow the *Atlantis*, the Captain of the patrol boat trains the rocket launcher on you. After a few minutes, Trident returns. 'There isss an old ssewage outlet underwater. It leads into ssome ssort of cave. If we abandon the yacht, we can all sswim there and avoid the patrol boat.'

'Huh,' grunts R.A.X., 'I can't swim anywhere with my cyborg parts – I'll sink like a stone.'

'Me no swim – not know how!' Slash rumbles.

Trident tells you that he can take them down one by one. 'If humanss can hold their breath long enough – I can sswim very fasst, even when carrying a human, sso it should be possible.' Will you go along with Trident's suggestion (turn to **175**) or rendezvous with the harbour patrol boat (turn to **22**)?

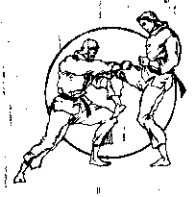
6

Deftly your hand closes round the ring, centimetres from your face. Suddenly the Grandmaster whips the animal hair and twists it round your wrist with a practised flick of his arm. He *wanted* you to catch it! You are caught off balance and he yanks you towards him, the dagger in his other hand. As you stumble up to him, he thrusts at your mid-section. You try to dodge, but the blade slides across your ribs; lose 2 Life Points. If you are still alive, you dive forward past the Grandmaster, somersaulting to your feet and ripping your wrist free of the braided hair. As you spin to face him, he hurls the dagger at you, the corded hair streaming after it. Now will you try to catch the dagger and attempt to yank it away from him (turn to **207**) or try to dodge it (turn to **28**)?

7

Leaping high into the air, you twist and somersault over the beam of deadly green energy. You hit the ground and roll forwards, springing to your feet in

front of the Captain and the Enforcer. Out of the corner of your eye you notice Midknight throwing one Enforcer to the ground with an armlock. Another is wrestling with Xavier's staff – it has turned into a snake in his hands and is biting at the Enforcer's face. However, you have little time for further observation: the Captain is readying his gauntleted fists. Will you spin and unleash a whipping back kick, hoping to hit both the Captain and the Enforcer with a single strike (turn to **202**), attack the Captain (turn to **292**) or attack the Enforcer who is wielding the whip (turn to **141**)?



8

There doesn't seem to be any way out from here. A wire mesh grille covers a ventilation shaft in one wall, and you can feel the cold air being sucked out along the shaft. Despite searching thoroughly, you cannot work out how Tien Hsueh could have got in here; none of you can find the secret door or window or whatever means he used to get in. You have no choice but to remove the mesh grille and climb into the ventilation system, shivering in the cold. You lead the way; there is only room for you to go one at a time, and Slash and Trident can only just squeeze in. Turn to **113**.

9

All four of you step on to the pads and are whisked up to the next level of the Citadel. Again, a plate slides across under your feet and the tube retracts upwards, allowing you to step out into a square room with plain grey walls. However, you are now on your own! Glancing to either side, you see that the others are still trapped inside the tubes which have not opened to let them out! Xavier is hammering on the tube; Midknight is carefully feeling at its edges, looking for a way out; Shadow stands with her arms folded and shrugs helplessly at you. From behind a console in the middle of the room an oriental woman then steps out; she is dressed in a long, red cloak that hangs down to her booted feet, and her face is painted in bright red lines to resemble the face of a devil. Her hair is tucked into a neat bun. 'I am Kaisho, Master of the Devil's Hand,' she says quietly. She opens her arms, spreading the cloak wide. Underneath she is wearing baggy black trousers tucked into knee-length felt boots, and a white silk tunic emblazoned with two red dragons. The sleeves of her tunic hang down to the same level as the red sash she wears as a belt. 'Now we dance the devil's dance,' she whispers. Suddenly she sweeps the cloak in your direction, like the wings of a bird, and a host of tiny glittering knives, hurtle towards you out of its folds in a cloud of flying death! If you have a shield, turn to **42**. Otherwise, turn to **155**.

10

You edge closer, wary and ready for any sudden moves. His eyes widen, giving you a split-second's warning, then he chops his hands at either side of your neck. You whip up your forearms and block, then grab his upper arms with your hands. He does the same to you, and you are locked in a battle of strength, wrestling for dominance. He kicks at your ankles, trying to sweep your feet out from under you. You try to jump over his sweep. Roll one dice, subtracting 1 if your Speed is 4 or more. If the result is less than or equal to your Defence, turn immediately to **92**. If the result is greater than your Defence, you aren't fast enough and are knocked off your feet. You find yourself in the air, horizontal to the ground, and fall badly; lose 3 Life Points. If you are still alive, your opponent drops to one knee, bringing his elbow down at your throat, but you just manage to roll out of the way. You scramble to your feet, as Tien Hsueh rises to his. Will you now close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), or try a low kick, followed by a roundhouse kick to his head (turn to **108**)?

11

Piledriver glares at you, his eyes jewels of anger set in a mask of hate. 'You dare to interfere in my triumph! I will crush you like the worthless slave of the Eternal One you really are,' he roars. As he blusters, raising his arm and waving it about, you take the opportunity to check out the rest of the battle. Xavier and Midknight

are hard pressed but are just about holding their own: the Enforcers cannot get past the reach of Xavier's cane, and Midknight is using his Aikido to the full, throwing the enemy all over the place. Behind you, Shadow is recovering, ready to join in the fray. Enforcers close in on you from behind, but Piledriver actually orders them away. 'This one is mine,' he rages. 'I will break his bones and suck the marrow of his soul!' Thank the Eternal One for over-confident supervillains, you think to yourself. But then again, he is armoured, has a shield, wields a massive weapon of considerable power, and is at least two and a half metres tall; so perhaps he's right to feel confident. With such thoughts, you ready for combat, braced and alert. Your opponent's eyes narrow and he edges towards you. (Note he has 15 Life Points, a Power Rating of 5, and a Defence of 3.) He screams and charges at you, trying to pulverize you with the piledriver. Will you try a block and counter-attack (turn to **253**) or try to evade and look for an opening (turn to **191**)?

12

Suddenly the ninjas begin to fall back, and Jaluda also steps back, looking around. To your horror, you realize that Larcen and Blade have been taken alive – they are trussed up like chickens in nets. Blade is unconscious, and Larcen is struggling feebly. Jetta is desperately trying to get to them, but three or four ninjas are keeping her back. 'We'll have to finish this another time,' Jaluda says, backing away. 'We've got two of you – that will be enough for the Grandmaster.' She turns away to rejoin her ninja comrades. You will have

to act fast to stop her, so you run straight at her and launch a flying kick. Roll one dice and add 1. If the result is higher than her Defence of 4, turn to **128**. If it is less than or equal to 4, turn to **159**.

13

After a few seconds your sight dims, then everything goes black. Kaisho, the Master of the Devil's Hand, has triumphed. Another hero bites the dust.

14

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you lash the ball of your right foot straight at his stomach, but he hops back and catches your foot. Then he heaves upwards and you are sent flying into the air. However, you use this throw to your advantage and whip your left foot up into his face as you somersault backwards through the air; he loses 2 Life Points. If the Overlord is now down to zero Life Points, turn at once to **290**. If he is not, he is enraged and, as you land, he is beside you, whipping the instep of his foot into your solar plexus, then up at your face and down to your ribcage again, in quick succession. You lose 4 Life Points. If you are down to zero Life Points, turn straight away to **157**. If you are still alive, his last blow knocks you flat on your back, stunned. You look up to see the Overlord towering above you, his legs astride your torso and his fist driving down at your face. Desperately, you slap it aside with one hand and snake your other hand round his leg. As he prepares to launch another punch, you haul on his

leg and he topples backwards with a cry. Quickly you disengage and spring to your feet – as does the Overlord. You may now attack. What will you try?

A punch?	Turn to **25**
A kick?	Turn to **189**
A throw?	Turn to **2**

15

Midknight and Xavier examine the cube, then Midknight announces, 'The only way to get to the Overlord is to enter his electronic home. As I see it, we must keep the Overlord imprisoned with my CyberCage while your mind enters cyberspace and battles the Overlord inside his computer world, defeating him before the CyberCage runs out of energy and stops functioning. Inside Cyberspace, to all intents and purposes you will feel as if you are in the physical world. Of course, we shall need a neural helmet to enter Cyberspace.' If you do *not* have a neural helmet, turn at once to **233**. If you have, you explain to the others what must be done. Everyone agrees that it should be you who will wear the neural helmet and fight the Overlord, since you are the best martial artist. It is surprising how they grant you this accolade so quickly, when under normal circumstances they would not admit it at all! They all wish you luck in their different ways: Shadow blows you a kiss, Larcen gives you a conspiratorial wink, Trident flaps his gills, and so on. Midknight plugs the CyberCage into a socket on the cube's terminal; turn to **195**.

16

You both climb down; it is as black as night and you cannot see anything except a glimmer of yellow light below. When you reach the bottom, you see a steel door in one wall, with a lantern on the ground beside it. The door is painted with a large dragon; over it an inscription reads, 'Make the night your friend and darkness your cloak of invisibility.' The door is locked. If you have a Dragon Key, turn to **71**. If you haven't but your Fighting style is Ninjutsu, turn to **114**. Otherwise, turn to **228**.

17

The mutant steps in. It is then that he notices you, and he pauses, startled. 'Who are you?' the mutant whispers.

From behind him a voice shouts, 'Found anything, Garoud?' The mutant looks at you expectantly. Will you order Shadow to attack (turn to **29**), explain that you are agents of the Overlord on a special mission (turn to **223**) or confide that you are enemies of the Overlord (turn to **53**)?

18

You snap your fist forward, but all it connects with is a scabbard, which clatters to the ground. You realize that the Grandmaster must have had the scabbard balanced on the tip of his sword to confuse you as to his position. Suddenly there is a rush of air and a sharp pain as the sword point jabs into your thigh; lose 2 Life Points. If you are still alive, you know he is in front of you. Will you punch at about head height (turn to **127**) or drive a low kick at a point about a metre off the ground (turn to **70**)?

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 chewing something he calls 'Bazooka Joe' gum. Watches everything silently like a hawk.

Speech Characteristics: When he does speak, which isn't very often, it is with slow deliberation and a nasal drawl. He always 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 mutters under his breath when asked about it.

Notes

Tyler returned to his own time, where he prevented the death of the Police Chief and of the staff and patients in the children's ward of the Chicago General Hospital, and thus defeated the Mob. His philosophy is: 'If they hit you, hit them back – twice as hard.' Now he works with the Eternal One, dedicated to overthrowing the greatest crime boss of them all: the Overlord. Larcen is a smooth operator; he has already forged links with certain groups in Megapolis (usually for quick cash gains). Larcen says that the best way to get contacts is through business (his kind of business: shady and dodgy deals) and that he is, of course, only doing it in the interests of the Eternal One (he claims).

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

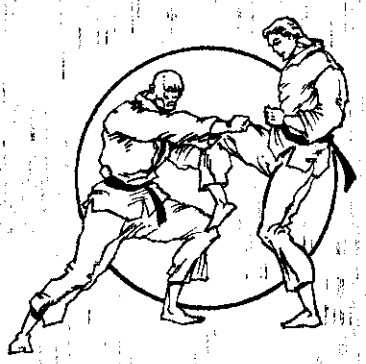
20

You both rush him, Trident bellowing his war cry. (Note that the Master of Lightning has 10 Life Points, a Power of 2 and a Defence of 3.) Trident swings his weapon in a great back-handed cut at the Master of Lightning's head, while you leap into the air with a flying kick at his chest. The Master whips a gauntleted hand up and blocks the golden tines of Trident's weapon. There is a ringing clang, then a flash, as he discharges a surge of electricity into Trident's arm via the metal weapon that is attached to Trident's wrist. The Champion gives a warbling cry and is thrown backwards to fall, senseless, to the ground. However, your opponent is unable to block *your* attack. Your foot hammers into his chest, knocking him backwards. He loses Life Points equal to your Power Rating. Then behind you you hear a crash and a grunt, followed by a fearful shout and a splash. The Master of Lightning starts laughing. 'Your Neanderthal friend didn't quite make it – he's fallen in!' Suddenly he swings a punch at your head – you duck under it. Just as well, because his cyber-gauntlets crackle with blue energy. Will you try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**), try to distract him by stamping on his foot (turn to **41**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

21

Tien Hsueh shouts as he lunges forward, putting the whole weight of his body behind the thumb strike. His thumb digs into your side where you have little

muscle or fat to protect you, and the pain is agonizing; lose 3 Life Points. If you are still alive, you feel a rush of energy, coursing into your body from his hand. You stagger back, reeling, feeling dizzy and nauseous. If you know the Energy Block skill and want to use it (assuming you have the Inner Strength to do so), cross off 1 point of Inner Strength and turn at once to **136**. Otherwise, you struggle to overthrow this strange energy attack. Roll one dice. If the number rolled is greater than your Recovery Rating, turn immediately to **48**. If it is less than or equal to your Recovery, you manage to throw off its effects. Your opponent has been waiting and watching with a smile on his face, but when he sees you are still up a look of astonishment crosses his features and he assumes a martial stance with almost comical haste. Will you now wait to see what he does and hope to counter-attack (turn to 37), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?



22

You decide to station R.A.X. at the wheel: with his cyborg parts, he looks like one of the Overlord's men. You and Slash hide in the cabin. This allays the suspicions of the Enforcer patrol boat when it comes alongside the *Atlantis*. Trident slips overboard, swimming round to board the patrol boat on its far side. Then you charge out of the cabin and leap aboard the other ship, taking the Captain and his cyborg crew by surprise. Turn to **182**.

23

There is nothing else here, so you decide to press on upwards into the Citadel. Gingerly the five of you step on to the pads where the Enforcers came down. There is a rush of air, and you are all sucked up into the tubes. After a few seconds you find yourselves standing on metal plates that have slid into place under your feet. The tubes retract into the ceiling and you step into another large chamber with consoles and monitors scattered about. Seated at the terminals are strange hybrids of man and machine: they are wired into their consoles with tubes and cables so that they

themselves are part of the terminals they work at. All of them are staring at the screens, completely oblivious to your presence. A sign reads 'Surveillance Control Centre'. The monitors reveal scenes from Megapolis: dingy grey streets, the dockyards, the airport, the mining centre and so on. Three doors lead out of the room, marked, respectively, Labs, Medtech and Armoury; and in the middle of the chamber six more vacuum tubes lead upwards into the Citadel. 'So this is how the Overlord knows so much about us,' Orgin says. 'He is watching us all the time.'

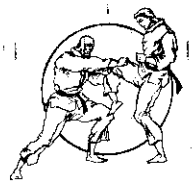
'Look at this!' Shadow cries out, pointing to one of the monitors. It reveals a battle in progress between some Enforcers and Trident, Slash and R.A.X. They are fighting in a storm drain below the city. Xavier cheers as Slash demolishes his opponent with a great swing of his club.

'I have no wish to put a damper on things,' Midknight interjects, pointing at another screen, 'but I think this monitor is more relevant to our immediate situation.' The screen reveals about thirty figures, fully armoured and carrying plasma rifles, moving along one of the mine shafts. 'Cybermarines, and they are heading our way,' Midknight comments. The monitor shows that they are in Shaft 66. It won't be long before they reach you, and there are too many of them for you to fight. Orgin says that there should be a workshop near by. You decide to leave one of your team to watch the progress of the marines while the rest of you explore the other rooms. Which door will you

try: the armoury (turn to **244**), the labs (turn to **101**) or Medtech (turn to **205**)?

24

Jaluda jumps forward and brings her katana down in a great two-handed chop at the top of your head. You try to sidestep to the left, while grabbing her wrists with your right hand. Roll once dice for Jaluda. If the number rolled is greater than your Defence, you fail to dodge in time, and the sword bites into your shoulder; turn to **52**. If it is less than or equal to your Defence, you sidestep successfully. Roll one dice, adding 1 if your Fighting Style is Aikido, Jujutsu or Ninjutsu. If the result is greater than her Defence of 4, turn to **98**. If the result is less than or equal to 4, you fail to grab her wrist and she slices at your legs with her sword. You leap up over it and twist away. Will you now try to disarm her (turn to **171**) or dodge and counter-attack with a kick (turn to **216**)?



25

What kind of punch? Will you drop low and try a straight-fingered jab up under his ribs (turn to **219**)? Or will you aim a quick one-two at his body, followed by a right cross to his head (turn to **167**)? Or do you prefer to get in close and drive a hammer fist down at the side of his neck (turn to **75**)?

26

Just as you are ducking behind cover, about fifteen mutant miners appear in the cavern, followed by eight Enforcers. The Enforcers are human – or they were once. Over one-half of their bodies has been replaced by metal cyber parts: their skulls are half metal – you know that cyberchips implanted in their brains force them to do the Overlord's bidding. They seem to have no weapons except for a short steel baton that is attached to their right arm where the hand would normally be. Their uniforms are black, edged with gold. One of the Enforcers seems to be totally human; he is the Captain of the squad. He has sold himself completely to the Overlord in return for power and wealth, no doubt. You notice that the Captain has no obvious weapon, but he is wearing a pair of dangerous-looking cyber-gauntlets that will enhance his strength. Suddenly Atone shouts, and all the mutants run for cover. You and the other Champions burst from hiding, taking the Captain by surprise. You spot Midknight stepping up behind an Enforcer, and Xavier has toppled another with a deft footsweep. You cannot see Shadow at all. As you run in, the Captain and one of his men turn to face you.

'Kill them! Kill them all!' the Captain screams. At that, the Enforcer facing you waves his baton in your direction. A strand of crackling green energy leaps from the baton and hurtles towards you – they are carrying energy whips! Desperately you try to dodge the attack. Roll one dice. If you score less than or equal to your Defence, turn to **7**. If you score more than your Defence, turn to **112**.

27

You hammer his head with your fist. If you were using a Power Strike Special Move or if your Power Rating is 5, your blow actually cracks his helmet and he staggers back, losing 2 Life Points (the helmet still protects him from the brunt of your attack). If he is now down to 2 or fewer Life Points, turn at once to **230**. If your Power Rating is less than 5 and you didn't use a Power Strike, his head is rocked back, but his helmet protects him from any damage and he giggles insanely, saying, 'Not good enough, supreme chumpion!'

Whatever the result, if he is still alive, he tries to lay one hand on your chest. Roll one dice for the Master of Lightning. If the number rolled is higher than your Defence, he succeeds: a jolt of electricity shocks you, inflicting 2 Life Points of damage. If it is less than or equal to your Defence, you are able to step back in time to avoid his shock treatment. In either case, if you are still alive, will you now try to get him in a choke-hold (turn to **245**), try to distract him by stamping on his foot (turn to **41**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

28

You duck below the flying dagger and he yanks it back, catching it deftly in one hand. Then with a shout he leaps high in the air to land before you with the dagger in one hand and the other twirling the iron ring round his head. He is close enough for you to attack as he stands there, mocking you smilingly. Will

you try to wipe the smile off his face by jumping up and lashing your instep around at the side of his head (turn to **96**) or wait for him to make a move (turn to **263**)?

29

Shadow steps out of the darkness and swings the ball of her left foot up and into the mutant miner's face: a perfectly executed roundhouse kick. He gives a grunt and topples backwards, unconscious. There is a commotion on the other side of the wall, shouts and screams of fear. Suddenly the wall explodes outwards and all four of you are thrown back into the cavern by the force of the blast. 'Out of the way, muties – come on, move it, you scum!' a voice bellows angrily.

Dazed by the explosion, you stagger to your feet as about fifteen mutant miners run into the cavern, where they cower in the shadows. They are followed by eight figures, presumably Enforcers of the Overlord. The Enforcers are human – or they were once. Over one-half of their bodies has been replaced by metal cyber parts. Their skulls are half metal – you know that cyberchips implanted in their brains force them to do the Overlord's bidding. They seem to have no weapons except for a short steel baton that is attached to their right arm, where the hand would normally be. Their uniforms are black, edged with gold. One of the Enforcers seems to be totally human; he is the Captain of the squad. He has sold himself completely to the Overlord in return for power and wealth, no doubt.

You notice that the Captain has no obvious weapon, but he is wearing a pair of dangerous-looking cyber-gauntlets that will enhance his strength. 'You rebels are all under arrest,' the Captain shouts, pointing in your general direction. 'Sabotaging the Overlord's mining operations is punishable by death!' You'll have to fight, and your companions have come to the same conclusion. You spot Midknight stepping up behind one of the Enforcers, and Xavier has toppled another with a deft footsweep – you cannot see Shadow at all. As you run in, the Captain and one of his men turn to face you. 'Kill them! Kill them all!' the Captain screams. At that, the Enforcer facing you waves his baton in your direction. A strand of crackling green energy leaps from the baton and hurtles towards you – they are carrying energy whips! Desperately you try to dodge the attack. Roll one dice. If you score less than or equal to your Defence, turn to **7**. If you score more than your Defence, turn to **112**.

30

Heaving a sigh of relief, you turn to examine the console. A button opens the tubes, and your companions step into the room. Xavier is clapping. 'Bravo, bravo!' he says.

'That was a desperate fight – I am impressed by your endurance,' Midknight says. Even Shadow compliments you on your victory; perhaps you have won her respect at last. You find a safe with a strange-shaped lock under the console. Shadow also finds evidence of a secret door on one wall – the only way out other than going back down the tubes. Midknight tells you that the safe appears to be opened by a type of crystal key (this would set up a harmonic vibration to release the lock), and that the secret door is operated by a radio signal. You search the body of Kaisho; she has a crystal key, but it was shattered during the fight. If you have a piece of quartz crystal, turn to **289**. If you do not have the crystal but do have a vial of acid, turn to **131**. If you have neither, turn to **261**.

31

R.A.X. climbs up first, using the jets in his cyber-boots to give him extra speed. Slash follows, literally leaping

straight up and grabbing the rungs inside the shaft itself. Trident is slower: his weapon hand makes it harder for him to hold the rungs. By the time it is your turn, the Cybersaur is almost upon you and it snaps at your legs with its chain-saw jaws. Roll one dice (if you know it, you can use the *Phase* Special Move to add 1 to your Speed Rating for this roll *before* you roll the dice). If the number rolled is less than or equal to your Speed Rating, turn to **284**. If it is greater than your Speed, turn to **193**.

32

Midknight nods and steps forward, strolling along the tunnel as if on a seaside promenade. For a moment you think he has gone mad, but then you realize that he is walking in complete silence. He soon disappears into the dark and you wait with baited breath, sweating nervously as the tension mounts. Then the silence is broken by a scream of terror, followed by confused crashing and banging sounds. You hear shouts: 'Argh! It's a ghost!' Then a light flares up about fifty metres ahead. You see Midknight rearing up, his arms raised, and three strange figures, one of which is holding a torch, cowering away from him. They are short and stocky, clearly mutants, to judge by their faces, which are noseless with over-large eyes and knobbly skulls. One of them screams; 'It's not a ghost – it's a vampire! Run!' With that, the three mutants turn tail and race away down the tunnel at full speed. Shadow finds this very amusing and laughs out loud, a high, eerie, giggling noise that helps the mutant bandits on their way. You investigate their hiding place and find several

crude weapons, mainly pickaxes and the like. Clearly they planned to ambush your group. 'I rather enjoyed that,' Midknight says. 'Pity they couldn't stay for dinner!' Turn to **183**.

33

A missile is suddenly launched into the air from a rocket turret; it hurtles towards you at a frightening speed and explodes in one of the jet 'copter's engines. 'Brace yourselves for impact,' Blade yells, as the 'copter spirals down to the ground. A wooden warehouse rushes up to meet you and you smash in through its roof, then everything goes black. Lose 3 Life Points. You come round after a few seconds to find Blade unstrapping you from your seat. Desperately you scramble out of the wreckage and make a dash for a hole in the wall of the warehouse; Jetta, Larcen and Blade are close behind you. There is a colossal explosion, and you are blown forward by the blast. Lose 1 more Life Point. You get up and dart out into a dingy alley in an industrial part of the city. Behind you, a great ball of flame throws a cloud of roiling black smoke into the air. Turn to **74**.

34

You are standing waist deep in water, inside a huge underground cavern. Just behind and below you, the outlet pipe leads into the harbour. In front of you is a vast underground lake. Light streams in from two or three natural openings in the roof of the cave; through them you can see blue sky and some clouds. This underground cave is just outside the city walls, next to the harbour, judging by the grass and nettles you can see growing round the edges of one of the openings in the roof. In the middle of the lake, about two or three hundred metres away, is a small island, made of fallen earth and rock from above. It measures about thirty metres across and is covered in vegetation: bushes, trees and rushes. The edges of the cavern are of solid rock, forming a thin strip of shore round the underground lake. Will you wade to the island in the middle (turn to **51**) or make your way round the edge of the lake to the other side of the cave (turn to **285**)?

35

Suddenly there is a loud crashing noise and one of the windows shatters. A rope comes snaking down, and you spot Larcen Tyler abseiling in, closely followed by Jetta and Blade! You can see that they are fairly badly beaten up, but they'll live. Just as you are about

to greet one another, one of the ventilator grilles comes tumbling down and Trident lumbers through it, followed by Slash and R.A.X., equally battered. None of you can suppress your joy at the sight of one another, and there is much embracing and slapping of backs. You have to shout to bring them under control, reminding them that you are all standing in the very centre of the Overlord's domain. You realize that the cube must be the 'brain' of the Overlord, but it is also clearly virtually indestructible: it would take a nuclear bomb to destroy it. Blade tells you that he could make one, but Larcen points out that setting off a nuke here would kill a lot of innocent civilians living in the city.

'And us too, incidentally,' Xavier points out. Which CyberCage do you have? If you do not have one at all, turn to **121**. If you have Midknight's CyberCage, turn to **15**. If you have Orgin Chard's CyberCage, turn to **154**.

36

You drive a side kick at his groin, intending to follow it up with a foot aimed at his head, but the Overlord is not so easily fooled a second time: he leaps high over your first strike and kicks you in the face before you can complete the rest of your move. You stagger back and he lands in front of you. Placing his left hand

on your chest, he hooks his left leg round yours and pushes. You fall flat on your back and he drops to one knee beside you, simultaneously shouting and chopping his right hand down at your chest. You lose 4 Life Points. If you are down to zero Life Points, turn immediately to **157**. If you are still alive, you have only seconds before the Overlord is going to finish you; the fear of death gives you the strength to roll aside out of his reach. You spring to your feet as fast as you can, but he is upon you again with a flurry of attacks. Roll one dice for the Overlord. If the number rolled is less than or equal to your Defence, turn to **55**. If it is higher than your Defence, turn to **270**.

37

After a few seconds Tien Hsueh somersaults through the air towards you, then thrusts a hand forward, fingers curled and clawing at your face. Roll one dice for your opponent, but subtract 1 since you were ready for him. If the result is less than or equal to your Defence, turn at once to **149**. If the result is greater than your Defence, you try to sidestep and catch his hand, but you are too slow, and his fingers dig into the soft flesh of your face; lose 3 Life Points. If you are still alive, he bellows a guttural cry and pushes your head back with his hand. You feel a strange burning sensation, as some kind of energy

flows into you from his hand, and you begin to feel weak. If you know the Energy Block skill and want to use it (assuming you have the Inner Strength to do so), cross off 1 point of Inner Strength and turn at once to **136**. Otherwise, you struggle to overthrow this strange energy attack. Roll one dice. If the number rolled is greater than your Recovery Rating, turn immediately to **48**. If it is less than or equal to your Recovery, you manage to throw off its effects and the Poison Finger Master growls in frustration. Will you now close in and try some punches to his head and body (turn to **218**), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?

38

Roll one dice and add 1 if your Fighting Style is Aikido or Jujutsu. If you score less than or equal to Piledriver's Defence of 3, turn immediately to **266**. If you score more than 3, you spin aside at the last moment. As he charges past, you place a hand behind his head and push – this added momentum sends him crashing into the wall with bone-jarring force. He loses your Power Rating in Life Points. He bounces back from the wall and turns to face you, spitting blood. Turn to **133**.

Atone and Garoud told you that the scientist, Orgin Chard, should be found sealed in a cell on the other side of the brick wall in this room. You knock on the wall and are gratified to hear an answering tap. Quickly you use the mining drill, and it is not long before you have made an adequate opening in the wall. Inside is a small chamber with a bed, a table and chair. There are no doors; food and drink come from an automatic dispenser on one wall. A figure is huddled behind the desk. 'Who's there?' he asks querulously. 'Is this another of the Overlord's tricks?' You tell him that you have a rose from Atone, and the figure steps out of hiding. He looks strange indeed, with an oversized forehead and a thin, gangling body. He is dressed in prison rags, and you notice that he has six long fingers with an extra joint on each hand. As you help him out of his cell, he explains that he was genetically engineered by the Overlord for work in the labs, but he rebelled and the Overlord had him imprisoned in an attempt to force him to complete his work on computer systems. You tell him that the Eternal Champion has sent you to destroy the Overlord once and for all, and the little scientist's eyes fill with hope. 'I will do all in my power to help,' he squeaks bravely. You learn from Orgin that the Overlord's mind is safe inside a huge, indestructible titanium cube, the Core, somewhere above you in the Citadel. The only way to defeat him is to wire your brain into the cyberspace inside the cube and then to fight the Overlord mind to mind, battling within the confines of computer memory banks and circuits. To connect your brain to the computer

mind of the Overlord you will need a 'neural interface', a special kind of helmet. Although Orgin cannot build you such a device, apparently he can construct a CyberCage chip to attach to the cube; this will shut down any electronic escape routes, ensuring that the Overlord will not be able to get away, once you have entered his world. However, he needs an electronics workshop. You will have to press on upwards into the Citadel in search of such a workshop and a neural helmet. Turn to **23**.

40

The ninja tries to block, but your strike is too fast. He staggers back from your blow, and you follow up with a devastating side kick to the chest that slams him into the wall. He sinks to the ground, inert. 'Nice work – I didn't have to do a thing!' Jetta says quietly in your ear. Turn to **278**.

41

You step forward and stamp down at his right foot, driving your heel into his instep. 'Ouch!' he screams. 'That's not fair!' He jumps back, hopping on one leg and holding his injured foot. You close in, hoping to sweep his other foot from under him with your leg and smash an open-handed strike at his face to push

him over. Roll one dice, adding **1** if your Fighting style is Ninjutsu, Jujutsu or Savate. If the result is less than or equal to his Defence of **3**, turn immediately to **254**. If the result is greater than **3**, you knock him flat on his back and he loses your Power Rating in Life Points. If he is down to **2** or fewer Life Points, turn to **230**. Otherwise, he blasts a bolt of lightning at you from the ground. You have to jump back to avoid it, giving him time to get to his feet. Will you now try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

42

Crouching down, you huddle behind the shield, trying to cover as much of your body as possible, turning your head away from the direction of attack. You hear a horrible drumming sound as dozens of tiny blades rattle against the shield like shrapnel. However, several of the knives actually penetrate the shield and prick your arm; lose **1** Life Point. If you are still alive, you see your trapped companions feverishly trying to break out. Many more small knives thud into the tubes, and you see Midknight's head jerk back reflexively as he stares at a dart in front of his face. After the onslaught is over, you find that the shield has been virtually shredded and is useless now (cross it off your *Adventure Sheet*). You get to your feet in time to see Kaisho throw the cloak aside. She falls into a stance more like that of a ballet dancer than of a martial artist, standing on tip-toe, her knees bent, holding her hands together in front of her. Then she

leaps forward, spinning in the air and extending her right arm. She lands and leaps even higher, spinning and whipping her fist like a tornado at your head. Her long sleeve must have a weight at the end of it, for it too is whipping towards you. Will you try to block her attack with a forearm (turn to **120**) or lean back to avoid it, simultaneously driving a straight kick at her as she comes in (turn to **214**)?

43

If your calf is stained with grey, turn at once to **146**. Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you drop to the ground in a slide and, before the Overlord can react, you hook one calf behind his knee, and heave, bringing him toppling to the ground, face first. He gasps in pain, the sound muffled by the floor, and loses 4 Life Points. If he is down to zero Life Points, turn straight away to **290**. If he is still alive, you notice a mark where your calf rubbed against the Overlord's leg. It is causing you no discomfort, but make a note on your *Adventure Sheet* that your calf has been stained a grey colour. The Overlord recovers quickly; as you bring your knees up to your chest and

snap your legs straight, flipping to land nimbly upright, he is already on his feet ahead of you. But you still have the initiative. What will you do now?

Trip him with another foot sweep?	Turn to **146**
Close in to attempt a grappling lock?	Turn to **235**
Try a punch?	Turn to **25**
Try a kick?	Turn to **189**

44

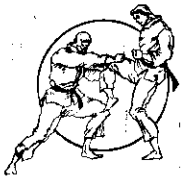
The four of you turn to face the giant Cybersaur T-Rex. You battle bravely but there is little you can do to damage it. One by one, you are crushed by its jaws or shredded by the talons, until only you are left. You try to escape, but it pins your legs beneath one foot and bites you in two. Your adventure ends here.

45

Looking around, you see that all the Enforcers are down. Midknight is nursing a bruised elbow, but Xavier is unhurt, twirling his staff triumphantly. 'Another victory for the supreme Champions!' he boasts.

'Don't be so sure, my friend,' Midknight says, pointing at the body of the Captain. You notice a red warning

light that is winking rapidly on the side of his helmet. 'I think that is a signal to his superiors, reporting that he and his squad are down – we can expect more trouble soon,' Midknight rasps, his eyes catching the red light eerily. If you have a Rebel Rose, turn to **264**. If you haven't, turn to **172**.



46

She thrusts a spike straight at your face and you attempt to block. Roll one dice for Jaluda. If the number rolled is greater than your Defence, you are too slow and she hits you; you lose 3 Life Points and fall back, unable to complete your own attack. Go straight to the combat options at the bottom of the paragraph. If she scores less than or equal to your Defence, you use a cross-armed block, so that her forearm is lodged between your crossed hands. You close your right hand round her wrist and yank her forward, pulling her off balance. Then you let go of her hand and step in to her, smashing your upper arm and shoulder into her neck. Roll one dice, adding 1 if your Fighting Style is Aikido or Jujutsu. If you beat her Defence of 4, she is knocked flat on her back and loses your Power Rating in Life Points. If she is down to 3 or fewer Life Points, turn to **12**. If you score less than or equal to 4, she rolls forward under your arm, avoiding your attack.

In any case, what will you try now? Will you attack with a kick (turn to **83**) or a punch (turn to **237**)?

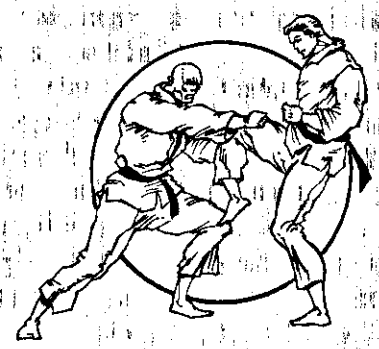
47

The boy hops up and down excitedly. 'Thanks – you won't regret it!' Larcen introduces himself to Jimmi, telling him that you are all Champions of the Eternal One and that Jimmi is now an honorary Champion. At this, Jimmi grins happily. Jetta shakes his hand formally, then winks at him. Blade just growls. You carry on along the corridor until it opens out into a large storeroom, full of jumbled equipment, where, to their great relief, Blade and Larcen find their gear. You also find a strange-looking helmet. It is covered in gadgetry, and little pads on the inside connect to various parts of the skull. 'It is a neural helmet,' Blade explains, 'used for entering Cyberspace with your mind. The Grandmaster must've used it to communicate with the Overlord face to face, inside his computer world.' Make a note that you have the Neural Helmet on your *Adventure Sheet*.

Jimmi, rummaging through a pile of rubbish, comes up with a miniaturized computer terminal that he straps on to his forearm. 'My Sega terminal,' he says excitedly. 'With this little gizmo I can get into any cyber network, anywhere!'

Blade begins to take an interest in the boy and asks him some technical questions about computers. Then he comes over to you and says, 'It seems you made the right decision after all. The kid can use his hacking skills to get into the Overlord's computer brain and set up a CyberCage program. How long he can keep the Overlord trapped is another matter, but he seems to know his stuff.'

There is nothing else of interest here and the only way out seems to be back the way you came, or upwards via a lift. There is only one button, marked 'the Roof'. Then you hear sounds coming from the corridor. Jetta, who has been standing guard, tells you that cyborg ninjas are on their way, a lot of them. You have little choice but to try the lift. Turn to **111**.



48

The energy of his strike overwhelms your brain. You fall to one knee, laid low by the power of the Poison Finger Way. The last thing you remember is the ground coming up to meet you as you pass out. Your adventure ends here.

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 often 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 and Xavier.

Notes

The shaman of his tribe was about to have Slash stoned to death for discovering how to make fire when the Eternal Champion saved him. Now he fights for the Champion far in the future (to him, that is). He is the strongest of all the Champions – but also the least skilled. He loves to charge in and clobber as many of the enemy as he can but with no regard for his own defence. He's not very disciplined and is difficult to control but, if he's pointed in the right direction and left to get on with it, he can be a devastating force in the attack.

When you are ready, return to **100**.

50

As you had hoped, he sends the iron ring whistling towards you. Whipping your arm into the hair rope causes the ring to twist round your wrist. Almost simultaneously, you pull on the cord and leap into a

flying kick. The Grandmaster was not expecting this; he takes an involuntary step forward and your foot smashes into his face: the Grandmaster loses your Power Rating in Life Points. The force of your kick sends him reeling back, and he lets go of the kyotetsu-shoge. Immediately he somersaults into a handstand and then flies backwards to the altar and grabs a ninjato – a ninja sword – in its scabbard from behind the altar. As you disentangle the cord from your arm, he jumps towards you again, coming to a halt a metre away. His left hand is on the scabbard, his other on the hilt, poised to draw. Roll one dice. You can use the *Phase* Special Move to add 1 temporarily to your Speed, if you know it, but you must cross off the Inner Strength point *before* rolling the dice. If the number rolled is less than or equal to your Speed, turn to **277**. If it is greater than your Speed, turn to **222**.

51

'Must we?' Slash asks resignedly. Trident leads the way as you wade warily towards the island. Then Trident stops and tells you that the bottom of the lake falls away suddenly, and that you'd have to swim the rest of the way.

'Well, I ain't doing no more swimming, even if the Eternal One himself begged me to!' says R.A.X.

'Me neither,' Slash agrees emphatically.

'Humanss, bah!' Trident mutters quietly. Will you abandon the island and walk round the shores of the lake (turn to **285**) or tell R.A.X. and Slash to wait while you and Trident investigate the island (turn to **273**)?

52

The sword cuts into you painfully. Lose 6 Life Points. If you are still alive, you gasp in agony and fall backwards to the ground. The wound is grievious, and you are in shock, too weak to act. Jaluda strides over to where you lie, intent on finishing you off; then Larcen appears above you. Jaluda snarls in rage and delivers an overhead cut at Larcen's head, but he steps forward to meet it, snapping up the palm of his hand to intercept the sword. You think for a moment he must have gone mad – surely the sword will cut his hand in two! But there is a resounding clang, and you realize that Larcen has parried with his 'Cat's Claw', a kind of metal knuckleduster used for climbing and combat. Jaluda's eyes widen in surprise – her sword has lodged between the spikes. Larcen twists the sword down and to the right, then he steps forward, hammering his other fist down at her wrists. She cries out and drops the sword. Meanwhile you have time to gather your wits and regain your feet.

Suddenly, a ninja leaps through the air in a flying kick, catching Larcen on the shoulder, and he is propelled aside. You find yourself face to face with Jaluda once more. She reaches into her belt and pulls out two iron truncheons, called Jitte, with red tassels hanging from the hilt. She holds one in each hand and closes in on you. 'This time you won't be so lucky,' she grates through gritted teeth. Will you counter with a kick (turn to **83**), a throw (turn to **46**) or a punch (turn to **237**)?

53

When you say that the Overlord is your enemy, the mutant, Garoud, smiles broadly. However, a voice from behind him shouts, 'What have you found, you filthy mutie scum!'

Garoud yells back over his shoulder, 'Nothing yet, Captain. Just give me a minute to clear the ground!'

'Well, hurry up,' the Captain replies gruffly from the far side. Garoud whispers for you to wait here, and he steps back into the tunnel he came from. Although Garoud smiles as he leaves, Midknight questions whether he can be trusted. If your order Shadow to attack him immediately, turn to **29**. If you want to escape through the railway tunnel, turn to **236**. If you wait for Garoud to return, turn to **91**.

54

You sweep both your forearms up and block her double strike, then with a shout you bring your fists together on either side of her head. The Master of the Devil's Hand drops at your feet, beaten at last. Turn to **30**.

55

Reduce the time number of your CyberCage by **1**. If it is down to zero, turn immediately to **99**. If it is not, he chops a hand at the side of your neck, but you duck under it and he follows this up with a chop to the other side of your neck. Giving ground fast, you block desperately. With unrelenting rapidity, the Overlord closes his hand into a fist and snaps his arm straight, trying to drive his knuckles against the bridge of your nose. You are hard pressed, but you manage to bring your forearm across the top of your head, just in time to intercept the blow. Barely moments later, he whiplashes the side of one foot at your throat in a side kick, but you slap his foot aside with your hand. The force of the parry spins him around and you take the chance to leap back out of range while the sounds of his shouts echo into Cyberspace. The Overlord is turning to face you, and you take the opportunity to counter-attack. What will you try now?

A straight thrust kick at his midriff?	Turn to **14**
A spinning back kick?	Turn to **257**
A roundhouse kick to the head?	Turn to **209**
A punch?	Turn to **25**
A throw?	Turn to **2**

56

Medtech is a large medical facility. It looks as if it is used primarily for modifying humans, changing them into cyborg servants of the Overlord. But you find an Autodoc system, a robotic surgeon. Your companions

make use of it to heal some of their superficial wounds. You can do the same. Roll one dice. If the number rolled is less than or equal to your Recovery Rating, you get back up to 5 Life Points. If you score more than your Recovery Rating, you get back only 2 Life Points. As you are leaving, the Champion you left monitoring the Cybermarines is hurrying to meet you: it seems the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **9**.

57

You twist the dial. A siren sounds and the inside of the coffin goes dark. Red warning lights flicker on and the readout comes up with a message: 'Bio systems shutdown. Subject is terminated.' It seems that you have killed Roger Wells. 'Oh well,' Trident shrugs flippantly.

'Good going, boss,' R.A.X. jeers. You sigh resignedly; some people would thank you for killing the creator of the Overlord, but others would say he was only an innocent dupe. Certainly he could have given you some tips on how to deal with the Overlord. There is nothing else left to do here, so you leave; turn to **8**.

58

You order Xavier to eat one of the toadstools. 'That I will not do, for all the tea in China!' he retorts.

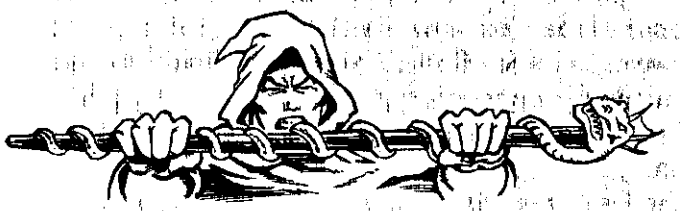
'Shadow?' you ask. She smiles and shakes her head.

'And *I* cannot be sure what the fungoid growth would do to my altered metabolism,' Midknight adds quickly. You have no choice but to try it yourself. Gingerly you pick one of the greasy toadstools. It slides down your throat like raw shellfish, and tastes like dog sweat. But the effect it has is beneficial: you feel a surge of energy – add 1 to your Inner Strength. You harvest the remaining toadstools – there are four left – and you give one to each of your companions, keeping the last for yourself. Note that you have a toadstool that can be used once at any time to add 1 point to your Inner Strength. You continue on your way. Turn to **250**.

59

As you step back, your legs braced and arms poised to block, so does the figure in front of you. You realize that you are looking in a mirror! Suddenly it tips forward towards you and shatters on the ground. A ninja steps out of the dark, holding a long tube in his hands. There is a click, then a cloud of yellowish gas

shoots out of the end of the tube. You are alert enough to hold your breath, but Jetta is taken by surprise and breathes in a lungful of the gas. Coughing, she sinks to her knees and passes out. The ninja attacks you, using the tube as a baton. You must fight him. (He has 9 Life Points, a Defence of 3 and a Power of 3.) If you win, turn to **234**.



60

'Sure, I'll try anything once,' Blade says gamely. He wraps his arms and feet round the cable and inches his way down, dangling from it precariously. He makes it safely to the other side. Unfortunately, he cannot get from the cable to the window-ledge – it is too far. There is nothing more he can do, so he starts to work his way back up the cable. It takes him much longer to climb back up. Suddenly the lift door opens, spewing forth several ninjas. By now your position is known, and they are soon reinforced by Enforcers and Cyber-marines, armed with plasma rifles. Some have been flown over from the Citadel by jet 'copter. A ninja sword cuts the cable and Blade plummets to his death. The rest of you battle bravely, but eventually you are all overwhelmed and killed. Your adventure ends here.

61

With a deft flick of the wrist you catch the incoming bolt, plucking it out of the air. You look up to see an enraged Master of Destruction running straight at you. Quickly you throw the bolt back at him, but it glances harmlessly off his body armour. He roars a battle cry and leaps at you, bearing you to the ground, then he lands on top of you, driving the piledriver at your head. Desperately, you manage to grab it with your hands, but his strength is enormous. He bares his teeth and redoubles his efforts, leaning into it, forcing the hammering piledriver at your head. Inexorably it gets closer and closer. Try as you might, you cannot keep it away! Finally you reach up with your left hand, scrabbling for the wires and cables that power his cyborg arm – but can you hold him at bay for long enough with only one hand? Roll one dice, subtracting 1 if you know and wish to use the Power Strike Special Move (remember to cross off 1 point of Inner Strength *before* you roll the dice). If you score less than or equal to your Power Rating, turn to **231**. If you score more than your Power, turn to **94**.

62

Your opponent steps forward and thrusts the stiletto stick straight at you face. You lean back and try to catch his wrist in one hand. Roll one dice. If the

result is higher than your Defence, you miss and he gashes your face; lose 3 Life Points. If the result is less than or equal to your Defence, you catch his wrist and twist his arm into a lock, forcing him backwards, and you chop your other hand down at his chest. Roll one dice, adding 1 if your Fighting Style is Aikido, Jujutsu or Ninjutso. If you roll less than or equal to his Defence of 4, he evades your attack. If you beat his Defence, your blow gets home and he loses your Power Rating in Life Points. If he is down to zero or fewer Life Points, turn at once to **78**.

He drops backwards and rolls away, tearing his wrist out of your grasp. Will you now try a low kick (turn to **196**) or lift up a knee to feint a kick, then lunge forward and lash a fist at his face (turn to **251**)?

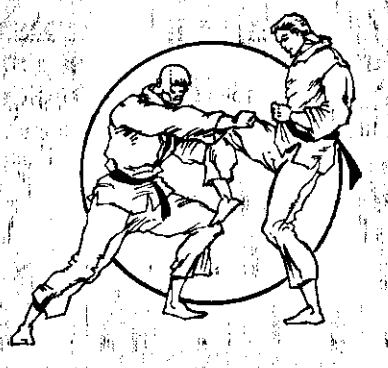
63

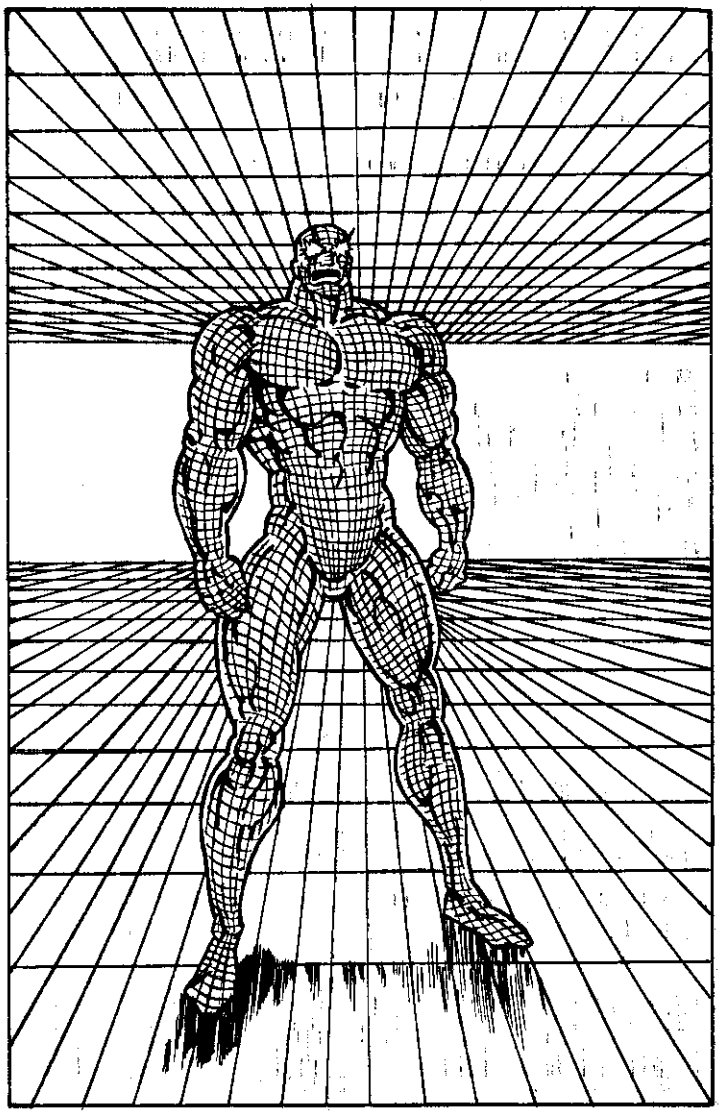
Try as you may, you cannot revive him; he remains in a coma, on the brink of life and death. You cannot spend any more time here and decide to leave; turn to **8**.

64

You hit the ground as fast as you can while a cloud of a myriad deadly blades passes overhead with a whistling hum. You cannot avoid them all, and two tiny

darts embed themselves in your shoulder; lose 2 Life Points. If you are still alive, rolling forward, you catch a glimpse of your trapped companions. Dozens of small knives thud into the tubes, and you see Midknight's head jerk back reflexively as he stares at a dart in front of his face. You roll to your feet in time to see Kaisho throw the cloak aside. She falls into a stance more like that of a ballet dancer than of a martial artist, standing on tip-toes, her knees bent, holding her hands together in front of her. Then she leaps onward, spinning in the air and extending her right arm. She lands and leaps even higher, spinning and whipping her fist like a tornado at your head. Her long sleeve must have a weight at its end, for it too is whipping towards you. Will you try to block her attack with a forearm (turn to **120**) or lean back to avoid it, simultaneously driving a straight kick at her as she comes in (turn to **214**)?





65

You experience a sickening lurch of disorientation, then find yourself standing in the middle of a vast, limitless plain of light that hurts your eyes. After a few moments the brightness fades and you can see once more. The ground is a dull greyish white in colour, featureless and flat, stretching away in all directions as far as the eye can see, and it is criss-crossed with geometrically arranged, thin black lines like a circuit board. Looking down, your body seems to be as real as it ever was, even down to the clothes you are wearing. The neural helmet has analysed your mind and reproduced it in computer form. You can feel the helmet on your head and, when you turn, you notice four ethereal cables running from the helmet and disappearing into tiny holes that seem to hang in the air itself. Your hand passes through these cables as if they did not exist – ghostly reflections of your lifeline to the world outside. A faint electronic hum pervades the air.

In the distance you observe a strange black cloud, like gathering stormclouds. It hurtles towards you at incredible speed and then stops, hanging in the air, roiling and churning. A lancing beam of ruby light spears out from the ceiling into the cloud and begins to oscillate rapidly, sketching in a figure that quickly materializes within the cloud. First it creates a wire-mesh figure of a man, then it begins shading in the squares. The figure that coalesces is a perfectly formed human, heavily muscled and powerful. He is smooth and hairless, coloured pale grey and with a grid-like mesh

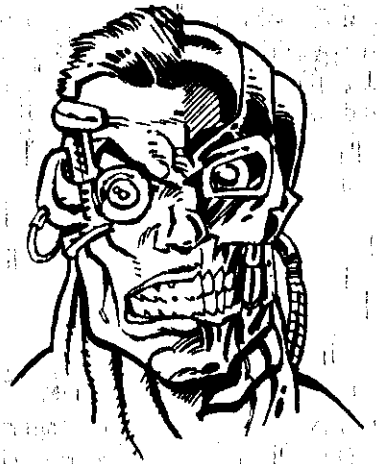
of lines all over his body. The eyes are twin orbs of glowing energy and, when he speaks, the interior of his mouth is a black void. Turn to **201**.

66

You swim up into the pipe. You can see light streaming in from above, then you spot Trident coming down towards you. He grabs you and kicks upwards, his speed so much greater than yours underwater. You reach the surface of the water and gasp for air. Turn to **34**.

67

The Enforcer collapses as your foot crashes against the side of his head with punishing force, but the Captain manages to step back just in time. He glares at you angrily, his fists balled. The sights and sounds of battle echo in the cavern round you: the flash of Shadow's smoke bomb, the crack of energy whips, Xavier's shout as he strikes with the staff, and the ruby glow of Midknight's hypnotic gaze. It looks as though your Champions are making short work of the Enforcers – you will have to do the same against your opponent. You must fight the Captain, round by round. He has a Defence of 3, a Power Rating of 4, and 9 Life Points. He attacks first. If you win, turn to **45**.



68

Your elbow slams home, making the Poison Finger Master gasp, the air driven out of him by the force of your blow; he loses your Power Rating in Life Points. If he is down to 3 or fewer Life Points, turn to **267**. Otherwise, you are still holding his arm, so you spin around and drop to one knee. Off balance and unable to resist, your opponent is hurled over your shoulder. He rolls with the throw however, catapulting himself into the air and just dodging your follow-up punch. He somersaults and spins in the air to land facing you,

massaging a rib. Then he adopts a stance, holding his hands like claws in front of his face. Will you now close in and try some punches to his head and body (turn to **218**), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?

69

Blade, Midknight and Xavier examine the cube. After a brief discussion, Blade comes over to you and announces, 'The only way to get to the Overlord is to enter his electronic home. As I see it, Jimmi Jax must keep the Overlord imprisoned with his CyberCage hacking while your mind enters Cyberspace and battles the Overlord inside his computer world, defeating him before the Overlord's anti-virus programs penetrate Jimmi's cage. Inside Cyberspace, to all intents and purposes you will feel as if you are in the physical world. Of course, we shall need a neural helmet to enter Cyberspace.' If you do *not* have a neural helmet, turn at once to **233**. If you have, you explain to the others what must be done. Everyone agrees that it should be you who will wear the neural helmet and fight the Overlord, since you are the best martial artist. It is surprising how they grant you this accolade so quickly, when under normal circumstances they would not admit it at all! They all wish you luck in their different ways: Shadow blows you a kiss, Larcen gives you a conspiratorial wink, Trident flaps his gills, and so on. Jimmi grins at you impishly, plugs his terminal into the cube and starts tapping the keyboard rapidly; turn to **195**.

70

Your foot slams home and you hear a crack, a grunt of pain and the sound of a man vaulting backwards out of range. Note that the Grandmaster has lost your Power Rating in Life Points. If he is down to zero or fewer Life Points, turn at once to **78**. Otherwise, the lights flare up unexpectedly and you are momentarily blinded. With your eyes narrowed against the glare, you can just make out your opponent, some three metres away, about to hurl his sword at you like a javelin. Roll one dice. You can use the Monkey Heart Special Move, if you know it, to subtract 1 from this roll (but you must decide to use it *before* you roll the dice). If the result is less than or equal to your Defence Rating, turn to **161**. If the result is greater than your Defence, turn to **240**.

71

The key fits perfectly. There is a little click, and the door slides open to reveal a dimly lit corridor stretching away into darkness. Cautiously you step in, Jetta close behind. 'Be careful,' she whispers. 'Who knows what tricks and traps the ninja have left for unwanted intruders?' The walls are of sculpted stone. Carven gargoyles and demonic forms surge out, as if to bite

and snap at those who walk this corridor. Without a sound, you glide along the straight, devil-lined corridor, your senses alert and your heart beating rapidly. In the dim light, it seems as if the sculpted faces and figures are silently mocking you; as you pass them, your spine tingles in anticipation – you half expect them to roar into life and devour you.

After a while the corridor curves to the right. As quiet as the void, you pause, feet apart, and crouch. Carefully you look out and along the corridor. About four metres away, a ninja guard stands beside a door, his back to you. A ninjato sword is strapped to his back. Will you try to creep up behind him and launch a surprise attack (turn to **160**) or tell Jetta to throw her Bladerang knife at him from here (turn to **215**)?

72

The Eternal Champion tells you that Larcen has an ally in the city. 'You ought to find him as soon as you can; he may well prove useful.' The Eternal One wishes you luck, and you leave.

Next day, you meet Larcen, Jetta and Blade on the heli-pad of Fortress Eternity. The jet 'copter has been brought to the Fortress by rebels, warring against the Overlord in the city. Its registration, X153HJ, should still be registered with Megapolis Control. Blade tells you that its cargo is machinery for the Overlord's factories and that he will be flying the 'copter – he's the only one who knows how! Larcen confirms that he has a contact in the city, a Mr

Ferranti, who will be able to help. You ask Larcen who Ferranti is. 'Well,' he drawls, 'I guess you'd call him a smuggler, I suppose. He gets stuff in and out of Megapolis . . . you know.'

'How do you come to know him?' you ask.

'Umm, just a business contact,' he mumbles and takes a swig from a small flask. The unmistakable smell of brandy wafts across to your nostrils. The Eternal Champion does not allow alcohol in the Fortress, but Larcen has never been one to stick to rules and regulations. This so-called ally sounds more than a little dodgy to you, but the Eternal Champion seems to trust him. Anyway, all is ready now and you board the jet 'copter. Jetta and Larcen sit together, and you sit beside the taciturn Blade in the cockpit.

The flight lasts a couple of hours; then you reach the mountains that overlook Megapolis and catch your first glimpse of Cyber City. Turn to **104**.

73

Roll one dice and add 1 if your Fighting Style is Kung Fu or Ninjutsu. If you score less than or equal to Piledriver's Defence of 3, turn immediately to **266**. If you score more than 3, at the last possible moment you drop prone, your back to your opponent. He is virtually standing on top of you when you drive a mule-like back kick up under the shield and into Piledriver's groin. He grunts in pain and surprise, doubles up, and crashes, head first, into the wall. He loses your Power Rating in Life Points. By the time

you have rolled aside and leapt to your feet, Piledriver has turned to face you, his face a mask of pain. Turn to **133**.

74

You instruct Larcen to take you to his contact in the city, Mr Ferranti. 'His base is in the old quarter of Megapolis. It used to be a suburb, but now it's become a sprawling ghetto. The Overlord doesn't bother with it much these days, so long as the people don't cause him any trouble,' Larcen says as he leads you through the back streets. You have to avoid a couple of patrols of Enforcers – half-cyborg automata under the control of the Overlord. Here and there surveillance cameras are scanning the streets, but you manage to steal past them without being spotted. At least you *think* you weren't spotted, but you cannot be sure. Soon you arrive in a part of the city that is even more run-down than the rest. Groups of people huddle round charcoal fires and beggars accost you for handouts. 'This way,' Larcen says. Turn to **276**.

75

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you bring your fist down in a great arc at his neck. Unfortunately the Overlord is too fast for you; he catches your wrist and delivers a snap-kick with the ball of his foot to your solar plexus; you lose 2 Life Points. If you are now down to zero Life Points, turn at once to **157**. If you are still alive, he places the sole of his foot on your stomach and falls backwards,

bringing you with him. Then he straightens his leg and sends you sailing over him. Roll one dice. If the number rolled is less than or equal to your Equilibrium Rating, turn to **138**. If it is higher than your Equilibrium, turn to **246**.

76

Nothing else of interest attracts your attention in the labs. As you are leaving, Midknight is hurrying to meet you; it seems that the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **9**.

77

Your opponent reaches for your head with both hands. You lean back and lash the ball of your foot in a straight thrust kick at his solar plexus. Roll one dice, adding 1 if your Fighting Style is Karate, Kickboxing or Savate. If you score higher than his Defence of 3, turn immediately to **293**. If not, his hands close on empty air just in front of your face. Before you can execute your kick, however, he flicks his fingers at you, discharging several small bolts of electricity into your face. You are jolted backwards and must lose 2 Life Points. If you are still alive, will you now try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**) or try to distract him by stamping on his foot (turn to **41**)?

78

The Grandmaster of Ninjas fails to get up after your last blow. You search his body but find nothing. Then Jetta groans: she is coming round. You help her to her feet and, though she feels a little woozy, she will soon be fighting fit. The door behind the altar is unlocked, and you and Jetta step through it into what is obviously a room for interrogating prisoners. Larcen and Blade are here, strapped to chairs that look like all-purpose torture machines; they remind you of a visit to the dentist.

'Jetta! It's good to see ya!' Larcen drawls. 'Get me outta here pronto, sweetheart!'

'Don't call me sweetheart!' Jetta retorts, but she is smiling as she goes over to release Larcen.

Blade nods at you. 'What took you so long?' he grates angrily. Both of them have been roughed up a bit, but you got here before they had to suffer any real torture. They have been stripped of all their equipment, unfortunately. Both are keen to find their gear and think it is hidden somewhere near by.

Soon you are on your way again. Another door leads to a corridor that is lined with small prison cells. Most of them are empty, but as you pass the last you hear a squeaky little voice pipe up from inside, 'Hey, wait!' Turn to **169**.

79

Shadow Yamoto

Fighting Style: Ninjutsu/Taijutsu

Time-zone of origin: AD 1993, Tokyo

Apperance: 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 origin 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 said 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. She has defeated the Grandmaster of her old ninja clan, the Black Orchid. Now she is ready to serve the Eternal Champion to the death, fiercely loyal to his ideals and plans for the future of humankind. Shadow is the obvious choice to work with Midknight and Xavier. Though some would describe them as a vampire and a black magician, she will not be fazed at all by them. In fact, she'll probably enjoy it, so totally unflappable is she. Watch out for her cruel sense of humour, though, and her tendency to over-confidence.

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

80

You cannot avoid the tiny blade, and it slices across your stomach. However, it is so small that the cut is only superficial. You look at your opponent, puzzled, but he is waiting expectantly. Suddenly you feel a sharp stinging sensation in the wound – poison! Roll one dice. If the number rolled is greater than your Endurance Rating, turn at once to **122**. If it is less than or equal to your Endurance, you feel as if your veins were full of fire, but your constitution is strong enough to withstand the poison, and the agony passes. Meanwhile your opponent is about to attack while you are trying to throw off the effects of the poison. All at once he is struck a sudden, devastating blow from behind and falls forward, dead. Slash steps over his body, grinning broadly and hefting his club. 'Got him

a good one,' he says, helping you to your feet. Turn to **192**.

81

Throwing your head back, you manage to avoid the weighted sleeve which whistles past, mere millimetres from your face. Simultaneously you drive the ball of your foot in a straight thrust kick aimed at her back as she spins away. (Note that she has 10 Life Points, a Power of 3 and a Defence of 4.) Roll one dice, adding 1 if your Fighting Style is Karate, Kickboxing or Savate. If you want to use a Special Move, remember to do so *before* you roll the dice. If the result is less than or equal to her Defence, she spins aside. If the result is greater than her Defence, your blow hits home, and she is knocked off balance and falls over. She loses your Power Rating in Life Points. She leaps quickly to her feet, looking at you in amazement and what seems to be embarrassment.

Whether you hit her or not, she now stands with her legs braced wide apart and her knees bent in a half-crouch. Her forearms are crossed, held close to her chest, her hands balled into fists. An unusual stance, you think to yourself; you'll have to be careful. She waits. So do you. Then she says, 'Come. The marines will arrive soon,' in a strange whisper. She is right, you will have to attack. Will you feint with a low kick, then punch at her (turn to **102**), drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

82

The stick whistles down, and you step back to avoid it. There is a click, and a stiletto flicks out from its end, nearly doubling its length! It is too late to block, and the tip of the blade scrapes down your shoulder; lose 3 Life Points. If you are still alive, the pain forces you to retreat and you cannot finish your attack. The Grandmaster twirls the stick effortlessly in one hand, a mocking smile playing about his lips. Will you now wait for him to make a move, then counter-attack (turn to **62**), try a low kick (turn to **196**) or lift up a knee to feint a kick, then lunge forward and lash a fist at his face (turn to **251**)?

83

She drops to one knee, driving the iron spikes at your midriff, in a lunging double thrust. Roll one dice for Jaluda. If the number rolled is higher than your Defence, you lose 3 Life Points. If it is less than or equal to your Defence, you step back in time. In either case, if you are still alive, you leap towards her, hammering a side kick down at her head. Roll one dice, adding 1 if your Fighting Style is Karate, Kickboxing or Savate. If you beat her Defence of 4, she is knocked back and loses your Power Rating in Life Points. If she is down to 3 or fewer Life Points, turn to **12**. If you score less than or equal to 4, you miss. You circle each other warily once more, as the battle continues to rage around you. Will you now try a throw (turn to **46**) or a punch (turn to **237**)?

84

You leap for the edge of the pit, but the motion of the mining car has thrown you off balance and you miss, slamming into the wall of the pit just below the edge. You give a moan of despair as you plummet helplessly into the grinding steel crushers below. Within seconds you have been shredded into nothingness. It is all over.

85

The gas makes you feel groggy; you try to throw off its effects, but to no avail. Then you go weak at the knees and slump forward to the ground. The last thing you remember is Jetta falling on top of you, equally incapacitated. You never wake up.

86

Reduce the time number of your CyberCage by 1. If it is now down to zero, turn immediately to **99**. If it is not, you manage to get an arm up just in time, sweeping the Overlord's foot down to the left. As he comes down beside you, he pivots and tries to elbow you in the temple, but you throw yourself into a forward roll and dodge away. You come up with your opponent bearing down on you. What will you try now?

A punch?	Turn to **25**
A kick?	Turn to **189**
A throw?	Turn to **2**

87

Ferranti orders Delako to take you to the entrance to the ninja hideout, which is down a disused well in a deserted part of town. Before you go, he lets you take anything you want from his equipment: there's the one-man portable mortar plus shells, the bazooka-like device that launches a grappling harpoon with a cable attached (useful for scaling tall buildings), and the scuba diving kit for underwater work. Between you, you and Jetta can carry only *one* of the three (note which one you take on your *Adventure Sheet*).

When you are ready, Delako leads you through the now empty underground transport tunnels in order to avoid the Overlord's minions and his surveillance system. You come out at an abandoned station, once called 'Church Street'. 'There it is,' says Delako, pointing to an ancient well, the entrance to a veritable nest of vipers: the Dragon Ninjas. He wishes you luck: 'I'd go with you, but I'm no match for ninjas.' He sets off, back to Church Street station. You approach the well carefully and reach it without incident. Hardly believing your luck, you slip over the edge of the well, with Jetta following. Turn to **16**.

88

An Enforcer lunges with his baton, rapier-like, but you twist aside, using the momentum of your dodge to spin towards Shadow and Piledriver. The second Enforcer is still in your way; he swings his baton in an overhead arc at your head. Desperately you attempt to sidestep and block, but you will have to be fast if you want to get to Shadow in time. Roll one dice. If you know the Phase Special Move, you must use it before you roll the dice. If you know it, you can use

the Monkey Heart Special Move to subtract 1 from the dice roll, for this roll only; but again, you must decide to use it *before* the dice is thrown. If the result is less than or equal to your Speed Rating, turn to **152**. If it is greater than your Speed Rating, turn to **282**.

89

You give him a few drops of the tonic and he starts coughing, then opens his eyes. 'Where am I?' he croaks. Then he sits up. 'The Overlord! I must stop him – the program, it's gone crazy!' he stammers. You calm him down, then you give him a brief rundown of the situation. He looks at you groggily; he is barely conscious but seems to understand you. You learn from him that the Overlord's mind is safe inside a huge indestructible titanium cube, the Core, somewhere near by in the Citadel. The only way to defeat him is to wire your brain into the cyberspace inside the cube, then to fight the Overlord mind to mind, battling within the confines of computer memory banks and circuits. To connect your brain to the computer mind of the Overlord you will need a 'neural interface', a special kind of helmet. You tell him you already have one. 'Good,' he coughs. 'Now help me up, quickly.' Slash and Trident carry him over to one of the lab worktops, and he begins constructing a small electronic device. He may be weak, but after ten minutes or so he hands you a neat little box, with a cable and jack for plugging into a computer terminal. He smiles wanly at you and rasps, 'It's a CyberCage. It'll keep the Overlord imprisoned long enough.' (Note that you have the Wells CyberCage, and that it has a time

number value of 10.) 'I hope I've done something to make up for creating that evil thing,' he groans. Then his eyes dim and he slumps forward over the worktop.

R.A.X. checks his pulse, then looks up, shocked. 'He's dead! Guess he couldn't handle the defreeze process,' he says. A team of medics and a hospital might have helped, you think to yourself, but at least he died helping to defeat the Frankenstein program he had created. There is nothing else to do here, so you leave; turn to **8**.

90

You manage to thrust your right leg forward and stamp it into the ground, anchoring yourself against her throw. You follow up by sweeping your left arm around and throwing *her*. She gasps in surprise and falls painfully on her shoulder; she loses Life Points equal to your Power Rating. If she is down to 2 or fewer Life Points, turn to **294**. Otherwise, she rolls to her feet and nods at you once, a taciturn compliment to your skills. Then she assumes the wide-legged, cross-armed stance once more. Will you now feint with a low kick, then punch at her (turn to **102**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

91

The four of you tense expectantly as Garoud climbs back through the hole in the wall. He is followed by several odd-looking mutants. One of them steps forward; it is a tall, spindly figure with three arms and a warty, gnarled face. 'I am Atone Leuris,' she says in a surprisingly melodious voice, 'leader of the Mutie Miners. Garoud here says you are enemies of the Overlord.' As she speaks, she waves her arms about like an orchestra conductor, punctuating her words with complicated arm-movements. The two muties at the back, a greenish frog-woman and another like Garoud, are watching the tunnel behind, on the lookout for Enforcers. The other mutants look you over, regarding Midknight with some trepidation. Midknight smiles evilly at them, baring his fangs, and they shudder with fright.

'Stop it, you idiot,' Shadow whispers harshly into his ear, 'we may need them!' Midknight shrugs, irritated, but he stops tormenting the mutants.

'What is your purpose here?' asks Atone. 'And hurry up, for the Enforcers will be here at any moment.' Will you say you are thieves, intent on robbing the Overlord's treasure vaults (turn to **197**) or tell them that you have been sent by the Eternal Champion to destroy the Overlord once and for all (turn to **158**)?

92

His footsweep passes through empty air as you leap upwards. Although you are off balance, you use this

to your advantage: instead of landing on your feet, you drop on to your back, pulling the Kung Fu Master down towards you. Then you twist to the left, still holding his arms, and try to hurl him over your shoulder. Roll one dice, adding 1 if your Fighting Style is Aikido or Jujutsu. If the result is higher than his Defence of 4, you are successful and he slams into the ground, losing your Power Rating in Life Points. If he is now down to 3 or fewer Life Points, turn to **267**. If the result is less than or equal to 4, the Kung Fu Master manages to roll into your throw and he cartwheels through the air, the force of his movement ripping his arms out of your grip. Will you now close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), or try a low kick, followed by a roundhouse kick to his head (turn to **108**)?

93

The bolts of energy fly over your head and strike the floor with a hiss, vaporizing the water there. You come out of your roll on to your feet, still running. 'A ladder, a ladder!' R.A.X. screams, and you spot it ahead, set into the side of the drain. It goes up into a shaft in the roof. You cannot outrun the Cybersaur for ever, especially if it fires any more laser bolts, but can you get everyone up the ladder quickly enough? Will you scramble up the ladder first (turn to **105**) or last, after the others (turn to **31**); or will you tell your team that you will all have to fight (turn to **44**)?

94

Unfortunately, before you can find a suitable wire to rip out, you are forced to use both hands to keep the screaming steel away, only centimetres from your face. But still you cannot hold off the Master of Destruction and you cry out in pain as the piledriver makes contact. Lose 1 Life Point. If you are still alive, with a last-ditch effort you manage to twist your head out of the way, but this has won you only a moment of respite. You are resigned to defeat when a cane, fashioned into the shape of a snake, suddenly appears across your opponent's throat. Looking up, you see Xavier standing over you, heaving on the staff that he has hooked round Piledriver's neck. Your opponent starts choking and instantly the pressure is off. He reaches up to the cane at his throat, and you hammer a couple of punches into his face. Xavier digs his knee into Piledriver's back and pulls – and the Master of Destruction is out of business. Xavier helps you to your feet and you thank him for saving you. He nods casually, as if it were all in a day's work. Looking around, you see that the rest of the Enforcers are down – you have won this battle. Turn to **291**.

95

You lunge forward. The old man gives a snort of anger and ducks with remarkable speed, hooking his cane round one of your legs and tripping you. You leap up warily – he is not what he seems. (Note that he has a Defence of 4, a Power of 3 and 9 Life Points.) You must fight him, and he attacks first. Trident will not help you: he has a strong sense of honourable

combat and won't interfere. 'Itss jusst an old human,' he says. If you win, turn to **256**.

96

The instant you leave the ground, the Grandmaster spins towards you and fires a side kick with such speed that it takes you in the chest before you have time to complete your strike; lose 2 Life Points. If you are still alive, you are knocked backwards, but you flip in the air and land safely on you feet.

'Not bad,' he says condescendingly, 'for a *student* of the martial arts.' He starts twirling the ring round his head again. Will you hope that he is going to hurl the ring, and deliberately try to entangle one arm, pull the Grandmaster towards you then execute a flying kick (turn to **50**) or roll towards him and come up on to one knee, driving a fist at his solar plexus (turn to **116**)?

97

'Never!' you shout, signalling Midknight and Shadow into the attack. Xavier's eyes widen in surprise at your decision. The mutant holding the knife glares angrily at you then, to your horror, he cuts Xavier down without a second thought. Xavier is dead before he hits the ground, and the mutants flee as fast as they can along the tunnel, taking Xavier's staff with them.

You, Midknight and Shadow now find yourselves in total darkness without the staff. You blunder about in the tunnels and are soon hopelessly lost in the warren of mine shafts. Your adventure ends here.

98

You manage to catch a wrist with your right hand and grab her upper arm with your other hand. Then you spin and drop to one knee, pitching her head first through the air. She screams angrily and crashes to the ground, losing your Power Rating in Life Points. If she is down to 3 or fewer Life Points, turn to **12**. Otherwise, the fight rages on around you. Jetta is holding her own against three ninjas – she is so fast, they cannot get hold of her. Blade is in trouble: a ninja has grabbed him from behind and another is pummelling him in the ribs. He uses his stun beam, and the ninja falls away. That's all you have time to see before Jaluda comes in at you again. Will you now try to disarm her (turn to **171**), or dodge and counter-attack with a kick (turn to **216**)?

99

The Overlord smiles unexpectedly. 'You have run out of time!' he says. 'My sub-routines have established a cyberlink!' Suddenly a door in the air near by blinks open. The Overlord's body stretches out like a rubber band and telescopes away, arrowing through the doorway. In an instant he has disappeared and the doorway winks out of existence. Midknight draws you back from Cyberspace into your real body. The other Champions have been watching the fight on the screens of the Cube; Midknight tells you that the CyberCage gave out and the Overlord has escaped to another computer, probably kilometres away. Suddenly the Cube begins to shake, then it explodes, a massive blast that destroys the Citadel and half of Megapolis . . .

and you and the other nine Champions too. Your adventure ends here.

100

The electronic dossier bleeps into life as you switch it on. The screen lights up with nine entries. You may examine the dossier at any time by turning to this paragraph, but remember to note the number of the paragraph you are at before turning here.

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, return to the paragraph you came from.

101

You enter a small complex of research labs, including an electronics workshop. Genetically engineered

scientists are working here – they look like Orgin Chard. At the sight of you, they all flee in terror. One area of the labs has been set aside for computer programming research. Orgin Chard examines the program and tells you that the Overlord is creating a martial arts program for himself; he intends to put his mind into a cyborg body, programmed with the skills of many grandmasters of the martial arts! You also learn that the program is incomplete: he has not yet fully learnt the techniques of defending against spinning back kicks. Orgin says, 'Remember that, for the final battle against the Overlord will still be a martial arts contest. It will all be in the mind, inside Cyberspace, but to all intents and purposes it will also be real. He can kill your mind with a mental kick just as in a physical fight!'

Much to Orgin's glee, you also find the electronics workshop and he begins working fast. After a few minutes he hands you a simple-looking CD-rom unit with a cord and a jack. 'All you have to do is to plug it into the Overlord's computer core,' he says. 'It should hold him for a few minutes. With a bit of luck, that will be long enough to destroy him.' Make a note on your *Adventure Sheet* that you have Orgin Chard's CyberCage and record the number 10 next to it. (The number represents how long the cage will hold the Overlord.) As you are leaving, the Champion you left monitoring the Cybermarines is hurrying to meet you. It seems that the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **150**.

102

You close in and make as if to execute a low kick, but then you bring your foot down and lean forward, driving a right cross at her face with the full weight of your body behind it. She ignores your feint and leans aside, catching your wrist in her left hand with cat-like speed. Then she steps in and rams her other hand under your upper arm, levering your elbow into a painful joint-lock. The agony forces you up on to your toes and off balance. She follows this up by trying to knee you in the groin. Roll one dice for Kaisho. If the number rolled is less than or equal to your Defence, turn immediately to **200**. If it is higher than your Defence, you try to block with your left hand, but her knee strike is too powerful, and it slams home. You double up in agony; lose 3 Life Points. If you are still alive, she puts a hand on your face and shoves, sending you flying backwards. Kaisho laughs, a low, demonic chuckle, as she lets you get to your feet. Then she assumes the wide-legged, cross-armed stance again. Will you now drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

103

The lightning bolt flashes over your head with a crackle, and you feel the hairs on your head stand on end – it was that close! Out of the corner of your eye you see that Trident has not been so lucky: he was struck full in the chest. He warbles a single cry and is thrown backwards, blasted into unconsciousness. He

falls in the river and sinks – but at least you know he won't drown! You come up in front of your opponent, face to blank, visored face. Then behind you, you hear a crash and grunt, followed by a fearful shout and a splash. The Master of Lightning starts laughing. 'Your Neanderthal friend didn't quite make it – he's fallen in!' Suddenly he swings a punch at your head – you duck under it. Just as well, because his cyber-gauntlets crackle with blue energy. (Note that the Master of Lightning has a Power of 2, 10 Life Points and a Defence of 3.) Will you try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**), try to distract him by stamping on his foot (turn to **41**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

104

Using an electronic viewfinder, you examine your ultimate destination. The great city of Megapolis lies before you, a vast expanse of jumbled buildings of all shapes and sizes, surrounded by a defensive wall, newly constructed since the tyrannical rule of the Overlord began. Spaced at regular intervals along the wall are heavy concrete towers with surveillance cameras mounted on them, not to mention air-to-air missile systems and heavy laser cannons to counter any ground attack. The docks are outside the walls. After arrival by sea, passengers have to pass through a security checkpoint before entering the city itself. The walls are manned by cyborg soldiers who patrol up and down with a jerky, mechanical gait. Rising up from behind the walls are tall buildings and skyscrapers, but the most dominant structure climbs heavenwards from the very centre of the city. It is a thin gleaming spire of steel, hundreds of metres tall; great buttresses, also of steel, support the tower. The spire is in the middle of the Citadel of the Overlord; it is, you guess, the most likely location of the Core. If you are with Blade, Larcen and Jetta, turn to **295**. If you are with Midknight, Shadow and Xavier, turn to **4**. If you are with Trident, Slash and R.A.X., turn to **164**.

105

You pull yourself up the ladder as fast as you can, with R.A.X. close behind. Then the head of the robot dinosaur appears at the bottom of the shaft, one red eye glaring up at you. A laser bolt suddenly erupts from the eye, straight up the shaft towards you. You

have nowhere to hide, and it burns a neat hole in your head. Your adventure ends here.

106

With a loud whine, a drill-bit bursts through the wall. Quickly you position your squad on either side of the widening hole: Xavier and Midknight take one side, Shadow and you take the other. Seconds later, a chunk of the wall collapses, crashing to the ground in a cloud of dust and rubble. A large arm, hugely muscled, forces its way through, followed by a horribly mis-shapen head. The face is noseless and has two holes for nostrils, and the eyes are unnaturally large. As the man – if that is what it is – pushes the rest of his body into the cavern, you see that he is a short and stocky miner, wielding a massive drill in one hand as if it were a walking stick. He is clearly a mutant, probably genetically engineered for work underground. Shadow steps forward, ready to strike. The mutant hasn't noticed your team yet. Will you order her to attack (turn to **29**) or wait (turn to **17**)?

107

You have misjudged the speed of the dagger and your hand closes on empty air. The blade sinks into your shoulder; lose 2 Life Points. If you are still alive, the Grandmaster jerks it back, causing you to gasp in pain; then he snatches the returning dagger deftly in one hand. He shouts and leaps high in the air to land before you with the dagger in one hand and the other twirling the iron ring round his head. He is close enough for you to attack as he stands there, his smile mocking you. Will you try to wipe that smile off his

face by jumping up and lashing your instep around at the side of his head (turn to **96**) or wait for him to make a move (turn to **263**)?

108

You slowly draw closer to Tien, presenting your left side to him. Then you drive a stamping side kick down at his knee with your left foot. Deftly he lifts a leg to avoid your kick. You swing your right leg up in a half-circle, driving the ball of your foot around at the side of his head. Roll one dice, adding 1 if your Fighting Style is Kickboxing, Savate or Karate. If the result is less than or equal to his Defence of 4, turn immediately to **206**. If the result is greater than 4, your enemy tries to duck under your kick, but he is too slow. Your foot hammers into his face, twisting his head around. He loses your Power Rating in Life Points. If he is now down to 3 or fewer Life Points, turn to **267**. Otherwise, he is knocked into a spin by the force of your blow. 'Good kick,' he mumbles, spitting out a broken tooth. He takes the Mantis stance again, ready for the next round. Will you now close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), or try to throw him (turn to **10**)?

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 in 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. Midknight enjoys working in the laboratories of Fortress Eternity, for science is his second passion – after the martial arts, of course. He will prove an invaluable asset in the mission to destroy the Overlord. Few of the other Champions like to work with Midknight – he is too frightening – Xavier being the exception; it is best that both are on the same team. Watch out for Midknight's vampiric tendencies; he could lose control.

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

110

You jump forward and drop to one knee, driving a jab at the Overlord, but he has learnt from his mistakes and dodges backwards. However, you jump up and continue in the line of your jab, thrusting a straight-armed, straight-fingered lunge at his throat. The Over-

lord reacts with lightning reflexes: he slams one hand into the inside of your wrist and presses the other on to the outside of your upper arm, at the same time pushing his head back to avoid your thrusting fingers. The pain you feel is excruciating as he forces your arm against the elbow joint; lose 4 Life Points. If you are now down to zero Life Points, turn at once to **157**. Otherwise, as you stagger back in agony you try desperately to overcome the pain in time to deal with his next attack. Looking up, you see him leaping through the air towards you, his left leg extended in a flying kick at your head. You have no time to do anything but block – if you can. Roll one dice for the Overlord, adding 1 for his skill. If the result is less than or equal to your Defence, turn to **86**. If the result is greater than your Defence, turn to **283**.

111

The lift doors close and it surges upwards with a hum. After a few minutes the doors open and you step out on to the flat top of one of the cathedral towers. You are high in the air over Megapolis, with a breathtaking view of the city. Looking down, you can see the courtyard with the old well, the secret entrance to the Dragon Ninja stronghold. Moreover, you find that the Citadel itself is only about fifty metres away, on the other side of the cathedral. The central spire of the Citadel rises up out of its fortified base, higher than the building you are standing on. Tall windows, set round the spire, are at a slightly lower level than you, though. If you have a grappling harpoon rocket-launcher, turn to **249**. Otherwise, turn to **153**.

112

You leap up, but the energy whip curls round your leg, releasing a jolting burst of energy. You collapse to the ground: the agony is unendurable when its force is discharged through your nervous system. Lose 3 Life Points. Not only that, the whip has damaged your reflexes – subtract 1 from your Equilibrium Rating permanently. Coughing, you manage to stagger to your feet in time to hear the Captain laughing cruelly at your pain. Out of the corner of your eye you notice Midknight throwing one Enforcer to the ground with an armlock. Another is wrestling with Xavier's staff – it has turned into a snake in his hands and is biting at the Enforcer's face. However, you have little time for further observation: the Captain is readying his gauntleted fists. Will you spin and unleash a whipping back kick, hoping to hit both the Captain and the Enforcer with a single strike (turn to **202**), attack the Captain (turn to **292**) or attack the Enforcer who is wielding the whip (turn to **141**)?

113

After a while you hear a low, rhythmic thrumming, like a helicopter's blades turning at very slow speed. Eventually the shaft widens and you can all stand up. Then you see a light ahead, and you come to the end of the shaft. Ahead of you, a huge propeller blade is whirling sedately, sucking the cold air from the shaft and blowing it into the chamber beyond. Looking through the blades of the propeller, you can make out a great round hall; it seems deserted, so you decide to

go through. You could dodge past the blades, but you will have to time it perfectly. If you have an Electric Shock Discharger, turn to **239**. If you haven't, roll one dice (if you know it, you can use the Phase Special Move to add 1 to your Speed Rating temporarily, if you also have the Inner Strength). If the result is less than or equal to your Speed, turn to **184**. If the result is greater than your Speed, turn to **145**.

114

Your training as a ninja includes the art of picking locks. This one is quite difficult, but eventually you manage it and the door slides open to reveal a dimly lit corridor, stretching away into darkness. Cautiously you step in, Jetta close behind. 'Be careful,' she whispers. 'Who knows what tricks and traps the ninja have left for unwanted intruders?' The walls are of sculpted stone. Carven gargoyles and demonic forms surge out, as if to bite and snap at those who walk this corridor. Without a sound you glide along the straight, devil-lined corridor, your senses alert and your heart beating rapidly. In the dim light, it seems as if the sculpted faces and figures mock you silently; as you pass them, your spine tingles in anticipation – you half expect them to roar into life and devour you.

After a while the corridor curves to the right. As quiet as the void, you pause, feet apart, and crouch. Carefully you look out and along the corridor. About four metres away, a ninja guard stands beside a door, his back to you. A ninjato sword is strapped to his back. Will you try to creep up behind him and launch a surprise attack (turn to **160**) or tell Jetta to throw her Bladerang knife at him from here (turn to **215**)?

115

You swim up into the pipe. You can see light streaming in from above then you spot Trident coming down towards you, but you cannot hold your breath for a second more. You inhale involuntarily, and water starts to fill your lungs; lose 2 Life Points. Trident grabs you and hauls you up the pipe into the air. You cough water from your lungs, but after a few minutes you have recovered. You feel like a drowned rat, but at least you are alive. Turn to **34**.

116

Just as you rise up on one knee, the Grandmaster somersaults forward over your head, to land behind you. While your fist hammers empty air he twists around and his dagger strikes home. Your adventure ends here.

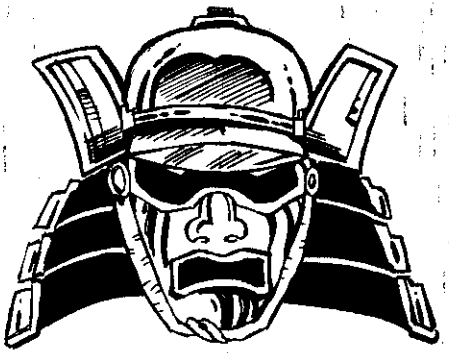
117

You are standing on a concrete, quay-like platform in a kind of natural cavern that here and there has been worked by masons. It is illuminated by lights, set into the ceiling. The quay overlooks an underground river that flows from left to right across your path. On the far side of the river is another open area of stone, and the storm drain continues into the rock wall beyond. No doubt the small river will overflow in heavy rains and any excess water will be carried away to the lake, then to the sea at your back.

Just then a figure steps out of the shadowy storm drain on the far side of the river. R.A.X. trains his torch beam on him. It is a man, dressed in a skin suit of some flexible plastic fibre, bright blue in colour, with black boots and heavy cyber-gauntlets. A forked-lightning symbol adorns his chest. You cannot see his face since he is wearing a full-face helmet with a dark, one-way visor. Thin cables run up his arms to a power pack on his back. As you watch, he steps forward, holding his hands in front of him at chest height. Suddenly, crackling electric-blue energy flashes from hand to hand, and he laughs maniacally. His voice, modulated by speakers in his helmet, sounds tinny and mechanical. 'Hello, champs,' he crackles, 'or should I say, chumps! No one can get past me, 'cos I'm the Master of Lightning! All I have to do is "storm" you to death.' He chuckles again. Then he points at you, and a bolt of lightning leaps from the end of his finger! You dodge aside and it earths to ground near by, leaving a blackened stain on the concrete.

You must act fast. The river will have to be crossed by

swimming, though R.A.X. may be able to jump it using his jet boots. Will you order everyone to rush this lunatic as fast as possible, including yourself (turn to **177**) or send R.A.X. over first (turn to **258**)?



118

Xavier nods grimly and starts to crawl forward along the mine shaft. The tension mounts with each passing second and your heart is hammering in your chest like a piston. Suddenly all hell breaks lose up ahead. A deep voice cries out, 'Oi! There's someone there!' You hear sounds of a scuffle and Xavier gives a cry of pain. As you leap up to run forward, the tunnel is filled with light, and you see Xavier being held by two strange-looking figures and a third holding a lantern. They are short and stocky – clearly mutants, judging by their faces, which are noseless with over-large eyes and knobbly skulls. You see that one of them has a rusty blade held at Xavier's throat. Another is holding his snake staff.

'You fool,' Shadow says to your face, 'you should have sent *me* on a mission like this!'

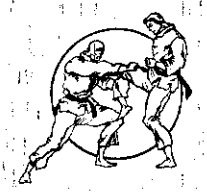
Before you can reply, the mutant holding the lantern speaks. 'We've got your friend. If you want him to live, hand over all your valuables.' Will you give up the 20 Credits the Eternal Champion gave you (turn to **211**), or will you order Midknight and Shadow to attack the mutant bandits (turn to **97**)?

119

Piledriver's shield shatters into several pieces under the force of your blow. Clearly he is astonished, but your strike has done little to slow his charge. He slams into you, and both of you are sent sprawling to the floor. Note that you must both lose 2 Life Points as a result of the collision. He gets up quickly but backs away, intimidated by your display of strength. As you rise, you hear the sighting device over his eye click and whirr, then there is a metallic twang and a crossbow bolt shoots from the barrel on his helmet straight at your chest, closely followed by two more! You dodge the first bolt. With superb reflexes born of desperation, you bat the second one out of the air with the back of your wrist. Roll one dice. If you score less than or equal to your Speed Rating, turn to **61**. If you score more than your Speed, turn to **168**.

120

You snap your forearm up in a textbook block, but Kaisho's fist sweeps past without touching you. To your horror, her weighted sleeve curls round your arm instead. She continues her turn, and you are dragged forward by her sleeve, unable to resist the force of her spin, until you are pulled to your knees. Then she steps nimbly behind you, at once wrapping her other sleeve round your neck. She drives a knee between your shoulder blades and pulls, strangling you with relentless efficiency. Choking, you reach up with your hands, but she leans back to avoid you, and you feel your strength waning. Roll one dice. If the number rolled is less than or equal to your Endurance Rating, turn to **170**. If it is more than your Endurance, turn to **13**.



121

Midknight and R.A.X. examine the cube, then Midknight announces, 'The only way to get to the Overlord is to enter his electronic home. As I see it, we must keep the Overlord imprisoned with a CyberCage while your mind enters Cyberspace and battles the Overlord inside his computer world, defeating him before the CyberCage runs out of energy and stops functioning. Inside Cyberspace, to all intents and purposes you will feel as if you are in the physical world. Of course, we shall need a neural helmet to enter Cyberspace.' If you do not have a neural helmet, turn at once to **233**. If you have, R.A.X. says that he has examined the cube's terminal; as part-cyborg himself, he can connect himself up to the cube. He should be able to set up a software CyberCage that will keep the Overlord imprisoned for a short time. It won't be effective as the real thing, but R.A.X. says he will try to contain him for as long as possible. (Note on your *Adventure Sheet* that you are using a R.A.X. CyberCage, and that the time number is 6.)

You explain to the others what must be done. Everyone agrees that it should be you who will wear the neural helmet and fight the Overlord, since you are the best martial artist. It is surprising how they grant you this accolade so quickly, when under normal circumstances they would not admit it at all! They all wish you luck in their different ways: 'Kick ass,' Blade mutters, Xavier launches into a long speech and has to be shut up, Trident flaps his gills, and so on. Turn to **195**.

122

The poison courses through your veins like fire. Seconds later it reaches your heart and you drop dead. Your adventure ends here.

123

'Thank you, thank you,' she says effusively and the other mutants smile broadly: 'I am sure such great champions as yourselves will triumph with ease!'

'I wish I had your confidence!' Xavier mutters. Shadow smiles at him, putting an arm round his shoulders as if to comfort him, and whispers in his ear. Xavier scowls in irritation – no doubt she is winding him up as usual.

Atone hands you the head of a rose; it has been sprayed with a plastic resin so that it will always look fresh. This rose is the symbol of the resistance. Other rebels will recognize it and will do all in their power to help you – tell them Atone Leuris gave it to you. Make a note of the Rebel Rose on your *Adventure Sheet*. She tells you her plan: they will lead the Enforcers into the cavern where you will be hiding, then you can ambush them. Shadow hides in the darkness immediately – even you cannot see where she has gone! Midknight and Xavier secrete themselves behind a pile of rubbish, while you hide behind an old railway carriage. Turn to **26**.

124

You mistime your swing and your chest slams into the ledge. The pain is so intense that you lose your grip on the rope and fall. It takes a few seconds to reach the ground, during which time your whole life flashes before you. Your adventure ends here.

125

Deftly you catch the shortened dagger hilt, a feat of extraordinary skill. For a brief moment the Grandmaster is surprised, and you tug at it with all your strength, ripping the kyotetsu-shoge out of his hands. Immediately he somersaults into a handstand, then

flips backwards and grabs a ninjato – a ninja sword – in its scabbard from behind the altar. As you disentangle the cord from your arm, he jumps towards you again, coming to a halt a metre away. His left hand is on the scabbard, his other on the hilt, poised to draw. Roll one dice. You can use the *Phase* Special Move to add 1 temporarily to your Speed, if you know it, but you must cross off the Inner Strength point *before* rolling the dice. If the result is less than or equal to your Speed, turn to **277**. If the result is greater than your Speed, turn to **222**.

126

Make a note of the name of the Champion you decide to leave behind to keep an eye on the Cybermarines. Now, which door will you investigate: the armoury (turn to **268**), Medtech (turn to **56**) or the labs (turn to **165**)?

127

Your punch meets only empty air. Then a sword is driven upwards into your vitals. Your adventure ends here.

128

Jaluda fails to defend against your attack in time, and your foot takes her right on the chin. She collapses like a sack of potatoes. One of the ninjas speaks. 'You may have defeated the Master of Weapons, but we have achieved our objective. The Dragon Ninja never fail!' With that, several of the ninjas throw small pellets to the ground; there is a flash of light and a billowing cloud of smoke. When it clears, they have all disappeared, taking Blade and Larcen with them! You run over to the windows, but they are nowhere to be seen. Looking up, you see a jet 'copter flying away on silent engines. Cursing your luck, you inspect the body of Jaluda. You find little of use except a large key, fashioned in the shape of a dragon. Make a note of the Dragon Key on your *Adventure Sheet*, then turn to **296**.

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'. The Eternal Champion saved her from this fate, and she has thrown herself into a new cause: that of saving humanity by destroying the Overlord. She is rather formal with people but is trustworthy and very honourable. While she may be of slight build, she is very fast and packs a formidable punch; she will prove a reliable asset to any combat team.

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

130

You fire a side kick at the figure. It seems that your opponent is doing the same, but you are committed now. Your foot strikes home, and suddenly the figure disappears with a splintering crash, seeming to dissolve before your very eyes into shards of glittering light. You have just shattered a mirror, you realize. But another figure stands behind the mirror, and you are too surprised to act for the moment. It is a Dragon Ninja, and he holds a long tube in both hands. There is a click, then a cloud of yellowish gas billows out of the end of the tube into your face. You try to hold your breath in time, but you inhale a small amount. Roll one dice. If the number rolled is less than or equal to your Recovery Rating, turn to **173**. If it is greater than your Recovery Rating, turn to **85**.

131

Tipping the safe on to its back, you carefully pour the acid into the lock. After a while it eats its way through and you are able to open the safe. (Cross the vial of acid from your *Adventure Sheet*.) Inside you find a small device resembling a remote control, and a strange-looking helmet. The helmet is covered in gadgetry, and little pads on the inside connect to various parts of the skull. 'It is a neural helmet,' Midknight announces, 'used for entering Cyberspace with your mind. No doubt Kaisho used it to communicate with the Overlord face to face, inside his computer world.' Make a note of the neural helmet on your *Adventure Sheet*. Shadow takes the remote control and opens the

secret door and you all step through into the great hall beyond. Turn to **299**.

132

The Eternal Champion has arranged a yacht for the four of you, the *Atlantis*. Trident is very pleased with it, of course. 'I will ssail uss to Megapoliss, and then we ssmash our way to the Core!' Trident announces in his sibilant, watery voice. Slash screams a neanderthal war cry, and R.A.X. grins, the prospect of a good scrap, as ever, the only thing on his mind. This team will be the most gung-ho, you think to yourself, but you will have to be on your toes – you're going to have to do most of the thinking for them!

You set off, sailing downriver from the Fortress to the coast. From there, it is a few days' sailing to Megapolis. The journey is a little dull. All that R.A.X., Slash and Trident can find to talk about are past battles they have fought in, and future battles they hope to fight in. Eventually you arrive in a bay and the docks of Megapolis. Turn to **104**.

133

The fight is raging on all round you, but it looks as if your companions are getting the better of the Enforcers. Xavier is facing only one Enforcer now, while

Midknight and Shadow are fighting back to back against four or five others. The rest are down. Piledriver shakes his head to clear it, then looks at you with a hint of fear in his eyes. 'I'll have to try a different tack with you, I can see,' he growls. You hear the sighting device over his eye click and whirr; there is a metallic twang and a crossbow bolt shoots from the barrel on his helmet straight at your chest, closely followed by two more! You dodge the first bolt. With superb reflexes born of desperation, you bat the second one out of the air with the back of your wrist. Meanwhile, Piledriver is charging straight at you again! Roll one dice. If you score less than or equal to your Speed Rating, turn to **61**. If you score more than your Speed, turn to **168**.

134

You examine the cryogenic control console. There are three dials on the console, and each is labelled. Will you turn the one marked 'Thaw Inhibition Frequencer' (turn to **194**), 'Cryogenic Transposer' (turn to **269**) or 'Bio-feedback Nullifier' (turn to **57**)?

135

Your fingers manage to cling to the lip of the pit. The fear of a painful death below gives you added strength

to heave yourself up over the edge of the pit. Midknight is also safe, you see. You look up just in time to see a second mining car unloading its cargo on top of you! You manage to scramble forward below the car, and escape the worst of the avalanche of rock that would have carried you down into the pit. However, a piece of rock does gash your forehead: lose 1 Life Point. That same piece of rock lodges in your clothes; on closer inspection, you realize it is of a rather fine quartz crystal formation. (Make a note of the Quartz Crystal on your *Adventure Sheet*.) Everyone else seems to be all right, so you examine the room at the other side of the pit. This is obviously the Mining Control Centre. It is a large, square chamber with a high ceiling, and it is dotted with consoles and computers that hum and whirr continuously. On the far wall you notice six transparent tubes, set into the ceiling, like glass lift-shafts, except that they end about two metres above the ground. Pads on the floor seem to indicate where a person would stand to be directly under a tube. The right-hand wall is covered with instrumentation: dials, readouts and the like. The left-hand wall is of bare brickwork, built quite recently by the look of it. The whole place seems completely deserted. 'I don't like it,' says Shadow.

'Yes, too quiet,' says Midknight.

'Too quiet? The noise is deafening!' says Xavier.

'He meant because there's no one about, you cretin!' Shadow hisses at Xavier.

'Oh . . . well . . . I knew that! You think I didn't know

that? Of course I knew that,' Xavier says unconvincingly. You order them to shut up and get on with it. Carefully, you all make your way across the pit. Turn to **208**.

136

Remembering what Fulat taught you allows you to dissipate the energy attack with a rush of internal cleansing power that emanates from your Ki, your Inner Strength. You tense every muscle in your body, shuddering with power as you absorb the Master's poison finger. You look up and smile at Tien Hsueh. He looks decidedly worried now, shocked by your knowledge of the ancient techniques. He narrows his eyes and paces slowly round you, his demeanour much more serious. Will you close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to

37), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?

137

As the stick drops, there is a click: a stiletto flicks out from its end, nearly doubling its length! But you take the wooden shaft on your forearm and jump back without getting cut. You eye each other warily. For the first time you notice a flicker of respect in the Grandmaster's eyes, but he does not speak. Will you now wait for him to make a move then counter-attack (turn to **62**), try a low kick (turn to **196**) or lift up a knee to feint a kick, then lunge forward and lash a fist at his face (turn to **251**)?

138

Reduce the time number of your CyberCage by 1. If it is now down to zero, turn to **99**. If it is not, you hurtle to the ground and roll. Coming up on your feet, you flip forward, head over heels, into the air, then you twist so that you land facing the Overlord, who is getting to his feet. Seizing your chance, you cartwheel towards him and throw yourself into another head-over-heels flip to bring yourself within range, taking the Overlord by surprise. What will you do now?

Drop low and try a straight-fingered jab up under his ribs? Turn to **219**
Aim a quick one-two at his body, followed by a right cross at his head? Turn to **167**
Try a kick? Turn to **189**
Try a throw? Turn to **2**

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 ways. 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; and now, with your help, fight-fixers at the Cyberdome have been brought to justice. Now he is ready to help the Eternal One and is eager to 'have a go' at the Overlord. R.A.X. is not as stupid as he appears. Underneath the thuggish image lies a cunning intelligence, making him a dangerous fighter. He works well with Slash and Trident; together, they will make a formidable, though undisciplined, strike team.

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

140

The old man listens with growing interest as you tell him all about your mission to destroy the Overlord, and that you are in the service of the Eternal Champion. 'Well, well,' he says. 'Give the Eternal One my regards when you see him. My name is Fulat, and he's an old friend of mine. You are lucky to have found me, for I can be of great service to you in your quest!' Fulat confides that he is in hiding from the Overlord, who wants to turn him into one of his cyber-controlled champions, the so-called Lords of Death, for Fulat is a Kung Fu master. He further tells you that the Citadel can be reached via the storm drain at the other end of the cavern, and warns you that the way is guarded by at least one of the Lords of Death, Tien Hsueh, the Poison Finger Master, a Chinese master who has sworn allegiance to the Overlord in return for wealth and power. Tien Hsueh uses an ancient nerve-striking technique known as Dim Mok; apparently he has the power to strike an opponent and channel his inner strength into that person, causing instant unconsciousness or even death. 'It is known as the Poison Finger, for obvious reasons. However, I know the energy-blocking technique. You can use your own Inner Strength to counter his.'

Fulat teaches you this skill (note down the Energy Block as a Special Move on your *Adventure Sheet*). You will be told when you can use the Energy Block. Fulat also gives you a jar of greenish liquid, labelled 'Katsu tonic, for resuscitation of the comatose'. 'The katsu tonic is an ancient herbal remedy for reviving people. You may need it,' he explains. Make a note of the tonic on your *Adventure Sheet*. 'Goodbye and good luck. I truly hope you are successful,' he says. You thank him, and he turns back to his hut.

You swim back to the shores of the lake, leaving the island behind. You find Trident, R.A.X. and Slash waiting for you. After you have updated them, you all set off round the edge of the lake, on dry land. At the far end of the cavern you discover a wide opening in the wall; it is a storm drain outlet: water from the heavy rains and storms that fall on Megapolis will drain away down this pipe, into the lake and then out to the harbour. A thin trickle of scummy water is all there is at the moment. 'Couldn't be better for sneaking into the Citadel,' R.A.X. says optimistically. It looks as dark as pitch inside the tunnel. R.A.X. reaches up to his head and turns on a switch. A beam of light from his sighting device spears the dark ahead, a thin sliver of visibility. 'That's me sorted,' he says. Slash gets out an oilskin bag, takes from it a wooden torch and lights it. Well illuminated, you lead the party into the yawning tunnel ahead. A faint smell of moist decay and wet rot greets your nostrils. Turn to **203**.

141

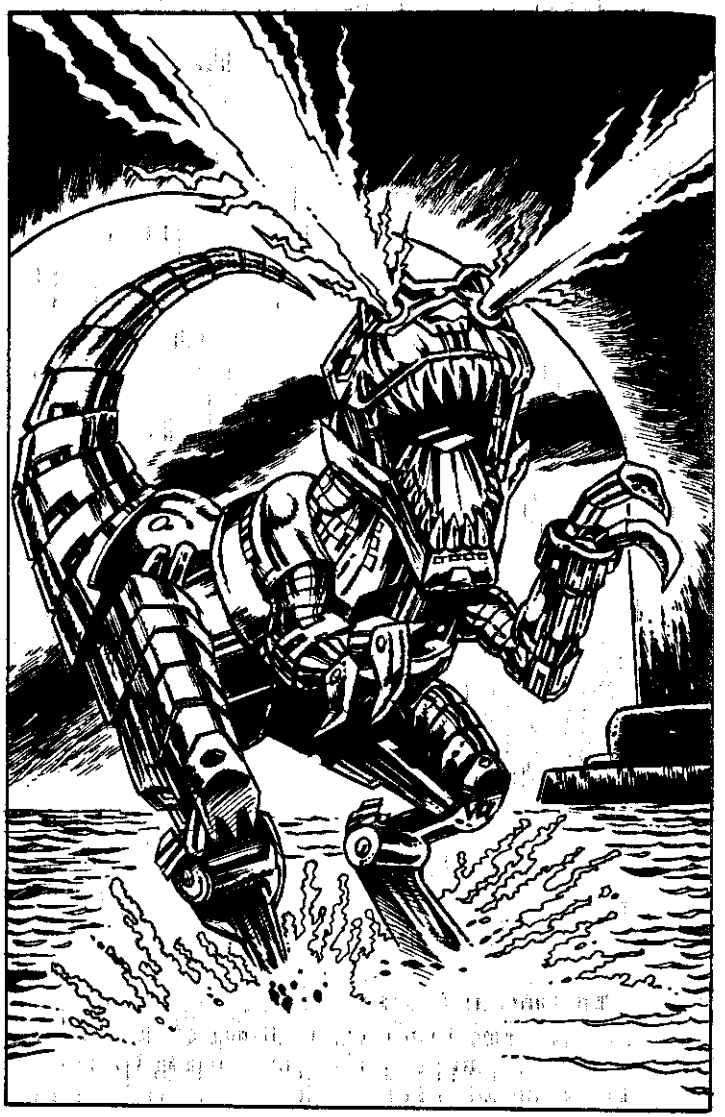
The Enforcer runs forward and swings his baton around at your head, greenish fire playing up and down its

length. With perfect timing, you step into the swing and catch his wrist with your left hand. Turning, you bring your right elbow down on to his arm; he stiffens in pain, and you follow up by jabbing your elbow into his face, then sweeping his feet out from under him with your right leg. The Enforcer drops, out like a light. You notice a throwing star glinting in the light as it whistles into a nearby Enforcer, felling him – Shadow at work. Another Enforcer stands motionless, ensnared by Midknight's hypnotic gaze, while Xavier is using his staff to good effect. But then your other opponent draws all your attention.

'Damn you to hell!' the Captain howls as he steps forward, swinging a gauntleted fist at your face. You must fight him, round by round. He has a Defence of 3, a Power Rating of 4, and 9 Life Points. He attacks first. If you win, turn to **45**.

142

You are too slow, and the bolt takes you full in the chest. You are thrown backwards into the air by its force, electrocuted into unconsciousness. You land in the river, face down, where you float senseless, until you drown. Your adventure ends here.



143

Slash stops, raising his hand. 'Me hear something,' he grunts. Then you can hear it too, a rhythmic booming echoing along the storm drain behind you. Whatever it is, it is getting closer. Suddenly something gigantic comes bursting out of the shadows. At first you think you are dreaming, because it looks like a Tyrannosaurus Rex! And it is – but a mechanical one. It fills the storm drain from roof to floor, and it is lumbering after you on two massive steel legs that propel it forward like pistons. Its eyes are glowing redly and its forelimbs are tipped with sword-blade talons. Its head is of burnished steel, with a massive mouth that is lined with razor teeth. Worse than that, you see the teeth are vibrating back and forth, like a chainsaw! 'Holy Cybersaurs!' R.A.X. cries in astonishment. The Cybersaur T-Rex must have been built by the Overlord to guard this route into the city, and it looks extremely dangerous. The three Champions look to you for orders. Will you tell them to flee, running away from the Cybersaur as fast as you can (turn to 232) or decide to stand and fight it (turn to 44)?

144

Darting in, you reach for her tunic. She reacts only when you have grabbed her – but then she does so with lightning speed: she grips your right wrist with both her hands and steps backwards, pulling you off balance before you can attempt a throw. Then she steps forward, twisting your wrist into a painful arm lock and bending you over until you are forced to fall backwards. But you roll with the force, somersaulting

backwards across the floor, twisting your arm out of the lock and reversing holds, so that she is thrown backwards by the same move. She doesn't make a sound as she slaps the ground in a controlled fall. As you come up on one knee, she kicks up at you with her right leg. Roll one dice for Kaisho. If the number rolled is less than or equal to your Defence, turn immediately to **226**. If it is greater than your Defence, she kicks you in the face, and you fall back, releasing your hold on her; lose 3 Life Points. If you are still alive, you both get to your feet and circle each other. She arches one eyebrow enigmatically. Then she assumes the wide-legged, cross-armed stance again. Will you now feint with a low kick, then punch at her (turn to **102**) or drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**)?

145

You mistime your move: one of the blades catches your leg, damaging it quite badly. You cannot put your weight on it for very long and have to limp. It also affects your balance and dexterity; reduce your Equilibrium Rating by 1. You wait for the others; R.A.X. misjudges it, but his cyber armour protects him from serious danger. Trident is fast enough to get through without mishap, but Slash is knocked through by one of the blades. He

grunts, nursing a bruised elbow. R.A.X. sniggers, and Slash walks away with a dismissive grunt. Turn to **299**.

146

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you drop to the ground and try to catch his leg between yours and throw him, but this time he is ready and he leaps straight up and comes down on you, stamping on your chest with a cry. You feel a rib crack, and you lose 4 Life Points. If you are down to zero Life Points, turn straight away to **157**. If you are still alive, he somersaults forward, using your chest as a platform, and spins in the air to land behind you. Looking up, you see his foot hurtling towards your head as he stamps down at you again. Desperately you clap your hands together in front of your face with the speed and force of a bear-trap round the Overlord's foot. For a moment you think you have him, but he pushes off with his other leg and, using your grip as a stepping stone, hurls himself the length of your body, dragging his leg out of your grasp. You bring your knees up to your chest and snap your legs straight, using this momentum to flip to your feet, just in time to see the Overlord twisting in the air and land, facing you once more. You have the initiative. What will you do now?

Close in to attempt a grappling lock? Turn to **235**
Try a punch? Turn to **25**
Try a kick? Turn to **189**

147

Shadow grins wolfishly and moves away with her back to one wall of the tunnel. She sidles into the dark, silently, like her name. All is deathly quiet now, and you feel sure that the hammering of your heart will give your position away. Minutes pass and the tension mounts with every second. Then there is a sudden loud commotion from up ahead, shouts and bangs. You hear Shadow's clipped voice, followed by a grunt of pain. You all run forward and Xavier unleashes a blaze of light from the tip of his staff. In the sudden light you see that Shadow has a figure in a wristlock. One twist and he is thrown on to his back, then she finishes him off with a knee to the head. When you get to her, you observe three bodies, all dead! They are short and stocky, clearly mutants, judging by their faces, which are noseless with over-large eyes and knobbly skulls. 'Good work, Shadow!' you tell her. You search the bodies and find bits of food and some crude weapons: old pickaxes and iron bars that were once sections of rail track. You also find a flask of sulphuric acid. Why they are carrying acid is anyone's guess, but it may come in handy. Make a note of the flask of acid on your *Adventure Sheet*. You push on along route 66; turn to **183**.

148

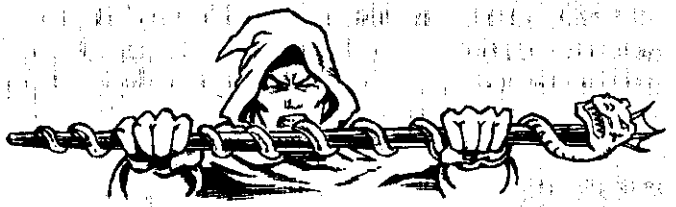
As you drop, the Grandmaster's scabbard falls next to you, then a sword parts the air where you were just standing. You realize that he had balanced the scabbard on the end of his sword to confuse you as to his position. However, you have the better of him this

time, because your feet have knocked his legs from under him. You hear a gasp of surprise and the sound of someone vaulting away. The lights flare up unexpectedly and you are momentarily blinded. With your eyes narrowed against the glare, you can just make out your opponent, some three metres away, about to hurl his sword at you like a javelin. Roll one dice. You can use the Monkey Heart Special Move, if you know it, to subtract 1 from this roll (but you must decide to use it *before* you roll the dice). If the result is less than or equal to your Defence Rating, turn to **161**. If the result is greater than your Defence, turn to **240**.

149

You sidestep his clawing strike and manage to grab the outside of his wrist in one hand. Then you lunge towards him, shoving your knee into the side of his extended knee and forcing him off-balance. Still holding his arm, you drive an elbow at his ribs. Roll one dice, and add 1 if your Fighting Style is Kung Fu, Ninjutsu, Jujutsu or Aikido. If the result is higher than his Defence of 4, turn at once to **68**. If the result is less than or equal to 4, the Poison Finger Master rolls forward and to one side, following the direction your knee was forcing him into, and he avoids your elbow.

As he rolls away, his momentum wrenches his wrist out of your grip, and he comes up a short distance away, eyeing you warily, less confident now. Will you close in and try some punches to his head and body (turn to **218**), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?



150

Orgin Chard tells you that he will not accompany you any further; it is too dangerous for the likes of him where you are going! He says he will sabotage the tubes behind you so that the Cybermarines will be unable to pursue. Then he will make his way into the mines and join Atone, Garoud and the rest of the rebels.

He has done his bit, so you let him go, gravely thanking him for his help. Midknight is impressed by Orgin's skills and offers him a job at the academy of science he and Xavier hope to set up, once the Overlord is defeated. In fact, you have to tell Midknight to shut up – he seems intent on discussing some obscure scientific topic with Orgin even as the marines are drawing closer! Turn to **9**.

151

He arches an eyebrow at you but says nothing, simply staring at you for a few seconds; then he nods, apparently satisfied about something. 'Well, whatever it is, I think I can help you.' He reaches into his robes and hands you a jar of liquid, labelled 'Katsu tonic, for resuscitation of the comatose'. 'The katsu tonic is an ancient herbal remedy for reviving people. You may need it,' he explains. Make a note of the tonic on your *Adventure Sheet*. 'Goodbye,' he says abruptly, and disappears into his hut.

You swim back to the shores of the lake, leaving the island behind. You find Trident, R.A.X. and Slash waiting for you. After you have updated them, you all set off round the edge of the lake, keeping to dry land. At the far end of the cavern you discover a wide opening in the wall; it is a storm drain outlet: water from the heavy rains and storms that fall on Megapolis will drain away down this pipe, into the lake and then out to the harbour. A thin trickle of scummy water is all there is at the moment. 'Couldn't be better for sneaking into the Citadel,' R.A.X. says optimistically. It looks as dark as pitch inside the tunnel. R.A.X. reaches up to his head and turns on a switch. A beam of light from his sighting device spears the dark ahead, a thin sliver of visibility. 'That's me sorted,' he says. Slash gets out an oilskin bag, takes from it a wooden torch and lights it. Well illuminated, you lead the party into the yawning tunnel ahead. A faint smell of moist decay and wet rot greets your nostrils. Turn to **203**.

152

You sidestep the baton strike deftly, then grasp his wrist in your hand. A split-second later, your other hand has gripped his upper arm. You twist his hand down, still holding his upper arm in a painful armlock. The Enforcer stiffens in pain, driven up on to his toes and off balance. You drive the baton back into his own midriff: there is a flash of light as the electric shock plays havoc with the Enforcer's cyber circuits. He is thrown backwards into his companion, and they both fall in a tangled heap.

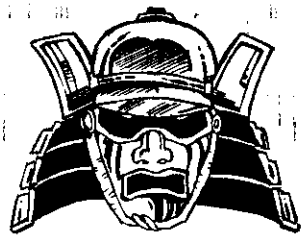
Turning, you see that Piledriver is standing over Shadow, his arm raised to strike. She has her hands ready to block, but she seems groggy and weak. You run forward and leap, driving a flying kick at Piledriver. He sees you at the last moment and gets his shield up just in time. Nevertheless he is knocked back, and you come down in front of Shadow, face to face with the Master of Destruction. Turn to **11**.

153

There is no way for you to get from here to the spire; Larcen's grappling hook won't reach that far. You are trapped. Soon the lift door opens, spewing forth several ninjas. By now your position is known, and they are soon reinforced by Enforcers and Cybermarines, armed with plasma rifles. Some have been flown over from the Citadel by jet 'copter. You battle bravely, but eventually you are all overwhelmed and killed. Your adventure ends here.

154

You remember what Orgin Chard the scientist told you: you must keep the Overlord imprisoned with the Cage while you enter Cyberspace with your mind and battle the Overlord inside his computer world, defeating him before the CyberCage runs out of energy and stops functioning. If you do *not* have a neural helmet, turn at once to **233**. If you have, you explain to the others what must be done. Everyone agrees that it should be you who will wear the neural helmet and fight the Overlord, since you are the best martial artist. It is surprising how they grant you this accolade so quickly, when under normal circumstances they would not admit it at all! They all wish you luck in their different ways: Midknight nods solemnly; Slash grunts; Blade mutters, 'Kick ass,' and so on. Midknight plugs the CyberCage into a socket on the cube's terminal; turn to **195**.



155

You throw yourself desperately into a forward roll, hoping to avoid the lethal wave of darts. Roll one dice. If the score is less than or equal to your Defence Rating, turn to **64**. If it is greater than your Defence, turn to **187**.

156

Mr Ferranti, large, fat and bald, is flanked by two bodyguards. They look like ex-streetfighters, with broken noses and cauliflower ears – big, tough-looking guys. Ferranti greets Larcen with much bonhomie and back-slapping. After Larcen has introduced you, the blackmarketeer addresses you in a deep base voice. 'Good to have you here,' he says. 'You'll have the full support of my organization behind you.' He leads you back into the hall and shows you some interesting hardware. There is a one-man portable mortar with several shells, a bazooka-like device that launches a grappling harpoon with a cable attached that will be useful for scaling tall buildings, and a scuba diving kit for underwater work. 'I may be able to help in other ways,' Ferranti says. 'Are there any questions?' Will you ask him what he knows about the Overlord's most recent activities (turn to **224**) or if he knows where you can get a CyberCage (turn to **180**)?

157

Everything goes black: your mind has been defeated inside the world of the Overlord. You are enslaved for ever as a tiny sub-routine in the huge program that is the Overlord. In the real world, your body becomes a mindless wreck. The rest of the Champions try their best to help, but they can do nothing. Your adventure ends here.

158

'Destroy the Overlord!' Garoud whispers in awestruck tones. 'The Eternal Champion! Our Saviour!'

Atone Leuris looks you over carefully – she is not as overawed by your words as the others are. After a short scrutiny she says, 'You must be the tenth Champion. And this must be Midknight the Vampire, Xavier the Warlock and Shadow the Ninja! We have prayed for your coming!'

Just then a gruff voice bellows from the tunnel behind the mutants: 'What's going on there? Move your deformed butts back here!'

Atone speaks rapidly. 'I am the leader of the resistance in the mines – we can help you complete your quest, but first you must destroy the Captain and his squad of seven Enforcers, then we will be free. Will you help us?' If you decide to try to defeat the local Enforcers, turn to **123**. If you say that your mission is too important for you to get involved with Enforcers yet, turn to **255**.

159

Jaluda sweeps your foot aside with a forearm, then cartwheels away. Several ninjas throw small pellets on to the ground: there is a flash of light and a billowing cloud of smoke. When it clears, they have all disappeared, taking Blade and Larcen with them! You run over to the windows, but they are nowhere to be

seen. Looking up, you see a jet 'copter flying away on silent engines. Turn to **296**.

160

You motion Jetta to stay hidden while you steal forward. A few silent steps bring you within striking range. You snake your hands round his neck with the speed of a cobra, driving a knee into his back. To your horror, his head comes off in your hands and hits the floor with a hollow slap! You start in surprise as the body shatters when it hits the ground. A wax head and a clay body – a trick! A sound causes you to look up. A trapdoor in the ceiling is opening and a ninja, real this time, with an iron dagger in each hand drops down. He slashes at you and you try to dodge, but you are surprised and react a moment too slowly; lose 2 Life Points. If you are still alive, you drive a straight-fingered jab at the ninja's throat while Jetta runs up to help. Roll one dice, adding 1 if your Fighting Style is Ninjutsu, Jujutsu or Kung Fu. If the result is higher than the ninja's Defence of 3, turn to **40**. If the result is less than or equal to 3, turn to **186**.

161

Blinded though you are, your reflexes take over and you sidestep the flying blade; it hurtles past and embeds itself in the wooden floor, where it quivers as if alive. Then your vision clears completely. A short wooden stick falls out of the Grandmaster's sleeve into his hand. He darts forward without a sound and raises the stick to strike down at your shoulder. Will you try to block his move (turn to **137**) or jump back to avoid it, then step forward and unleash a spinning back kick (turn to **82**)?

162

After a short distance, during which you pass many tunnels on either side of Shaft 3, you see light ahead and the shaft begins to slope gently upward. Electric lamps, set into the roof of the tunnel, illuminate the passage from now on. A loud thrumming sound echoes along the tunnel from up ahead, growing louder all the time. Another mining hover car appears behind you, full of rock and ore, and you press yourselves against the walls as it floats past. Soon the noise becomes deafening, and the tunnel ends at a large underground chamber, which is brightly lit and is also apparently unmanned. You step out into what must be the Mining Control Centre. Directly in front of you a great pit yawns; you couldn't see it before, due to the slope of the tunnel. The mining car tips its load of ore and rock into the pit, then glides gently back into Mine Shaft 3. Looking down into the pit, you see huge steel crushers grinding up the rocks and ore for

processing. On either side, walkways span the pit, leading to the rest of the room.

The Control Centre itself is a large, square chamber with a high ceiling, and it is dotted with consoles and computers that hum and whirr continuously. On the far wall you notice six transparent tubes, set into the ceiling, like glass lift-shafts, except that they end about two metres above the ground. Pads on the floor seem to indicate where a person would stand to be directly under a tube. The right-hand wall is covered with instrumentation: dials, readouts and the like. The left-hand wall is of bare brickwork, built quite recently by the look of it. The whole place seems completely deserted. 'I don't like it,' says Shadow.

'Yes, too quiet,' says Midknight.

'Too quiet? The noise is deafening!' says Xavier.

'He meant because there's no one about, you cretin!' Shadow hisses at Xavier.

'Oh . . . well . . . I knew that! You think I didn't know that? Of course I knew that,' Xavier says unconvincingly. You order them to shut up and get on with it. Carefully, you all make your way across the pit. Turn to **208**.

163

You manage to block his wrists, deflecting his attack. Then you whip your hands up and snake them round his forearms. Bringing your legs up, you put your feet on his midriff and push, hurling him over your head in a stomach throw. With a strangled cry, he flies through the air but manages to roll with the fall. You both get to your feet. Will you now close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), or try to throw him (turn to **10**)?

164

Trident steers the yacht in towards the harbour. A motor launch sets off from the quay, heading in your direction. You examine it through the viewfinder: it is marked 'Harbour Enforcers', and you can make out some figures on the deck. They are dressed in black-and-gold uniforms, and are half-man, half-machine cyborgs, led by a human Captain. It all seems fairly routine so far – the rocket launcher mounted on the

bow of the motor vessel is manned, but it is not aimed at you. You have some time before they arrive. Will you meet the motor vessel as if nothing were wrong then try a surprise attack (turn to **22**) or slow the boat and send Trident overboard to scout out the harbour underwater (turn to **5**)?

165

You enter a small complex of research laboratories, including an electronics workshop. Genetically engineered scientists are working here, strange, gangling humans with oversized heads and six-fingered hands, minions of the Overlord doing his dirty work. At the sight of you, they flee in terror. One area of the labs has been set aside for computer programming research. You and your team discover that the Overlord is creating a martial arts program for himself; he intends to put his mind into a cyborg body, programmed with the skills of many grandmasters of the martial arts! You also learn that the program is incomplete: he has not yet fully learnt the techniques of defending against spinning back kicks. If you left Midknight in the Surveillance Centre to watch out for the Cybermarines, turn to **76**. If you left anyone else, turn to **178**.

166

The Master of Lightning tries to grab you with one energized, crackling hand, but you step in towards him, blocking his forearm with an outstretched hand and driving a punch at his face with the other. Roll one dice, adding 1 if your Fighting Style is Karate or Kung Fu. Remember that, if you want to use a Power

Strike or other Special Move, you must do so *before* you roll the dice. If you score higher than his Defence of 3, turn immediately to **27**. If you score less than or equal to 3, your opponent twists his head to one side so that your fist glances harmlessly off his helmet. Then he tries to lay a hand on your chest. Roll one dice for the Master of Lightning. If the number rolled is higher than your Defence, he succeeds: a jolt of electricity shocks you, inflicting 2 Life Points of damage. If it is less than or equal to your Defence, you are able to step back in time to avoid his shock treatment. In either case, if you are still alive, will you now try to get him in a choke-hold (turn to **245**), try to distract him by stamping on his foot (turn to **41**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

167

Reduce the time number of your CyberCage by 1. If it is now down to zero, turn immediately to **99**. If it is not, closing in, you attack his midriff, but the Overlord steps back and blocks your strike with a forearm, once and then twice. You switch to his head, aiming at his face with a right cross. He steps to the side, legs apart and knees bent, sweeping the side of his left hand up into the inside of your wrist and pushing your punch past him; then he twists his other fist up into your midriff. You double up; lose 4 Life Points. If you are down to zero Life Points, turn at once to **157**. If you are still alive, he draws back his fist and swings it down at the back of your neck, but you react quickly and throw yourself into a backwards somersault, out

of range. Rolling into a headstand, you flip to your feet and turn to face the Overlord. He snarls in frustration at your narrow escape. What will you do now?

Drop low and try a straight-fingered jab up under his ribs?	Turn to **219**
Get in close and drive a hammer fist down at the side of his neck?	Turn to **75**
Try a kick?	Turn to **189**
Try a throw?	Turn to **2**

168

You are just too slow to avoid the last bolt altogether, and it grazes your shoulder; lose 2 Life Points. If you are still alive, you look up to see your opponent right in front of you! He roars a battle cry and leaps at you, bearing you to the ground. Then he lands on top of you, driving the piledriver at your head. You manage to grab it with your hands, but his strength is enormous. He bares his teeth and redoubles his efforts, leaning into it, forcing the hammering piledriver at your head. Inexorably it gets closer and closer. Try as you might, you cannot keep it away! In desperation you reach up with your left hand, scrabbling for the wires and cables that power his cyborg arm – but can you hold him at bay with only one hand? Roll one dice, subtracting 1 if you know and wish to use the Power Strike Special Move (remember to cross off 1 point of Inner Strength *before* you roll the dice). If you score less than or equal to your Power Rating, turn to **231**. If you score more than your Power, turn to **94**.

169

Looking through the barred window of the cell, you see a chubby young boy of about twelve or thirteen. He is manacled to the wall and is dressed in ragged clothes. 'Help me!' he whines plaintively. You get the door open by force, then the boy takes his hands out of the manacles! 'I only kept them on to fool the ninjas!' he says proudly. 'The name's Jimmi Jax,' he adds. 'Who are you guys?' Larcen tells them you are here to destroy the Overlord. The boy smiles up at him. 'Are you really here to kill the Overlord?' he asks, wide-eyed. 'I bet I could help you!' Blade snorts derisively. 'No, really,' the kid goes on, 'I'm in here because I'm so dangerous. I'm a hacker, you see, a real whizz with computers. I kept hacking into his programs and stuff. One day I got into the Overlord's main program and made a couple of changes – he couldn't speak for a week – every time he tried, he just clucked like a chicken! That really made him mad, so I ended up here.'

'We could use a hacker, no question,' says Larcen. 'I think we should take him with us.'

Jetta is not so sure, 'It is dangerous, and he could get killed. And we don't know for sure that he is who he says he is. He could be controlled by the Overlord; he might even be a Cyberclone – we can't be sure.'

You ask Blade what he thinks. 'He'll only get in the way. Anyway, I hate kids. Leave him,' he says baldly. Will you take Jimmi Jax with you (turn to **47**) or not (turn to **225**)?

170

You manage to hold on long enough to rise to one knee, then make a grab behind for the lapels of her tunic. You heave forward with all your might and hear her hiss with frustration as you hurl her over your shoulder – but she rolls forward with the throw and springs nimbly to her feet. Turning, she nods at you begrudgingly and smiles a chilling smile. She stands with her legs braced wide apart and her knees bent in a half-crouch. Her forearms are crossed, held close to her chest, her hands balled into fists. An unusual stance, you think to yourself; you'll have to be careful. Coughing and massaging your throat, you stand, keeping your eyes on those sleeves. She waits. So do you. Then she says, 'Come. The marines will arrive soon,' in a strange whisper. She is right, you will have to attack. (Note that she has 10 Life Points and a Power of 3.) Will you feint with a low kick, then punch at her (turn to **102**), drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**) or grab for the lapels of her tunic and attempt another throw (turn to **144**)?

171

Jaluda brings her sword down in a great two-handed cut at the side of your neck. You step forward into the arc of her swing, trying to block her attack by jamming the palm of your left hand at her wrists. Roll one dice. If the number rolled is greater than your Defence, you misjudge the block and her sword bites into you; turn to **52**. If it is less than or equal to your Defence, you stop her strike dead in its tracks, and you grab her

wrists with your left hand. Then you step in and turn, presenting your back to her, then snake your right hand round her outstretched arms. Now all you have to do is drop to one knee and heave her over your shoulder. Roll one dice, adding 1 if your Fighting Style is Ninjutsu, Jujutsu or Aikido. If the result is greater than her Defence of 4, turn to **227**. If the result is less than or equal to 4, she jabs a knee into your back before you can throw her, propelling you away; and her knees also have sharpened spikes on the end, so you must lose 2 Life Points. If you are still alive, you turn to face her again; will you throw her (turn to **24**), or dodge and counter-attack with a kick (turn to **216**)?

172

The mutants have disappeared, without leaving a trace; you are left alone with the bodies of the Enforcers. Looking through the hole in the wall, you see a mine shaft receding into the distance. Lights have been affixed to the walls at regular intervals, and heavy oak timbers support the roof of the tunnel. Huge power drills and pickaxes are scattered around the entrance.

'Which way now?' Xavier asks. Will you lead your Champions into the mine (turn to **287**) or into the old railway tunnel on the other side of the cavern (turn to **236**)?

173

You manage to resist the effects of the gas, but Jetta is taken by surprise, and breathes in a lungful of the gas.

Coughing, she sinks to her knees and passes out. The ninja attacks you, using the tube as a baton. You must fight him. (He has 9 Life Points, a Defence of 3 and a Power of 3.) If you win, turn to **234**.

174

Suddenly there is a loud crashing sound and one of the windows shatters. A rope comes snaking down, and you spot Larcen Tyler abseiling down, closely followed by Jetta and Blade! You can see that they are fairly badly beaten up, but they'll live. Just as you are about to greet one another, a hidden panel in one wall slides open and you all step back, ready for battle, as a horrid, undead apparition enters. But then Slash bellows, 'Midknight!' and you all relax. He is followed by Shadow and Xavier, who are arguing together. At the sight of you, they run over happily, looking equally battered but alive. None of you can suppress your joy at the sight of one another, and there is much embracing and slapping of backs. You have to shout to bring them under control, reminding them that you are all standing in the very centre of the Overlord's domain. You realize that the cube must be the 'brain' of the Overlord, but it is also clearly virtually indestructible: it would take a nuclear bomb to destroy it. Blade tells you that he could make one, but Larcen points out that setting off a nuke here would kill a lot of innocent civilians living in the city.

'And us too, incidentally,' Xavier points out. If you have the Wells CyberCage, turn to **210**. If you do not have a CyberCage, turn to **121**.

175

Slash moans with dismay at your decision. 'I hate water,' he wails.

Trident reassures him with a friendly buffet across the face. 'I'll look after you if you get sscared,' he mocks. Slash just growls at him. Trident takes R.A.X. first, and they disappear under the waves. Then, a short while later, he comes back for Slash. The patrol boat is drawing closer and the crew are starting to grow more suspicious; the Captain is pointing at you and gesticulating his orders. The rocket launcher is now pointing unerringly towards you. Will you abandon the boat and dive overboard (turn to **243**) or wait for Trident to return and take you down (turn to **281**)?

176

By the time you have defeated your opponents, you are too late. Turning, you see that Shadow has been hammered to death – not a pretty sight at all. Piledriver moves on to deal with Midknight and, with the help of the remaining Enforcers, he is unstoppable. There are simply too many of the enemy. Standing back to back, you and Xavier defend yourselves for a short while, but eventually you are both overwhelmed. Your own death is heroic but useless. Your adventure ends here.

177

You and Trident dive into the river. R.A.X. leaps forward, firing his jet boots, but Slash hesitates at the water's edge then starts to wade across. The Master of Lightning steps forward, laughing, and points both

hands down at the river; before R.A.X. can reach him, he unleashes two bolts into it. The water is highly conductive and you, Trident and Slash are electrocuted instantly. Your adventure ends here.

178

Midknight is examining the electronics section. He grows quite excited at his discovery. 'I believe I can construct a CyberCage from the circuitry I have found!' he declares, and he begins working fast. After a few minutes he hands you a simple-looking CD-rom unit with a cord and a jack. 'All you have to do is to plug it into the Overlord's computer core,' he says. 'It should hold him for a few minutes. With a bit of luck, that will be long enough to destroy him.' Make a note on your *Adventure Sheet* that you have Midknight's CyberCage, and record the number 8 next to it. (The number represents how long the cage will hold the Overlord.) As you are leaving, the Champion you left monitoring the Cybermarines is hurrying to meet you. It seems that the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **9**.

179

You twist on your left foot, bringing your right heel in a whipping arc aimed at the Overlord's head. This time he is ready for you and ducks under your flailing foot. As you come around to face him, he jumps up and drives one foot into your groin, the other following into your face in a quick scissor kick, and you fall back, reeling. Feeling groggy, you shake your head to

clear it, in time to see the Overlord leap towards you with a flying kick. Roll one dice. If the number rolled is less than or equal to your Defence, turn to **86**. If it is greater than your Defence, turn to **283**.

180

'CyberCage?' Ferranti says, puzzled, 'What's that?' You are about to explain when the windows round the room suddenly explode in a cacophony of broken glass. Turn to **286**.

181

'Great, thanks a lot,' Larcen says sarcastically. He hooks his grapple up to the cable. 'Geronimo!' he yells as he jumps out into the air and slides all the way down to the Spire, using his feet to cushion his arrival. You watch as he moves out on to the wall of the Spire like a fly, using his cat's claw hand-spikes and foot-blades to cling on. He reaches the window and looks in, then smashes the glass. He rigs up his grappling hook so that it runs from the cable through the window and into the interior. The rest of you are able to climb all the way down into the Spire, after a rather terrifying few seconds on the way over! Fortunately, the chamber inside the window is deserted. You all congratulate Larcen on his exploit and he acknowledges your compliments with a nod. Then you take a look around. Turn to **299**.

182

You find yourself face to face with the Enforcer Captain. He is dressed in black, with gold epaulettes and a peaked cap. 'What the . . .!' he exclaims. Then his hand drops to his belt and he pushes a button on the buckle. A glowing field of transparent purple energy engulfs him: a personal force shield. In his other hand, he wields a nightstick. R.A.X. and Slash are dealing with the other Enforcers, and you spot Trident climbing silently aboard. You must fight the Captain. (He has 9 Life Points, a Defence of 3 and a Power of 3.) Note that any damage you do to him should be reduced by 1, as it is absorbed by the force field. If he is still on his feet after three rounds of combat, Trident comes up behind him and finishes him off. In either case, when the Captain is down, turn to **288**.

183

After going a short distance, you notice a strange glow coming from the walls of the mine shaft ahead. The sweet, flowery scent grows very strong indeed and you see that the walls are covered with luminescent moss that glows with a greenish light. Dotted about the moss are large, slimy toadstools, covered in brown and yellow spots. If you want to eat one of the

toadstools, turn to **58**. If you decide to pass them by, turn to **250**.

184

You dart nimbly through, then wait for the others; R.A.X. misjudges it, but his cyber armour protects him from serious danger. Trident is fast enough to get through without mishap, but Slash is knocked through by one of the blades. He grunts, nursing a bruised elbow. R.A.X. sniggers, and Slash walks away with a dismissive grunt. Turn to **299**.

185

You sidestep the flying ring with ease. He shakes his head wryly, and you realize that he wanted you to catch it. The Grandmaster whips the ring back, then sends the dagger hurtling at you, the braided hair streaming behind it. Now, will you try to catch the dagger and attempt to yank it away from him (turn to **207**) or try to dodge it (turn to **28**)?

186

The ninja ducks under your jab, thrusting a knife at your thigh; lose 2 Life Points. If you are still alive, you ignore the pain and drive a forearm smash into his face. He grunts and steps back, in time for Jetta to attack him with a footsweep that throws him to the ground, followed by a punishing fist to his head, and he slumps, unconscious. 'Getting slow, are we?' Jetta taunts, as she bandages your wounded thigh. Turn to **278**.

187

Before you have even reached the ground, you are peppered from head to foot with a myriad little knives. Your adventure ends here.

188

You and Trident back away. 'Be off with you!' the old man splutters, waving his stick at you. Trident hisses at him, but you decide he is not worth the bother. You swim back to the shores of the lake, leaving the island behind. You find R.A.X. and Slash waiting for you. After you have updated them, you all set off round the edge of the lake, keeping to dry land. At the far

end of the cavern you discover a wide opening in the wall; it is a storm drain outlet: water from the heavy rains and storms that fall on Megapolis will drain away down this pipe, into the lake and then out to the harbour. A thin trickle of scummy water is all there is at the moment. 'Couldn't be better for sneaking into the Citadel,' R.A.X. says optimistically. It looks as dark as pitch inside the tunnel. R.A.X. reaches up to his head and turns on a switch. A beam of light from his sighting device spears the dark ahead, a thin sliver of visibility. 'That's me sorted,' he says. Slash gets out an oilskin bag, takes from it a wooden torch, and lights it. Well illuminated, you lead the party into the yawning tunnel ahead. A faint smell of moist decay and wet rot greets your nostrils. Turn to **203**.

189

Will you try a straight thrust kick at his midriff (turn to **14**), a spinning back kick (turn to **257**), a roundhouse kick to the head (turn to **209**) or drive a side kick at his stomach, then another one at his head (turn to **298**)?

190

Your kick is unstoppable. You scythe them down as if you were reaping corn. The Enforcer drops, pole-axed, while the Captain is struck with such force that he actually cartwheels through the air before landing in a tangled heap. Elsewhere, you observe Xavier driving his staff into his opponent's ribs, then whipping it up into his chin. The Enforcer flops back, unconscious.

Shadow suddenly appears behind another Enforcer, snaking one arm round his neck and stamping a kick at the back of his knee. A quick twist, and her opponent is sent hurtling to the ground. She grins at you. 'Nice kick,' she says, not even out of breath. It must have been special, you think to yourself, to get a compliment out of Shadow. Turn to **45**.

191

Stepping to the left, you spin, neatly avoiding his strike. The force of his own momentum causes Piledriver to lurch forward; you bring a knee up into his midriff, followed by an elbow into the back of his head. He grunts in pain, but his armour and helmet have taken most of the blow – he loses 2 Life Points. Then he swings the piledriver back-handed in a great hammer blow aimed at your chest. You throw yourself into a backwards somersault to avoid the blow, landing safely a few metres away from him. Piledriver snarls, 'Time to crush you like a fly,' and charges at you, shield first. Will you try to meet his charge with a leaping kick aimed over the shield at his head (turn to **217**), drop low and try a strike up under the shield (turn to **73**), try to dodge past the shield on his left side (turn to **38**), or use the Power Strike Special Move, if you know it, in an attempt to shatter his shield (turn to **242**)?

192

The Poison Finger Master is defeated. You take some time to rest, and the others start to come round after a

short while. You gain your Recovery Rating in Life Points, and may add 1 point of Inner Strength if you roll less than or equal to your Recovery Rating with a single dice.

'Uhhh,' R.A.X. groans, rubbing the back of his head, 'he was tough – I've never seen anything like that before. Some sort of nerve strike, I guess.'

'Trickssy humanss – I hate them most of all,' Trident grumbles, massaging his jaw.

You find a briefcase near by; it has a name-tag that reads, 'Property of Tien Hsueh, Poison Finger Master and Lord of Death.' You open it and find a strange-looking helmet inside: it is covered in gadgetry and has little pads on the inside that connect to various parts of the skull. 'I've seen one of those before,' R.A.X. announces. 'It is a neural helmet, used for entering Cyberspace with your mind. Old Poison Fingers over there probably used it to communicate with the Overlord face to face, inside his computer world.' (Make a note of the neural helmet on your *Adventure Sheet*.) You leave the briefcase, as there is nothing else of interest in it, but not before R.A.X. adds the word 'deceased' to the label. The rest of the room appears to be some kind of power generator. At the far end is a door, the only exit other than the shaft that will take you back to the Cybersaur. Turn to **221**.

193

Just before you scramble up the shaft out of reach, the teeth of the Cybersaur rip into the muscle of your calf;

lose 2 Life Points. If you are still alive, you make good your escape. The Cybersaur cannot follow you up the narrow shaft, so it crashes about below, trying to widen the concrete shaft with its talons, but to no avail. 'That was closse,' Trident hisses.

'Scared the scales off you, did it, Trident?' R.A.X. mocks from above. Trident growls in reply. Looking up, you can see a light at the top of the shaft. You tell them all to keep quiet and get moving. Turn to **247**.

194

You twist the dial. There is a hiss, and you see the inside of the coffin filling with a cloud of icy gas. You can feel it getting colder, then red warning lights flicker on and the readout comes up with a message: 'Temperature alert. Life-support failure. Excessive cold.' It seems you have killed Roger Wells. 'Oh well,' Trident shrugs flippantly.

'Good going, boss,' R.A.X. jeers. You sigh resignedly; some people would thank you for killing the creator of the Overlord, but others would say he was only an innocent dupe. Certainly he could have given you some tips on how to deal with the Overlord. There is nothing else left to do here, so you leave; turn to **8**.

195

There is a flash of blue energy, and every face of the Cube suddenly glows then lights up! Each side of the Cube has become a huge screen, showing a great tongue of flame that is vaguely head-shaped. A black shadow forms near the base of the fire, and becomes a mouth. The voice of the Overlord booms out from the Cube. 'Who dares . . . You!' The flames roar angrily as the Overlord thunders, 'How did you . . . No matter – Does the Eternal Champion really think I can be destroyed so easily? I will simply transfer elsewhere – farewell, my enemies!' There is a mocking laugh and the screen goes blank. A second later it flares on again, in a veritable torrent of flames. 'You think you are so clever, trapping me!' he rages, 'but you will not hold me for long!' With that, the screen goes blank.

'Hurry, the helmet!' Midknight shouts, and he puts it on your head. You sit down at the terminal and Shadow plugs you in. Everything changes . . . Turn to **65**.

196

You drive a stamping side kick at one of his knees, but he slashes down at your leg. You pull your foot back, then snap it up at his head, but the Grandmaster leans away from it. Pressing your attack, you follow up with a kick to his stomach. Roll one dice, adding 1 if your Fighting Style is Karate, Savate or Kickboxing. If the result is higher than his Defence of 4, he loses your Power Rating in Life Points, when your foot knocks the wind out of him. If he is down to zero or fewer

Life Points, turn at once to **78**. If you score less than or equal to 4, he steps back in time and blocks your leg with the hand carrying the stick. With a rapid flick of the wrist, he brings the blade across, cutting your shin; lose 3 Life Points. If you are both still up, will you now wait for him to make a move, then counter-attack (turn to **62**) or lift up a knee to feint a kick, then lunge forward and lash a fist at his face (turn to **251**)?

197

Garoud laughs, 'Well, I can't fault you for lack of bravery!' he says.

'Just common sense,' Atone adds wryly. 'Still, we wish you luck – anything that hurts the Overlord is good for us.' Xavier asks the way to the Citadel. 'The mine shafts we have come from lead up into the Citadel of Chaos itself.' She tells you that they are mining for uranium to power the Overlord's nuclear reactors, and she suggests that you hide in the cavern while she leads the Enforcers down the old railway tunnel. 'Once we are gone, follow the mine shaft, and good luck!' You and the others hide inside an old railway carriage.

After a few minutes, about fifteen mutant miners are herded forward by several Enforcers. The Enforcers are wielding energy whips with which they castigate the mutant workers, lashing them forward. When the sound of their passage down the ancient railway has died away, you lead your team into the mine shaft. Turn to **287**.

198

There is a pause, then the voice comes back. 'Umm, Roger, X153JH, you are cleared for landing. Proceed to Helipad Three. Control out.' Blade smiles at you and gives you a thumbs-up. You fly on into Megapolis, passing over dirty grey buildings and streets. Blade eases the 'copter down on to the helipad, and you all disembark. Several people come running to meet the helicopter in order to unload the cargo. They keep their heads down, not looking at you, just wanting to get their jobs done and stay out of trouble. You hurry across the helipad and dart into one of the airport hangars which is full of stacked containers. You and your team climb hurriedly through a window at the back, then set off along a dingy alley between two factories belching dirty smoke into the air. Turn to **74**.

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 practical 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. Xavier's

intelligence and fighting skills will add a much-needed dimension to the abilities of your team. However, since he can be rather difficult to work with, it is best that he travels in the same group as Midknight, the only other Champion who positively seeks his company. When his mission is over, Xavier hopes to return to the future and set up an academy with Midknight, teaching science, alchemy and the martial arts.

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

200

You drive a straight-armed block with the palm of your left hand and manage to jam her knee strike. Then you head butt her. She loses Life Points equal to your Power Rating. She grunts, lets go of your other arm and steps back, stunned for a second, shaking her head. If she is down to 2 or fewer Life Points, turn to **294**. Otherwise, her eyes narrow in anger and she assumes the wide-legged, cross-armed stance again. Will you now drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

201

'I am the Overlord,' the figure says in a booming voice that seems to come from all round you. 'You have been like a persistent virus to me, and now I must fight you. It's an inconvenience for me, but you cannot win.' The black cloud collapses in on itself and forms a platform on which the Overlord is lowered to

the ground, about five metres away from you. (Note that the Overlord has 16 Life Points. Any wounds you may have suffered do *not* accompany you into Cyberspace – you have all your Life Points for this battle – but for some reason you cannot use your Inner Strength.)

You have no time to waste, so you cartwheel towards the Overlord and prepare to attack. Will you try a punch (turn to **25**), a kick (turn to **189**) or a throw (turn to **2**)?

202

Spinning on your front foot, you whip your back leg around in a devastating kick. Roll one dice, twice, adding 1 to each roll if your Fighting Style is Karate, Kickboxing or Savate. You must score higher than a 2 and a 3, respectively. If you score higher than only one Defence, turn to **67**. If you beat both Defences, turn to **190**. If you score less than or equal to both Defences with both your attacks, you mistime your attack completely; the Captain ducks under your kick and drives two short, sharp punches into your ribs. Lose 4 Life Points. If you are still alive, will you attack the Captain (turn to **292**) or the Enforcer who is wielding the whip (turn to **141**)?

203

You set off along the dim and murky storm drain. Rats skitter out of your way, the patter of their tiny feet echoing in the tunnel. You pass several thin shafts, set into the ceiling. Looking up one, you can see a grille

at the top and daylight streaming through. People are walking past overhead, so it must lead to the roads of Megapolis. You decide to keep going, as you are heading in the direction of the Citadel at the centre of the city. 'Dark and cold,' Slash complains.

'Nice and moist, though,' Trident asks. After a while, the drain opens out on to a wide concrete quay beside an underground river. Turn to **117**.

204

One of the bolts slices through into your shoulder just as you are throwing yourself forward; lose 2 Life Points. If you are still alive, you come out of your roll on to your feet, still running. 'A ladder, a ladder!' R.A.X. screams, and you spot it, ahead, set into the side of the drain. It goes up into a shaft in the roof. You cannot outrun the Cybersaur for ever, especially if it fires any more laser bolts, but can you get everyone up the ladder quickly enough? Will you scramble up the ladder first (turn to **105**) or last, after the others (turn to **31**); or will you tell your team that you will all have to fight (turn to **44**)?

205

Medtech is a large medical facility. It looks as if it is used primarily for modifying humans, changing them into cyborg servants of the Overlord. But you do find an Autodoc system, a robotic surgeon. Your companions make use of it to heal some of their superficial wounds. You can do the same. Roll one dice. If the number you roll is less than or equal to your Recovery Rating, you get back up to 5 Life Points. If you score more than your Recovery Rating, you get back only 2 Life Points. As you are leaving, the Champion you left monitoring the Cybermarines is hurrying to meet you: it seems that the marines are already in the Mining Control Centre, so you will have to vacate this area immediately! Turn to **150**.

206

The Kung Fu Master drops forward on one knee under your kick and grabs your other leg, just above the foot, with both hands. He yanks your leg out from under you and, with a cry of surprise, you fall flat on your back. In an instant, he is up, standing astride you. He leans down and drives the straight fingers of both hands at either side of your torso, just below your ribs. Desperately you snap your forearms out, trying to block his double strike. Roll one dice for the Master, and add 1 since he has a positional advantage. If the result is less than or equal to your Defence Rating, turn at once to **163**. If the result is greater than your Defence, you are too slow, and his fingers dig into your sides with punishing force; lose 3 Life Points. If you are still alive, you feel an icy wave of

nausea wash over you as he releases his Inner Strength. If you know the Energy Block skill and want to use it (assuming you have the Inner Strength to do so), cross off 1 point of Inner Strength and turn immediately to **136**. Otherwise, you struggle to overthrow this strange energy attack. Roll one dice. If the number rolled is greater than your Recovery Rating, turn straight away to **48**. If it less than or equal to your Recovery, you manage to throw off its effects. Enraged, he punches down at you. You block, then grab his wrist. Bringing your legs up, you put your feet on his midriff and push, hurling him over your head in a stomach throw. With a strangled cry, he flies through the air but manages to roll with the fall. You both get to your feet. Will you now close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), or try to throw him (turn to **10**)?

207

Roll one dice. If the number rolled is less than or equal to your Defence, turn to **125**. If it is higher than your Defence, turn to **107**.

208

Once at the far side of the pit, you are able to explore the control centre. Xavier fiddles with a console, pressing a button that turns off the metallic crushing machine. 'Ah, peace at last,' he sighs. You are busily examining the blank brick wall on one side of the room when you are interrupted by unexpected arrivals! Six figures descend suddenly through the feeder tubes at the far end of the centre, coming to rest lightly on the pads below. Without hesitation, they step forward as six more come down behind them. These are the Overlord's Enforcers, dressed in black-and-gold uniforms, half man, half machine – virtual automata with cyberchips implanted in their brains to make them totally subservient to the Overlord's will. Each Enforcer carries a baton in a mechanized hand: an electric shock baton, by the look of it. However, one stands out from the others, a giant of a man with a sighting device over one eye and a curious arrangement of three darts and a short barrel attached to the side of his ornate helmet. He's wearing body armour and on his left arm he carries a large shield; but it is his right arm that interests you most. It is entirely mechanical from the shoulder down and is caged in a steel exoskeleton of wires and poles. The arm ends, not in a hand, but in a massive piledriver, the sort of thing that might be used for breaking up concrete or hammering foundations into the ground! He strides forward and speaks. 'So, *you* are the cause of the disturbances in the mines – idiot lackeys of that meddling fool, the Eternal Champion! Did you really think you would get much further?' he shouts.

'Oh, we'll be going all the way,' Xavier replies. 'You can be sure of that.' As he speaks, Shadow and Midknight prepare for battle, and so do you.

'Well, I'm afraid this is the end of the line for you all – I am Piledriver, the Master of Destruction, and you have been condemned for demolition by the Overlord!' With that, the piledriver that is his arm roars into life, vibrating with great force. He and the Enforcers close in. Turn to **297**.

209

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you arc the ball of one foot up and around at the side of the Overlord's head, but he anticipates your move and drops flat, sweeping your other leg out from under you with the heel of his foot. You fall awkwardly on to your back; lose 4 Life Points. If you are now down to zero Life Points, turn at once to **157**. If you are still alive, you scramble to your feet in time to see the Overlord leaping towards you, his left leg extended in a flying kick. Roll one dice for his attack. If the number rolled is less than or equal to your Defence, turn to **86**. If it is greater than your Defence, turn to **283**.

210

You remember what the programmer, Roger Wells, told you before he died: you must keep the Overlord imprisoned with the Cage while you enter Cyberspace with your mind and battle the Overlord inside his

computer world, defeating him before the CyberCage runs out of energy and stops functioning. If you do *not* have a neural helmet, turn at once to **233**. If you have, you now explain to the others what must be done. Everyone agrees that it should be you who will wear the neural helmet and fight the Overlord, since you are the best martial artist. It is surprising how they grant you this accolade so quickly, when under normal circumstances they would not admit it at all! They all wish you luck in their different ways: Jetta bows and clicks her heels, R.A.X. punches the air and says, 'Kill 'im!', Xavier launches into a long speech and has to be shut up, and so on. Midknight plugs the CyberCage into a socket on the Cube's terminal; turn to **195**.

211

The mutant leader meets you halfway. You hand over the credits (cross them off your *Adventure Sheet*) and Xavier is pushed forward. They toss his staff to the ground, and douse their own lantern; then they make good their escape in the dark. Xavier apologizes for getting himself caught. Shadow sneers at him mockingly, and he glares angrily at her. Midknight adds, 'Let's not forget who it was who chose Xavier for this task.' They all look at you accusingly.

'Yes, well,' you bluster. 'Best to put all that behind us now. After all, we have an important mission to complete and we must stick together!' With that, you set off along Mine Shaft 66. Turn to **183**.

212

You swing on to the ledge and manage to keep your balance, so that you do not fall off again. You drive a knee into the window – the glass shatters and with one hand you grab the wall inside the window, still holding on to the rope with the other, and climb through. You find yourself in a great chamber at the base of the Spire; fortunately, it seems to be deserted. You secure the rope the rest of your team are able to slide down the cable, then climb down the rope, through the window and into the chamber. Turn to **299**.

213

The voice comes back on line: 'Twenty Megacredits! Well . . .' It is cut off abruptly, and another voice says, 'Trying to bribe an air-controller, eh! Nearly succeeding, too! I'll deal with him later – as for you, say your prayers, X153JH.' A missile is launched into the air from a rocket turret. It hurtles towards you at frightening speed, and explodes in one of the Jetcopter's engines.

'Brace yourselves for impact,' Blade yells, as the 'copter spirals down to the ground. A wooden warehouse rushes up to meet you and you smash in through its roof, then everything goes black. Lose 3 Life Points. You come round after a few seconds to find Blade unstrapping you from your seat. Desperately you scramble out of the wreckage and make a dash for a hole in the wall of the warehouse; Jetta, Larcen and Blade are close behind you. Suddenly there is a colossal

explosion, and you are blown forward by the blast. Lose 1 more Life Point. If you are still alive, you get up and dart out into a dingy alley in an industrial part of the city. Behind you, a great ball of flame throws a cloud of roiling black smoke into the air. Turn to **74**.

214

Kaisho's fist sweeps past your face – and you realize it is her sleeve that presents the danger, not her fist. Roll one dice for Kaisho. If the score is less than or equal to your Defence, turn immediately to **81**. If it is greater than your Defence, the weighted end of her sleeve contains sharpened steel which lashes your cheek before you can avoid it, sending you staggering backwards; lose 2 Life Points. If you are still alive, you wipe the blood from your gashed cheek, keeping your eyes on those sleeves. Kaisho stands with her legs braced wide apart and her knees bent in a half-crouch. Her forearms are crossed, held close to her chest, her hands balled into fists. An unusual stance, you think to yourself; you'll have to be careful. She waits. So do you. Then she says, 'Come. The marines will arrive soon,' in a strange whisper. She is right, you will have to attack. (Note that she has 10 Life Points and a Power of 3.) Will you feint with a low kick, then punch at her (turn to **102**), drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

215

Jetta's Bladerang hurtles through the air and hits the guard in the back. The force of the blow sends the

figure toppling forward, it crashes to the ground and shatters. You are both surprised to see that it was only a clay dummy – a trick! At that moment a trapdoor opens in the ceiling and another black-garbed ninja, real this time, with an iron dagger in each hand, drops down. However, the ninja hesitates for a moment, expecting you to be standing beside the dummy. This gives you a chance to dart forward, with Jetta following. The ninja turns to meet you, and you drive a straight-fingered jab to his throat. Roll one dice, adding 1 if your Fighting Style is Ninjutsu, Jujutsu or Kung Fu. If the result is higher than the ninja's Defence of 3, turn to **40**. If the result is less than or equal to 3, turn to **186**.

216

Jaluda steps forward and thrusts the sword straight at your face. You lean away from it, then kick a foot up at her wrists, trying to disarm her, but she moves her hands out the way, and slices at your leg. You are forced to throw yourself into a backwards somersault over her whistling blade. Roll one dice for Jaluda. If the number rolled is higher than your Defence, you fail to avoid her attack, and the sword cuts your thigh; turn to **52**. If the number rolled is less than or equal to your Defence, you leap out of the way but, as you come down, she strides after you and, shouting, hacks at your legs again. You leap into the air over her cut, but this time you spin in the air and unleash an aerial spinning back kick at her face. Roll one dice, adding 1 if your Fighting Style is Karate, Kickboxing or Savate. If the result is higher than her Defence of 4, turn to **265**. If the result is less than or equal to 4, your foot glances harmlessly off her helmet and she glares at you angrily. Will you now try to disarm her (turn to **171**), or throw her (turn to **24**)?

217

Roll one dice and add 1 if your Fighting Style is Karate, Kickboxing or Savate. If you score less than or equal to Piledriver's Defence of 3, turn directly to **266**. If you score more than 3, with your left foot you use the incoming shield as a stepping stone to gain added height, while with a shout you drive your right foot straight at Piledriver's face. His eyes widen in surprise before his head is thrown back by the force of your kick, the power of which is increased by his own speed coming to meet it! His head and shoulders are forced backwards, while his legs continue forward, and he falls on to his back, sliding into the wall with a crash. He loses your Power Rating in Life Points. You land and turn, to see him rising to his feet. Turn to **133**.

218

You lunge forward, whipping your fist in a straight punch at his face. He reacts instantly, stepping to one side under your incoming punch. He holds his fist with the thumb extended and jabs it up into your forearm, just below the elbow, in a kind of blocking strike. You start in pain as his thumb sinks into a nerve. Then he extends his arm, jabbing the thumb at a point under your armpit. Roll one dice for the Poison Finger Master. If the number rolled is greater than your Defence Rating, turn immediately to **21**. If it is less

than or equal to your Defence, you manage to step back smartly, avoiding his jab. He grins at you and stands back, facing you side on, with his weight on his back leg and crouching quite low. His left arm is extended towards you, the fingers straight, while his right hand rests on his left shoulder. Will you wait to see what he does and hope to counter-attack (turn to **37**), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?

219

If you have a blue stain on your fist, turn immediately to **110**. Reduce the time number of your CyberCage by 1. If it is down to zero, turn at once to **99**. If it is not, as you step forward the Overlord lashes his fist out at your head, but you drop to one knee and drive a straight-fingered jab up into his midriff, just under his ribcage. He grunts with pain, hesitating for a moment. Balling your hand into a fist, you stand up fast, bringing your fist up under his chin and cracking him sharply under the jaw; he loses 4 Life Points. If he is now down to zero Life Points, turn straight away to **290**. Otherwise, his head snaps back, but he executes a backward flip, bringing his feet up towards your face – you just manage to avoid them – then up over his head, and he lands safely a short distance away. When you hit the Overlord, flashes of coloured light, like sparks, radiated from the wound. Glancing at your fist, you see that it has been stained blue by some of this light (note on your *Adventure Sheet* that you have a blue stain on your fist).

What will you do now?

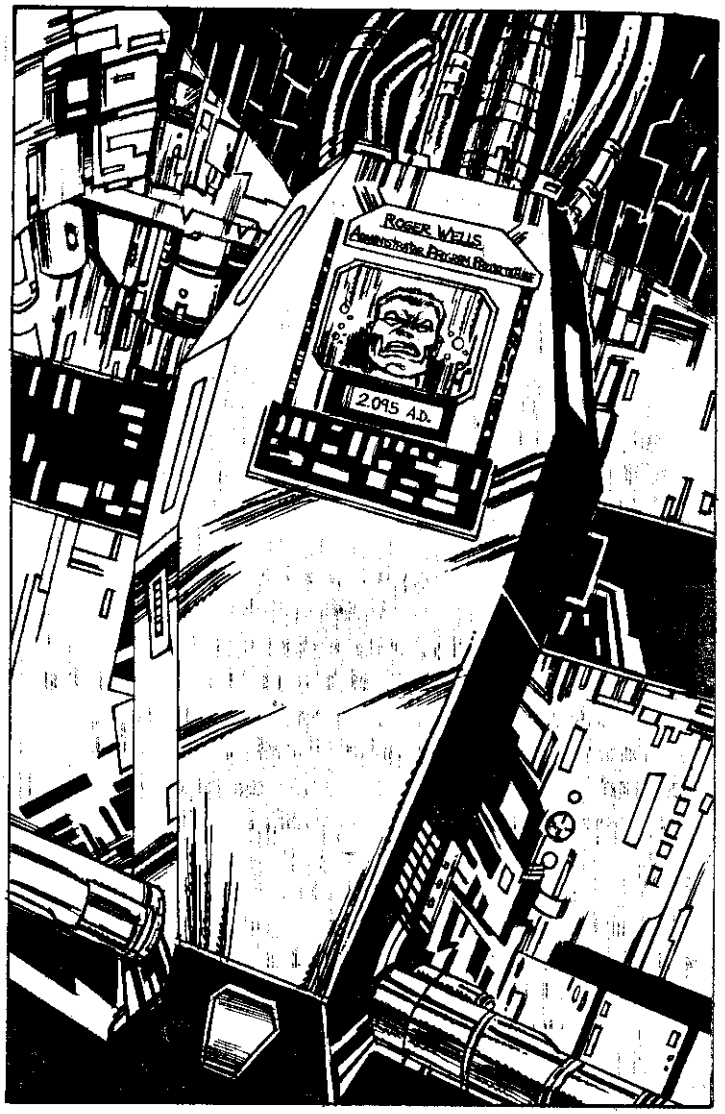
Drop low and try a straight-fingered jab up under his ribs again?	Turn to **110**
Aim a quick one-two at his body, followed by a right cross at his head?	Turn to **167**
Get in close and drive a hammer fist down at the side of his neck?	Turn to **75**
Try a kick?	Turn to **189**
Try a throw?	Turn to **2**

220

Trident hisses angrily, but he obeys you and shuffles off, diving into the lake with a splash. The old man eyes you speculatively, then smiles, saying, 'Forgive an old man's foibles. It is just that I have a fear of the sea, and its creatures.'

'Why do you live here, in the middle of a lake, then?' you ask.

'A man must face his fears. Anyway, it's the safest place in Megapolis.' The old man sits down on a rock. 'You are not from the city,' he says. 'Who are you and what are you doing here?' Will you tell him the truth about your mission (turn to **140**) or tell him to mind his own business (turn to **151**)?



221

The first thing you notice as you step through the door is the sudden change in temperature: the air is as cold as ice. You have entered a large laboratory with several coffin-shaped devices built into the walls. Each has a window on its surface, and you peer inside one of them. You start back in horror – the face of a mummified human corpse stares back at you. Studying the lab, you realize that the coffins are cryogenic storage chambers, used for freezing people so that they can be brought back to life at a later date. However, some of the support systems have been turned off and others have malfunctioned, so all but one of the occupants are now dead. Slash spots a cryogenic chamber that has a couple of green lights shining on a small readout, and the inside is aglow with white light. The face inside, though frozen stiff, is composed as if asleep. A name-plate above the small window reads 'Roger Wells, Administrator Program Project Chief'.

You realize that this is the body of the person who was in charge of creating the Administrator program to govern the world – the program that later became the Overlord. Examining the control console in the middle of the room, you conclude that it may be possible to revive Wells. You ask the others what they think. Trident couldn't care less, it seems: 'One human iss ass bad ass another,' he warbles.

R.A.X. is quite keen: 'I've a few questions I'd like to ask him.' Slash says that *you* must decide whether this will increase the chances of success in completing the

mission. If you want to try to bring him round, turn to **134**. If you decide against it and leave, turn to **8**.

222

The Grandmaster draws his sword – but it is not the blade you have to worry about; he sweeps the scabbard across in an arc and a fine mist of dust and liquid sprays out towards your eyes. You are not quick enough to avoid it; burning salts and acids seep into your eyes and you cannot open them. Desperately you try to clear them, backing away as you do so – but without sight you are an easy target. You manage to dodge the first few sword thrusts by sound alone, but eventually the Grandmaster's blade gets through. Your adventure ends here.

223

The heavily built mutant stands to attention, a look of fear on his face. 'My lords,' he rumbles nervously, 'forgive my disrespect. I did not know!' With that he drops to his knees and bows.

Shadow raises an eyebrow at this, but you notice that Xavier actually seems to be enjoying it. 'Arise, my good man,' he says imperiously.

Before you can intervene, the miner shouts with a voice like a foghorn, 'Captain, Captain, I have found servants of the Overlord!' Midknight edges back uncertainly. Shadow looks at you, and you nod. She disappears into the darkness like a ghost.

There is a loud commotion and a lot of pushing and shoving. 'Out of the way, mutie scum!' a gruff voice yells, and a number of mutants are herded into the cavern. They scatter, to cower fearfully in the shadows. They are followed by eight figures, presumably Enforcers of the Overlord. The Enforcers are human – or, rather, they were once. Over half of their bodies has been replaced by metal cyber parts. Their skulls are half metal – you know that cyberchips implanted in their brains force them to do the Overlord's bidding. They seem to have no weapons except for a short steel baton that is attached to their right arm where the hand would normally be. Their uniforms are black, edged with gold. One of the Enforcers seems to be totally human; he is the Captain of the squad. He has sold himself completely to the Overlord in return for power and wealth, no doubt. You notice that the Captain has no obvious weapon, but he is wearing a pair of dangerous-looking cyber-gauntlets that will enhance his strength.

The Captain looks you up and down. 'You are no agents of the Overlord! Saboteurs, more likely! You rebels are all under arrest,' he shouts, pointing in your general direction. 'Sabotaging the Overlord's mining operations is punishable by death!' You'll have to fight, and your companions have come to the same

conclusion. You spot Midknight stepping up behind one of the Enforcers, and Xavier has toppled another with a deft footsweep. Shadow is out of sight. As you run in, the Captain and one of his men turn to face you. 'Kill them! Kill them all!' the Captain screams. At that, the Enforcer facing you waves his baton at you. A strand of crackling green energy leaps from the baton and hurtles towards you – they are carrying energy whips! Desperately you try to dodge the attack. Roll one dice. If you score less than or equal to your Defence, turn to **7**. If you score more than your Defence, turn to **112**.

224

'Ah, well now,' Ferranti explains. 'My sources tell me that the Overlord is creating a martial arts program for himself. He intends to put his mind into a cyborg body, programmed with the skills of many grandmasters of the martial arts! But we've also discovered that the program is incomplete – as yet, he has not fully learnt the techniques of defending against spinning back kicks.' You are about to inquire further when the windows round the room suddenly explode in a cacophony of broken glass. Turn to **286**.

225

You tell him it is too dangerous; he looks disappointed at this but shrugs resignedly. You all carry on along the corridor until it opens out into a large storeroom. Jimmi follows you as far as the storeroom; here he grabs a small computer terminal, then disappears down a ventilation shaft that is too small for anyone but kids, after saying a quick thank-you. 'Hope he hasn't gone to warn the Overlord,' Blade comments.

The storeroom is full of jumbled equipment. To their evident relief, Blade and Larcen find their gear here. You also find a strange-looking helmet. It is covered in gadgetry, and little pads on the inside connect to various parts of the skull. 'It is a neural helmet,' Blade explains, 'used for entering Cyberspace with your mind. The Grandmaster must've used it to communicate with the Overlord face to face, inside his computer world.' Make a note of the Neural Helmet on your *Adventure Sheet*. There is nothing else of interest here and the only way out seems to be back the way you came, or upwards via a lift. There is only one button, marked 'The Roof'. Then you hear sounds coming from the corridor. Jetta, who has been standing guard, tells you that cyborg ninjas are on their way, a lot of them. You have little choice but to try the lift. Turn to **111**.

226

You have to release your hold on her in order to parry, but you are quick enough to block by hammering your elbow at the top of her thigh, jamming the

kick. She must lose Life Points equal to your Power Rating. If she is down to 2 or fewer Life Points, turn to **294**. Otherwise, she rolls away, then springs up, limping a little. She pauses, eyeing you speculatively; then she assumes the wide-legged, cross-armed stance once more. Will you now feint with a low kick, then punch at her (turn to **102**) or drive the instep of your right foot at the inside of her knee, then snap a side kick up at her face (turn to **272**)?

227

You drop to one knee and lean forward, pitching her head over heels and she crashes to the ground in front of you. You are still holding her wrists, so you chop your other hand down over her forearms and she lets go of the sword with a cry of pain, and it clatters to the ground. She loses your Power Rating in Life Points. If she is down to 3 Life Points of fewer, turn to **12**. Otherwise, using the momentum of your throw, she sits up and rolls forward, rising to her feet. You

kick the sword aside as she turns to face you. Out of the corner of your eye you spot that Blade is in serious trouble – he is ensnared in a net. However, he points his arm and a tiny rocket knife is launched, to explode in the face of a ninja. Meanwhile Jaluda reaches into her belt and pulls out two iron truncheons, called Jitte, with red tassels hanging from the hilt. She holds one in each hand and closes in on you. 'This time you won't be so lucky,' she grates through gritted teeth. Will you counter with a kick (turn to **83**), a throw (turn to **46**) or a punch (turn to **237**)?

228

You cannot open the door. You and Jetta are contemplating using force when a black-garbed ninja arrives at the bottom of the shaft; at the same time the door opens and several ninjas emerge and attack you. You are both trapped and, though you fight on for what seems ages, you are simply outnumbered; when you kill one, another comes to take his place. Finally you are both cut down by ninja swords. Your adventure ends here.

229

Blade

Fighting Style: Kenpo, 'fist method'

Time-zone of origin: AD 2030, New York

Appearance: A large man, bulging with muscle. He wears a visor of mirrored silver and has short, cropped hair. He wears a green uniform, like a comic-book superhero.

Mannerisms: Blade always looks cheesed-off about something, and most people stay out of his way. He is constantly flexing his right fist, as if about to hit someone or something at any moment.

Speech Characteristic: Blade is terse and taciturn. When he does speak, his voice is gruff and assertive.

Likes/Dislikes: Blade dislikes just about everything. He does not suffer fools gladly and is pretty extreme in his views. He also has a very short temper indeed. He believes in one thing only: justice. Justice . . . not necessarily the law.

Notes
Blade was suspended from his job as a cop because of his individualistic, 'loose cannon' way of doing things. Having rescued him from death by a deadly virus, the Eternal Champion brought him to the Fortress. Blade prefers fighting against the Overlord to being a cop; crazed tyrannical computer minds and cyborgs do not have the 'citizens' rights' which were always getting in

his way before. He has not made any friends among the other Champions – not that this is a problem for Blade; he is someone who simply doesn't have friends. To him, people are either on his side or they are not: it's as simple as that. Blade is a resourceful and dedicated warrior. Unfortunately, sometimes his temper gets the better of him, causing him to act rashly.

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

230

The Master of Lightning groans. 'You've certainly given me a hard time,' he says, circling you warily. You notice that Slash has hauled himself out of the water on to dry land and is now resting for a moment, gasping for air. He looks like a bedraggled cat, soaked to the skin. 'Uh oh, trouble ahead,' the Master of Lightning says, looking around in desperation. He points at Slash, but you step in, kicking his hands aside, and a bolt of lightning crashes into the wall. Slash is galvanized into action, and between the two of you it is not long before the Master of Lightning is beaten into submission.

Slash gives him a final kick for good measure. 'That for getting me wet,' he declares. R.A.X. and Trident

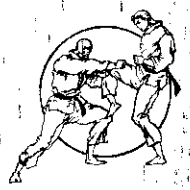
come round, feeling a bit worse for wear but still functioning. You examine the body of the Master of Lightning. He has a small powerpack on his back, connected by wires to his gauntlets and his suit. If you want to remove it, turn to 3. Otherwise, you get your team together and consider your next move. You could follow the course of the river but R.A.X. and Slash couldn't – so you set off along the storm drain ahead. You pass several other storm drains that connect with yours, until you are no longer sure where you are going. Slash's sense of direction is excellent, however, and he takes point, assuring you that he is leading you unerringly towards the centre of the city and the Citadel of Chaos. Turn to 143.

231

You manage to grab a handful of wires and you pull, ripping them loose in a shower of sparks. Piledriver screams in pain and rage as his whole arm seizes up, and he rears backwards. Instantly you bring both your legs up and hold his head in a scissor lock with your feet. Then you whip your legs down, slamming the back of his head with punishing force on the floor, and the Master of Destruction falls silent . . . permanently. Xavier helps you to your feet. Looking around, you see that the rest of the Enforcers are down – you have won this battle. Turn to 291.

232

Realizing that you cannot hope to fight such a machine without heavy weapons, you decide that discretion is the better part of valour, and all four of you run for your lives. The Cybersaur lumbers after you. You are able to keep ahead of the thing, but Trident is slowly falling behind: he is built for swimming, not for running. The rest of you stop to help him. Looking back, you see the Cybersaur relentlessly following. Then its eyes begin to flare up and twin bolts of energy shoot out towards you! You throw yourself into a forward roll, hoping to dodge the lasers. Roll one dice. If the number rolled is less than or equal to your Defence, turn to 93. If it is greater than your Defence, turn to 204.



233

You have no way of entering the Overlord's world, and none of the thinkers among the Champions can come up with a solution, either . . . and time is running out. After ten minutes or so, the double doors crash open and a veritable army of Enforcers and Cybermarines come boiling in. The battle is epic in scale and will go down in the annals of the resistance for ever. But the outcome is never in doubt. Eventually you are all overwhelmed. It is all over.

234

The ninja falls at last. Jetta is still out, but you cannot leave her here, so you lift her on to your shoulders and press on. After a few metres, the corridor opens out into a well-lit and spacious chamber. The floor is of polished wood and the walls of polished ebony, lined with burning torches. It is bare of furniture, but for an altar at the far end with a black velvet drape over it. Beyond it is a door. In front of the altar a man sits, cross-legged; he is dressed in the costume of the ninja but it is red in colour and lacks the usual hood. His forearms are exposed and you notice a tattoo of a dragon on the inside of each wrist. His face is nondescript, instantly forgettable except for the eyes, which are as black as night and full of power and malice. On the floor in front of him rests an unusual weapon, a 'Kyotetsu-shoge': a length of braided animal hair connects a heavy metal ring to a dagger with two blades, one straight and the other curved. Carefully you prop Jetta up against a wall while the man watches you inscrutably. Then he speaks in an even, accentless voice. 'Welcome, Supreme Champion of the Eternal One. I did not expect you to get this far. You have done well, but I cannot allow you to rescue your friends and destroy the Overlord. He is too valuable to me, as I am to him. Now you will meet your end, for I am the Grandmaster of Ninjas!' He rises to his feet, the Kyotetsu-shoge in his hands. You stand, facing each other about five metres apart, each daring the other. The Grandmaster whirls the dagger and ring above his head in a complicated series of movements. (Note that the Grandmaster of Ninjas has 13 Life

Points, a Power of 3 and a Defence of 4.) You look over to see if Jetta has come round yet but she lies, unmoving. The Grandmaster utters a short cry and sends the iron ring hurtling towards your head. Will you try to catch the ring (turn to **6**) or try to dodge it (turn to **185**)?

235

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, the Overlord is too fast for you when you close with him and try to get a hold: he steps aside and grabs your wrist. Then he spins behind you and heaves your forearm up between your shoulder blades in a painful arm lock while his other arm snakes round your throat. Knowing it will be only an instant before your neck is broken, you tense your knees then jump high, swinging your legs up and over the Overlord's head, to land behind him, breaking his hold. However, as your feet hit the ground he whirls and whips a fist around at the side of your head; lose 4 Life Points. If you are down to zero Life Points, turn to **157**. If you are still alive, your reflexes take over and you roll with the blow, cartwheeling away to one side. As you come to a halt, feeling slightly groggy, he is on you again with a flurry of attacks. You will have to defend yourself. Roll one dice. If the number you roll is less than or equal to your Defence Rating, turn to **55**. If it is higher than your Defence, turn to **270**.

236

The four of you hurry along the old railway tunnel whose tracks are rusty and pitted with age. The light from Xavier's staff throws a yellowish glow that bathes the ancient brick walls in an eerie wash of colour. At intervals along the tunnel you pass several side-entrances and caves, mostly caused by rockfalls and natural decay. You soon reach the end of the tunnel: it has collapsed on itself, sealing off the way ahead. However, joining the rail tunnel is an old, disused mine shaft that runs off to the left. By the light of the staff you spot a sign, bolted to the wall; it reads 'Mine Shaft No. 66'. The flowery scent you smelt earlier is stronger here. You enter the shaft and press on. Several side shafts, labelled with various numbers, branch off on either side, but you decide to stick to route 66. Suddenly Midknight pulls up short, raising his hand for quiet. You stop dead in your tracks, your senses straining to penetrate the darkness ahead. Then you hear it: a muffled clank, echoing along the tunnel.

'Someone is there,' Midknight whispers to you. 'I can smell their blood.' He smiles horribly. 'Smells nice, too.'

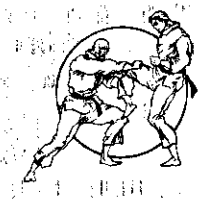
'All right, control yourself,' you whisper testily. You signal to Xavier and he douses the light. Total darkness descends like a blanket. 'One of us should creep forward as quietly as possible to reconnoitre,' you say

quietly. Who will you send: Midknight (turn to 32), Shadow (turn to 147), or Xavier (turn to 118)?

237

She swings a Jitte in an arc at the side of your head. You jerk back to avoid it, but she whips the tassel round at your eyes, taking you by surprise. Roll one dice, adding 1. If the result is greater than your Defence, you are blinded momentarily by the tassel, and she cracks you across the jaw with the other truncheon; lose 3 Life Points. If the result is less than or equal to your Defence, you manage to avoid the tassel, which whips harmlessly past your face. Then you hammer a fist at her exposed armpit, where she has less armour. Roll one dice, adding 1 if your Fighting Style is Kung Fu, Jujutsu or Karate. If you beat her Defence of 4, your fist lands and she loses your Power Rating in Life Points. If she is down to 3 or fewer Life Points, turn to 12. If you score less than or equal to 4, you only hit her armour, to no avail. It looks as if the ninjas are winning. You will have to finish Jaluda quickly, if you can. Will you now

counter with a kick (turn to 83) or with a throw (turn to 46)?



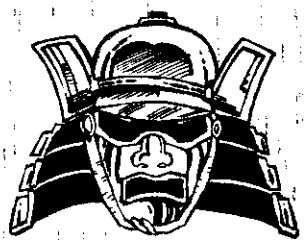
238

The four of you have quite a comfortable ride in the mining car which hovers along sedately. After a short time, during which you pass many tunnels on either side of Mine Shaft 3, you see light ahead and the passage begins to slope gently upwards. A loud thrumming sound from up ahead becomes deafening, and the tunnel opens into a large underground chamber that is brightly lit and is also apparently unmanned. As the car reaches the top of the tunnel, your predicament becomes clear: the car begins to tip forward, pouring its load of rock and ore into the yawning pit that suddenly appears below which you couldn't see before because of the slope of the tunnel. Gazing down into the pit, you see huge steel crushers at the bottom, grinding up the rocks and ore for processing. Walkways span the pit on either side, leading to the rest of the room. Unfortunately, you too are being tipped into the pit! Shadow reacts instantly, leaping for one of the walkways. Xavier screams in horror and manages to throw himself backwards into the tunnel. Desperately you make a dive for the lip of the pit, and Midknight does the same, swearing under his breath. Roll one dice, and subtract 1. You can use the Monkey

Heart Special Move or the Phase Special Move, if you know it, to subtract 1 from the dice roll. You must use the Special Move *before* you roll the dice. If you score less than or equal to your Equilibrium Rating, turn to **135**. If you score more than your Equilibrium Rating, turn to **84**.

239

You shove the discharger into the propeller blades' engine, and it releases a surge of power that shorts the motor out in a shower of sparks. The giant blades spin to a halt, and you and your team step safely through into the room beyond. Turn to **299**.



240

Momentarily blinded as you are, you are not quite quick enough. The sword gashes your arm as it hurtles past and embeds itself in the wooden floor, where it quivers as if alive. Lose 2 Life Points. If you are still alive, your vision clears completely. A short wooden stick falls out of the Grandmaster's sleeve into his hand. He darts forward without a sound and raises the

stick to strike down at your shoulder. Will you try to block the move (turn to **137**) or step back to avoid it, then jump forward and unleash a spinning back kick (turn to **82**)?

241

With lightning speed you catch the end of his ponytail, without touching the blade. Then you pull hard, yanking his head forward, and bring your knee up with full force to meet it. He is stunned, and starts to sway drunkenly. You finish him off with a punch, and he goes down at last. Turn to **192**.

242

Cross off 1 point of Inner Strength. You summon forth all your inner power or *ki* and unleash a punch at the incoming shield, stepping forward and driving your fist from your hip to get all the weight of your body behind the strike. Roll one dice. If you score less than or equal to your Power Rating, turn to **119**. If you score more than your Power Rating, your fist hammers his shield but you are not strong enough to shatter it. Turn to **266**.

243

You dive overboard just as the patrol boat fires its rocket launcher. A missile roars from the barrel of the

launcher and smashes into the side of the *Atlantis*. She goes up in a ball of flame, spewing debris all around, and sinks beneath the waves. The patrol boat veers towards you, closing fast. One of the crew with a gun starts firing at you, so you take a deep breath and dive down into the dirty harbour water. You swim for the harbour wall and soon spot a barnacle-encrusted outlet pipe looming out of the murk below. Desperately you strike out for it, but you are fast running out of air. Roll one dice. If the number rolled is less than or equal to your Endurance Rating, turn to **66**. If it is greater than your Endurance, turn to **115**.

244

Inside the armoury you find an array of weapons. Most are of the cybernetic variety: energy whips, shock batons, attachable blades and the like. These weapons need to be fixed on to a cyber arm and so are useless to you. However, you do find a spare shield of Piledriver's which you can take if you haven't got one already, and a pair of Enforcer Power Gauntlets. Putting these on will add 1 to your Power Rating (note that your Power cannot go higher than 5). As you are leaving, the Champion you left monitoring

the Cybermarines is hurrying to meet you. It seems that the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **150**.

245

You step in and grab his wrist, careful to avoid his gauntlet. The Master of Lightning seems to react sluggishly, and you twist his arm around and up between his shoulder blades, turning him; then you snake the other arm round his neck, and heave, throttling him. 'Ow!' he chokes. 'That hurts!'

Suddenly, he electrifies his suit, and a field of energy erupts outwards to enclose you both. The last thing you remember is a bright, blue flash and a thunderous blast, then everything goes black. You never come round. Your adventure ends here.

246

The force of his throw sends you head over heels through the air, and you crash to the ground on your back, stunned. An instant later the Overlord drops to one knee beside you and drives one fist and then the other in quick succession at your temple ... and everything goes black. Turn to **157**.

247

R.A.X. climbs out at the top of the shaft. You hear him shout, 'What in hell?' then there is a crash and the roar of his cyber fist, followed by silence. Slash bellows a war cry, and you hear the sounds of battle. You climb up as fast as you can, telling Trident to wait for you.

'Sslash is in trouble,' he hisses. 'I cannot wait!' And he leaps out of the shaft. You reach the top and look out. You are in a huge power station of some kind: great vats and machines bubble and hum all around, and pipes vent steam and vapours into the air. A man of Chinese origin stands a short distance away from the lip of the shaft out of which you are emerging. He is naked to the waist and is wearing baggy yellow trousers, white socks and black felt slippers. He has a black sash, covered in red markings, and around his forehead is a headband. A long ponytail hangs down his back. He has a black goatee beard and a drooping moustache, and on his chest is the tattoo of a scorpion. On each wrist he wears a golden vambrace, and he stands in a Praying Mantis Kung Fu stance. Behind him on the ground lies the unconscious R.A.X., and Slash is slumped near by.

Trident charges at him, swinging his pitch-fork arm at the Chinaman's head, but he steps back then hops forward, striking at the side of Trident's head with his fingers, giving a shout – 'Kiaiii!' Trident jerks, then staggers, holding the side of his face, as the Chinaman steps back calmly to watch. The scaly Champion doubles up, gives a bubbling moan and collapses to the floor, unconscious. You can hardly believe it: three Champions are down in the space of a minute! The Chinaman

is obviously using some nerve-striking technique that can put an opponent down with a single blow.

He turns towards you. 'Welcome,' he says, 'I have been waiting for you! The Cybersaur often herds someone into my trap, and today it is you! I suppose the Eternal Champion has sent you to kill the Overlord – an amusing notion. After I have killed you, I think I will boil your head and keep your skull on my bedside table. It will be a constant pleasure to remember how I defeated four Champions on the same day!' You circle around, using the time to study him. He turns to face you. 'Oh, how rude of me,' he says. 'I forgot to introduce myself – I am Tien Hsueh. You may know me as the Poison Finger Master.' He is certainly very sure of himself, and you may be able to use his over-confidence to your advantage. (Note that the Poison Finger Master has 11 Life Points, a Power of 3 and a Defence of 4.) Will you close in and try some punches to his head and body (turn to **218**), wait to see what he does and hope to counter-attack (turn to **37**), try a low kick, followed by a roundhouse kick to his head (turn to **108**) or try to throw him (turn to **10**)?

248

You sweep both forearms up to block her double strike, but Kaisho adjusts the angle of her needles and stabs you in the wrists. You cry out in pain; lose 3 Life Points. Enraged, with a shout you bring both your fists together on either side of her head. The Master of the Devil's Hand drops at your feet, beaten at last. Turn to **30**.

249

You can use the launcher to fire a cable into the wall of the Spire; if you can get it near enough to a window, you may be able to gain access to the Citadel. You aim and fire, and the steel harpoon shoots away and embeds itself into the concrete, about three metres from a window. 'Not the best shot I've ever seen,' says Blade, annoyed at your marksmanship. You tie off the cable round the head of a gargoyle. You now have a line from the cathedral down to the Spire. However it will be a tricky job to get to the windows from the point where the cable is fixed to the Spire.

The lift doors suddenly slide shut and it descends. 'Someone has called for the lift from down below – more ninjas will soon be on their way up, I figure,' says Larcen. You don't have much time. Who will you send down the line first: yourself (turn to **274**), Jetta Maxx (turn to **262**), Larcen Tyler (turn to **181**) or Blade (turn to **60**)?

250

Eventually you come to a T-junction of tunnels; Shaft 66 ends here. To the right, Mine Shaft 11 burrows its way into the dark; to the left, Mine Shaft 3 arrows into the blackness. As you are considering which route to follow, you hear a strange humming sound coming from Shaft 11. The four of you prepare for combat, but it is a false alarm. All that appears out of Shaft 11 is a mining car. It glides along on powerful magnetic motors, floating about half a metre off the ground, and

moving at some eight kilometres an hour. As it glides past, you notice that it is about three-quarters full of rock minerals and ore and is heading along Shaft 3. It is unmanned and appears to be fully automated, with room for all four of you, if necessary. Will you investigate Shaft 11 (turn to **275**), go down Shaft 3 (turn to **162**) or vault into the mining car and see where it takes you (turn to **238**)?

251

Lifting your leg as if to drive a straight kick, you snap your foot down and lean forward, whipping a vicious punch at his head. Roll one dice, and add 1 if your Fighting Style is Kung Fu or Karate. If you score higher than the Grandmaster's Defence of 4, you catch him by surprise and smash him in the face. He loses your Power Rating in Life Points. If he is down to zero or fewer Life Points, turn at once to **78**. If you score less than or equal to 4, he drops to one knee under your punch and stabs you in the foot; lose 3 Life Points. Then he rolls past you and, with an evil chuckle, comes to his feet a few metres away. If you are both still alive, will you now wait for him to make a move, then counter-attack (turn to **62**) or try a low kick (turn to **196**)?

252

The Eternal Champion gives you a personnel carrier, driven by one of his staff, to carry you and your team to the mountains that surround Megapolis. During the journey Xavier keeps up a non-stop commentary, chattering away as if you were all on a pleasant day trip to the zoo. Shadow grows increasingly irritated by this until eventually she tells Xavier to shut up. He falls silent, rather offended. As for Midknight, he seems a little agitated: the daylight is bothering him. 'The sooner we are underground, the better,' he mutters. This is a strange team indeed, you think to yourself: a beautiful woman who is in fact a deadly assassin, a vampire who has sworn to fight evil, and a seventeenth-century warlock! At long last the carrier drops you off in the foot-hills, and you climb up into the mountains that surround Megapolis in search of the caves that will lead you to the Overlord's mines. Walking along a thin track made by mountain goats, you round a corner, to be greeted by a breath-taking sight: down below is the city itself. Turn to **104**.

253

You take the full force of his strike on a raised forearm. You have misjudged his power, however; his metal arm hammers your blocking arm down into your face, stunning you for a moment. He follows this up by shoving the piledriver into your shoulder. The pounding steel nearly shatters the bones, and the pain is awful. You are hurled to the ground, and slide along it in an ungainly heap of agonized flesh, until you come to rest against the brick wall, gasping. Lose 5 Life Points. If you are still alive, Piledriver throws his head back and utters a great bellow of triumph. You pick yourself up as he boasts, 'I am invincible! I am all-powerful! I am unstoppable!' He seems more concerned with how wonderful he is than with anything else.

Fortunately, his rantings give you time to recover your wits and you edge towards him, ready for anything. Piledriver finally turns his attention back to you. 'Time to crush you like a fly,' he says, and charges at you, shield first. Will you try to meet his charge with a leaping kick aimed over the shield at his head (turn to **217**), drop low and try a strike up under the shield (turn to **73**), try to dodge past the shield on his left side (turn to **38**), or use the Power Strike Special Move, if you know it, in an attempt to shatter his shield (turn to **242**)?

254

'Ha, just kidding!' the Master of Lightning quips, snapping his supposedly injured foot up at your chest as you step in to trip him. You are knocked back by the blow; lose 2 Life Points. If you are still alive, will you now try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

255

Atone sighs disappointedly, and the others hang their heads despondently. 'Well, the direction we have just come from will lead you to the Citadel of Choas itself.' She tells you that they are mining for uranium to power the Overlord's nuclear reactors and suggests that you hide in the cavern while she leads the Enforcers down the old railway tunnel. 'Once we are gone, follow the mine shaft, and good luck!' You and the others hide inside an old railway carriage.

After a few minutes, about fifteen mutant miners are herded forward by several Enforcers. The Enforcers are wielding energy whips with which they castigate the mutant workers, lashing them forward. When the sound of their passage down the ancient railway tunnel has faded away, you lead your team into the mine shaft. Turn to **287**.

256

The old man slumps into unconsciousness. He is carrying nothing on him, so you search the hut. Inside is an old straw pallet, a few sticks of furniture, and some dried fish and other foodstuffs. You do find something of interest: a jar of greenish liquid labelled 'Katsu tonic, for resuscitation of the comatose'. (Note the katsu tonic on your *Adventure Sheet*.) You swim back to the shore of the lake, leaving the island behind. You find R.A.X. and Slash waiting for you. After you have updated them, you all set off round the edge of the lake, keeping to dry land. At the far end of the cavern you discover a wide opening in the wall; it is a storm drain outlet: water from the heavy rains and storms that fall on Megapolis will drain away down this pipe, into the lake and then out to the harbour. A thin trickle of scummy water is all there is at the moment. 'Couldn't be better for sneaking into the Citadel,' R.A.X. says optimistically. It looks as dark as pitch inside the tunnel. R.A.X. reaches up to his head and turns on a switch. A beam of light from his sighting device spears the dark ahead, a thin sliver of visibility. 'That's me sorted,' he says. Slash gets out an oilskin bag, takes from it a wooden torch and lights it. Well

illuminated, you lead the party into the yawning tunnel ahead. A faint smell of moist decay and wet rot greets your nostrils. Turn to **203**.

257

If you have a yellow mark on your heel, turn immediately to **179**. Reduce the time number of your CyberCage by 1. If it is down to zero, turn at once to **99**.

If it is not, you spin to the right on the ball of your left foot and whip your right heel around in an arc, as if your leg were a chain and your foot a heavy metal ball. It whacks into the side of the Overlord's face with a crack, smashing his head around, and a spray of coloured light gushes out from the wound, some of it staining the heel of your foot with a yellow mark (note on your *Adventure Sheet* that you have a yellow mark on your heel). Meanwhile, the force of the blow sends him whirling away, barely able to stay on his feet; he loses 4 Life Points. If the Overlord is now down to zero Life Points, turn straight away to **290**. If he is still alive, you leap, head first, towards him and somersault in the air so that both your feet are hurtling towards him in a drop-kick. He recovers at the last instant and brings a forearm across his face, sweeping your legs aside and down. You land nimbly with your back to him then execute another spinning kick. This time he ducks and, as you turn to face him, you drive a straight kick at his face. Under pressure, he rears backwards, just managing to avoid your strike, and flips on to his hands and then to his feet, repeating

these flips until he is well out of range. You pursue him and when he stops you are ready to attack again.

What will you try now?

A punch?	Turn to **25**
A kick?	Turn to **189**
A throw?	Turn to **2**

258

R.A.X. obeys with commendable speed. He runs forward and takes a flying leap, firing his jet boots. The Master of Lightning steps back and fires a bolt at R.A.X., but the Champion is moving too fast, so he misses. R.A.X. crashes into him and they fall in a struggling heap. You and Trident dive into the river at once and swim for the other side. Slash hesitates, however – he cannot swim, so he steps back, to get a good run-up for a mighty jump. As you are hauling yourself up the concrete bank on the far side, the Master of Lightning discharges a field of electricity all over his own body. R.A.X., who is wrestling with him, is bathed in a harsh blue light: he jerks convulsively and is thrown back through the air, the electricity playing havoc with his cyber circuits. He slides across the ground and comes to a stop, unmoving. You and Trident climb up to face the Master just as he is getting to his feet. Will you send Trident in to the attack and yourself hang back, looking for an opening and waiting for Slash (turn to **280**), or will both you and Trident charge him immediately (turn to **20**) or will you both wait for Slash (turn to **271**)?

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, the Eternal Champion saved him from this fate and Trident, who takes such matters of honour very seriously indeed, swore to serve the Eternal One in return. He is a mighty warrior and has the power to radiate energy fields that can engulf opponents. This is why he

prefers to fight at close quarters, weakening opponents with an energy field, then gutting them using the tines of the trident fixed to his arm. Alas, he's a bit dim and is not at his best when fighting out of water. Nor is he very good at taking orders from 'Sssneaky humanss', as he calls them. On the plus side, he likes to fight and is loyal and fearless. He will prove a good member to have in a combat team, if used in the right way.

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

260

One of the ventilator grilles suddenly crashes down and Trident comes lumbering through, followed by Slash and R.A.X. You can see that they are fairly badly beaten up, but they'll live. Just as you are about to greet one another, a hidden panel in one wall slides open and you all step back, ready for battle, as a horrid, undead apparition enters. But then Slash bellows, 'Midknight!' and you all relax. He is followed by Shadow and Xavier, who are arguing together. At the sight of you, they run over happily, looking equally battered but alive. None of you can supress your joy at the sight of one another, and there is much embracing and slapping of backs. You have to shout to bring them under control, reminding them that you are all standing in the very centre of the Overlord's domain. You realize that the Cube must be the 'brain' of the Overlord, but it is also clearly virtually indestructible: it would take a nuclear bomb to destroy it. Blade tells you that he could make one, but Larcen points out

that setting off a nuke here would kill a lot of innocent civilians living in the city.

'And us too, incidentally,' Xavier points out. If you have Jimmi Jax with you, turn to **69**. If you haven't, turn to **121**.

261

You cannot open the safe, nor can you open the secret door. You are trapped, and soon Cybermarines arrive in force. You and your team put up a brave fight, but there are simply too many of them and they are armed to the teeth. Eventually you are blasted into extinction by a plasma rifle. You have failed.

262

'Right,' she says. Larcen looks worried at your decision, but Blade points out that she is a circus acrobat. Jetta *walks* out on to the cable, as if it were a tightrope. Using her arms to keep her balance, she steps carefully down the cable and makes it to the far side safely enough. Unfortunately, she cannot get from the cable to the window-ledge – it is too far. There is nothing more she can do, so she starts to work her way back up the cable; it takes her much longer to climb up. Suddenly the lift door opens, spewing forth several ninjas. By now your position is known, and they are soon reinforced by Enforcers and Cybermarines, armed with plasma rifles. Some have been flown over from the Citadel by jet 'copter. A ninja sword cuts the cable and Jetta plummets to her death. The rest of you battle bravely, but eventually you are all overwhelmed and killed. Your adventure ends here.

263

He thrusts the dagger at your midriff, but you are ready and evade the blade. Then he sends the iron ring swinging at your head. You duck under it, but he whips a foot around in a roundhouse kick. Just in time, you slap it aside with a hand, pushing him into a spin. He follows the momentum through, using the spin of his body to drive the dagger in his hand at your chest with devastating power. Roll one dice for the Grandmaster. If the number rolled is less than or equal to your Defence, you manage to get a foot up on to his arm, jamming his attack. If it is higher than your Defence, you miss, and must lose 3 Life Points. In either case, if you are still alive, will you now wait for him to hurl the ring and try to entangle your arm, pulling the Grandmaster towards you, then execute a flying kick (turn to **50**) or roll towards him and come up on to one knee, driving a fist at his solar plexus (turn to **116**)?

264

The mutants, led by Atone and Garoud, emerge nervously from hiding. At the sight of the dead Enforcers, they start shouting and cheering, 'We are the Champions!' over and over.

'*We* are the champions, you mean,' Xavier mutters sourly under his breath. Shadow smiles serenely at them. As for Midknight – well, the miners avoid him like you'd avoid Dracula. Not surprisingly really, you think to yourself.

Atone and Garoud approach you. 'Thank you, you have freed us!' You explain your mission to them: that you need to find the Core and must find or build a CyberCage to imprison the Overlord before destroying the Core. Atone explains how to get into the Citadel. 'Follow Mine Shaft Three all the way back. Do *not* deviate from this route – all shafts are signposted. You will come to the Mine Control Room at last. From there, vacuum feeder tubes will take you up into the Citadel itself.'

'What about Orgin Chard!' Garoud reminds her.

'Of course!' Atone exclaims. 'Orgin Chard, the scientist. He was one of the Overlord's top technicians, until he came over to the rebels. The Overlord has him imprisoned in the UnderCells. He has been sealed into his cell, and is fed by automatic devices. The blank wall of the control room leads to his cell. If you drill through the wall, you will be able to rescue him. He is well versed in the Overlord's systems. *He* can build you a CyberCage.' She hands you a large power drill. 'UnderCells, for the use of,' she grates. Make a note of it on your *Adventure Sheet*. 'One last thing,' says Atone. 'The Mines are guarded by two of the Lords of Death: Piledriver and the mysterious Master of the Devil's Hand. Watch yourselves!' You make your farewells, and the mutants set off in the direction of the railway tunnel, hoping to begin a new life underground. You lead your team into Mine Shaft 3. Turn to **287**.

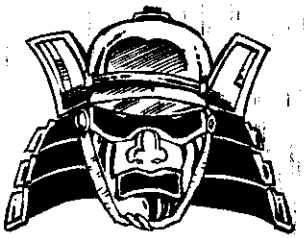
265

Your foot slams into her face, rocking her head back, and she grunts in pain. She loses your Power Rating in Life Points. If she is down to 3 or fewer Life Points, turn to **12**. Otherwise, you spot Larcen battling with a couple of ninja near by; he fells one with a high kick and drops into a crouch, using a foot sweep on the other. You notice that one of Ferranti's bodyguards is lying without moving, then Jaluda closes in on you again. Will you now try to disarm her (turn to **171**), or throw her (turn to **24**)?

266

You have mistimed your move, and Piledriver slams the shield home. You are hurled through the air and career off the back wall, to land in a dazed heap. Lose 5 Life Points. If you are still alive, as you try to regain your senses a body hits the ground near by: it is an Enforcer with one of Shadow's throwing stars embedded in its forehead. Your companions seem to be holding their own. If you can survive long enough, you may still prevail. You drag yourself to your feet,

grimacing with pain, to see the Master of Destruction bearing down on you, grinning savagely. 'I think your face'd make a great emblem for my shield!' he says, charging in. Will you try to meet his attack with a leaping kick aimed over the shield at his head (turn to **217**), drop low and try a strike up under the shield (turn to **73**), try to dodge past the shield on his left side (turn to **38**), or use the Power Strike Special Move, if you know it, in an attempt to shatter his shield (turn to **242**)?



267

The Poison Finger Master is looking decidedly battered and he backs off somewhat. You notice Slash beginning to twitch. 'You're a cut above the others, I'll give you that,' Tien Hsueh says, eyeing the supine Slash with concern. Then he runs forward and dives on to his hands, propelling himself into the air. He comes down in a crouch in front of you and spins around, extending his leg in a whirling footsweep. You leap above his leg, but then you realize it is not the trip that is the danger: his long ponytail is whipping around at your midriff – and a tiny blade is fixed to its end. Roll one dice and add 1 for surprise. If the result is less than or equal to your Defence, turn to **241**. If the result is greater than your Defence, turn to **80**.

268

Inside the armoury you find an array of weapons. Most are of the cybernetic variety: energy whips, shock batons, attachable blades and the like. These weapons need to be fixed on to a cyber arm and so are useless to you. However, you do find a spare shield of Piledriver's which you can take if you haven't got one already, and a pair of Enforcer Power Gauntlets. Putting these on will add 1 to your Power Rating (note that your Power cannot go higher than 5). As you are leaving, the Champion you left to monitor the Cybermarines is hurrying to meet you: it seems that the marines are already in the Mining Control Centre, and you will have to vacate this area immediately! Turn to **9**.

269

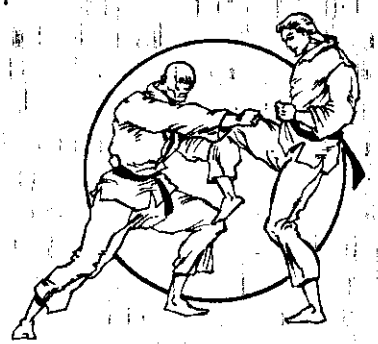
You twist the dial. There is a hiss of escaping gas, and the door of the coffin slowly creaks open. Inside, strapped to an upright table, is a man of middle years. Wires and needles retract from his body and the table he is lying on slides down with an electronic hum. You approach him; he feels cold to the touch, and the readout tells you that he is barely alive. If you have some Katsu tonic, turn to **89**. If you haven't, turn to **63**.

270

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, he chops a hand at the side of your neck, but you duck under it and he follows this up with a chop to the

other side of your neck. Giving ground fast, you block desperately. With unrelenting rapidity, the Overlord closes his hand into a fist and snaps his arm straight, driving his knuckles against the bridge of your nose, and pain washes over you. Barely moments later, he slams his foot into your chest with a side kick: you are lifted off your feet and hurled backwards, your arms spread wide as his shouts echo through Cyberspace; lose 4 Life Points. If you are now down to zero Life Points, turn straight away to **157**. If you are still alive, you manage to break your fall with your arms when you land flat on your back. At the last instant your head clears, in time for you to see the Overlord's foot stamping down at your head; you roll aside and away, springing to your feet out of range. Warily you circle him and then attack. What will you do now?

A straight thrust kick at his midriff?	Turn to **14**
A spinning back kick?	Turn to **257**
A roundhouse kick to the head?	Turn to **209**
A punch?	Turn to **25**
A throw?	Turn to **2**



271

The Master of Lightning gets to his feet. 'Wheee!' he shouts. 'This is fun!' He points with both hands at you and Trident, and bolts of electricity leap from his fingers. Desperately you roll forward, trying to dodge the bolt and bring yourself closer to him at the same time. Roll one dice. If the number rolled is less than or equal to your Defence Rating, turn to **103**. If it is greater than your Defence, turn to **142**.

272

You step forward and kick – but she adjusts her stance, twisting her right leg inwards slightly, her face an impassive mask. Your instep strikes the bony part of the knee she has turned to meet your foot. You stiffen in agony, momentarily paralysed by the unexpected pain. Kaisho steps up close to you with pantherish speed and grace, glaring at you like a demon from hell, and hooks her right arm under your left armpit, gripping the back of your neck with her fingers. She shouts and turns, intent on hurling you across her hip to the ground. Roll one dice for Kaisho. If the score is less than or equal to your Defence, turn at once to **90**. If it is greater than your Defence, you are thrown forward, head over heels. You crash flat on your back; lose 3 Life Points. If you are still alive, Kaisho leaps high in the air and comes down, stamping both feet at your chest. You roll aside just in time, then get to your feet. Will you now feint with a low kick, then punch at her (turn to **102**) or grab for the lapels of her tunic and attempt a throw (turn to **144**)?

273

You and Trident swim towards the island. You feel rather exposed, fearful of sudden attack from the dark waters below, but you reach land without incident. You force your way through the bushes round the edges of the island and step through into a clearing at the centre. You are surprised to find a simple wooden hut with a figure standing in the doorway. It is an old man with a long white beard and steely grey eyes that glitter ominously in the light from above. He wears long, flowing, yellow robes and leans on a gnarled walking stick. 'What is this demon from the sea?' he asks, pointing at Trident with his cane. His voice is strong, at odds with his aged appearance. He looks you up and down, then adds, 'Get this beast off my island – as for you, we have business to discuss.' Will you send Trident back to the others (turn to **220**), leave with him (turn to **188**) or attack the old man (turn to **95**)?

274

'Here, you may need this,' says Larcen. He gives you his rope grappling-hook and you wind it round your waist. Then you grip the cable with your hands and feet so that you are hanging below it, and inch your way down. It is quite terrifying so high up, and the wind seems to be doing its best to part you from the cable, but you make it safely to the wall of the Spire. The harpoon has embedded itself in the concrete and is very secure, but the window-ledge is just out of reach. After some aerial acrobatics, you manage to tie Larcen's hook to the cable. Holding on to the rope, you try

to swing like a pendulum across to the window-ledge. Roll one dice. If the number rolled is less than or equal to your Equilibrium Rating, turn to **212**. If it is greater than your Equilibrium Rating, turn to **124**.

275

Shaft 11 leads into a warren of tunnels and passages. Although you mark your way with chalk, you fall prey to the vagaries of chance. A sudden rockfall, set off by a reverberating explosion somewhere near by in the mines, blocks the passage behind you. Without a way back, you blunder about in the black tunnels and soon become hopelessly lost in the warren of mine shafts. Your adventure ends here.

276

Larcen leads you along a filthy alley in the old quarter of Megapolis until you come to a door in the side of a derelict supermarket. Larcen knocks and a panel slides open. You hear him exchange a few words with the person behind the hatch, then the door opens. A little weasel of a man introduces himself as Etla, Mr Ferranti's assistant. Etla is a rough-looking individual, lacking one ear and with a long scar that runs from his forehead to his chin. He leers crudely at Jetta but she just laughs derisively at him. Crestfallen, he leads you up some stairs into a long hall above the deserted shop. Large, grimy windows line both walls, and the place is crammed with all sorts of stuff lying around: food, alcohol, clothes, computer parts – you name it. Part of Ferranti's blackmarket stock, no doubt. Etla

leads you to a door at the far end, and you and your team step into Ferranti's office. Turn to **156**.

277

The Grandmaster draws his sword – but it is not the blade you have to worry about; he sweeps the scabbard across in an arc and a fine mist of dust and liquid sprays out towards your eyes. You step back in time, and some of it lands on your arm, but fortunately none gets in your eyes. When he sees that you are not blinded, the Grandmaster actually lays down his sword. You are about to attack when he mutters, 'In O Musubi.' You find that you cannot move, as if you were under a spell, and a deathly hush falls in the room. The Grandmaster stares ahead, unseeing. Putting his hands together, he begins to twist them round each other, making various shapes and signs. He makes nine different signs altogether, punctuated by a low, guttural murmur, as if he were using Inner Strength.

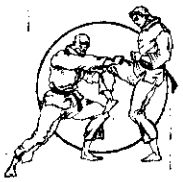
Suddenly the room is plunged into darkness and you find yourself able to move once more. The Grandmaster has used some kind of ninja magic to create darkness! Feeling comes back into your limbs. You tense and circle warily, moving as quietly as you can. Senses straining, you try to locate your enemy, who could be anywhere. Your spine tingles as you contemplate what you are up against. This is the Grandmaster of Ninjas and a Master of Innin, the skill of silent stealth or the Secret Shadow. The words above the entrance to this place come unbidden to your mind: 'Make the night your friend and darkness your cloak

of invisibility.' You are at a disadvantage here, in the Grandmaster's element: the dark.

Your every sense is suddenly concentrated at a point in the middle of your chest; you can feel something touch you there. Will you strike out with a punch (turn to **18**) or slide forward to the ground, and try a footsweep (turn to **148**)?

278

Stepping over the body, you approach the door ahead of you; it is studded with dragon-shaped bolts. The handle turns easily and you step through in a single fluid movement, ready for action, into another corridor, Jetta just behind you. In the dim light you come face to face with a figure, about the same height and build as yourself, tensed and alert. The eyes radiate strength and determination. You can see another person, probably a woman, standing behind the figure. Will you attack with a kick (turn to **130**) or step back into a defensive stance (turn to **59**)?



279

There is nothing else here, so you decide to press on upwards into the Citadel. Gingerly the four of you step on to the pads where the Enforcers came down.

There is a rush of air, and you are all sucked up into the tubes. After a few seconds you find yourselves standing on metal plates that have slid into place under your feet. The tubes retract into the ceiling and you step into another large chamber with consoles and monitors scattered about. Seated at the terminals are strange hybrids of man and machine: they are wired into their consoles with tubes and cables so that they themselves are part of the terminals they work at. All of them are staring at the screens, completely oblivious to your presence. A sign reads 'Surveillance Control Centre'. The monitors reveal scenes from Megapolis: dingy grey streets, the dockyards, the airport, the mining centre and so on. Three doors lead out of the room, marked, respectively, Labs, Medtech and Armoury; and in the middle of the chamber six more vacuum tubes lead upwards into the Citadel.

'Look at this!' Shadow shouts, pointing to one of the monitors. It reveals a battle in progress between some Enforcers and Trident, Slash and R.A.X. They are fighting in a storm drain below the city. Xavier cheers as Slash demolishes his opponent with a great swing of his club.

'I have no wish to put a damper on things,' Midknight interjects, pointing at another screen, 'but I think this monitor is more relevant to our immediate situation.' The screen reveals about thirty figures, fully armoured and carrying plasma rifles, moving along one of the mine shafts. 'Cybermarines, and they are heading our way,' Midknight comments. The monitor shows that

they are in Shaft 66. It won't be long before they reach you, and there are too many of them for you to fight. If you want to carry on upwards immediately, turn to **9**. If you prefer to leave one of your team to watch the progress of the marines while the rest of you explore the other rooms, turn to **126**.

280

Trident charges, bellowing his war cry, and swings his weapon in a great back-handed cut at the Master of Lightning's head. The Master whips a gauntleted hand up and blocks the golden tines of Trident's weapon. There is a ringing clang, then a flash, as he discharges a surge of electricity into Trident's arm via the metal weapon that is attached to Trident's wrist. The Champion gives a warbling cry and is thrown backwards, to fall, senseless, to the ground. Then behind you, you hear a crash and a grunt, followed by a fearful shout and a splash. The Master of Lightning strides towards you and laughs. 'Your Neanderthal friend didn't quite make it – he's fallen in!' Suddenly he swings a punch at your head – you duck under it. Just as well, because his cyber-gauntlets crackle with blue energy. (Note that the Master of

Lightning has a Power of 2, 10 Life Points and a Defence of 3.) Will you try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**), try to distract him by stamping on his foot (turn to **41**) or wait for his strike, then counter-attack with a kick (turn to **77**)?

281

You wait, but Trident doesn't come back in time. The patrol boat opens fire, and a missile roars from the barrel of its launcher. You try to steer away, but the *Atlantis* isn't fast enough and the missile strikes you amidships. It blows the boat in two and you are thrown into the air by the force of the blast; lose 2 Life Points. You hit the water, stunned. *Atlantis* sinks like a stone and is gone. The patrol boat is bearing down on you fast when a green, scaly hand comes out of the water and grabs you round the waist. You just have time to suck in a lungful of air before Trident dives fast, and you arrow down through the dirty waters of the harbour. A barnacle-encrusted outlet pipe looms out of the murk below, jutting out of the harbour wall, and Trident swims up into it. Looking up, you can see light ahead; after a few seconds, you break the surface of the water. Turn to **34**.

282

Deftly you grasp the Enforcer's wrist and clutch his upper arm with your other hand. You spin and drop to one knee, still holding your opponent, pulling at his wrist and pushing his upper arm. His own momentum,

and your movement, sends him flying, head over heels, to the ground. A hammer fist to the side of his head renders him *hors de combat*. However, you have taken too long to deal with this Enforcer. The second one steps in and jabs his baton down into your chest. You give a gasp of pain as an electric shock courses through you; lose 2 Life Points. If you are still alive, your muscles contract involuntarily, and you are thrown backwards through the air . . . luckily for Shadow, as it happens, because you come crashing down on top of Piledriver. He is knocked aside, just as he was about to finish off a weak and groggy Champion. You get to your feet, face to face with an enraged Piledriver, the Master of Destruction. Turn to **11**.

283

Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**. If it is not, you try to sweep his leg aside, but he is too fast: his foot slams into your face and blood spurts from your shattered nose and mangled lips; lose 4 Life Points. If you are now down to zero Life Points, turn at once to **157**. If you are still alive, using all your willpower, you suppress the pain and fall back. The Overlord laughs cruelly. What will you try now?

A punch? Turn to **25**
A kick? Turn to **189**
A throw? Turn to **2**

284

The teeth of the Cybersaur rip through one of your boots, but you just manage to get up in time. The monster cannot follow you up the narrow shaft, so it crashes about below, trying to widen the concrete shaft with its talons, but to no avail. 'That was closse,' Trident hisses.

'Scared the scales off you, did it, Trident?' R.A.X. mocks from above. Trident growls in reply. Looking up, you can see a light at the top of the shaft. You tell them all to keep moving. Turn to **247**.

285

You give the island and the water a wide berth, much to the relief of Slash and R.A.X. At the far end of the cavern you find a wide opening in the wall; it is a storm drain outlet: water from the heavy rains and storms that fall on Megapolis will drain away down this pipe, into the lake and then out to the harbour. A thin trickle of scummy water is all there is at the moment. 'Couldn't be better for sneaking into the Citadel,' R.A.X. says optimistically. It looks as dark as pitch inside the tunnel. R.A.X. reaches up to his head and turns on a switch. A beam of light from his sighting device spears the dark ahead, a thin sliver of visibility. 'That's me sorted,' he says. Slash gets out an oilskin bag and takes from it a wooden torch, which he lights. Well illuminated, you lead the party into the yawning tunnel ahead. A faint smell of moist decay and wet rot greets your nostrils. Turn to **203**.

286

A host of ninjas come swinging in on ropes through the shattered windows. Some are cyborg ninjas, others appears to be completely human, but they all have dragon symbols on their costumes. Some are carrying swords, while others have large nets. 'Dragon ninja!' Ferranti exclaims in shock. 'How did they find us?' They are led by a woman in a suit of ornate Samurai armour. She is blonde and blue-eyed and her face reflects a kind of unholy glee at the sight of your surprised faces. You notice that vicious sharpened spikes protrude from her knee- and elbow-pads and from the knuckles of her mailed gauntlets. She is wielding a Samurai sword, a katana, in both hands. Etla, Ferranti's rat-faced assistant, runs over to her and she smiles in greeting at him as he turns to face you, laughing.

'Traitor!' Ferranti bellows, shaking his fist in rage at Etla.

The woman throws back her head and laughs evilly, saying, 'Well, it hardly matters now, does it? You're all doomed anyway.'

As she continues to rant, Ferranti leans forward and whispers in your ear, 'That's Jaluda, the Master of Weapons, but I don't see the Grandmaster who commands the Dragon Ninja. That's just as well – Jaluda's bad enough.' Ferranti backs away and his bodyguards move to cover him. Jaluda gestures and the Dragon Ninja run to the attack, and a mighty brawl begins.

Larcen, Jetta and Blade are soon engaged, but none of

the Ninja makes for you. Instead, Jaluda strides towards you, shouting, 'You're mine, so-called Supreme Champion!' (Note that she has a Defence of 4, 10 Life Points, and a Power of 3.) Because of her armour, reduce your Power Rating by 1 for this fight with Jaluda only. She closes in, sword held high over her head. Will you try to disarm her (turn to **171**), throw her (turn to **24**) or dodge and counter-attack with a kick (turn to **216**)?

287

You lead the way gamely into the yawning blackness of Shaft 3, marking your passage with chalk to avoid getting lost. Xavier's staff provides light. Eventually you come to a three-way junction. To the right, Mine Shaft 11 burrows its way into the dark; to the left, Mine Shaft 3 continues into the blackness. As you are considering which route to follow, you hear a strange humming sound coming from Shaft 11. The four of you prepare for combat, but it is a false alarm. All that appears out of Shaft 11 is a mining car. It glides along on powerful magnetic motors, floating about half a metre off the ground, and moving at some eight kilometres an hour. As it glides past, you notice that it is about three-quarters full of rock minerals and ore and is heading along Shaft 3 to your left. It is unmanned and appears to be fully automated, with room for all four of you, if necessary. Will you investigate Shaft 11 (turn to **275**), go down Shaft 3 (turn to **162**) or vault into the mining car and see where it takes you (turn to **238**)?

288

The rest of the crew fall to R.A.X. and Slash. You commandeer the Captain's personal force shield: it has the effect of increasing your Endurance Rating by 1 and it will also increase your Life Points by 3 while you still possess the personal force shield (note that your Endurance cannot go higher than 5). You take over the patrol boat and sail it in towards the harbour. As you are approaching land, you spot a glint of light reflecting off something and, as you draw closer, you see that it is another Enforcer who has been watching everything through binoculars. A fiery flash suddenly comes from one of the rocket turrets overlooking the harbour, and a missile surges towards you. You try to take avoiding action, but the patrol boat isn't fast enough and the missile strikes you amidships. It blows the launch in two and you are thrown into the air by the force of the blast; lose 2 Life Points. You hit the water, half stunned. Looking around, you see that Slash and R.A.X. have managed to grab hold of some wreckage. Slash looks really miserable in the water. Then Trident bobs up beside them. They exchange a few words, then Trident grabs R.A.X. and disappears with him under the water. After a few minutes he comes back, and takes charge of Slash. A short while later, Trident appears next to you. 'I will take you to an underwater cave beneath the wavess,' he hisses. You cling to his back and he dives. You arrow down through the dirty waters of the harbour. A barnacle-encrusted outlet pipe looms out of the murk below, jutting out of the harbour wall, and Trident swims up into it. Looking up, you can see light ahead, and after

a few seconds you break the surface of the water. Turn to **34**.

289

Chipping the quartz crystal to size, you fit it into the lock. There is a hum, then a click, and the safe door swings open. Inside you find a small device that resembles a remote control, and a strange-looking helmet. The helmet is covered in gadgetry, and little pads on the inside connect to various parts of the skull. 'It is a neural helmet,' Midknight announces, 'used for entering Cyberspace with your mind. No doubt Kaisho used it to communicate with the Overlord face to face, inside his computer world.' Make a note of the neural helmet on your *Adventure Sheet*. Shadow takes the remote control and opens the secret door, and you all step through into the great hall beyond. Turn to **299**.

290

The Overlord collapses at your feet and his body suddenly explodes in a great shower of multi-coloured lights. The scene dissolves and you find yourself back in your own body. The Champions have been following your fight on the screens of the Cube, but now it is just a lifeless hunk of titanium. When they see that you are back, they all cheer and applaud your heroism. The Overlord is dead!

When you leave the Citadel, you find the cyborg servants of the Overlord are all standing about like mindless automata, no longer driven by his cybernetic

will. As you and the other Champions spread the word, the humans begin to come out of their hovels and hideaways, scarcely able to believe the truth. Soon the whole city is celebrating! Turn to **300**.

291

The four of you stand in the debris of battle, bodies lying all around. Shadow doesn't even acknowledge the help you gave her; she is too proud to admit that she was in trouble. Midknight is all right – it seems that the shock batons of the Enforcers had a diminished effect on his vampiric metabolism; and Xavier boasts that not a single enemy got near enough to hurt him.

'Lucky this time then, weren't you,' Shadow sneers. Xavier smiles sarcastically back at her. Midknight stares at the bodies enigmatically, his red eyes glowing in the artificial light of the underground chamber. You can't be sure, but it looks to you as if he is licking his lips. You take stock of the situation. You may take Piledriver's shield if you wish (unless you smashed it, of course). Other than that, there is nothing of use on the bodies of the vanquished. If you have both a drill and a Rebel Rose, turn to **39**. Otherwise, turn to **279**.

292

As you close, the Captain jabs a punch at you, but you drop to the ground and slide into him, driving a kick up into his midriff. He doubles up and you hook both your feet round one of his legs then heave, bringing him crashing to the ground. You are about to finish him off by chopping a heel down at his head

when you are struck by the Enforcer's energy whip. Agonizing, unbearable pain shrieks up and down every nerve in your body, burning like fire. Lose 3 Life Points *and* subtract 1 from your Equilibrium Rating permanently, since the energy whip has damaged your reflexes. You are virtually defenceless as the Captain gets to his feet once more.

Fortunately for you, Shadow Yamoto appears out of nowhere, hammering the Captain from behind with a kick to the head. Almost simultaneously she hurls a throwing star at the Enforcer, catching him in the throat. He goes down with a gurgling cry. 'Really!' she says. 'Have you been neglecting your training?' You grimace in pain and humiliation as she smiles smugly at you. Turn to **45**.

293

You kick up between his outstretched arms, catching him in the midriff. He doubles up in pain and must lose your Power Rating in Life Points. If he is now down to 2 or fewer Life Points, turn at once to **230**. Otherwise, your opponent hisses at you. 'You're a vicious fighter, aren't you?' he mutters. Pressing your advantage, you follow up with a side kick to his head. 'Whoah!' he cries, as he throws himself into a backwards roll to avoid your kick. You stride after him as he flips on to his feet. 'Come on, then,' he says, beckoning to you with his fingers. Will you now try to hammer his head with your fists (turn to **166**), try to get him in a choke-hold (turn to **245**) or try to distract him by stamping on his foot (turn to **41**)?

294

Kaisho is looking somewhat battered. She puts her hands up behind her head and for a moment you think she is surrendering, but then she whips out two long steel pins from her hair and leaps forward, driving both the dagger-like needles at your shoulders. Her hair flows out behind her in a wave as she attacks. Roll one dice for Kaisho. If the number rolled is less than or equal to your Defence Rating, turn to **54**. If it is greater than your Defence, turn to **248**.

295

Blade banks the jet 'copter round the mountain and in towards the northern part of the city, where the airport is located. As you close, you look down over the walls into a city of seemingly chaotic construction. Almost every bit of ground is covered by grey monolithic buildings. People shuffle along the roads, their heads down, trying to keep out of trouble. Patrols of black-clad Enforcer cyborgs are plentiful and cameras monitor all activity everywhere ceaselessly. Suddenly a warning light flashes on the 'copter control console. 'We are being targeted by several missile systems,' Blade announces.

A voice comes over the radio. 'Cargo 'copter X153HJ, this is Megapolis Control; identify yourself or be shot down.' Blade replies that he is carrying a consignment of machinery for the Overlord's automated factories. 'Roger that, X153HJ,' replies the voice. 'But what is pass code of the day?'

You cross your fingers as Blade replies, 'Pass code is Blackhawk 251.'

There is a pregnant pause. Then: 'Sorry, X153HJ, that pass code is now out of date. You have fifteen seconds to give correct code or you will be terminated.'

You will have to think fast. What are you going to tell Blade to say?

'Look, Control, Cargo Admin must have made a mistake – I'm just a delivery flyboy. Let me land and I'm sure we can sort it out on the ground' (turn to **33**)?

'Look, someone at Admin has made a mistake. Just let me land and I'll make sure twenty credits find their way into your pockets' (turn to **213**)?

'Do what you like, Control, but this delivery is under direct orders from the Overlord himself. If he doesn't get it quick, he's going to be very ratty indeed, and it'll be the uranium mines for you' (turn to **198**)?

296

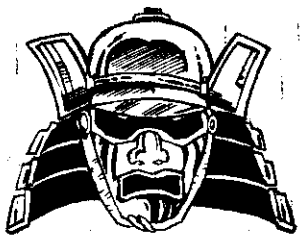
The hall is littered with several dead Dragon Ninjas. Ferranti has survived, but one of his bodyguards is dead and the other needs medical attention. Ferranti has a medkit among his possessions, and he uses it on you, Jetta and the bodyguard (regain 3 Life Points).

'That little rat, Etla,' growls the bodyguard, whose name is Delako. 'I'd like to get my hands on him!'

'We all would,' Ferranti replies. 'But we may still get the chance, if these Champions can fulfil their mission.' He explains that the ninjas will have taken Larcen and Blade to their base, from where the Grandmaster runs his secret ninja police for the Overlord. Like all ninja hideouts, its location is supposed to be a secret. Ferranti smiles proudly, and adds, 'But of course I have found out where it is! The ninjas won't be expecting you to come after your friends because, as far as they're concerned, nobody knows where they've taken them. You can sneak in there and rescue your comrades.'

'We must do all we can to rescue Larcen,' Jetta murmurs urgently to you. 'And Blade, of course,' she adds as an afterthought.

'You'll have to move fast,' says Ferranti, 'otherwise the Grandmaster will kill them after torturing as much information out of them as he can.' Jetta blanches when she hears this and is even more desperate to rescue them. Turn to **87**.



297

Midknight and Xavier are attacked by Enforcers. Out of the corner of your eye you see that Piledriver has gone straight for Shadow and that she is giving ground as she tries to dodge the hammering steel of his arm. An Enforcer steps forward, cutting at your head with a baton. You block his attack, careful not to touch the baton itself. Another Enforcer closes in to attack. You drop into a wide-legged stance, ready to defend yourself. Elsewhere, Midknight has managed to grab one of the Enforcers round the legs and ram him, head first, into the ceiling! However, a couple more are moving in behind him. Xavier has already taken one Enforcer out and is dealing comfortably with three assailants, using the long reach of his cane to keep them at bay. Unfortunately, you can see that Shadow is not doing so well. Piledriver has used his shield to batter her to the ground, where she lies, stunned. He is now striding over, intent on finishing her off with his jack-hammer arm. Will you try to get across to help her as quickly as possible (turn to **88**), or do you decide to deal with the two Enforcers first (turn to **176**)?

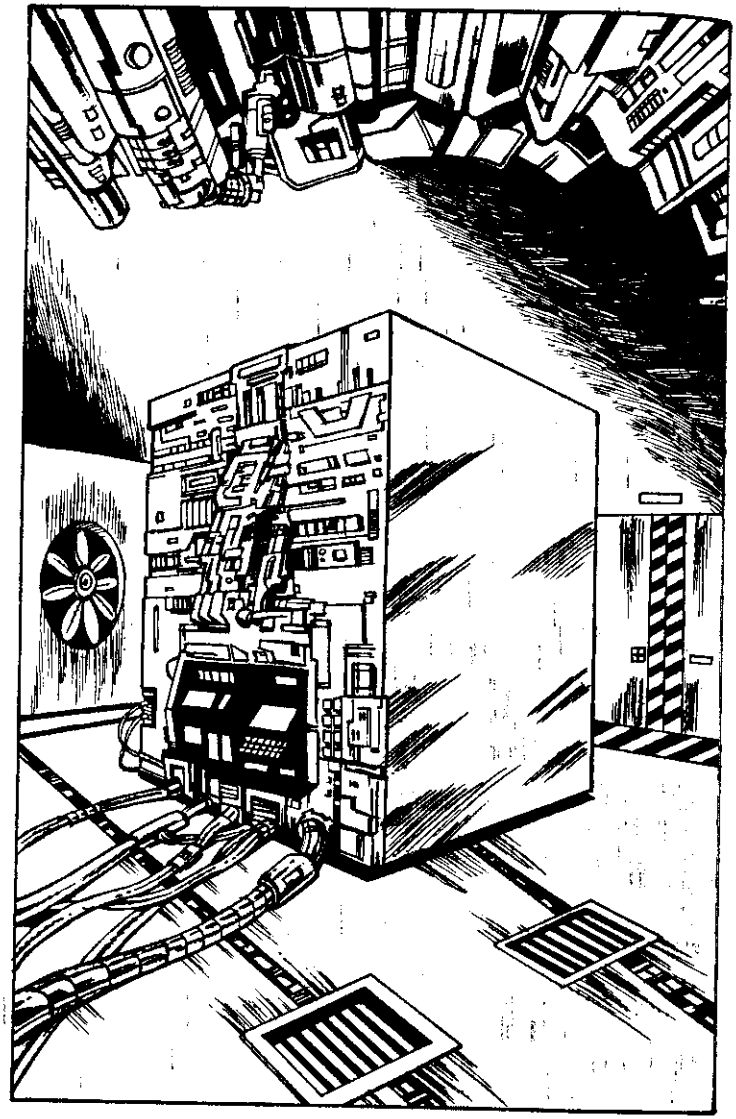
298

If you have a splash of green on your foot, turn at once to **36**. Reduce the time number of your CyberCage by 1. If it is down to zero, turn immediately to **99**.

If it is not, the Overlord steps forward and launches a straight kick at your face, but you sidestep and turn sideways away from his strike. The Overlord's leg whistles past your back as you drive the side of your

foot at his stomach, then whip it up to his head. He blocks your first strike with a forearm, but your second takes him by surprise and slams into his face. His head swings back as he staggers, momentarily stunned. Where your blow landed, a rainbow of coloured sparks bursts out, and a splash of greenish light stains your foot (note on your *Adventure Sheet* that you have a splash of green on your foot). The Overlord loses 4 Life Points. If he is down to zero Life Points, turn straight away to **290**. Otherwise, how will you follow this up?

With a straight thrust kick at his midriff?	Turn to **14**
With a spinning back kick?	Turn to **257**
With a roundhouse kick to the head?	Turn to **209**
Will you drive another side kick at his stomach, then one at his head?	Turn to **36**
With a punch?	Turn to **25**
With a throw?	Turn to **2**



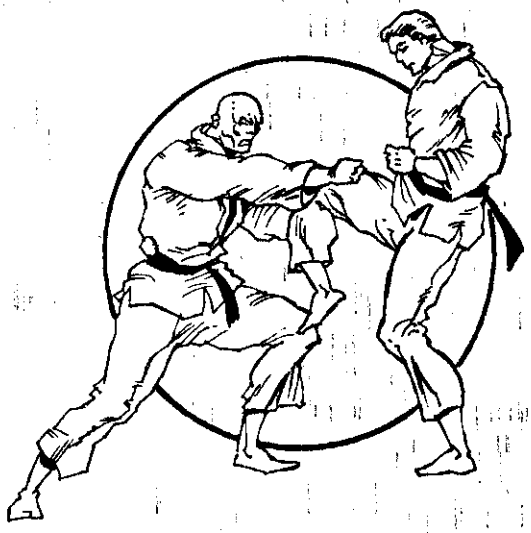
299

You have arrived at the Core and find yourselves standing in a large, round, vaulted hall that rises up to a Spire. Tall windows are set into the wall of the spire, flooding the room with light. At the base of the wall are several massive ventilator grilles, behind which huge propellers revolve slowly, wafting gusts of cool air round the hall. The only other entrance is by a set of plain double doors. In the middle of the hall sits a gigantic cube of titanium steel, glittering in the light. It is almost featureless except for a computer terminal set into one face, complete with wires and sockets for connection into the cube. Apart from the moaning thrum of the cooling ducts, everything is quiet. If your team are Midknight, Shadow and Xavier, turn to **35**. If your team are Blade, Jetta and Larcen, turn to **260**. If your team are Slash, Trident and R.A.X., turn to **174**.

300

Eventually, you make your way back to Fortress Eternity for some well-earned rest and relaxation. The Eternal Champion is overjoyed at your success. At a great assembly in the main hall, he awards each Champion with a special medal, and the new mayor of Megapolis presents the keys of the city to them as well. The mayor tells you that the people will erect a statue of you in the city centre; it will read 'The Supreme Champion, Saviour of Megapolis' and arranged in a circle round you will be statues of the other nine Champions. 'Don't worry – your statue will be the largest!' the mayor whispers conspiratorially in your ear.

Later, at a private interview, the Eternal Champion declares, 'I am most pleased with you, my Supreme Champion. One day, soon, I shall retire, and it is you whom I wish to take my place. But all is not yet peace and harmony. Humankind still faces many trials and tribulations, before the legacy of the Overlord's tyranny will finally be laid to rest. Who knows what dangers still lie in our path . . .?



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.