

THE **CRYSTAL** MAZE[®]

ADVENTURE GAMEBOOK

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and

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MAMMOTH

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INTRODUCTION

It is the year 2090. The most popular holovision series of the late twenty-first century is *The Crystal Maze*. Teams of four contestants are given the opportunity to enter different time zones in their search for the crystals that will win them time in the Crystal Dome at the end. In other respects, the programme has come a long way from its origins as a twentieth-century television show, making full use of the advances in technology. The time zones are highly realistic, being simulated by means of holograms, animatronic robots and computer graphics. And the host who conducts the contestants through the four zones is the latest in artificial intelligence: the amazingly lifelike android, ROB 9000.

HOW TO PLAY

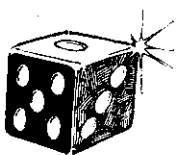
You are given the opportunity to take a four-person team through the Crystal Maze. It is your choices that will decide whether they emerge with plenty of time crystals, or empty-handed.

ATTRIBUTES

Each team member has a score in three attributes: strength, dexterity and intelligence. The higher the score, the better that team member is at performing tasks involving the attribute. As you will see from the Adventure Sheet overleaf, three of your team members are specialists, having a score of 9 in one attribute and 6 in the others. The fourth team member is an all-rounder, having the same score (7) in each attribute. You can name your team members, or just refer to them by number.

HOW THE ATTRIBUTES ARE USED

At various points in the adventure, you may be asked to make an *attribute check* for one of your team members. For instance, a team member attempting to lift a heavy boulder would need to make a strength check. To do this, you roll two dice and compare the total to the team member's attribute score. A roll equal to or less than the attribute score indicates success; a higher roll is failure.



Example: The team member with dexterity 9 attempts to shoot a target with a blow-gun. He/she makes a dexterity check by rolling two dice. A roll of 2–6 is success: the target is hit. A roll of 10–12 is failure: a miss.

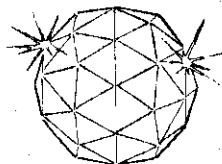
PLAYING THE GAMES

Like the television show, *The Crystal Maze* gamebook takes your team through four games in each zone, with the exception of the Aztec Zone, which is slightly different. The games are of four basic types: Physical, Mental, Skill and Mystery. You do not have to try one game of each category – you might prefer to undertake two Mental games, a Skill game and a Mystery, for instance.

Usually, only one team member will actually undertake the game. Obviously the player's attribute scores can make a difference; it is up to you to choose the right person for each game.

TIME CRYSTALS

The object of your progress through the Maze is to collect as many time crystals as possible. Each crystal collected adds to the time you will have in the Crystal Dome at the end, increasing your chance of winning excellent prizes. There is a space on the Adventure Sheet for you to record crystals as you acquire them.



GETTING TRAPPED

In some of the games your team will play, failure could mean much worse than mere disappointment. Many of the games are set up so that if the team member you have chosen to play the game gets it wrong, he or she ends up imprisoned.

You can usually buy an imprisoned team member's freedom by forfeiting a time crystal from those you have collected. Remember, though, that each crystal counts for extra prize-gathering time at the end. It may be better to go through all the games with a reduced-strength team rather than lose a crystal.

If, at any point, *all* the team are imprisoned, your adventure ends immediately in failure.

ITEMS

Each team member can carry *one* additional item at a time. You will be told which of the various objects in the Maze you can take with you. If you find an item you want but each team member is already carrying one, you will have to decide on an item to discard.

Crystals do not count as items, being much lighter and easy to carry in the pockets of your team's jumpsuits. You can carry any number of crystals at one time.

GETTING READY

You will need a pencil and rubber, some scrap paper, two dice and a watch. You may also find it handy to have spare photocopies of the Adventure Sheet, since you might want to go back to the Maze later with another team and try to better your previous score.

Now turn to 1. Good luck!

The Crystal Maze Adventure Sheet

Crystals collected
Time totals (seconds)
Notes

The Crystal Maze Adventure Sheet

Team member	Strength	Dexterity	Intelligence	Item carried	Imprisoned? (yes or no)

1

You are met at the entrance to the Crystal Maze by ROB 9000, the uncannily lifelike android who is to act as your host and guide. He favours you each with a broad smile as he shakes your hand, but he also warns you that he is programmed for a certain mercilessness behind the façade of charm. 'After all, you'd hardly want things to be too easy, would you?' he says. 'That wouldn't make for enjoyable viewing. I will give you the odd clue now and again, though. To start with, which zone would you like to enter first? They all have crystals aplenty just waiting to be won. I don't necessarily recommend visiting the zones in chronological order, by the way; in fact, quite the reverse.'

You can enter:

The Medieval Zone – turn to 15.

The Aztec Zone – turn to 9.

The Futuristic Zone – turn to 222.

The Industrial Zone – turn to 170.

2

Your two android opponents also take a crossbow and a box of quarrels each, then walk out across the sward until they are standing equidistant from one another and from you.

ROB ushers the team members not taking part back out of the line of fire. 'Okay,' he calls out. 'Your opponents are Chance and Cert. You'll go first, then Chance – assuming you haven't already put him out with a red hit – and then Cert. Remember that fifty per cent of Chance's quarrels are red, and *all* of Cert's. We'll continue in rotation until only one of

you is left; Chance and Cert can fire at each other, as well as you.'

You must decide how to use your first (and possibly only) shot:

If you shoot at Cert, turn to 42.

If you shoot at Chance, turn to 55.

If you shoot over their heads, turn to 68.

3

Half of your quarrel-tips contain red paint, so you must roll 1, 2 or 3 on one die to score a 'kill'. Roll for this. If you succeed, Cert is deactivated – turn to 17. If you fail, he immediately responds by shooting back at you – turn to 108.

4

The horse goes pounding down the track towards the quintain. Meanwhile, you struggle to hold the lance steady and at the same time operate the controls set on a panel in the back of the horse's neck. As you approach the quintain, will you:

Increase speed? Turn to 18.

Decrease speed? Turn to 31.

Leave the speed steady? Turn to 44.

5

ROB takes you to one of the tents surrounding the tourney field. Inside, resting on a rosewood table, are three caskets. One is of gold, one of silver, and one of lead. You can see that each has a plaque on its lid bearing some inscription.

By way of preamble, ROB tells you about the fierce pride of medieval nobility. 'Fathers were very protective of their daughters' honour,' he says; 'at

least as protective as a Mafia boss, and twice as dangerous if angered. Often, a knight would have suitors for his daughter's hand prove themselves in a contest such as this one. You have to work out which of the caskets to open. In times of yore, the correct casket would have contained a key to the young maiden's chastity belt, but in this instance it contains the still more coveted prize of a spanking new time crystal.'

If you examine the caskets, turn to 19.

If you back off from the challenge, turn to 82.

6
'Apparently simple arithmetic isn't your strong point,' drawls ROB languidly. 'I thought it was rather too easy, myself. But then, I have the advantage of a 9000 Series supercooled backprop-array artificial brain - with the optional sarcasm circuits, of course.'

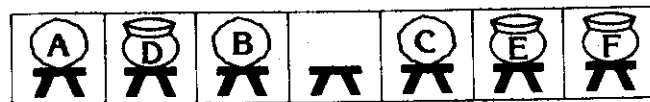
The team member you had chosen to answer for you is suddenly seized by a giant golden eagle which swoops down out of the sky. Obviously it is a robot with jet-assisted flight, because it has no trouble carrying its burden to a remote eyrie atop the tower.

You can free your trapped colleague now by relinquishing one of the time crystals you have collected (remove it from the total on your Adventure Sheet if so). But you will get another chance to do this before leaving the Medieval Zone, so you do not have to decide right now. Turn to 95.

7
'Oh yes?' replies ROB with a wry smile. 'If you think that, just wait and learn.'

He turns to the robot knights. 'Any ideas, lads?'
Turn to 34.

8



Refer to the illustration, which shows the arrangement of articles now. The sergeant in charge of the trebuchet is yelling at you to get a move on. What will you do now?

Move Boulder B to the empty trestle? Turn to 158.

Or move Firepot E to it instead? Turn to 21.

9

The way into the Aztec Zone is along a majestic causeway that leads from the shore of a sparkling azure lake to a city that seems to float upon the water. Jutting out into the lake from the fringes of the city are verdant rafts of vegetation, like floating gardens moored among the stucco buildings.

'The city of Tenochtitlan,' says ROB, waving his hand at the sight ahead, 'or a reasonable facsimile thereof. The original was razed by the Conquistadors so they could build Mexico City instead.'

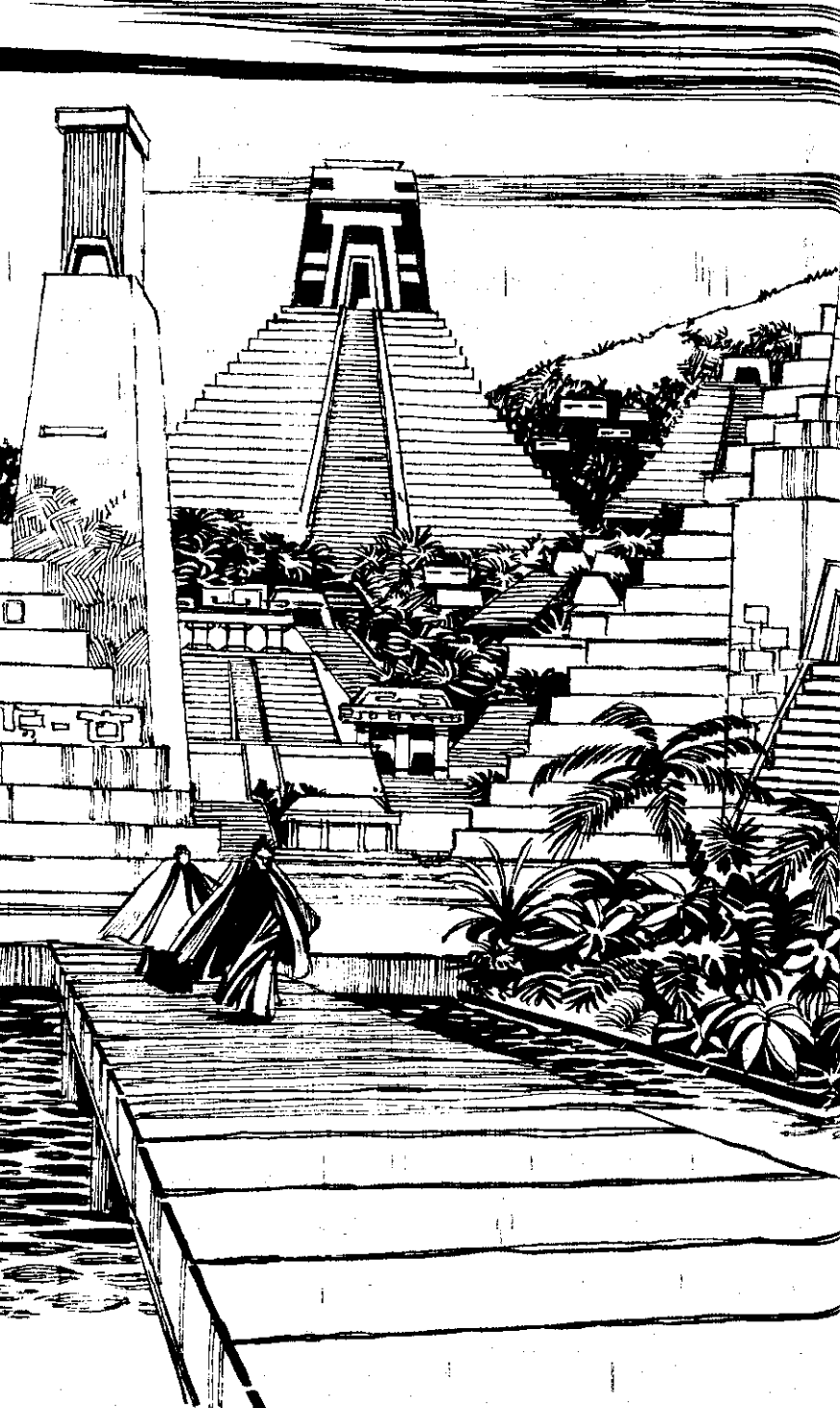
You see a couple of figures hurrying past you, away from the city. They wear black robes and their hair is spiky under a coating of black resin. 'Priests,' explains ROB laconically. 'Oh say, that reminds me of a puzzle. Do you want to hear it?'

If you reply that you'd rather get on with the games, turn to 49.

If you listen to ROB's puzzle, turn to 36.

10

'Actually, you're wrong,' says ROB. 'Do try to



get the old grey matter in gear, won't you? The prospects of success look a bit bleak otherwise.'

Patronising android oaf, you think to yourselves. Then, looking up, you see you have arrived at the great gates of Tenochtitlan. Turn to 115.

11

'Of course,' replies the holy man, his feather robe rustling as he gives an emphatic nod. 'What difference does the speed of light make to the question, after all?'

He touches a plaque beside him and, amid a rumbling of mighty stone pistons, a section of the floor rises up to reveal a spiral staircase winding down into the heart of the pyramid.

'You haven't won a crystal yet,' he adds, 'but you've found another route. It could take you to victory – or to imprisonment.'

If you go down the stairs, turn to 51.

Otherwise, you can return to the plaza and visit either the House of the Magician (turn to 129) or the Water Monster Well (turn to 116), as long as you have not done so already.

12

You emerge into a corridor. Seeing a glow in the distance off to the right, after a moment's consideration, you decide to go that way. Turn to 131.

13

You emerge from the maze and find yourselves at the bottom of a wide set of steps leading up towards the daylight. As you ascend, you are momentarily dazzled by myriad brilliant beams of coloured light

reflected off a small object that awaits you at the top of the staircase. It is the time crystal, your prize for negotiating the underworld successfully. Record it in the crystals box of your Adventure Sheet.

ROB is waiting here also. 'Just one little teaser to go, and we can leave this zone,' he says. 'Listen to this carefully. The Aztecs are building one of their pyramids out of cubic stone blocks. The pyramid is going to have eleven steps up to the summit, and each step is one block deep and one block high. The top-most level of the pyramid is ten by ten blocks square. How many blocks will be needed to build the whole structure?'

You do *not* have a calculator to hand, so resist the temptation to use one. On the plus side, ROB sets a time limit of ten minutes and only wants an approximate answer. What answer will you give him?

'A thousand blocks.' Turn to 106.

'Two thousand blocks.' Turn to 119.

'Three thousand blocks.' Turn to 132.

'Five thousand blocks.' Turn to 14.

14

'Close enough,' ROB says brightly. 'Four thousand, eight hundred and forty, to be precise. Who'd be an Aztec mason's slave, I ask you.'

ROB hands you your prize – a gleaming time crystal. Add this to the total on your Adventure Sheet, then turn to 27.

15

You find yourselves in an immaculate re-creation of a medieval landscape, complete with verdant meadows and tangled forest. In the distance, against an azure sky with a few fleecy clouds, you can make out the

sunlit stone towers of a castle.

'It looks very realistic, doesn't it?' says ROB. 'The castle's our destination, of course. Let's make tracks!'

You head quickly along the bank of a stream, which will have to be navigated, until you come to a point where it is spanned by a fallen tree-trunk.

Decide who will cross first, then turn to 28.

16

ROB identifies your android opponents as Chance and Cert. As you take up equidistant positions on the archery field, you can't help noticing that Chance looks a lot like Lee Van Cleef and Cert is another Clint Eastwood.

'Chance goes first,' explains ROB, 'then you, then Cert. You can shoot at whoever you like when it's your turn, and the game continues until only one of you is left. Remember that one third of Chance's shots will be 'kills', fifty per cent of yours, and *all* of Cert's.'

To your surprise, Chance deliberately shoots his first quarrel into the ground in front of him. Now it is your turn. If you shoot at Chance, turn to 146. If you shoot at Cert (whose go is next) turn to 3.

17

Now it is just between you and Chance. He needs to throw 1 or 2 on one die to score a 'kill', while you need a roll of 1, 2 or 3. The odds would seem to favour you – except that it is Chance's turn to shoot next. Roll for him and for yourself until one of you scores a 'kill'.

If you win, turn to 94. If he wins, turn to 108.

18

The shield on the quintain comes rushing up, and you struggle to guide the point of the lance so as to strike it squarely. This calls for strength as well as dexterity, so make a check based on the average of the two attributes possessed by your team members. (Round fractions up in your favour – so if you have strength 9 and dexterity 6, say, the average would be 8.) You must add 1 to the dice roll when making the check, however, since increasing speed makes the task more difficult.

If you succeed, turn to 57. If you fail, turn to 70.

19

'Wait a moment,' says ROB. 'I have to time you for this one. There's an hourglass here somewhere...' He starts to rummage around in a corner of the tent.

If you have collected some sand in the Aztec Zone, turn to 32. If not, turn to 45.

20

You follow ROB to the castle moat, where there are three knights standing with three serfs on the bank. A boat is moored nearby.

'I'll have to time you for this one,' says ROB. 'Can you have a look inside the boathouse over there? There ought to be an hourglass lying around.'

You do as he asks, quickly locating the timer. If you have collected some sand in the Aztec Zone, turn to 33. If not, turn to 46.

21

'By George and the dragon, I think you've got it!' exclaims ROB. 'But have you got the stamina



to complete the task? That's the question now.'

Take a look at the illustration and decide on your next move: either Firepot F (turn to 35) or Boulder C (turn to 48) to the vacant trestle.

22

You make your way through a maze of stout stone blocks. Suddenly, without warning, a section of passage in front of your group begins to slide across, blocking your path. The team member at the front should make a dexterity check to jump back in time. If successful, turn to 13. If unsuccessful, turn to 40.

23

'Oh, you humans are such pedants!' gasps ROB in exasperation, belying the popular belief that androids are incapable of feeling. 'I think you might have taken it as read that Tepuli keeps up a more or less constant pace from the time he sets out to the time he arrives. But, strictly speaking, you're right – I should have made that point explicitly.' He adds, *sotto voce*: 'Have to spell everything out when you're talking to a bunch of primates, ROB, old chap.'

You continue on in silence for a while then, as the city gates loom ahead, ROB offers you the chance to win a crystal if you can answer another puzzle that he has thought up.

If you'd rather not waste any more time but are anxious just to get on with the games, turn to 49. If you ask him about the puzzle, turn to 37.

24

'I speak of light, but your reasoning is clouded in shadow,' intones the feather-robed figure, rocking back and forth on his heels in silent mirth. 'Perhaps Tlaltecuhltli, the great toad who swallows the sun each evening and disgorges it at dawn, has likewise devoured your wits.'

Rather than remain to hear more of the holy man's cumbersome taunts, you return to the main square outside. If you have not already done so, you can now visit the House of the Magician (turn to 129) or the Water Monster Well (turn to 116). If you have been to both of these locations, turn to 38.

25

The downcast guard merely shrugs, then turns and opens a shutter in the cell door. 'Looks like I'm going to have to free you,' he snarls at the occupant. 'But you won't know in advance when you'll be set free.'

'Bother!' you hear the prisoner reply. 'That means I shall never get out of here.'

This seems to cheer the guard up. You continue on your way to the foot of the stairs. Turn to 12.

26

The team member at the front blunders into a mirrored cubicle that locks fast behind him or her. You cannot free your team-mate yet, since there seems to be nowhere you might slot the crystal that is the usual forfeit.

If all team members are now trapped, this is of course the end of your adventure. Otherwise, decide who is in the lead now and return to 157 for another try through the maze.

27

ROB tells you that you have spent enough time in the Aztec Zone. 'We'll be back after a word from our sponsor,' he remarks to a hovering camera that is relaying the show live to the television audience. 'And aren't the team doing well, incidentally?'

Turn to 100.



28

As you edge cautiously out along the tree-trunk, there is a rustling among the bushes on the far side of the stream and a tall figure in Lincoln green strides into view. He too seems intent on crossing, but there is only room for one person at a time on the trunk. Narrowing his eyes in menace, he swings a quarterstaff.

'Robin Hood steals from the rich to give to the poor,' says ROB, 'but this robot Robin prefers to steal time crystals. If you have any, you'll have to fight him or else forfeit one.'

If you are prepared to give up one of your crystals

now (or if you have none), you let Robin cross first and then continue on your way – turn to 41.

If you want to hang on to your crystals, turn to 54.

29

Your two android opponents also take a crossbow and a box of quarrels each, then walk out across the sward until they are standing equidistantly from one another and from you.

‘Okay,’ Rob calls out. ‘Your opponents are Athelred and Bors. Athelred will go first, then Bors, and then you – assuming one of them hasn’t put you out with a red hit by then. Remember that one third of Athelred’s quarrels are red, and half of Bors’. We’ll continue in rotation until only one of you is left.’

It may surprise you that, instead of aiming at an opponent, Athelred seemingly wastes his first shot by discharging it into the ground. Bors goes next, aiming at you, but when his quarrel hits it leaves only a splash of yellow paint. It is your turn next.

If you shoot at Athelred, turn to 30.

If you shoot at Bors, turn to 43.

30

As soon as the red blotch appears on Athelred’s tunic, ROB deactivates him with a remote control. That leaves you with only one opponent, Bors. His turn is next, and he needs to score 1, 2 or 3 on one die to get a ‘kill’. Throw a die, and a score of 1–3 means you are hit with a red-tipped quarrel – turn to 108. A score of 4 or more means that Bors has used a yellow-tipped quarrel, and you then pick him off with your next shot – turn to 94.

31

A good idea, since it gives you more leisure to steady the heavy lance and guide it accurately at the centre of the quintain’s shield. Make a check based on the average of your team members’ strength and dexterity. (Round fractions up in your favour; if you have strength 9 and dexterity 6, say, the average would be 8.) You can subtract 1 from the dice roll when making the check, since decreasing speed makes the task easier than it might otherwise be.

If you succeed, turn to 83. If you fail, turn to 70.

32

You spot the hourglass resting on a pile of armour and, hastily unscrewing the top, add the sand you collected earlier to that already in it. (Cross the sand off the ‘Item carried’ box on your Adventure Sheet.) After refitting the top, you call ROB’s attention to the hourglass.

Note that although he says you have two minutes to solve the casket puzzle, you now actually have *three* minutes. Now turn to 45.

33

You quickly unscrew the top of the timer and add your sand to its contents. (Cross the sand off the ‘Item carried’ box on your Adventure Sheet.) Then you replace the top and go back outside to where ROB is waiting. In the forthcoming test, you will have 3½ minutes instead of 2½. Now turn to 59.

34

After a few more seconds, one of the knights announces that he has arrived at a solution. ‘The –

symbol – on – my – shield – must – be – a – unicorn,’ he intones, his synthesised voice less convincingly human than ROB’s.

When ROB declares this correct, the two knights take hold of the team member who was playing against them and force him or her into an iron cage suspended from a nearby gibbet.

‘Do you want your pal to hang about there all day?’ asks ROB of the rest of your team. ‘Very cramped things, those cages . . . Worse than driving across Europe in a 2CV.’ Turn to 47.

35



You move the Firepot F, then follow that with the only possible next move, which is to leapfrog Boulder C to the rightmost trestle. The exertion of moving it temporarily reduces your strength by another one point. That leaves the situation as depicted here. For your next move, will you:

Shift Boulder B to the unoccupied trestle?

Turn to 61.

Or shift Firepot F across to the left? Turn to 86.

36

ROB explains the puzzle. ‘There’s this priest called Tepuli who comes out along the causeway once a week, making his way around the shore of the lake to the sacred volcano, Popocatepetl, there in the distance.’ ROB points to a far-off mountain peak, then adds in a stage whisper: ‘Of course, it’s a holographic matte – but you have to admit it looks realistic.

‘Anyway,’ he continues, ‘Tepuli leaves the city at dawn and reaches the mountain at dusk. He spends the night performing his rituals, then the next day he sets out at dawn for the return journey. This, being downhill a lot of the way, takes rather less time and he reaches the city at mid-afternoon. He knows this because the drums and conch horns that mark each three-hour period are just being sounded. Therefore he knows that the outward journey takes twelve hours and the return journey takes nine.

‘It occurs to Tepuli to wonder, is there any point on the path from the city to the mountain that he crosses at the same time of day on both the outward and return journeys? And, if so, is there more than one such point?’

What do you think? You have sixty seconds to reply (time yourselves using a watch):

If you say there’s no such point, turn to 62.

If you say there is just one such point, turn to 75.

If you think there are two such points, turn to 88.

If you think there are many, turn to 102.

37

You are starting to lose patience with ROB and his seemingly endless stream of conundrums, but you are not about to pass up the chance of gaining a crystal.

‘Aztec merchants often worked as spies,’ he begins. ‘While travelling to other city-states in pursuance of their business, they could also scout out enemy troop strengths, morale, supply lines, and so forth. Doing well while doing good, as they say.

‘One such agent was Mixtli. As he made ready to leave one of the cities on his itinerary, however,

he was unaware that two enemy agents there had learned of his espionage. One of them put poison in Mixtli's water bottle. Later, the other crept into his room and – not knowing what the first man had done – made a small puncture in Mixtli's water bottle so the contents would imperceptibly leak away.

'Subsequently, after leaving the city, Mixtli got caught without water while crossing the desert and died of thirst. The question is, who murdered him? The point being that the first man *intended* to poison Mixtli and the second *intended* him to die of thirst. However, regardless of intent, the second man's action actually had the effect, not of removing drinkable water from Mixtli's bottle, but of emptying it of poison – which is hardly something that can be considered murder, surely. So who is guilty of Mixtli's murder, would you say?'

If you think it was the second man, who punctured it, turn to 63.

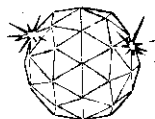
If you think it was both, turn to 77.

If neither, turn to 89.

38

ROB saunters over to rejoin you, now with a comely Mexican maid on each arm. 'Your time's up in this zone and we must press on,' he says, with a last wistful glance at the two girls. 'If any of your team got themselves trapped here, now is the time to decide if you want to buy their freedom.'

For each trapped team-mate you want to free, cross off one crystal from the total recorded on your Adventure Sheet. Then turn to 100.



39

The prisoner's argument is based on fallacy. *If* he survived until the last day but one, then certainly he would know that the last day had been set aside for his execution. However, all he can say at the moment is that there is one chance in twenty of dying on each of the month's twenty days. If not executed tomorrow, he'll know there is one chance in nineteen of dying on each of the subsequent days. The odds only climb to a dead certainty if he survives until the last day.

The guard becomes highly elated when you explain all this to him. 'Well, I don't know much about statistics – it's all Totonac to me. But if it means I can have this geezer chopped, I'm all for it. Here, take this little gem as a reward for your help; a bald bloke in a jaguar-skin coat gave it to me.'

Record the crystal he hands you on your Adventure Sheet. Thanking him, you continue to the bottom of the stairs; turn to 12.

40

The team member in the lead is trapped by the section of passage that slid across your path. There is no way to free him or her immediately. Ahead, the warren of passages stretches on, outlined by a faint glimmer of sunlight filtering from far ahead.

If all team members are now trapped, this is of course the end of your adventure. Otherwise, decide who is in the lead now and return to 22 for another try at getting to the end of the tunnel complex.

41

You arrive at a tourney field in front of the castle. It is an idyllic scene: armorial pennants fly above a host

of brightly coloured pavilions; knights ride to and fro, their armour gleaming in the brilliant sunshine.

ROB rubs his hands together gleefully. 'All right, stop gawping like a pack of Moon Colony tourists,' he says briskly. 'You can play up to four games here before moving on to the next zone. Which kind do you want to try your hand at first?' Turn to 133.

42

Well, one third of your quarrels are red, so you have one chance in three of scoring a 'kill'. Roll a die, and on a roll of 1 or 2 you have put Cert out of the competition.

If you succeed, Cert is out and the next shot is Chance's – turn to 81. If you fail, turn to 68.

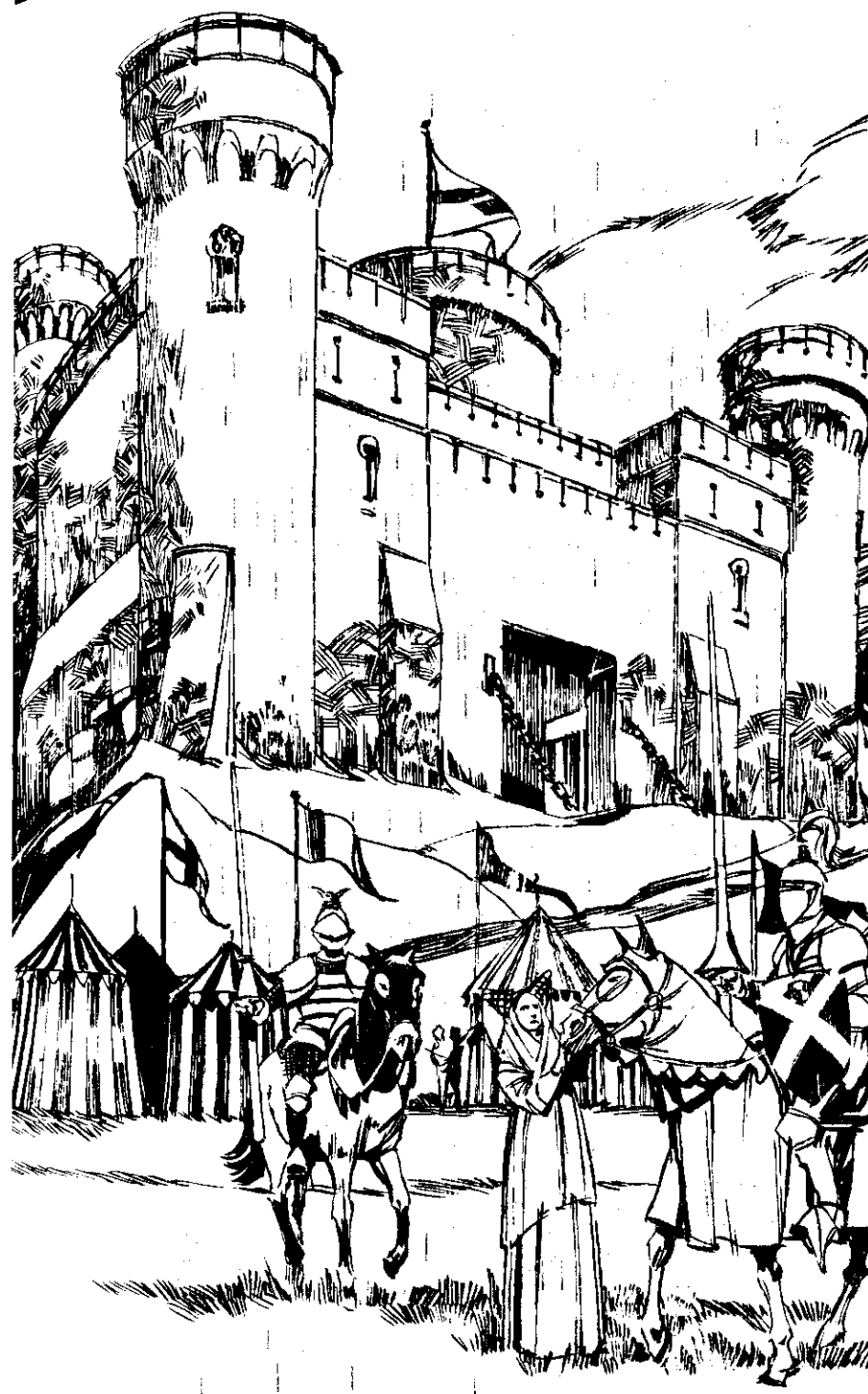
43

As soon as the red blotch appears on Bors' tunic, ROB deactivates him with a remote control. That leaves you with only one opponent, Athelred. His turn is next, and he needs to score 1 or 2 on one die to get a 'kill'. Throw a die, and a score of 1 or 2 means you are hit with a red-tipped quarrel – turn to 108. A score of 3 or more means that Athelred has used a yellow-tipped quarrel, and you can then pick him off with your next shot – turn to 94.

44

Guiding the tip of the heavy lance so that it strikes the quintain's shield squarely is a difficult feat, calling for a strong arm as well as a steady hand. Make a check based on your team members' average of strength and dexterity. (Round fractions up in your favour.)

If you succeed, turn to 83. If you fail, turn to 70.



45

Placing the hourglass behind the caskets on the table, ROB explains the set-up. 'Each of the caskets bears an inscription. At least one inscription is correct, and at least one is false. All you have to do is work out which casket to open. Simple, yes? You've got two minutes' – he flips the hourglass – 'so hop to it!'

The three inscriptions are:

GOLD: The crystal is not in the silver casket

SILVER: The crystal is not in this casket

LEAD: The crystal is in this casket

Use a watch to time yourself. You can confer with your fellow team members. When the time is up, or when you've decided, turn to 58.

46

You soon find the timer and return with it to where ROB is waiting on the bank of the moat. 'Ta,' he says, taking the timer from you. 'You didn't tamper with it, I trust?' Turn to 59.

47

'The price of freedom is just one time crystal,' ROB reminds you. 'Some people say it's always worth the sacrifice unless you've got fewer than four crystals to begin with. What d'you think?'

If you want to free your team-mate now, deduct a crystal from the total recorded on your Adventure Sheet. You do not need to make this decision immediately, as there will be another chance to free the trapped team member before leaving the Medieval Zone. But remember: if *all* team members get caught, that is the end of your adventure. Now turn to 95.

48



ROB glances at the arrangement on the trestles as illustrated here. 'A nasty situation,' he observes, running a hand over his bald pate. 'From here, no matter whether you move the firepot or the boulder, you'll still end up bottle-necked. Bad luck.'

He turns and snaps his fingers at a group of sentries nearby. Turn to 99.

49

ROB turns to you with a sly smile. 'What makes you think they haven't already begun?' he murmurs enigmatically. 'So little is known of the pre-Colombian civilisations. You must treat every moment you are here as part of a great puzzle in which you might win one crystal, or several – or none! Now, I see we have arrived.'

He points to the towering pylons of the city gate that lies ahead. Turn to 115.

50

'Did I say Mixtli had died of poisoning?' ROB asks, as though speaking to a small child. 'No. Therefore, the poisoner could hardly be guilty of his murder, could he? Ah, but I see we have arrived...'

You follow his gaze to the tall pylon of white-washed stone that looms ahead on the causeway. Great gates are open beneath it to admit travellers like yourselves to the Aztec capital.

Turn to 115.

51

There is only enough room for you to go in single file, so decide which team member is in the lead.

You head down into darkness. In contrast to the hot sunshine outside, the interior of the pyramid is cool and even slightly clammy – or is that just the sweat of your own fear?

After a short time, you are grateful to see a flare of torchlight ahead. You descend to a landing where, lit by a flickering flambeau, an Aztec warrior stands guard outside a small barred door. From his garb you recognise him as one of the Jaguar Knights, elite warriors of ancient Tenochtitlan. In his hands he holds a wooden club edged with jagged shards of volcanic glass.

If you approach and speak with him, turn to 154.

If you hurry past to the bottom of the stairs, turn to 12.

52

The correct knob to press was the fifteenth.

If you selected that one, turn to 91.

Otherwise, turn to 105.

53

The team member in the lead is held fast by the metal shackles. There seems to be no way to free him or her immediately, since there is no slot in which you might deposit a crystal. Ahead, the maze of passages stretches on.

If all team members are now trapped, this is of course the end of your adventure. Otherwise, decide who is in the lead now and turn to 92 for another try at getting through to the end of the tunnel complex.

54

ROB hands a quarterstaff to the team member at the front. 'Give him some stick!' he says. You would appreciate the encouraging remark more if he had addressed it to you instead of to the robot Robin.

You heft the quarterstaff warily. You can:

Swing it high in an overhead blow – turn to 67.

Swing it low in a sweep – turn to 80.

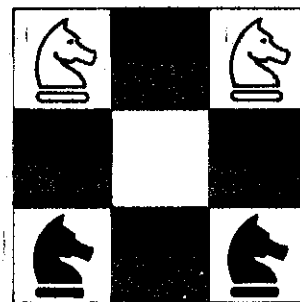
Use it for balance while kicking Robin's legs out from under him – turn to 93.

55

Since one in three of your quarrels is red, you need to roll 1 or 2 on one die to score a 'kill'.

If you succeed, Chance is out – turn to 121.

If you fail, turn to 68.



56

'A game of wits, eh?' says ROB. 'The nobility of this era keep their wits sharpened with games of chess – that's when they're not slaughtering one another on the battlefield.' He strides over to a table nearby and whisks off a cloth, to reveal four chess pieces as illustrated here: two black knights and two white knights on a three-by-three section of board.

‘What I want you to tell me is this,’ says ROB. ‘Following the rules of chess, what is the smallest number of moves each knight must make to put the white knight on the squares currently occupied by the black knights, and vice versa?’

You have two minutes to decide your answer; time yourselves with a watch (other team members can advise the participating player). After two minutes, turn to 69 if you think you have the answer or to 82 if you give up.

57

You strike the very middle of the shield with a solid blow, causing the beam to swing round rapidly on its central pivot. Your momentum carries you on past, and you duck in an attempt to avoid the careening punchbag on the other end as it flies towards your back. Make a dexterity check to evade it, adding 1 to the dice roll because of its speed.

If you succeed, turn to 110.

If you fail, turn to 123.

58

If you chose to open the gold casket, turn to 71.

If you chose the silver casket, turn to 84.

If you chose the lead casket, turn to 97.

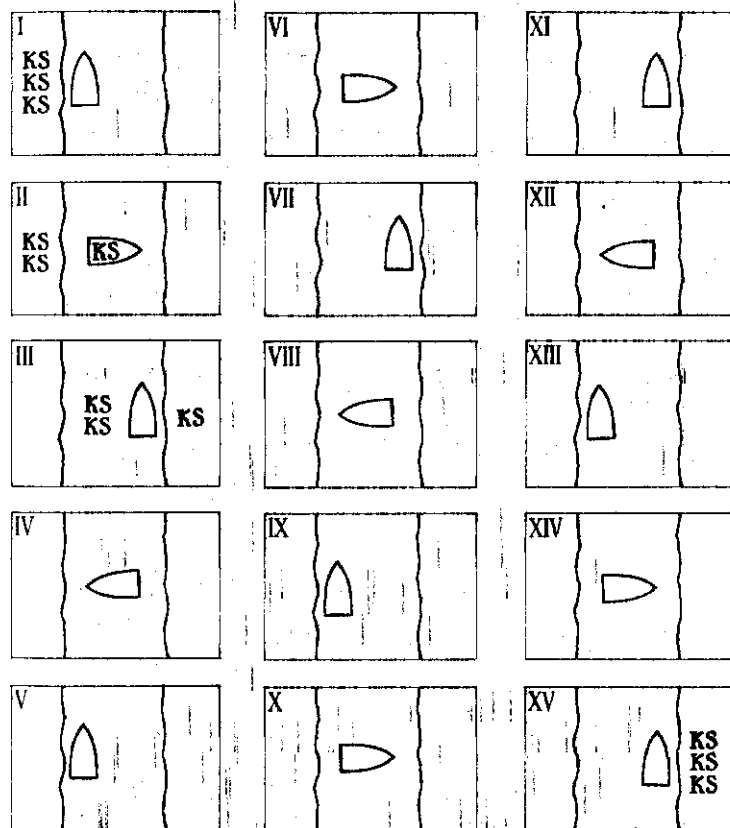
59

ROB explains the situation to you: ‘These three knights want to get across the moat with their three serfs. The trouble is, the boat is only big enough for three people at a time and none of the serfs will admit to being able to row. Even more problematical, the serfs are all revolting (yet another of King John’s poll

taxes, I expect) so that the knights must ensure they’re never outnumbered by serfs – neither on a bank, nor in the boat.’

ROB flips the timer. ‘Okay, you’ve got 2½ minutes to sort things out for these good folk. Let’s see some management skills, team!’

Use the diagram given here to set out your solution. The first three steps and the last have been filled in for you. Time yourself using a watch (the other team members can give advice) and when the time is up, turn to 72.





There is an additional complication that ROB did not have to mention, as you can see it for yourself. The boulders being very heavy, you might exhaust yourself before you've moved them all into place. The lot of the common soldier has evidently not improved much in nine hundred years.

Fortunately the firepots are much lighter, since they have not yet been filled with combustibles. The obvious first step is to move the first firepot to the centre trestle, as shown. What will you do next: move Boulder C to the empty trestle by jumping over Firepot D (turn to 73), or move Firepot E across instead (in which case turn to 86)?

61



The strain of hefting the massive boulder reduces your strength by another point – remember to note this on your Adventure Sheet.

The situation is now as shown in the picture here. What next? Will you leapfrog Boulder A over Firepot D to the empty trestle (turn to 74), or move Firepot E one trestle to the left (turn to 87)?

62

'Well, you answered quickly, at least,' says ROB. 'There's some virtue in that, I suppose.'

He walks on without saying anything more, and when you press him for the correct solution he changes the subject by pointing to the city gate: 'We're here!' Turn to 115.

63

'Of course,' ROB says simply. He holds up a glittering crystal, which you should add to the total in the crystals box on your Adventure Sheet.

You have made a good start. Now the city gates loom ahead, and you must hope that your luck will continue. Turn to 115.

64

The projecting slab of the building's portico suddenly tilts and drops down behind you! Each team member must make a dexterity check. Anyone who fails is trapped in the narrow triangular space formed by the building's front wall and the toppled portico.

If the whole team is trapped, that is naturally the end of your adventure. If anyone remains free, they can now investigate either the Water Monster Well (turn to 116) or the Temple of the Sun God (turn to 103). If you have previously been to both these places, though, turn instead to 38.

65

You raise the pail, which is full of good fresh water. If you want to keep this as an 'Item carried', note it on the Adventure Sheet.

Now, if you have not already done so, you can visit the Sun God's Temple (turn to 103) or the House of the Magician (turn to 129).

Alternatively, you could try pressing one of the

twenty-four numbered bosses -- decide which to press before turning to 52.

66

'What on earth can you be thinking of?' says ROB, shaking his head. 'That's out by a long way, I'm afraid. I hope you have more of a head for heights than you do for figures.'

The team member you had chosen to answer for you is suddenly seized by a giant golden eagle which swoops down out of the sky. Obviously it is a robot with jet-assisted flight, because it has no trouble carrying its burden to a remote eyrie atop the tower.



You can free your trapped colleague now by relinquishing one of the time crystals you have collected (remove it from the total on your Adventure Sheet if so). But you will get another chance to do this before leaving the Medieval Zone, so you do not have to decide right now. Turn to 95.

67

Robin parries your swipe and it becomes a contest of strength to see who will force the other off the tree-trunk. Make a strength check for your lead team member and for Robin (whose strength is 7).

If you succeed and Robin fails, turn to 107.

If you fail and he succeeds, turn to 120.

Roll the dice until you get a result.

68

Chance glances at you, his electronic brain rapidly evaluating his range of options. Seeing that he must target Cert to avoid being 'killed' himself, he unleashes his quarrel and a red splash appears on Cert's chest.

'One down,' remarks ROB, deactivating Cert with a remote control. 'It's your shot again; the contest continues until either you or Chance is out.'

Turn to 81 and take your shot.

69

What answer will you give to the puzzle?

'Two moves' -- turn to 122.

'Four moves' -- turn to 109.

'Five moves' -- turn to 135.

70

'Oh, bad *luck*, old sport,' cries ROB insincerely as you ride past the quintain without hitting it.

The robot horse suddenly veers off and, no longer responding to manual control, carries you into the castle keep. A massive portcullis drops into place behind you with a resounding clang.

The team member who took part in the game is caught. Turn to 96.

71

'Looks like you hit the jackpot,' says ROB, lifting a crystal out of the open casket. It glisters brilliantly in the sunlight filtering through the tent-flap.

Add this prize to the total recorded in the crystals box of your Adventure Sheet, then turn to 95.

72

ROB taps the timer, looking distinctly puzzled. 'Eh?' he muses to himself. 'I'm sure this thing is malfunctioning. You can't ever rely on something with more than one moving part, and an hourglass has *thousands* ... Ah, you've finished, have you? Then let's examine your solution in detail and see if it holds water. Pun intended.'

Have a look back at your solution in the diagram beneath 59. To be correct, you must have:

- (a) got all three knights and all three serfs to the far bank by Step XV,
- (b) always had at least one knight in the boat when crossing the moat, and
- (c) never had more serfs than knights, either on a bank or in the boat.

If you were indeed right, turn to 85.

If you got it wrong or failed to complete your solution in the time given, turn to 98.

73



The exertion of lifting the heavy boulder tires you. Temporarily reduce your strength by one. (You will need to keep a running tally of your strength score while playing this game. If you get down to zero strength you will have to abandon the attempt.)

The situation is now as shown in the illustration. Will you next:

Move Boulder B to the empty trestle? Turn to 113.

Or move Firepot D there? Turn to 126.

74

You have now got to the arrangement shown here,



and you are obviously on the right track. But will your muscles hold out? Already your biceps feel like they're on fire and you can see your hands tremble with each fresh exertion. Reduce your strength by another point. If it has reached zero, turn to 101. Otherwise, you can continue – turn to 114.

75

'Quite so!' says ROB, in a condescending tone which suggests he expected you to get it wrong. 'That's almost worth a crystal. Almost, but not quite. Now, what if I were to ask where that spot is on Tepuli's journey? Is it closer to Tenochtitlan, or to Popocatapetl?'

If you say closer to Tenochtitlan, turn to 128.

If you say closer to Popocatapetl, turn to 140.

If you think it would be mid-way, turn to 10.

If you maintain that the puzzle is unanswerable as stated, turn to 23.

76

If you have 1,000cr or more you have won the trading game and ROB will give you a time crystal. If not, you have failed as a trader and must try and win a crystal in the next game. Turn to 180.

77

'They're both guilty of *intent* to kill him, certainly,'

admits ROB. 'Even under Aztec law – which is pretty cock-eyed by our standards – you might get a charge of attempted murder to stick against both of them. But only one of them actually succeeded. Never mind – we've arrived at the city gates, and there'll be other opportunities to win the odd crystal or two before we leave this zone.' Turn to 115.

78

'I can't remember offhand which of the bosses you're supposed to press,' he says, scratching his head. 'There was a mnemonic for it, though ... Let me see ... Ah yes – you have to press down the stud that corresponds to the number of men in Ahuitzotl's bodyguard.'

'And how many was *that*?' you ask through gritted teeth.

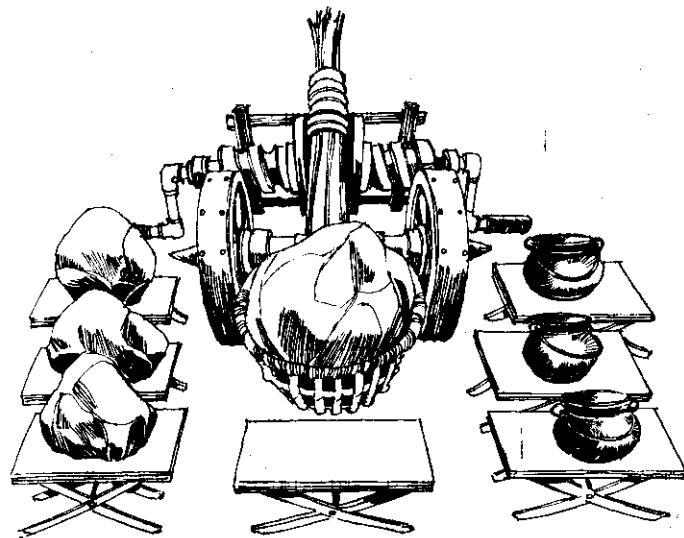
'Um,' he blinks in puzzlement. 'I can't recall. But I do remember that one third of his bodyguard were Jaguar Knights, a fifth of them were Eagle Knights, three times the difference in those two numbers were Arrow Knights, and the last warrior didn't belong to any of the knightly orders.'

If, armed with this information, you want to try pressing a boss, decide which and turn to 52.

If you have not already done so, you could visit either the House of the Magician (turn to 129) or the Temple of the Sun God (turn to 103).

79

ROB leads you to a corner of the field before the castle where an enormous catapult has been set up. 'This is a trebuchet,' he says. 'It's used for bombarding the walls of a castle under siege.'



The usual ammunition consists of boulders weighing around fifty kilos apiece, but you can also use it to hurl firepots over the castle walls.'

He turns and points to seven trestles beside the trebuchet. On each of the three leftmost trestles is a large boulder, as illustrated. On each of the three rightmost trestles is an empty bronze pot.



'Imagine you're in a medieval artillery unit,' says ROB. 'Your job is to arrange the trebuchet ammo for use. Unfortunately, someone's laid it out in the wrong order – the firepots should be on the three trestles to the left, the boulders on the extreme right. You have to get them into the right order. You can move one article at a time, and you must move firepots only to the left and boulders only to the right. Articles can be moved one space at a time or, rather like in draughts, they can "jump over" another when there's an occu-

pied trestle on the other side. I hardly need add, do I, that you can't have two articles on a trestle at the same time.' Once you are ready, turn to 60.

80

Robin tries to jump up over your swipe while countering with a similar tactic. Make a dexterity check for your lead team member and for Robin (whose dexterity is 9).

If you succeed and Robin fails, turn to 107.

If you fail and he succeeds, turn to 120.

(If you both succeed or both fail, it is an impasse: roll again until you get a conclusive result.)

81

You are facing off against Chance. To score a 'kill' on him you need to roll 1 or 2 on one die. On the other hand, to 'kill' you he needs to roll 1, 2 or 3. Continue rolling for each of you in turn until a 'kill' is scored. If you win, turn to 94. If Chance wins, turn to 108.

82

'Quitting, hmm?' says ROB, raising one eyebrow in a seemingly human show of scorn. 'You won't win any crystals that way, you know. Buck up – show some gumption!' Turn to 95.

83

A harsh metallic clang rings out across the field and you feel a satisfying shudder run through the lance. The beam swings round rapidly on its central pivot as a result of your blow. You ride on past, ducking in an attempt to avoid the sawdust-filled bag on the

other end as it careens around towards your back. Make a dexterity check to evade it.

If you succeed, turn to 110. If you fail, turn to 123.

84

To your surprise, the casket contains a large key. ROB snatches it up. 'The key to your prison,' he says suavely as a cage drops from the roof of the pavilion to encircle both him and the team member who played the game.

ROB steps out of the cage and uses the key to lock it behind him. 'You can free your colleague now if you're willing to sacrifice a crystal,' he says. 'But is it worth it? Remember, each crystal collected means more time in the Crystal Dome at the end.'

If you free your trapped team-mate, reduce the total in the crystals box of your Adventure Sheet accordingly. Then turn to 95.

85

ROB nods in agreement. 'Yes, that seems in order,' he admits. As the robot knights set about getting their stropky robot serfs across the moat in accordance with your plan, ROB produces the crystal that is your reward for success. Note this in the crystals box on your Adventure Sheet, then turn to 95.

86

'You've painted yourself into a corner, so to speak,' ROB says to you, after considering the arrangement of boulders and pots. 'There's no way to complete the puzzle from that position.'

Turn to 99.

87

'That's it,' announces ROB after a moment's thought. 'It's obvious that you can't complete the puzzle now. And the penalty for failure is, of course . . .' He lets his voice trail off into a regretful smile and gestures to a group of soldiers nearby. Turn to 99.

88

'An interesting postulate, though one easily dismissed after a moment's reflection,' says ROB. He gazes down off the causeway at his own image in the water, appearing to admire the aquiline features and elegant clothes. 'Never mind,' he adds, half to himself, 'we can't all have the advantage of a Crick 9000 Series artificial brain.'

He straightens his bolo tie and then ushers you along in the direction of the city. Turn to 115.

89

'The suicide theory, eh?' says ROB with obvious sarcasm. 'Nobody's ever given that answer before, I must say. You're either brilliantly perceptive or else quite extraordinarily stupid. I shall keep my own counsel as to which it might be.'

He also keeps the crystal he'd promised you for a correct answer, which may give you a hint. At that moment, a shadow looms ahead. You have arrived in front of the towering city gates. Turn to 115.

90

The old man gives you a gap-toothed grin. 'Right you are, boys,' he cries to the workmen. 'Roll 'em!'

The calendar stones come thundering down the ramps, the one on your left easily outdistancing the

others. As it reaches the bottom it shatters, and amid the rubble you spy a glittering object. A time crystal! Eagerly you snatch it up; add it to the total recorded on your Adventure Sheet.

The magician takes you back to the main plaza. You can now visit either the Water Monster Well (turn to 116) or the Sun God's Temple (turn to 103), assuming you have not already done so. If you have previously been to both those places, turn now to 38.

91

The water in the well drains away and a set of stone steps slides out of the side wall.

If you wish to descend, turn to 118. Otherwise, if you have not already done so, you can investigate either the House of the Magician (turn to 129) or the Temple of the Sun God (turn to 103).

92

Another set of mechanical manacles lashes out from the wall. The team member at the front of the group should make a strength check to try breaking them. If successful, turn to 13. If not, turn to 53.

93

Holding the quarterstaff like a tightrope walker's pole gives you greater stability when you sweep a foot at Robin's legs. Taken by surprise, he topples off into the stream with an almighty splash.

'Well done,' says ROB 9000. 'Now, let's get a move on. We're wasting time and we still have to win some crystals in this zone. Still, *dum spiro, spero*, as they say in this era.' He leads you quickly in the direction of the castle. Turn to 41.

94

'Yee-hah! Mighty fine shootin', pardner!' yells ROB. 'And here's your prize ...'

He holds up a glittering time crystal. Add this to the total in the crystals box on your Adventure Sheet, then turn to 95.

95

Make a note of the running total of games played in this zone. Games where you have quit before the end still count against your total. If you have now played four games (or if there are no untried games left on the Medieval list), turn to 134. If there are still games for you to play here, turn to 133 to choose another.

96

ROB looks through the bars of the portcullis at the trapped team member. 'You can free your pal now by giving up a crystal,' he reminds you. 'Alternatively, you can wait and decide whether it's worth it or not just before we leave this zone.'

Remember, if you do opt to free your trapped comrade now, reduce the total in the crystals box of your Adventure Sheet accordingly. Turn to 95.

97

To your surprise, the casket contains a large key. ROB snatches it up. 'The key to your prison,' he says suavely as a cage drops from the roof of the pavilion to encircle both him and the team member who played the game.

ROB steps out of the cage and uses the key to lock it behind him. 'You can free your colleague now if you're willing to sacrifice a crystal,' he says. 'But is

it worth it? Remember, each crystal collected means more time in the Crystal Dome at the end.'

If you free your trapped team-mate, reduce the total in the crystals box of your Adventure Sheet accordingly. Then turn to 95.

98

'Oh dear me,' says ROB, 'it looks like you've blundered.' He snaps his fingers. Two of the knights respond by bundling the team member who played this game into their boat and rowing for the opposite bank. It is scant consolation to see that the three serfs immediately set upon the lone remaining knight – your colleague is still out of the team. You can of course get him or her back by forfeiting a crystal; remember to deduct it from the total recorded on your Adventure Sheet if so.

After deciding whether to free your team-mate or not, turn to 95.

99

Men at arms come forward to grab the team member taking part in this game. He or she is locked into stocks in front of the tourney field, ready for a pelting of mud and rotten vegetables from a gaggle of robot peasants. On the positive side, the respite allows him or her to recover any strength points depleted by the last game.

To free your colleague from the stocks, you must part with one of the crystals you have collected. Remember to cross it off the total on your Adventure Sheet if you decide to do that. Then turn to 95.

100

You return to the Nexus, where four gates give access to the various zones of the Crystal Maze. If you have not already visited all four zones, you can now choose another to enter:

The Medieval Zone – turn to 15.

The Aztec Zone – turn to 9.

The Futuristic Zone – turn to 222.

The Industrial Zone – turn to 170.

If you have been to each of the zones once, turn to 320.

101

Drawing your breath in ragged gasps and wiping the sweat from your eyes, you try to raise another boulder; only to realise that you have reached the limit of endurance. As your shoulders sag and you lean on the trestles for support, ROB comes over and says consolingly, 'Never mind – you made a Trojan effort. So what if you failed? It's not the end of the world; you just need a moment to take stock of things . . .'

He suppresses a devilish smile as he signals towards a group of soldiers standing around the trebuchet. Turn to 99.

102

'Answer in haste, repent at leisure,' quips ROB dismissively. 'I do hope you're going to do better once we're in the city, otherwise you won't win many crystals.'

He glances up at the towering white pylons of the city gate. 'Ah, we're here already.'

Turn to 115.

103

You race up the pyramid steps and into the temple, its cool shade welcoming after the blistering heat of the simulated Mexican sun. As your eyes adjust to the gloom, you see a figure seated on a stone slab against the far wall of the shrine. He looks somewhat like ROB but, still slightly dazzled, you cannot be sure. He is wearing a mantle of what appear to be humming-bird feathers.

'Welcome, bold adventurers, to the Temple of the Sun God,' he says. 'Perhaps you know that the Aztecs learned many secrets of astronomy from their predecessors, the Maya, who were accomplished scientists. The Maya knew a lot about the movement of the planets, and they could predict eclipses with some precision. Of course, even they did not know the distance from earth to the sun – about a hundred million miles – nor that light, travelling at 186,000 miles a second, takes eight minutes to cross that distance.

'You do know all this, however, and here is my question. This morning the sun rose at 6 a.m. Suppose that some time tonight a miracle occurs, and the speed of light is doubled to 372,000 miles a second. What time would the sun rise tomorrow?

'Eight minutes to six? Turn to 141.

'Four minutes to six? Turn to 153.

'Six o'clock? Turn to 11.

'Four minutes past six? Turn to 24.

104

Instead of answering you, the old man raises his hand and, at this signal, the three workmen roll their stones down the ramps. The one on the left-hand ramp reaches the street first.

'Who says we Aztecs never invented the wheel?' declares the old man smugly. 'I'd say we had a bit more nous than you Old Worlders – judging by you lot, anyhow!'

Before you have time to make any retort, he flings a pinch of green powder from a pouch at his belt. There is a dazzling flash, and one of your team members vanishes! (Decide randomly who it is by rolling a die.)

'It's the usual deal,' says the old man, hobbling off. 'Maybe you'll get a chance to buy your chum back later. But not yet – oh no, not just yet.'

Any team members who are still free can now investigate either the Water Monster Well (turn to 116) or the Temple of the Sun God (turn to 103). If you have previously been to both these places, though, turn now to 38.

105

Suddenly the water in the well begins to churn and froth. Before you can react, a glistening column covered with sleek black scales rises up and you find yourself staring into the unblinking yellow eyes of a giant serpent! Obviously it is a robotic construct, but for the moment that knowledge makes it no less terrifying.

Each team member must make a dexterity check to avoid the serpent's coils. Those that fail can make a strength check to break free before they are completely encircled.

A team member failing both checks is trapped and borne off to the serpent's lair. If all team members are trapped, that is the end of your adventure. Otherwise, remaining team members can investigate either the

House of the Magician (turn to 129) or the Temple of the Sun God (turn to 103), if your team has not done so already. If you have previously visited both those locations, turn to 38.

106

ROB shakes his head. 'Tricky one, eh? It just goes to show how soft the electronic age has made our grasp of basic maths. A stab at the approximate answer wouldn't have been difficult for most people in the Victorian age, you know.'

You are about to ask him why anybody would need to work out problems like that, given that nowadays we always have access to a calculator, but it occurs to you that androids can afford to be smug. The 9000 Series androids have the processing power of a mainframe computer, after all.

Turn to 27.

107

Robin is hurled back and falls into the stream. Fortunately for him it is only waist-deep and even more fortunately, his internal electronics are waterproof. With a shrug, he hands you a prize from his belt pouch: a crystal. Note it down in the crystals box on your Adventure Sheet, then go on your way by turning to 41.

108

When the lurid splash of red paint appears on your team member's chest, ROB calls a halt to the contest. 'I'm afraid you've lost,' he says. 'A good try – but good tries don't win time crystals, of course.'

A menacing figure in black armour comes over and drags the team member who took part off towards a

wooden cage. 'Oh dear,' says ROB. 'Really, I'd have let you off, myself – but the Black Knight is such a stickler for rules, the bastard.' You realise that ROB is not just being unnecessarily insulting when you notice the baton sinister across the Black Knight's coat of arms.

You can free your trapped colleague by forfeiting a crystal, if you have one. Remember to cross the crystal off the total on your Adventure Sheet if you decide to do that. Then turn to 95.

109

'Correct,' says ROB, rewarding you with a gleaming time crystal. Note this in the crystals box of your Adventure Sheet, then turn to 95.

110

Ducking under the wildly swinging bag, you ride on to the end of the track and dismount.

'You'd make a very perfect gentle knight, and that's for sure,' says ROB. 'I'd touch my forelock ... if I had any hair. Oh, and you win a crystal for your efforts, of course.'

Record this prize in the crystals box on your Adventure Sheet. You can also retain the lance as an 'Item carried' if you wish – note that down on your Adventure Sheet too. Now turn to 95.

111

ROB takes you to the base of one of the castle towers. Leaning out of a window high up in the tower, you can see a figure with long blonde hair.

'Zat girl is Rap-Rap-Rapunzel,' ROB tells you, momentarily affecting an accent worthy of Antoine

de Caunes. 'Her golden tresses are magical, and she can lower them for suitors to climb up to her. Or to help out the window cleaners, come to think of it. When she casts her spell, her hair will grow by half its initial length in the first second, then by a third of its new length in the next second, then by a quarter of its length in the following second, and so on. Now, given that her hair is one metre long to start with and the tower is fifty metres high, the question you have to ask yourself is when or if her hair will reach the ground. You've got two minutes to think about it.'

Time yourself with a watch, and after two minutes turn to 124 if you are ready to give an answer, or to 82 if you give up.

112

ROB escorts you to the lists, where knights' shields are arrayed to show who will be taking part in the day's jousts. Three of the shields are facing away from you, however, so that you cannot see the coats of arms on them.

'The coat of arms on each of these shields is either a lion or a unicorn,' announces ROB. He gestures and two knights step forward. They each take up one of the shields, still keeping them averted from you and from one another for the time being. ROB gives the third shield to the team member who has elected to take part in this game.

'Now,' he says, clapping his hands together and smiling broadly, 'in a moment I shall ask you and these two knights to face each other in a circle. Each of you will then raise your shield in front of you so that the other two can see it, but you will still not

be able to see the symbol on it yourself. If you see a unicorn on either or both of the shields facing you, raise your sword. Oh, how forgetful of me . . .' He hands you a sword. 'If you can work out the symbol on your own shield before either of the robot knights figures out theirs, you'll win a crystal. I warn you, they're pretty sharp when it comes to puzzles like this.'

Turn to 125.

113



The boulder is heavy, and the strain of lifting it takes a toll on your muscles. Temporarily reduce your strength by one – remember, if you reach zero strength, you will have to give up.

The illustration shows the arrangement now. Decide on your next move:

Boulder A to the empty trestle – turn to 138.

Firepot D to the empty trestle – turn to 8.

114



The next two moves are obvious and not particularly strenuous: first shifting Firepot D to the leftmost trestle, then leapfrogging Firepot E to the next trestle along. Now what?

If you move Boulder A to the centre trestle, turn to 158.

If you move Firepot F there, turn to 127.

115

You step into the colossal plaza of Tenochtitlan. On the far side of the square you see a temple with gold-clad walls atop a stepped pyramid. In the centre of the square is a well. Nearer to you lies a low stone dwelling covered with odd runic symbols.

'This zone is a bit different from the others,' ROB tells you. 'It's much more of a test of initiative. There's no clear division between the games, for one thing; they're not grouped into different categories. Also, you can't expect me to hold your hands every step of the way. There won't be any clues to help you see the light. All I will say is that it is possible for you to acquire at least three more crystals before you leave this zone. Off you go, now – you're on your own.'

If you head for the Temple of Huitzilopochtli the Sun God, turn to 103.

If you head over to the Water Monster Well, turn to 116.

If you make for the House of the Magician, turn to 129.

116

You approach the well with some trepidation, but there is no sign of any monster in its winy depths.

'Oh, that's just the name of the chieftain who had



the well built,' explains a passer-by, as though reading your thoughts. 'Ahuitzotl – "Water Monster" to his pals – the eighth Aztec king. Much more dangerous than any barracuda, come to think of it. Why, he once had eighty thousand prisoners executed in a single day.'

On the rim of the well are twenty-four raised bosses, each bearing a sculpted number.

If you want to press one of the bosses, decide which of the twenty-four you are pressing and turn to 52.

If you raise the pail out of the well, turn to 65.

If you ask the passer-by for advice, turn to 78.

117

Instead of answering you directly, the old man shouts to the three workmen, who respond by rolling their stones down the ramps. The one on the left-hand ramp reaches the street first.

'You wouldn't even get a job as an Aztec navvy,' snorts the old man contemptuously. Before you have time to make any retort, he flings a pinch of green powder from a pouch at his belt. There is a dazzling flash, and one of your team members vanishes! (Decide randomly who it is by rolling a die.)

'It's pretty much the usual deal,' says the old man, hobbling off. 'Maybe you'll get a chance to buy your chum back with a crystal later. But not yet – oh no, not just yet.'

Any team members who are still free can now investigate either the Water Monster Well (turn to 116) or the Temple of the Sun God (turn to 103). If you have previously been to both these places, though, turn now to 38.

118

You advance warily along a narrow stone tunnel that leads off from the bottom of the well. The walls are slick with moisture and a dank earthy smell pervades the air. After a while you pass an archway in the right-hand wall, beyond which you can see a spiral staircase. Presumably it leads up to one of the buildings lining the plaza. You decide to continue along the tunnel. Turn to 131.

119

ROB shakes his head. 'Tricky one, eh? It just goes to show how soft the electronic age has made our grasp of basic maths. A stab at the approximate answer wouldn't have been difficult for most people in the Victorian age, you know.'

You are about to ask him why anybody would need to work out problems like that, given that nowadays we always have access to a calculator, but it occurs to you that androids can afford to be smug. The 9000 Series androids have the processing power of a mainframe computer, after all.

Turn to 27.

120

Despite your best efforts, you are knocked off the trunk and end up in the stream. Luckily it is only waist-deep, so your fate is no worse than a drenching. The robot Robin Hood takes his victor's prize, one of your crystals, before sauntering away through the trees. Cross this off the total in the crystals box on your Adventure Sheet. If you have no crystals yet, your team member must submit to imprisonment in the wood until he or she can be released with a crystal.

'Never mind, never fret – there are plenty more

crystals to be had in our Medieval games,' ROB consoles you. You follow him towards the castle you saw earlier. Turn to 41.

121

With Chance deactivated, Cert hardly needs his advanced electronic brain to decide what to do next. He levels his bow and shoots at you.

Turn to 108.

122

ROB regards you with a supercilious smile. 'Two moves is enough to move all the knights *one* step around the board; but in order for both white knights to change places with the black ones, each needs to make four moves.'

The team member you chose to take part in the game is caught. If you decide to give up one of your crystals, you can free him or her (remember to cross the crystal off the total recorded on your Adventure Sheet). If you do not have any crystals, or decide not to free your colleague just now, you will get another chance to do so just before leaving the Medieval Zone. Now turn to 95.

123

The bag hits you in the middle of the back with considerable force. It is a bit like having Arnold Swarzenegger throw a medicine ball at you. Make a strength check to see if you can stay in the saddle.

If you succeed, turn to 136. If you fail, turn to 148.

124

'Time's up!' announces ROB cheerfully. He seems confident that you will not get this one. What answer will you give him?

'Twenty-four seconds.' Turn to 149.

'Sixty-nine seconds.' Turn to 66.

'Ninety-eight seconds.' Turn to 155.

'Her hair will never reach the ground.' Turn to 6.

125

As ROB gives the word, you and the robot knights reveal your shields to each other. Both of their shields bear the image of a unicorn. You raise your sword, and so do they. A minute goes by, and neither of the knights has worked out their own coat of arms yet. Are you ready to answer?

If you say your shield has a lion symbol, turn to 137.

If you think it has a unicorn symbol, turn to 159.

If you believe the problem is insoluble, turn to 7.

If you need more time to figure it out, turn to 34.

126



The illustration shows the placement of boulders and pots now. Decide on your next move:

Boulder B to the empty trestle – turn to 138.

Firepot E to the empty trestle – turn to 158.

127



With the situation now as shown here, victory is clearly in sight. However, your pain-racked muscles

feel as though they're on fire each time you go to shift a boulder. Do you have the stamina to go on? You need to shift two more boulders, so if your current strength is at least 2 you can do it (turn to 139). If your current strength score is only 1, you have the dismal experience of having to quit when success is in your grasp (turn to 101).

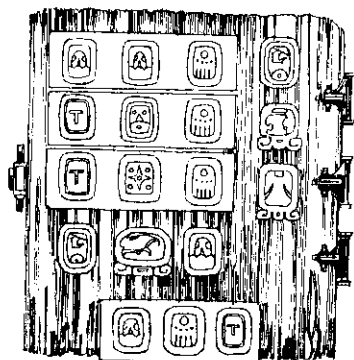
128

'Yes, maybe that one was a tad too obvious,' says ROB, never slow to diminish your triumphs with a sardonic put-down. 'I'll tell you what - we're nearly at the city gate. If you can answer this conundrum before we get there, I'll give you a crystal.'

If you reply that you'd rather hurry on to the games instead of wasting your limited time in the zone, turn to 49. If you tell him to ask his puzzle, turn to 37.

129

The door of the building is a heavy block of carved stone. You cannot see any obvious way to shift it. Then you notice the inscribed panel set into the centre of the door (see the illustration below). If



you can work out the entry number indicated by the three glyphs at the base of the panel, you can turn to it now. However, be warned: the correct entry begins, 'The House of the Magician is open to you'. If the entry you select says anything else, turn at once to 64.

If you would rather try forcing the door, decide which team member will attempt this and turn to 156.

If you give up here, you can go to the Water Monster Well (turn to 116) or the Temple of the Sun God (turn to 103), if you have not visited them already.

130

'Arrant foolishness,' says the old man, shaking his head. Suddenly he blows a puff of smoke from his fat reed cigarette into your faces. There is a scent of charcoal and amber. You cough violently, then everything swims away into blackness...

You come to your senses some time later. You are lying under a canopy beside the main plaza. There is no sign of the old magician, curse him! Turn to 38.

131

After a while the passage widens out. Making your way up a jade ramp, you come to an area with sand underfoot. There is a jar of sand nearby, and you can take this if you like. (Record it as an 'Item carried' on your Adventure Sheet if so, remembering that each team member can only carry one such item.)

Ahead are three triangular archways in the distinctive Aztec style. Set into blocks in the floor in front of each is a three-letter inscription. Decide which of the archways you will go through. The passages beyond

are very narrow, so you will also have to decide who is going first. Will you enter:

The arch with the inscription QRP? Turn to 152.

The arch with the inscription ECW? Turn to 22.

Or the arch with the inscription GLR? Turn to 157.

132

ROB shakes his head. 'Close, but no cigar, gringo. I can't give you a crystal for that. Now, I might have had some sympathy if I'd asked you for the exact answer – what a lot of maths for poor humans to do in their heads, after all – but I was only looking for an approximation.'

You are about to ask him why anybody would need to work out problems like that, given that nowadays we always have access to a calculator, but it occurs to you that androids can afford to be smug. The 9000 Series androids have the processing power of a mainframe computer, after all.

Turn to 27.

133

These are the games available for you to choose from. After choosing one, *before turning to the number indicated*, decide which one of your team members will play the game.

First skill game – turn to 145.

First mental game – turn to 56.

First physical game – turn to 147.

First mystery game – turn to 5.

Second skill game – turn to 112.

Second mental game – turn to 20.

Second physical game – turn to 79.

Second mystery game – turn to 111.

Also cross a game off this list after choosing it so that you will not accidentally attempt the same game twice.

If you have played 4 games already, turn to 134.

134

'Well, you've now completed your games in the Medieval Zone,' announces ROB, 'and it's time for us to move on.'

If any of your team-mates are trapped here and you want to buy their freedom, cross off one crystal for each team member freed. After doing that, turn to 100.

135

'You've overstepped the mark by one move,' says ROB in a droll tone. Before the participating team member can step back from the board, a cage of iron palings rises up out of the ground to entrap him or her.

'You can free your comrade by paying a crystal, of course,' ROB says. He also tells you that, if you have no crystals or decide not to free the trapped team member just yet, you will have another chance to do this before leaving the Medieval Zone.

Now turn to 95.

136

'Jolly good! Jolly good!' call out some of the spectating knights and their ladies amid a ripple of applause. 'Very adroit recovery!'

'Don't let their admiration go to your head,' advises ROB; 'they're programmed for extreme geniality. It isn't the taking part, anyhow – it's whether you win

or lose.' He rewards you with a crystal. Add this to the total in the crystals box of your Adventure Sheet before turning to 95.

137

'An unlucky guess,' declares ROB with gleeful relish. He takes the shield from you and turns it round to display the coat of arms. A unicorn.

The two robot knights step forward, seize the team member taking part, and force him or her into a cage suspended from a nearby gibbet.

'Uncomfortable contraptions, cages,' says ROB. 'Positively luxurious in comparison to an iron maiden, though.' Turn to 47.

138

'You've got yourself into a cul-de-sac, as it were,' ROB tells you after considering the arrangement of boulders and pots. 'There's no way to complete the puzzle from that position.'

He signals to some sentries nearby. Turn to 99.

139



You have only to shift Boulder B to the right, leapfrog Boulder A into position beside it, and shift Firepot F to the left – and the task is completed!

'Well done,' says ROB, showing you the crystal you have won. (Add it to the total tally on your Adventure Sheet.) You are almost too worn-out to care, but a few minutes' rest soon restores your strength to its original score. Now turn to 95.

140

'Hardly!' snorts ROB. 'Certainly, the question implied that a clear solution was possible, but that solution is the wrong one.'

While you ponder what on earth he has just said, the shadow of a great stone pylon looms ahead and you realise you have reached the city gate.

Turn to 115.

141

The figure in the feathered robe shakes his head and draws still further back into the darkness. 'Incorrect,' he says softly. 'Your civilisation has more knowledge than mine ever did – but have you lost the ability to use it, I wonder?'

With no other choice, you return to the main plaza. If you have not already done so, you can now visit the House of the Magician (turn to 129) or the Water Monster Well (turn to 116).

If you have been to both of these, turn to 38.

142

The projecting slab of the building's portico suddenly tilts and drops down behind you! The team member who was trying to budge the door must make a dexterity check. Failure means he or she is trapped in the narrow triangular space formed by the building's front wall and the toppled portico. If your team-mate is caught, there isn't any way to buy their freedom right now.

If you have not already done so, you can investigate either the Water Monster Well (turn to 116) or the Temple of the Sun God (turn to 103). If you have previously been to both places, turn to 38.

143

Most of this information is too advanced for the Medieval Zone, as they don't have the technology to work metals to such a sophisticated level. However, the part of it which deals with carbon-reinforced steel is of use to armourers and weapon-makers. You are offered a consignment of wool in return. Turn to 317.

144

'Bad luck,' says ROB. 'You failed to collect any crystals in the Maze, so I'm afraid we have to send you home empty-handed. But never mind – you can always come back and try again.'

If you want to do that, get yourself a fresh Adventure Sheet and turn to 1.

145

ROB leads you to a corner of the tourney field set aside for archery contests. 'Archery ...' he says with a chuckle. 'A plebs' option for those who can't afford armour and a warhorse.'

As you reach for longbows from a rack nearby, he adds: 'No, no; it takes years to learn how to use one of those properly. Our game involves crossbows, which are much easier to handle.'

He holds up three crossbows, each with a box of paintball-tipped quarrels, or heavy arrows. 'These crossbows are identical,' he says, 'but their ammo supplies are not. The first box of quarrels contains two yellow paintballs for every one red. The second box has an equal number of yellow and red paintballs. The third box has nothing but red ones.'

While your chosen team member takes a crossbow, ROB explains further: 'You'll be shooting against two

other crossbowmen – androids, of course – in rotation. A red hit counts as a "kill", but a yellow hit has no effect. The problem is, the paintballs all look the same from the exterior. They can't be told apart until they splat, so the bowman won't know before shooting whether his hit will count or not. Now, you can have your pick of the three ammo boxes, but it's only fair to mention that the bowman with the most yellows in his ammo supply will get the first shot.'

The participating team member must select a box of quarrels:

The box with two yellows for each red – turn to 2.

The box with as many yellows as reds – turn to 16.

The box with only reds – turn to 29.

146

The quarrel strikes Chance and bursts, to reveal ... red paint!

ROB flicks a remote control that deactivates Chance. 'Lucky shot!' he cries. 'Or was it, I wonder?'

Turn to 121.

147

ROB takes you past the gaudy pavilions to a muddy track lined with posts. 'Doubtless you'll have realised,' he says, 'if it has ever occurred to you to think about it, that knights of the Chivalric Age did not become great warriors without working at it. They had to train hard – just like athletes of today, except without the steroids.'

He points to a structure at the far end of the track. It comprises a shield hanging from one end of a beam. The beam is mounted horizontally and pivoted so that it can swing about its central axis.



A bag filled with sawdust is tied to the other end.

'One way of practising for the joust was to tilt at that quintain,' says ROB. 'You charge at it on horseback and have to hit the shield with your lance – but then the beam swings round, of course, and you've got to be quick to avoid getting clouted by the bag on the other end.'

The team member who has to play this game is equipped with a lance and hoisted into the saddle of a robot horse. ROB takes out a coloured handkerchief, blows his nose, then drops the handkerchief to the grass as the signal to begin. Turn to 4.

148

'Hmm, I'd say that knocked the stuffing out of you,' remarks ROB, strolling over to where you are lying winded in the mud, having been dashed from your saddle by the heavy bag.

Two sergeants-at-arms haul the team member who took part off towards the castle dungeon, and the

portcullis trundles down into place behind them.

Turn to 96.

149

'Far out!' says ROB. 'Very far out, in fact. A severe underestimate.'

The team member you had chosen to answer for you is suddenly seized by a giant golden eagle which swoops down out of the sky. Obviously it is a robot with jet-assisted flight, because it has no trouble carrying its burden to a remote eyrie atop the tower.

You can free your trapped colleague now by relinquishing one of the time crystals you have collected (remove it from the total on your Adventure Sheet if so). But you will get another chance to do this before leaving the Medieval Zone, so you do not have to decide right now. Turn to 95.

150

'Well done!' says ROB. 'Even with my enhanced neuron network artificial intelligence brain that took me a few seconds to work out. You win fair and square.'

He hands you a time crystal. Note down you have it on your Adventure Sheet and turn to 180.

151

If you have traded the grain for Aztec gold, you have hit the jackpot. Not only is it a valuable metal, it's in the form of rare and ancient art. You get 600cr. If you have silk from the Medieval Zone, you have done well too, as silk is hard to come by these days in the Futuristic Zone. You get 450cr.

If you have completed three transactions, or have

less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember, you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

152

You find yourselves in a maze. Edging cautiously forward, you begin to see a glimmer of sunlight filtering in from far ahead. At just that moment, however, steel bands snap out of a concealed recess in the side wall and wrap around the team member at the front. He or she should make a strength check. If successful, the bands are broken and you can proceed – turn to 13. If unsuccessful, turn to 53.

153

'I said that the speed of light would increase,' says the mysterious figure. 'Why should that cause the earth to rotate faster?' You see the flash of white teeth in a smile. He says nothing more, so you return down the pyramid steps to the main square.

If you have not already done so, you can now visit the House of the Magician (turn to 129) or the Water Monster Well (turn to 116). If you have been to both of these locations, turn to 38.

154

'To tell you the truth, I'm a bit down in the dumps,' the guard replies morosely in answer to your greeting. 'You see, I've got a prisoner in here awaiting sacrifice.' He jerks his thumb towards the barred door. 'A hard case he is, and it will be good when he's gone.'

'So you have capital punishment here in Tenochtitlan?' you say.

'Not capital, exactly,' he replies; 'more like cordial punishment, in fact. But the trouble in this case is, this morning I told the prisoner that he was to be executed some time over the next month. That's an Aztec month, by the way – twenty days. "You're for the sacrificial slab, old son," I said to him. "You'll get yours one day this month, but you'll never know for certain in advance which day it's to be."

'"Oh ho," said he, "that's all right then, because in that case you might as well free me right now. Logically you can't stick to what you've just said, see. Suppose you set the date for the last day of the month. When we got to the last day but one, I'd know for sure that it would have to be the next day. So the last day of the month is ruled out. But that also means you can't do me on the day before that, because when we got to the last day but two – since I've already eliminated the last day as a possibility – I'd know it would have to be the next day. The same argument works right back through the month. You can't sacrifice me at all, chum!"

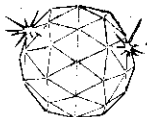
'It's a bind, isn't it,' says the guard. 'I'm sworn to keep my word as a member of the Jaguar Order, but I don't want to let this blighter go free. Is he right?'

If the prisoner's right, go to 25. If wrong, turn to 39.

155

'Spot on,' says ROB. 'Of course, as you must have realised, her hair grows by the same actual length – fifty centimetres – every time.' To judge by his tone, he is surprised by your reasoning ability.

Far above, Rapunzel claps her hands in delight and throws down a time crystal as your prize. Add this to the total in the crystals box of your Adventure Sheet, then turn to 95.



156

The chosen team member strains at the heavy stone door while the others draw back to give him/her some room. This team member must make a strength check. If successful, the massive slab is pushed aside – turn to 312. If unsuccessful, turn to 142.



157

You are proceeding through a veritable maze, the walls of which are lined with mirrors of volcanic glass. The team member in the lead should make an intelligence check to find the correct route. If successful, turn to 13. If unsuccessful, turn to 26.

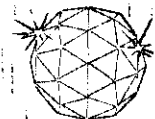
158

'Dead end,' announces ROB after a moment's thought. 'You can't finish the puzzle now, I'm sorry to say. And the penalty for failure is, of course ...' He lets his voice trail off into a regretful smile and gestures to some figures nearby. Turn to 99.

159

'Absolutely right,' says ROB. 'Maybe it was just a shot in the dark, but that doesn't matter a whit. You're still right.'

You win a time crystal, and you can also keep the shield and/or the sword if you have space for these items on your Adventure Sheet: each team member can only carry one at a time. Now turn to 95.



160

'This game is fairly straightforward,' says ROB. 'Follow me.' He leads you to the lower decks of the Crystal Star, through dark and gloomy corridors lined with strange apparatus, vast and brooding cargo holds and busy control nodes, where droids work unceasingly.

You come to a door. ROB punches in the code and the door slides open. Inside is a bare steel chamber with a small transparent access hatch set in the far wall. Inside you can see a time crystal; next to it is a numerical key pad.

'In you go,' says ROB. Choose the character you wish to send in and turn to 196.

161

'Think you can tackle a mystery, do you?' says ROB. 'Follow me to the interrogation room, on the Security Deck.'

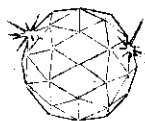
'Are we to be interrogated?' you ask, worriedly.

'Not you, idiot,' snarls ROB acidly. 'You have to solve the mystery, remember?!'

Making a mental note to complain to *The Crystal*

Maze programmers about this particular android, you follow ROB 9000 through the myriad corridors of the Star Crystal. He leads you upward through the command decks of the ship and into a small room. Two androids are sitting behind a low metal table. They look almost human but are clearly not as advanced as ROB 9000.

'These are Series 1000 androids, relatively early models of artificial beings. Needless to say, I represent the peak of achievement for androids,' says ROB. 'The early androids were programmed to speak the truth always, and never to harm a human being. Unfortunately, one of these two robots malfunctioned. It murdered a human, and now it never tells the truth. Your job is to find out which android killed its human supervisor, by asking one of three questions. You may only interrogate *one* of the androids. If you identify the murderer, you win a time crystal. If you fail, the team member who asks the questions will be imprisoned in this room. Okay?'

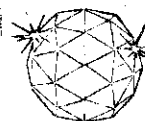


Both androids look identical to you. However, one of them always tells the truth and is innocent. The other always lies and is guilty. Choose which team member is going to interview them. Now, if you want to question Android 1, turn to 249. If you want to question Android 2, turn to 227.

162

ROB 9000 says, 'Physical it is, then. You'll enjoy this one.' He begins to laugh. You are led to a door

which ROB opens with a spoken command. The steel panel slides aside with a whirr, revealing a strange and foreboding vista. You are looking down into a huge cavernous chamber that falls away as far as you can see. It is empty, save for a number of glowing plates which seem to hang, unattached, floating in space. There are sixteen of them, arranged in a four by four square. At the far end, offset to the left, a

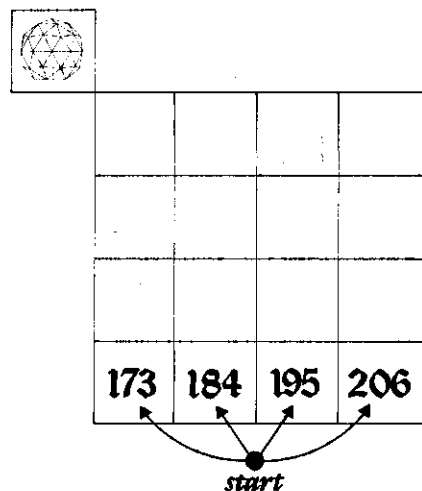


seventeenth plate floats serenely. On it you can see a time crystal. The plates are about three or four feet apart and each is covered in starry patterns depicting various galactic whorls. The first four plates are but a step away through the door.

'Each plate is held in place by an anti-gravity motor affixed to its underside. You'll have to cross the Galactic Grid to get to the final plate and the crystal. You have two minutes. Easy as pie, eh?' says ROB.

'Of course, there is a slight problem,' he adds, smirking. 'Most of the plates have time distorters or other fiendish devices on them – those plates will slow you up in various ways. There is one correct route, and only one, along which you can travel without losing much time, and time is of the essence. You can leap over a plate, if you want to take the risk. If you fall the anti-grav field will save you from instant death but you will have to start at the beginning again. And you'll lose precious seconds. Good luck!'

Choose the character you wish to send on this crystal hunt. When you are ready, examine the diagram below. The seventeen squares are a representation of



the plates. You may begin by stepping across the portal on to one of the first four plates of the Galactic Grid. Simply turn to the paragraph number on the plate you have chosen, according to the direction in which you want to travel. So if you wish to step on to the leftmost plate of the four, turn to 173. Those plates without numbers you cannot yet reach. You will need to keep a record of the seconds that have passed, so keep pencil and paper handy.

163

'Skill it is, then,' says ROB 9000. 'Follow me.' He leads you to a blister-gun port, hanging into space from the underside of the Star Crystal. The port gives you a 180-degree view from the bottom

of the ship. Stars fill the vast emptiness of space like a spray of colour across an infinite canvas. There is a crash couch for you to lie on, from which you can control a huge and deadly-looking plasma cannon.

ROB speaks. 'The aim of the game is "alien megadeath"! We have eleven "Hyperlance" class ship-to-ship attack fighters, ready to assault the Star Crystal, and you have to beat them off. All eleven are computer-controlled, of course, but the computer is spread amongst five of them. If you knock out the right five fighters the rest of the wave will be unable to prosecute their assault. Naturally, they have been disarmed, so if you fail no harm will come to the Star Crystal.'

'This is a timed game – you have two minutes to neutralise the attack. You won't be able to take out all eleven in the allotted time, but five should be no problem. If you run out of time, you're imprisoned. You can choose to abandon the game at any time, to avoid imprisonment. If you stop the assault in time, you win the old time crystal. Choose the team member who will be your gunner!'

You will need to keep a record of time gone by. Each shot will take about fifteen seconds. You will also need to record which numbered targets you have destroyed. On a piece of scrap paper, write the numbers 1 to 11. You will be told when you have destroyed a computer ship – cross the number off and circle it to show the number represents a computer fighter. When you have five crossed and circled, within the two-minute limit, you have won.

You strap yourself into the couch and grab the joystick that controls and fires the plasma cannon. ROB says, 'Right, here they come – remember this

is prime-time television, so make a good showing – and that's more than I should have said!"

In the distance you can see eleven gleaming shapes hurtling towards you, sleek and business-like. You notice that the plasma-cannon's computer-aided control screens have conveniently numbered your targets from 1 to 11.

To shoot at a number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 2, turn to 197. | 8, turn to 229. |
| 3, turn to 240. | 9, turn to 296. |
| 4, turn to 218. | 10, turn to 287. |
| 5, turn to 185. | 11, turn to 174. |
| 6, turn to 269. | |

164

"Too tough for you, eh?" says ROB as he opens the door to let your team-mate out of the little chamber. "Didn't get anyone trapped, anyway. Well, another game then!" Turn to 203.

165

"Hmm, physical. Well, follow me, then," says ROB. He leads you across a vast automated assembly line, where android parts are being made. The noise is deafening, and the work ceaseless. You come to a quieter area and are led into a room made entirely of steel: walls, floor, ceiling and door. A large magnet, about a foot in diameter, is stuck to the far wall. On a table nearby rest several implements – a hammer, a chisel, a pair of large pliers and a blowtorch.

"The idea is to remove the magnet," says ROB. "Behind it is a little cubby-hole in which a time crystal is to be found. You have one minute to do

this. I don't have to tell you that it's a very strong magnet. Good luck!"

You will need to keep a record of your time total in seconds.

Will you try to remove the magnet by:

Brute strength? Turn to 219.

Using the hammer? Turn to 209.

Using the chisel? Turn to 179.

Using the pliers? Turn to 192.

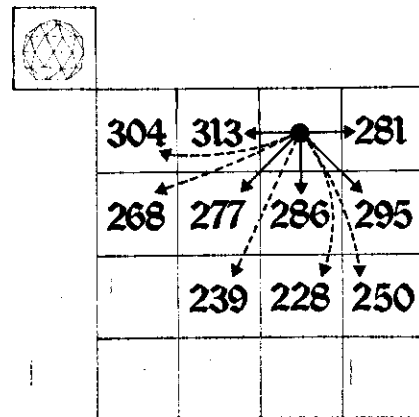
Using the blowtorch? Turn to 186.

Or, if you have collected a pistol from the Futuristic Zone, using that? Turn to 263.

166

This plate emits a shrill scream; then the whole chamber is plunged into pitch darkness. You can't risk moving without light, so you must wait for the lights to come back on. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your



next plate. Those plates joined by an arrow can be stepped to easily – turn to 281, 295, 286, 277 or 313, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 228 or 304 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 250, 239 or 268, you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

167

'Quite so,' grunts ROB, gazing at you through narrowed eyes, as if disappointed that he did not manage to catch you out. 'Very smart of you, I must say. You listen carefully as well as reasoning accurately – both important criteria for these mental puzzles. And here, of course, is your prize.' Almost grudgingly, he shows you the time crystal you have won. Add it to the total on your Adventure Sheet.

Now it is time for another game. Turn to 203.

168

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

The book looks like an interesting read, but reveals no information that might be of use to you. Will you now examine:

The silver cigarette case? Turn to 311.

The Orient Express timetable? Turn to 291.

Or to give up and leave the room, turn to 289.

169

'This game will test your skill in trading,' says ROB. He leads you to a room with a computer screen. 'All trading is done via the computer; transactions are made between the Futuristic Zone (our time, that is) and the other zones. You buy goods from the future and trade them for goods from the other zones. Then you call up the Futuristic Zone again, and see what price you get for the goods from the past.

'The idea of the game is to amass 1,000 credits. However, you must do this by means of only *three* trades. Also, you start the game with an investment fund of 100 credits. You will specialise in three trades and you cannot trade in a commodity more than once, either. So, let's see if we've any potential captains of industry!'

You will need to keep a record of how many transactions you have made, how much money you have at any moment, and which commodities you have bought. You cannot be imprisoned in the trading game, but you can make a loss!

Now, choose which commodity you want to start trading in from the list below. Then you will be asked which zone you want to trade with – either the Aztec, Medieval or Industrial Zones. You begin with 100 credits.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified ‘super’ wheat grain (cost: 50cr) – turn to 189.

170

ROB takes you to the huge, sprawling industrial complex. It consists of a vast collection of mighty cooling towers and intricate steel pipes, belching steam and noxious gases, connected by endless stairways, ramps and darkened corridors. Dirt and grime cling to the iron walls, flecked with paint, and a constant clanging and hammering rings in your ears. In places, jets of steam or water spray forth, seemingly at random. People dressed in protective clothing swarm like ants – other areas are completely deserted.

You have to put special respirators on to cope with the polluted atmosphere and ROB warns you not to touch anything, especially those things that look chemical in nature. After a while he leads you into a relatively pleasant office above a deserted factory floor, on which dead machines are scattered, abandoned.

‘It’s a little quieter here,’ says ROB, ‘I can actually hear myself think. Well, welcome to the Industrial Zone – nice isn’t it?’ he comments wryly. Turn to 180.

171

‘Mystery time, folks!’ announces ROB. He leads you to a doorway and shows your chosen team-mate into a small office. Slouched in a seat is a dummy, made up to represent a dead body with a knife in its chest. The office is decked out in an old-fashioned style, with a



bookcase, a television, a telescope, various maps on the walls, and cabinets and cupboards on all sides.

ROB says, 'This game is basically a recreation of the very early mystery games they used to have in the first *Crystal Maze* series, right back in the late twentieth century! This office is a mock-up of the headquarters of a twentieth-century industrial company involved in the trade of metals – gold, copper, iron and so on. Your job is to find and follow the clues which will lead you to two numbers. Add them together and that will give you the combination to open the office safe – in which is hidden a crystal! You have two minutes to complete this task – overstretching your time means good ol' imprisonment.'

You will need to keep a record of your time total in seconds for this game. To get you going, ROB points to a piece of paper held in the dummy's hand. That is your first clue. The paper has written on it the phrase, 'See you, Jimmy'.

ROB says, 'Remember folks, it's elementary – and I won't say any more!'

You may now investigate:

The television – turn to 221.

The map of Scotland on the wall – turn to 191.

A stack of copper sheeting piled in the corner – turn to 261.

The large silver-plated telescope – turn to 231.

If you want to give up and leave the room, turn to 289.

172

'Yes, Android 2 killed the human. Android 2 is malfunctioning,' says Android 1 in an emotionless drone.

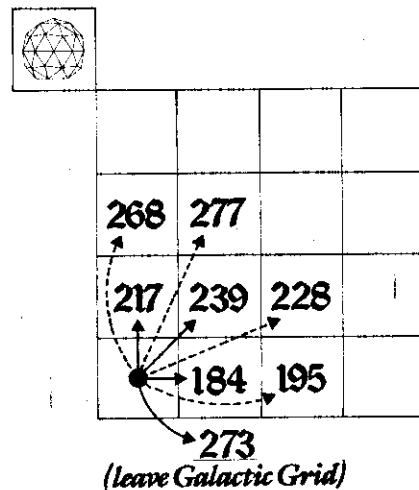
Android 2 turns his head with a click and addresses

his mechanical colleague: 'You lie! May your capacitors overload; you are useless to our most revered human masters.'

The other android gives a slight frown of annoyance but remains silent.

'That's all you can ask,' says ROB. 'You must decide who you think is guilty now, or you can give up if you don't want to risk imprisonment.'

If you say that the killer is Android 1, turn to 194. If you say it is Android 2, turn to 279. If you want to give up on this game, turn to 238.



173

The moment your foot touches the plate a shrill alarm goes off and the soles of your boots are magnetised to the floor. ROB laughs; you don't. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram above to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 217, 239 or 184,

depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 268 or 195 you must roll equal to or less than your chosen team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 277 or 228 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

If you wish to leave the Galactic Grid and step out of this room, turn to 273.

174

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 11. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record.

A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you can go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305.

To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 6, turn to 269. |
| 2, turn to 197. | 7, turn to 278. |
| 3, turn to 240. | 8, turn to 229. |
| 4, turn to 218. | 9, turn to 296. |
| 5, turn to 185. | 10, turn to 287. |

175

The industrialists are very interested in advanced

machine tools and you get various offers. Choose one of the following goods as your trade:

Combustion engine automobiles,

Timber products,

Consumer goods (fridges, washing machines, etc).

When you've chosen, turn to 232.

176

'You are correct – the droid would have been flying for two hours, as that's how long the asteroids would have taken to reach each other. 750 miles per hour equals 1,500 miles. Easy!' says ROB. He hands you a time crystal. Note it on your Adventure Sheet and turn back to 203.

177

Add five seconds to your time total. If the total is 120 seconds or more, turn to 235. Otherwise, read on.

Underneath the copper ingots there is nothing. 'You don't think we'd use copper twice, do you!' says ROB waspishly.

Will you look at the:

Tin ingots? Turn to 188.

Platinum ingots? Turn to 198.

Gold ingots? Turn to 208.

Silver ingots? Turn to 248.

Iron ingots? Turn to 298.

Or give up and call it quits? Turn to 289.

178

'Oh bad luck, bad luck. What a shame you failed to get the crystal,' sympathises ROB insincerely. 'I am so sorry.' He laughs.

'Well, at least we didn't get anyone trapped in there,' you reply.

'Yes, true enough,' says ROB. 'Now let's see how you fare in the next game.'

Turn to 203.

179

Add twenty seconds to your time total. If it equals sixty seconds, turn to 275. If not, read on.

Taking the chisel, you manage to work it a few millimetres underneath the magnet. However, it's not enough to get a good leverage, and the tip of the chisel snaps off, sticking to the magnet. You can give up by turning to 275, or try to remove the magnet by:

Brute strength – turn to 219.

Using the hammer – turn to 209.

Using the pliers – turn to 192.

Using the blowtorch – turn to 186.

Or, if you have collected a pistol from the Futuristic Zone, using that – turn to 263.

180

You are allowed to play only four games in the Industrial Zone. Select from the choices below, and mark them off as you do so, in order not to attempt any game twice. After each game you will be sent back to this paragraph to choose another. If you have played four games already, turn to 302. You may play any combination of game types you wish, in any order but no more than four.

If you end up with all four of your team members imprisoned, you have lost the whole *Crystal Maze* game and won't get to the Crystal Dome. Once you have attempted four games in the Industrial Zone,

you will be given the opportunity to release any imprisoned colleagues at a cost of one time crystal per person.

You have the following games to choose from:

The skill game – turn to 169.

First mental game – turn to 223.

The physical game – turn to 165.

The mystery game – turn to 171.

Second mental game – turn to 242.

Third mental game – turn to 256.

181

'Maths not your strong point, then?' says ROB. 'I won't tell you the correct answer, in case you play this game again, but suffice to say there's a simple solution. Anyway, let's carry on!' Turn to 203.

182

You run as fast as you can, but the droid brings its laser pistol to bear and opens fire. Desperately, you throw yourself into a headlong dive. Roll two dice. If you score less than or equal to your chosen team member's rating, turn to 224. If not, turn to 280.

183

'No, I did not kill the human – I am programmed against such an action,' says Android 1 in an emotionless tone.

'That's all you can ask,' says ROB. 'You must decide who you think is guilty now, or you can give up if you don't want to risk imprisonment.'

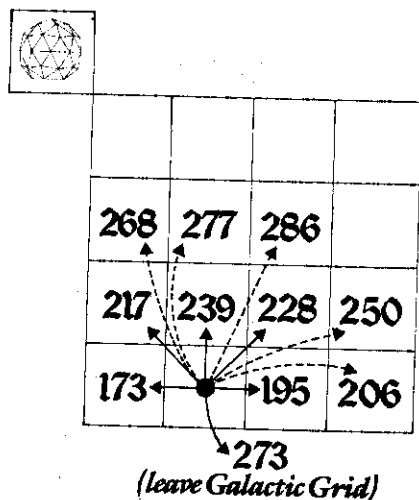
If you say that the killer is Android 1, turn to 194. If you say it is Android 2, turn to 279. If you want to give up on this game, turn to 238.

184

You reach the plate safely, but you set off a time distorter. All your movements slow down, much to your chagrin. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 173, 217, 239, 228 or 195, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 277 or 206 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 268, 286 or 250 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

If you wish to leave the Galactic Grid and step out of this room, turn to 273.



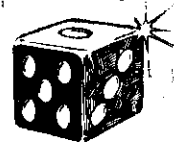
185

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 5. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions. Also, your control screens light up with a message – this fighter was one of the computer ships! Cross the number 5 off your record. If you missed, you may try again – just roll the dice once more, but remember to add fifteen seconds each time you try.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. If you have shot the right five ships out of space, turn to 211. Otherwise, you can take another shot.

To shoot at number:

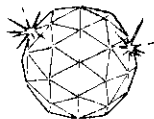
- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 2, turn to 197. | 8, turn to 229. |
| 3, turn to 240. | 9, turn to 296. |
| 4, turn to 218. | 10, turn to 287. |
| 6, turn to 269. | 11, turn to 174. |



186

The blowtorch gives off a hot blast of flame as you ignite it. You play it over the magnet – within moments it has been heated to the Curie point. As everyone knows, magnets, when hot enough, lose most of their powers of attraction, and the magnet

falls to the floor with a resounding clang. It reveals a small alcove, in which glitters a time crystal. 'Good stuff,' says ROB as you take the crystal. You may also keep the blowtorch, if you wish. Note that you have it and the time crystal on your Adventure Sheet, then turn to 180.



187

'Clearly, the photograph must show his son,' you reply confidently.

ROB stares at you for a moment or two before accepting your victory. 'Yes, you are right – you win a time crystal. Here you are.' He hands you a crystal. Note it down on your Adventure Sheet.

ROB continues: 'You're doing well. Let's see how you continue your journey through the Maze.' Turn to 203.

188

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

Anything underneath the tin? No – nothing; bad luck.

Will you now look at the:

Copper ingots? Turn to 177.

Platinum ingots? Turn to 198.

Gold ingots? Turn to 208.

Silver ingots? Turn to 248.

Iron ingots? Turn to 298.

Or give up and call it quits? Turn to 289.

189

Highly productive grain, this. It could revolutionise the agriculture of many eras. Will you take it to:

The Industrial Zone? Turn to 290.

The Aztec Zone? Turn to 316.

The Medieval Zone? Turn to 253.

190

You're seriously trying to sell computer components to a medieval society? You don't even get any offers. Unfortunately, there's a computer-circuit glut on the Futuristic Zone market, and you can't get a refund from the people you bought from. Bad luck.

If you have completed three trades, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember, you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

191

Add twenty seconds to your time total. If it equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

You examine the map and even remove it from the wall to look behind it. However, you find no

clues. You may now investigate:

The television – turn to 221.

A stack of copper sheeting piled in the corner – turn to 261.

The large silver-plated telescope – turn to 231.

If you want to give up and leave the room, turn to 289.

192

Add twenty seconds to your time total. If it equals sixty seconds, turn to 275. If not, read on.

The pliers, more like giant tongs, fit snugly around the magnet. Try as you might, however, you can't budge it as they keep slipping off. Give up by turning to 275 or try to remove the magnet by:

Brute strength – turn to 219.

Using the hammer – turn to 209.

Using the chisel – turn to 179.

Using the blowtorch – turn to 186.

Or, if you have collected a pistol from the Futuristic Zone, using that – turn to 263.

193

'No, no,' says ROB. 'There's *no* chance of only three dolls getting the right heads – if the computer's got three right then the fourth must also be right. Right? Anyway, you lose out and just fail to get the crystal. There's always the next game, though, so let's get going.' Turn to 180.

194

You accuse Android 1 of murdering the human. The robot does its best to look aggrieved. Android 2 actually grins.

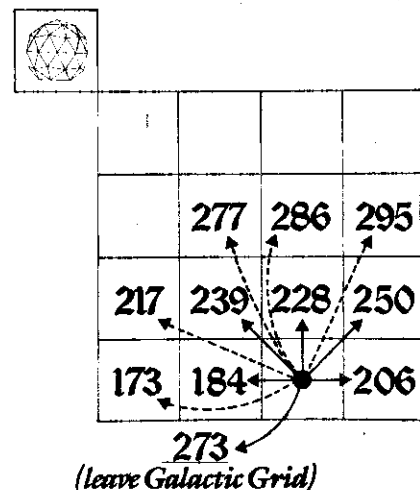
'Nope, I'm afraid you're wrong,' says ROB. 'Android 2 is the guilty party. But instead of it going to

jail, you are!' Note down that your team member is now imprisoned. Later on, you will be given the opportunity to have him or her released in exchange for a time crystal. For now, you must continue. Turn to 203 to start another game, or leave the zone.

195

No alarms or traps are set off. You have stepped on the right plate! Add only five seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 184, 239, 228, 250 or 206, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 173 or 286 you must roll equal to or less than your team strength rating on two dice, but add 1 to the roll, as it is



difficult. To leap to 217, 277 or 295, you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

If you wish to leave the Galactic Grid and step out of this room, turn to 273.

196

You step into a small steel chamber; the door slides shut. You hear ROB's little chuckle sound tinily in your ear, via speakers set into the ceiling.

ROB then speaks. 'This puzzle's easy. I will ask you three questions in order. The answer to each is a planet of our own dear solar system. Once you think you have identified each planet correctly, you must match its orbit sequence to a number. So, if one answer is earth, say (which it isn't, believe me – or is it?!) then the orbit number will be 3, as earth is the third planet from the sun. If your answer is Pluto, it will be 9, as Pluto is ninth from the sun. You must take the corresponding numbers, in the order that the questions are given, and type them into the numerical key pad beside that access hatch. If you're right, the hatch will rise and you can take the crystal! You have two minutes to get the right answer. Good luck!'

Note down this paragraph number, 196. When you have arrived at a three-figure number, in the order the questions are given, simply turn to that paragraph number. If you are right, the paragraph will start with the line, 'If you have just come from 196, then you have answered correctly.' If not, you have turned to the wrong paragraph, and have not solved the problem. If that happens, you can return to paragraph 196, and choose again, or give up. You

have only two chances to find the number. If you get it wrong on the second attempt, turn to 276 – time will have run out. You can only give up after your *first* failed attempt. To give up, turn to 164 and ROB will let you out. You cannot give up if you get the wrong answer twice – you must turn to 276.

'Paying attention, are we?' says ROB. 'Here goes.'

First question:

My atmosphere is mostly carbon dioxide mixed with nitrogen, oxygen, sulphur dioxide and water vapour. My average surface temperature is 480°C. I do not have any satellites or moons orbiting around me. My day is 243 earth days long (and I turn in the opposite direction to earth). What planet am I?

Second question:

In ancient Greece his name would Ares be,
His shrine warriors all would come to see.

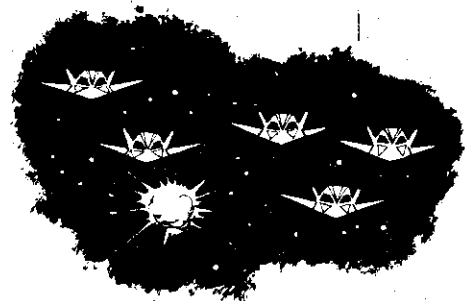
Third question:

No moons or satellites orbit around me, but
I am not the first planet in question.

197

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 2. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you can go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more,



turn to 305.

To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 3, turn to 240. | 8, turn to 229. |
| 4, turn to 218. | 9, turn to 296. |
| 5, turn to 185. | 10, turn to 287. |
| 6, turn to 269. | 11, turn to 174. |

198

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

Etched into the last platinum ingot is the number 108.

'PT - the symbol for platinum on the periodical table!' says ROB. 'And T'pau is an anagram.' If you have the other number, add them together, and turn to the paragraph that number gives. If you don't have the other number, you may look at the:

Copper ingots? - turn to 177.

Tin ingots? - turn to 188.

Gold ingots? - turn to 208.

Silver ingots? - turn to 248.

Iron ingots? - turn to 298.

To give up and call it quits, if you are short of time, turn to 289.

199

Deduct 75cr from your total. This is for information on the latest twenty-first-century metal technology. Will you take it to:

The Industrial Zone? Turn to 237.

The Aztec Zone? Turn to 306.

The Medieval Zone? Turn to 143.

200

The industrialists are fairly interested in your horses, especially owners of racing stables. Choose *one* of the following offers as your trade, and then turn to 243.

Computers,

Office furniture,

Frozen beef and lamb.

201

Time has run out for your team member. The door seals behind him or her, and he/she is trapped in the Galactic Grid chamber. You will be given the opportunity to free your colleague with a time crystal later on.

ROB leads you away, smiling. 'I love it when someone gets trapped,' he says. 'I was programmed for malice, you know.' Now turn to 203 and choose your next game.

202

You try to peddle the machinery to the Aztecs. Unfortunately, they have no use for the tools what-

soever — they don't even know how to use them, let alone power them. They are just useless lumps of metal that the Aztecs don't even know how to melt down and recycle. You can't sell your stock. However, the Futuristic Zone will buy it back from you for 20cr (hard men, these future merchants).

If this was your third trade, or if you have less than 25cr, turn to 76. Otherwise, if you have the money, which of the following will you trade in?

Genetically engineered 'super' horses (cost: 75cr) — turn to 247.

Synthetic all-weather clothes (cost: 25cr) — turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) — turn to 220.

Advanced metallurgy information technology (cost: 75cr) — turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) — turn to 189.

203

You are allowed to play only four games in the Futuristic Zone. Select from the choices below, and mark them off as you do so. After each game you will be sent back to this paragraph to choose another. If you have played four games already, turn to 300. You may play any combination of game types you wish, in any order, but no more than four.

If you find yourself, by some unlucky chance, with all four of your team-mates imprisoned, then you have lost the whole *Crystal Maze* game and won't get to the Crystal Dome. Once you have attempted four games here in the Futuristic Zone, then and only then will you be given the opportunity to release a team

member who may be imprisoned, at a cost of one time crystal per person. Don't forget to cross them off!

You have the following games to choose from.

First skill game — turn to 163.

First mental game — turn to 251.

First physical game — turn to 162.

First mystery game — turn to 161.

Second skill game — turn to 160.

Second mental game — turn to 214.

Second physical game — turn to 319.

Second mystery game — turn to 244.

Cross a game off this list after choosing it so that you will not accidentally attempt the same game twice.

204

If you have iron ore from the Industrial Zone, it is worth 200cr — ore is always valuable. If you have silver from the Medieval Zone, it's worth 250cr. If you have Aztec art, it's a collectors' item, worth 350cr.

If you have completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember, you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) — turn to 266.

Genetically engineered 'super' horses (cost: 75cr) — turn to 247.

Neural network artificial intelligence computer circuits (cost: 75cr) — turn to 220.

Advanced metallurgy information technology (cost: 75cr) — turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

205

'Android 2 would say that I had killed the man, because he is a liar,' says Android 1 tonelessly.

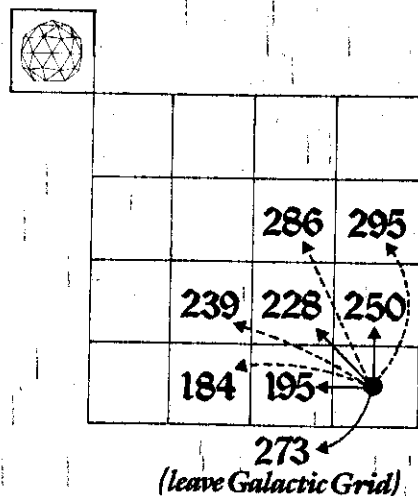
'That's all you can ask,' says ROB. 'You must decide who you think is guilty now, or you can give up if you don't want to risk imprisonment.'

If you say that the killer is Android 1, turn to 194. If you say it is Android 2, turn to 279. If you want to give up on this game, turn to 238.

206

As you reach the plate, it begins to glow a fiery red in colour. 'Oops,' gloats ROB, 'looks like you got the wrong one!' The light is so bright you are unable to see the way ahead for a while. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can be stepped



to easily – turn to 195, 228 or 250, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 184 or 295 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 239 or 286 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

If you wish to leave the Galactic Grid and step out of this room, turn to 273.

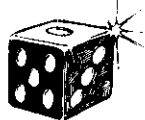
207

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 1. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions. Also, your control screens light up with a message – this fighter was one of the computer ships! Cross the number 1 off your record. If you missed, you may try again – just roll the dice once more, but remember to add fifteen seconds each time you try.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. If you have now shot the right five ships out of space within your two-minute time limit, turn to 211. Otherwise, you can take another shot.

To shoot at number:

- | | |
|-----------------|------------------|
| 2, turn to 197. | 7, turn to 278. |
| 3, turn to 240. | 8, turn to 229. |
| 4, turn to 218. | 9, turn to 296. |
| 5, turn to 185. | 10, turn to 287. |
| 6, turn to 269. | 11, turn to 174. |



208

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

Taped to the bottom of the last gold ingot is a scrap of paper with the number 200 written on it. 'That's it,' says ROB enthusiastically. 'AU is the symbol for gold!'

If you have the other number, add them together and turn to the paragraph that number gives. If you don't have the other number, you may look at the:

Copper ingots – turn to 177.

Tin ingots – turn to 188.

Platinum ingots – turn to 198.

Silver ingots – turn to 248.

Iron ingots – turn to 298.

To give up and call it quits, if you're short of time, turn to 289.

209

Add twenty seconds to your time total. If it equals sixty seconds, turn to 275. If not, read on.

You take the hammer to the magnet with a vengeance, whacking it as hard as you can – but it

doesn't budge. You can cut your losses and give up (turn to 275) or try to remove the magnet by:

Brute strength – turn to 219.

Using the chisel – turn to 179.

Using the pliers – turn to 192.

Using the blowtorch – turn to 186.

Or, if you have collected a pistol from the Futuristic Zone, using that – turn to 263.

210

At the last moment you take a headlong dive for the archway as streaks of laser-light criss-cross the air around you. Unfortunately, several laser shots pepper your exoskeleton, and you freeze in mid-air. You crash to a bone-jarring stop at the base of the pedestal beyond the arch, which judders and shakes. The time crystal topples off it and drops on to your chest, then rolls off into a corner of the room. Unfortunately, you cannot move a muscle to get it.

'Sorry, that counts as a failure, I'm afraid. You see, the droid shot you whilst your body was still in the first room. Must have done, as it's programmed not to shoot into the time crystal chamber,' says ROB gleefully. 'Well, that means imprisonment as well. Tough, but that's life – harsh but fair, as they used to say.'

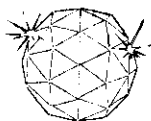
Note on your Adventure Sheet that this team member is imprisoned for now. You will have the opportunity to exchange him or her for a crystal later. Turn to 203.

211

You blow the last of the computer ships out of the sky and the other fighters simply come to a dead

stop in space. ROB gives a yell of appreciation. 'Good shooting – ever thought of joining the Space Navy as a Starship Gunner? Anyway, here's your crystal.'

He hands over one of the time crystals; note it down on your Adventure Sheet. Now turn to 203.



212

'Hah!! Chicken, eh?' sneers ROB. 'So be it – if it's too tough, dodge it. Good strategy, I suppose. Let's play another game!' Turn to 203.

213

Your answer is greeted by a smug grin from ROB. 'No, no,' he says, 'absurdly far out. I don't think mental puzzles are your forte, to be quite honest. How about trying something a bit less intellectual?'

Suppressing the urge to strike the supercilious android, you start thinking about your next game. You'll show him yet! Turn to 203.

214

First, you choose a team member to undertake this game. Then ROB speaks. 'A mental test, eh? Right, listen to this, then. Two asteroids are racing toward each other on a collision course, each travelling at 500 miles an hour. They start at 2,000 miles apart. An asteroid mining droid is flying continuously backwards and forwards, from nose to nose, between the two closing asteroids. The droid is travelling at 750 miles an hour. How far does the droid travel, in miles, before the asteroids collide and the droid is crushed?'

Use your watch and time yourself; you have one

minute to come to an answer. If, within that time, you think you have the answer, turn to 258. If you get the answer wrong, however, your team-mate will be imprisoned. If a minute has passed and you haven't got an answer, you must give up and turn to 181.

215

'Nope,' says ROB, 'the probability is much higher than that. Well, that means you don't get the second question – and you definitely don't get a crystal. Maybe you can do better in the next game.' Turn to 203.

216

'No, I did not kill the human – I am programmed against such an action,' says Android 2 in a mechanical tone.

'That's all you can ask,' says ROB. 'You must decide who you think is guilty now, or you can give up if you don't want to risk imprisonment.'

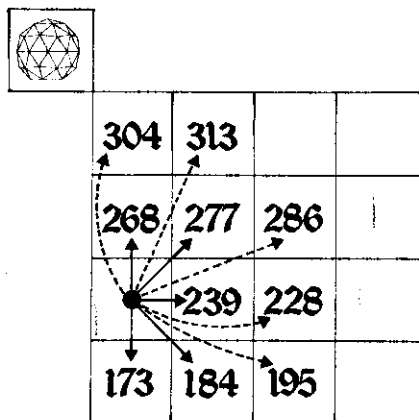
If you say that the killer is Android 1, turn to 194. If you say it is Android 2, turn to 279. If you want to give up on this game, turn to 238.

217

You make it to the plate but no further. A siren wails and a tractor beam lances out from a nearby wall to hold you rigid in place for a few moments. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram over to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 268, 277, 239, 184 or 173, depending on which way you wish to go. To

follow a dotted arrow you will have to leap across the intervening plates. To turn to 304 or 228 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as



it is difficult. To leap to 313, 286 or 195 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

218

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 4. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you can go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 2, turn to 197. | 8, turn to 229. |
| 3, turn to 240. | 9, turn to 296. |
| 5, turn to 185. | 10, turn to 287. |
| 6, turn to 269. | 11, turn to 174. |

219

Add twenty seconds to your time total. If it equals sixty seconds, turn to 275. If not, read on.

You try to wrest the magnet from the wall but no matter how you try, it won't budge. If you think you're short of time and want to avoid imprisonment, turn to 275. Otherwise, will you try to remove the magnet by:

Using the hammer? Turn to 209.

Using the chisel? Turn to 179.

Using the pliers? Turn to 192.

Using the blowtorch? Turn to 186.

Or, if you have collected a pistol from the Futuristic Zone, using that? Turn to 263.

220

Deduct 75cr from your total. These are state-of-the-art computer components. Will you take them to:

The Industrial Zone? Turn to 246.

The Aztec Zone? Turn to 270.

The Medieval Zone? Turn to 190.

221

Add twenty seconds to your time total. If it equals

or exceeds 120 seconds, turn to 235. Otherwise, read on.

You examine the television. It's fairly modern-looking but reveals no clues, even after you have looked behind the tuning panel. Add twenty seconds to your time total. You may now investigate:

The map of Scotland on the wall – turn to 191.

A stack of copper sheeting piled in the corner – turn to 261.

The large silver-plated telescope – turn to 231.

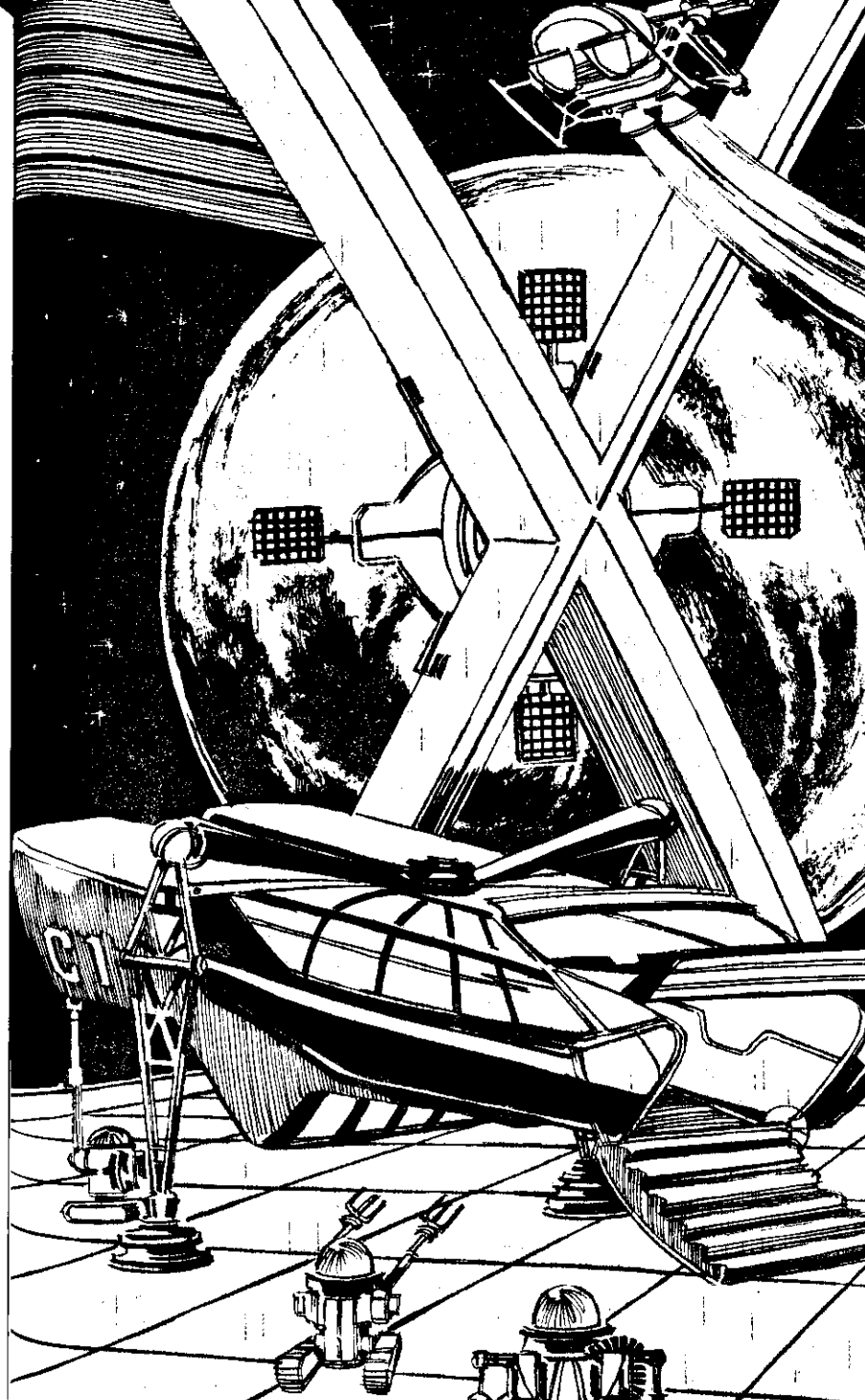
If you want to give up and leave the room, turn to 289.

222

ROB leads you through a succession of corridors that open out on to the surface of the Crystal Maze. Nearby, resting on a landing pad, is an Interplanetary Shuttle, a large 12-seater rocket-ship. 'We shall take a trip up to the Futuristic Zone. It is set in a huge starship, the Star Crystal, which is in orbit around the planet,' explains ROB.

You enter the Shuttle through a door set in the nose and strap yourself into the acceleration couches provided. Some hours later, after a gruelling blast-off that thrusts you skyward out of earth's gravity well, you see the huge metal structure that is the Star Crystal. Hanging majestically in space, the Star Crystal is a vast dome of metal and glass, glittering in light reflected from the sun. Below you, awesome in its beauty, planet Earth slowly turns.

The Shuttle pilot takes you in a speeding arc towards the underside of the huge spaceship. As you close, you can begin to make out myriad gantries, sensory equipment, weapon pods and all manner of other unknowable devices that litter the hull of the



Star Crystal. Some areas are huge observation domes of one-way reflective glass. All you can see mirrored upon these are endless stars, or the crisp outlines of planet Earth.

Soon a large section of the Star Crystal begins to slide open and your Shuttle speeds into one of the many hangars. You are met by a team of techs and several maintenance droids who scurry about, attending to the rocket-ship.

'Here we are – the space station we use as the Futuristic Zone. Impressive, eh?' says ROB. He leads you out of the hangar and into a briefing room nearby. It is time to begin the games. Turn to 203.

223

'This game will test your mathematical skills.' ROB leads you to a warehouse, where an automated assembly line is putting heads on to groups of four different types of doll.

'The computer is supposed to set the appropriate head on each doll but it has just developed a malfunction,' ROB tells you. 'As four different dolls come along, the computer now assigns their heads randomly. What's the chance of all four dolls getting the right heads?'

Will you say:

1 in 64? Turn to 252.

1 in 8? Turn to 215.

1 in 4? Turn to 274.

1 in 24? Turn to 293.

224

You dive into a forward roll and come to your feet just as a lancing bolt of ruby light connects the tip of

the droid's laser pistol to the wall. It has missed you by centimetres. Will you run past it to the archway (turn to 255), or try and damage the fragile sensors at the droid's head (turn to 272)?

225

Now, the medievalists are into horses! The knights are very keen on your supersteeds as battle chargers. Choose one of the following offers as your trade in return, and then turn to 243.

Animal furs,

Hand-painted illuminated manuscripts,

Medieval weapons and armour.

226

You run for the door and get out with a few seconds to spare. 'You should have tried the – No, better not tell you in case you come back!' says ROB. 'Ah well, no crystal for you this time, but there is a chance in another game, of course. Better improve your performance though, eh?' Turn to 180.

227

Android 2 turns its head to look at you with a quiet whirr of electric motors. What will you say?

'Did you kill your supervisor?' Turn to 216.

'If I was to ask Android 1 who killed the man, what would he say?' Turn to 288.

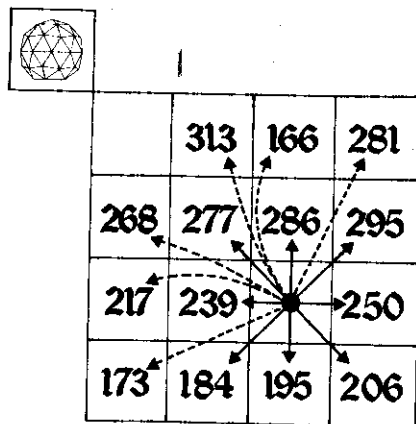
'Did Android 1 kill the man?' Turn to 260.

228

This plate has a hidden danger: you are kept in place by steel cords that snake out of the plate to entangle your legs for a few moments. Add twenty

seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 286, 295, 250, 206, 195, 184, 239 or 277, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 166 or 217 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 281, 173, 268 or 313, you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.



229

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 8. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have

hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you can go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305.

To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 6, turn to 269. |
| 2, turn to 197. | 7, turn to 278. |
| 3, turn to 240. | 9, turn to 296. |
| 4, turn to 218. | 10, turn to 287. |
| 5, turn to 185. | 11, turn to 174. |

230

Deduct 25cr from your budget. Twenty-first-century synthetic clothing is pretty good stuff, engineered to adjust its own size to that of the wearer. Good in all weathers, too, self-heating and air-conditioned. Will you take it to:

- | | |
|----------------------|--------------|
| The Industrial Zone? | Turn to 262. |
| The Aztec Zone? | Turn to 314. |
| The Medieval Zone? | Turn to 234. |

231

Add twenty seconds to your time total. If it equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

The silver-plated telescope is pointed skyward. It is of excellent workmanship, but is unfortunately devoid of any clues. 'No, no,' says ROB, 'you're on the wrong track.' You may now investigate:

The television – turn to 221.

The map of Scotland on the wall – turn to 191.

A stack of copper sheeting piled in the corner – turn to 261.

If you want to give up and leave the room, turn to 289.

232

These are the prices you will get for your goods in the Futuristic Zone. If you chose automobiles, you're in luck, because twentieth-century cars are now considered vintage models and worth some 375cr! If you chose timber products, even better. There aren't many trees left in the future, and those that remain are protected by rigorous environmental laws. Wood is rare, and your consignment is worth 450cr. However, if you chose consumer goods you're out of luck. No one wants out-of-date fridges and the like. They're only worth 20cr for their curiosity value.

If you have now completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in?

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

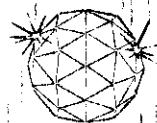
Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

233

'You got it! Well done, well done indeed,' says ROB

9000. He seems pleased for you but his face betrays his annoyance. Note down you have a time crystal on your Adventure Sheet. 'Let's see how you do on the next game, then,' says ROB petulantly. Turn to 203.



234

The medievalists are always in need of clothing, especially of this quality. You get paid with a shipment of silver. Turn to 204.

235

'Time's up,' shouts ROB joyfully, and he locks you into the office. Note on your Adventure Sheet that your team-mate has been imprisoned.

Almost hopping with happiness, ROB leads the rest of you away. Despite the black looks you are giving him, he smiles broadly. 'Oh well, you can release your friend in a moment, if you want.' Turn to 180.

236

'The photograph shows his grandson,' you reply hopefully.

ROB shakes his head and sighs. 'I'm afraid not. I am so terribly sorry you got that one wrong,' he says, grinning broadly. 'It means imprisonment for you!'

Note down that the team member is imprisoned – you will be able to release him later in exchange for a time crystal, if you have one. Now turn to 203.

237

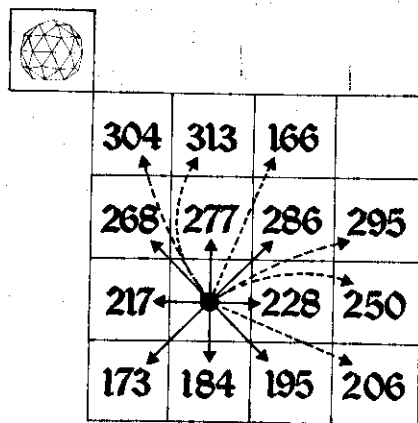
This information is just what the Industrial Zone needs. In exchange you are offered your choice of: raw materials, episodes of the original *Crystal Maze* on video, or military hardware. Make your choice and turn to 317.

238

'Fair enough – too risky for you, eh? Well, no crystal, but no imprisonment either. On with the next game,' says ROB. Turn to 203.

239

You have stepped on to the wrong plate: this one is fitted with a time distorter. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.



Examine the diagram above to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 277, 286, 228, 195, 184, 173, 217 or 268, depending on which way you wish to go. To

follow a dotted arrow you will have to leap across the intervening plates. To turn to 313 or 250, you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 206, 295, 166 or 304 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

240

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 3. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions. Also, your control screens light up with a message – this fighter was one of the computer ships! Cross the number 3 off your record. If you missed, you may try again – just roll the dice once more, but remember to add fifteen seconds each time you try.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. If you have shot the right five ships out of space within your two-minute time limit, turn to 211. Otherwise, you can take another shot.

To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 2, turn to 197. | 8, turn to 229. |
| 4, turn to 218. | 9, turn to 296. |
| 5, turn to 185. | 10, turn to 287. |
| 6, turn to 269. | 11, turn to 174. |

241

If you have just come from 196 then you have answered correctly. You type in the code and the hatch opens. Grabbing the crystal, you dash back for the door. 'Yes, yes, you did well,' says ROB grudgingly. Note down that you have a time crystal on your Adventure Sheet.

Now it is time for another game; turn to 203 and choose again.

242

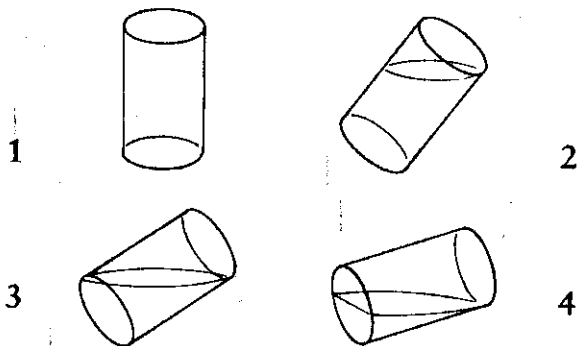
'All right – listen up,' says ROB. 'Some chemical in a cylinder is being tipped into various tanks, each of which is supposed to receive a quarter of the full amount. However, with no measuring apparatus handy, the operator has to tip the liquid out according to a rough estimate. The question is, is the amount left in the cylinder at stage four more than, less than, or equal to, twenty-five per cent of the initial amount? Get the answer right and win a crystal!'

Examine the illustration and then give your answer.

Less than twenty-five per cent – turn to 267.

More than twenty-five per cent – turn to 284.

Twenty-five per cent exactly – turn to 297.



243

Prices for your goods in the Futuristic Zone are as follows. For stock from the Medieval Zone: the illuminated books are valuable antiques and worth a fortune – 500cr. The armour and weapons also have antique value – 400cr. The furs – well, no one wears fur any more. In fact it is considered offensive to do so, as most animal species are close to extinction in the twenty-first century. However, some biological research institute will give you 20cr.

For stock from the Industrial Zone: the computers are worthless, way out of date. You won't get anything for them. The office furniture is quite valuable, as it's mostly made of wood, which is very rare in the twenty-first century – 250cr. The frozen beef and lamb are gems, however – in the overpopulated Futuristic Zone, meat is very hard to get hold of. You can get 450cr for your consignment.

If you have completed three trades, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

244

'Right, we don't even have to go anywhere for the second mystery game – I'll just set this little brain teaser for you,' says ROB.

'An Intergalactic Federation scout pilot returns from an eighteen-month trip (subjective time) into deep space. When he returns to earth, twenty years have passed, because of relativity, although only six months have passed for him. He meets his oldest friend in a bar for a reunion. The old friend takes out a photograph and shows it to the pilot. 'And who might this be?' says the pilot to his friend. 'I don't recognise him.'

'Well,' says his friend, 'brothers and sisters have I none but this man's father is my father's son.'

What is the relationship between the man in the photograph and the scout pilot's friend?

If you get the answer wrong, the character you choose to solve the problem will be imprisoned. If you get it right, you win a time crystal. You can dodge the question, forfeiting the chance to win a crystal but ensuring freedom, by turning to 212.

Otherwise, what will your answer be?

'The man in the photograph is the grandfather of the friend.' Turn to 283.

'The man in the photograph is the friend's son.' Turn to 187.

'The man in the photograph is the friend's grandson.' Turn to 236.

245

The droid whips one of its metal arms around and sends you reeling backward before you can connect with its sensory array. Fortunately, your

exoskeleton saves you from any serious damage but you are slightly dazed by the blow – subtract 2 from your chosen team member's strength for the rest of your encounter with this droid.

The droid now has its weaponry trained on you; you have no choice but to charge for the archway. Turn to 255.

246

Unfortunately, twenty-first-century technology is too far advanced for the industrialists to use these circuits. However, a few computer research companies are interested. You get an offer of silicon chips, some office-management software or computer games. Choose one of the three, and turn to 257.

247

Deduct 75cr from your money supply. These horses have been engineered for speed, strength, size and intelligence. They are magnificent animals indeed, the product of advanced genetics. Will you trade them to:

The Industrial Zone? Turn to 200.

The Aztec Zone? Turn to 318.

The Medieval Zone? Turn to 225.

248

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

You find nothing. 'Really, you've already had the silver clue! Please don't waste my time,' says ROB caustically. Will you look at the:

Copper ingots? Turn to 177.

Tin ingots? Turn to 188.
 Platinum ingots? Turn to 198.
 Gold ingots? Turn to 208.
 Iron ingots? Turn to 298.
 Or give up and call it quits? Turn to 289.

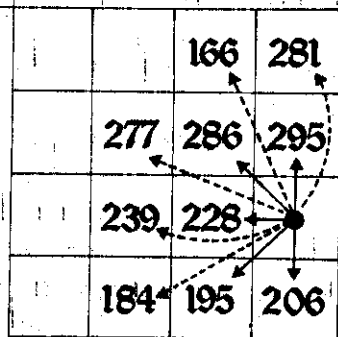
249

Android 1 turns its head to look at you with a quiet whirr of electric motors. What will you say?

'Did you kill your supervisor?' Turn to 183.

'If I was to ask Android 2 who killed the man, what would he say?' Turn to 205.

'Did Android 2 kill the man?' Turn to 172.



250

This plate does not have a time distorter – you are safe. Add five seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram above to determine your next plate. Those plates joined by an arrow can be stepped to easily – turn to 295, 286, 228, 195 or 206,

depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 281 or 239, you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 166, 277 or 184 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

251

'Okay,' says ROB. 'This mental game is straightforward enough – we don't even have to go anywhere. Answer this little puzzle, if you can, and you'll win yourselves a time crystal.'

'As you know, automatic mining ships are constantly patrolling the asteroid belt, logging the distribution of minerals. It's known that for an asteroid to be of interest to the Shingen Corporation, it must be among the top twenty per cent for iron content and the top fifty per cent for its silicon content. The Ter Haar Corporation has the reverse policy, staking claims on asteroids which lie in the top fifty per cent for iron content and the top twenty per cent for silicon content.'

'The question is, what is the percentage, first, of asteroids that interest only *one* corporation and second, of asteroids useful to *both*?'

Will you answer:

'Twenty-five per cent and four per cent?'

Turn to 303.

'Twelve per cent and four per cent?' Turn to 167.

'Eight per cent and two per cent?' Turn to 213.

252

'Nope,' says ROB, 'the probability is much lower than that. Well, that means you don't get the second question – and you definitely don't get a crystal.' Turn to 203.

253

The Medieval Zone always has problems with feeding its population. They offer you several bales of silk in exchange for your grain. Turn to 151.

254

You try to peddle the machinery to the medievalists. Unfortunately, they have no use for the tools whatsoever – they don't even know how to use them, let alone power them. You can't sell your stock. However, the Futuristic Zone will buy it back from you for 20cr (hard men, these future merchants).

If this was your third trade, or if you have less than 25cr, turn to 76. Otherwise, if you have the money, which of the following will you trade in?

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

255

You sprint for the arch as fast as you can. The

droid twists around and opens up with its pistol. Roll two dice. If you score less than or equal to your chosen team member's strength, turn to 265. If you score more, turn to 210.

256

ROB leads you through the sprawling maze of the Industrial Zone to a small office. Inside is a computer, humming faintly. On the screen are two lines:

>QTT MPP ILL EHH

>131 19 =

'You've got to work out the sequence and type in the right number to win the crystal,' says ROB. 'Difficult one, this.'

Simply turn to the paragraph number that you think is the correct answer. If you get it wrong, you'll realise, as the paragraph won't make sense in context – return to this paragraph and choose again. You may try *five* times. If you fail, turn to 180.

257

Silicon chips and software are worthless in the Futuristic Zone – you get zero credits. The computer games are similarly out of date, but some of them are regarded as classics by certain collectors – you get 125cr.

If you have completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr)

– turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified ‘super’ wheat grain (cost: 50cr) – turn to 189.

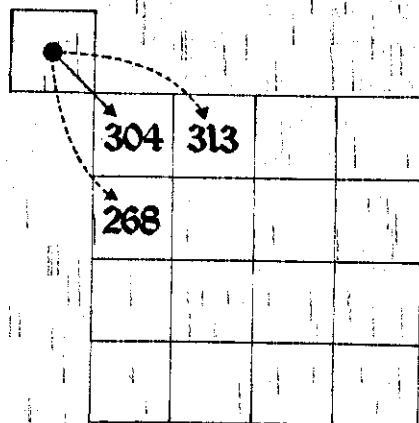
258

What is your answer?

‘1,500 miles.’ Turn to 176.

‘750 miles.’ Turn to 307.

‘1,000 miles.’ Turn to 294.



259

You have made it to the time crystal! ROB mutters something under his breath. Picking the crystal up in your hand, you turn to survey your route back; do not record the time crystal as yours yet for you may not make it back in time! Add ten seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, you can now record the time crystal on your Adventure Sheet and turn to 203.

260

‘Yes, Android 1 killed the human. Android 1 is malfunctioning,’ says Android 2 in an emotionless drone.

Android 1 turns his head with a click and addresses Android 2. ‘You lie! May your capacitors overload; you are useless to our most revered human masters.’

The other android gives a slight frown of annoyance but remains silent.

‘That’s all you can ask,’ says ROB. ‘You must decide who you think is guilty now, or you can give up if you don’t want to risk imprisonment.’

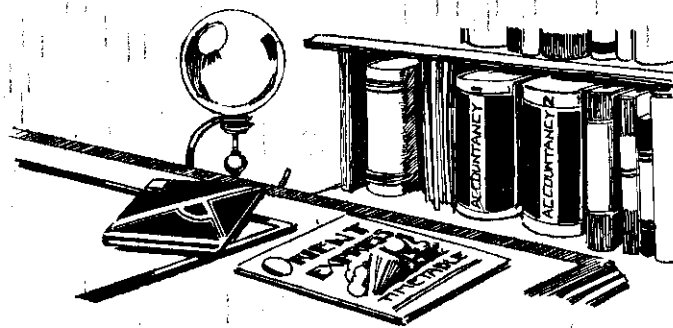
If you say that the killer is Android 1, turn to 194. If you say it is Android 2, turn to 279. If you want to give up on this one, turn to 238.

261

Add twenty seconds to your time total. If it equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

You sort through the copper sheets. At the bottom you find another note. It says ‘Agatha Christie would have no trouble with this one.’ Will you look at:

The Orient Express timetable you see on the desk? Turn to 291.



The metal shelves holding several books? Turn to 301.

The silver cigarette case, also on the desk? Turn to 311.

If you want to give up and cut your losses, however, turn to 289.

262

You get a buyer for your clothes easily enough in the Industrial Zone. You are offered iron ore in exchange. Turn to 204.

263

Add twenty seconds to your time total. If it equals sixty seconds, turn to 275. If not, read on.

You take out the laser pistol. ROB raises his eyebrows, but it seems he will allow you to use it. You open up and burn a neat circle around the magnet. It, and the section of steel wall it was stuck to, fall to the ground with a clang, revealing a glittering time crystal in an alcove behind. Note you have it on your Adventure Sheet.

'Not strictly fair,' grumbles ROB, 'but I'll have to let you get away with it, I suppose, for showing some initiative.' Turn to 180.

264

'Correct,' says ROB. 'Obvious, really, when you think about it. If three dolls have the right heads, the fourth doll's head must be right, too. Well, you win a crystal,' and he hands you a time crystal. Note that

you have it on your Adventure Sheet and then turn to 203 for the next game, or to leave the zone.

265

At the last moment you take a headlong dive for the archway as streaks of laser-light criss-cross the air around you. Miraculously, you are untouched and come to a sliding halt at the base of the pedestal beyond the arch. Grinning broadly, you get to your feet and take the time crystal.

ROB applauds. 'Nice work, you deserve the crystal.' Note it on your Adventure Sheet and turn to 203.

266

Cross off 75 credits from your total of 100. These are some of the most advanced machine tools the twenty-first century has to offer. Where will you trade them?

The Industrial Zone? Turn to 175.

The Aztec Zone? Turn to 202.

The Medieval Zone? Turn to 254.

267

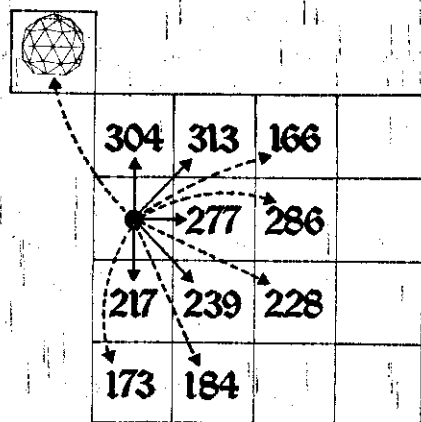
'Yes, that's right,' says a surprised ROB. 'I hope you solved the problem by the complex calculus method, rather than just working it out from the liquid levels in the illustration. Ha, what am I saying? - I expect you just guessed!'

He hands you a time crystal. Note you have it on your Adventure Sheet and then turn to 180.

268

As soon as you step on to the plate it begins to wobble and gyrate, forcing you to cling on or fall. 'Wrong one, bozo,' shouts the android ROB. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can be



stepped to easily – turn to 304, 313, 277, 239 or 217, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 286 or 173 you must roll equal to or less than your chosen team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 166, 228 or 184 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

269

You fire the plasma cannon and a thunderbolt of

superheated energy streaks towards target 6. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you may go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 7, turn to 278. |
| 2, turn to 197. | 8, turn to 229. |
| 3, turn to 240. | 9, turn to 296. |
| 4, turn to 218. | 10, turn to 287. |
| 5, turn to 185. | 11, turn to 174. |

270

Computer components to the Aztecs? You must be joking! They're not interested. Unfortunately, there's a computer-circuit glut on the Futuristic Zone market, and you don't even get the offer of a refund from the people you bought from. Bad luck.

If you have completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

271

You sprint bravely forward but the droid opens up with its laser rifle. You don't have a chance as a blast of ruby light bathes your suit in a reddish glow. Alarms go off all across the exoskeleton and you find yourself unable to move any of your limbs at all. You are well and truly immobilised. The droid trundles toward you ominously.

'Override command: priority ultimate!' screams ROB at the droid. Instantly, it shuts off and slows to a halt. 'Sorry about that,' he continues, 'these droids can get a little carried away sometimes. Anyhow, looks like you've lost this game, and a team member too. You'll be able to get him or her back later – for now, let's put this sorry episode behind us and get on with the action!' Turn to 203.

272

You leap straight for the droid's head, trying to smash its sensors with your fists. Roll two dice, and if you score less than or equal to your chosen team member's strength, turn to 310. If you score more, turn to 245.

273

You run for the door; add five seconds to your time total. If it exceeds 120 seconds, you have not made it out in time and you must turn to 201. Otherwise, you get out safely and the door closes behind you

with a hiss. If you got the time crystal from the Galactic Grid, turn to 233. If you didn't, turn to 178.

274

'Incorrect,' says ROB. 'The probability is higher – but I won't give you the answer in case you come back to play again. I was going to ask you another question, but there's no point as you haven't managed this one. Ah, well.' Turn to 203.

275

'Ha, ha,' laughs ROB, 'you're out of time,' and he begins to shut the door. However, it is made of heavy steel and he's having trouble closing it. Desperately you dive for the door. Roll two dice. If you score equal to or less than your team member's strength rating, turn to 285. If you score more than your strength rating, turn to 299.

276

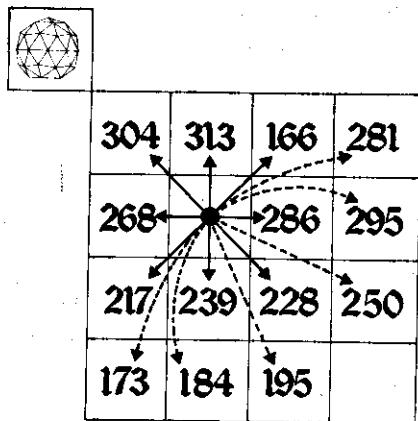
You have spent too long in this room without solving the puzzle. ROB gives a shriek of glee. 'You're trapped, you're trapped!' he shouts. Your chosen team-mate is imprisoned for now, but you will be given the opportunity to free him or her in exchange for a crystal later on. For now, you must play another game on your own. Turn to 203.

277

As soon as you touch the plate, an iron cage slams into place around you, shooting up from the ground you stand on. You are trapped for a short time whilst you wait for it to slide back down into the plate.

Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next plate. Those plates joined by an arrow can



be stepped to easily – turn to 313, 166, 286, 228, 239, 217, 268 or 304, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 295 or 184 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 281, 250, 195 or 173 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

278

You fire the plasma cannon and a thunderbolt of

superheated energy streaks towards target 7. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions. Also, your control screens light up with a message – this fighter was one of the computer ships! Cross the number 7 off your record. If you missed, you may try again – just roll the dice once more, but remember to add fifteen seconds each time you try.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. If you have now shot the right five ships out of space within your two-minute time limit, turn to 211. Otherwise, you can take another shot. To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 6, turn to 269. |
| 2, turn to 197. | 8, turn to 229. |
| 3, turn to 240. | 9, turn to 296. |
| 4, turn to 218. | 10, turn to 287. |
| 5, turn to 185. | 11, turn to 174. |

279

You accuse Android 2 of the murder. He hangs his head in defeat; Android 1 sits impassively.

'Well, well, well,' says ROB. 'I didn't expect you to get this one so easily – or was it a lucky guess?' He hands you a time crystal. Note it down on your Adventure Sheet and turn to 203.

280

The droid's laser beam brushes your left leg. Instantly,

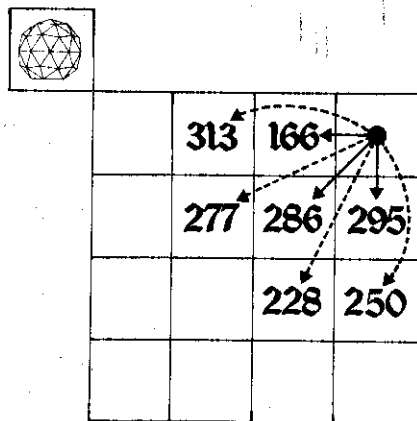
the exoskeleton gives off an alarm and your leg locks in position. Fortunately you can still move, but you must subtract 3 from your team member's strength rating for the rest of your encounter with this droid, as you can only use one leg properly.

Will you run past the robot and try to make the arch (turn to 255), or attempt to damage the droid's fragile sensors at its top (turn to 272)?

281

You have made the wrong choice. The plate shoots off, taking you with it. After a time it returns to its rightful place in the Galactic Grid. Add twenty seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next move. Those plates joined by an arrow can be stepped



to easily – turn to 166, 286 or 295, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To

turn to 313 or 250 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 277 or 228 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

282

ROB says, 'No, you've got this one the wrong way round. There is *no* chance that only three dolls will get the right heads; if three are right, then the fourth one must also be right. Right? Anyway, you lose out and just fail to get the crystal. There's always the next game, though, so let's get going.' Turn to 180.

283

'The photograph shows his grandfather,' you reply hopefully.

ROB shakes his head and sighs. 'I'm afraid not. I am so terribly sorry you got that one wrong,' he says, grinning broadly. 'It means imprisonment for you!'

Note down that the team member is imprisoned – you will be able to release him or her later in exchange for a time crystal, if you have one. Now turn to 203.

284

'Fraid that's the wrong answer,' says ROB smugly. 'Too tough for you, eh? Well, at least you don't lose a crystal or a team-mate in this game. You might in the next one, though!' He laughs maniacally as he leads you to the next challenge. Turn to 180.

285

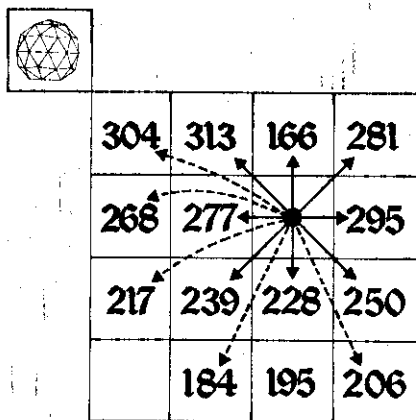
You leap for the door and force it open, into ROB's face. 'Ow!' he howls, as he staggers back, 'that's not fair.'

You calmly step out of the room whilst ROB glares at you, holding his nose. He turns on his heel and pushes you aside. Looks like you got away with it even though you didn't get a crystal! Turn to 180.

286

'Right!' shouts ROB, 'that one's safe.' Add five seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next move. Those plates joined by an arrow can



be stepped to easily – turn to 166, 281, 295, 250, 228, 239, 277 or 313, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 195

or 268 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 206, 184, 217 or 304, you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

287

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 10. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions, but this fighter was not one of the computer ships. If you hit or missed, you can go for another target.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. To shoot at number:

- | | |
|-----------------|------------------|
| 1, turn to 207. | 6, turn to 269. |
| 2, turn to 197. | 7, turn to 278. |
| 3, turn to 240. | 8, turn to 229. |
| 4, turn to 218. | 9, turn to 296. |
| 5, turn to 185. | 11, turn to 174. |

288

'Android 1 would confess that he had killed the human if you asked him,' Android 2 tells you.

'That's all you can ask,' says ROB. 'You must decide who you think is guilty now, or you can give up if you don't want to risk imprisonment.'

If you say that the killer is Android 1, turn to 194. If you say it was Android 2, turn to 279. If you want to give up on this game, turn to 238.

289

You dash out of the room before you can be trapped. 'Can't win them all, eh?' smirks ROB. Turn to 180.

290

Unfortunately, the industrialists are already rich in wheat, of course. In fact, they have a surplus of grain. The Futuristic Zone doesn't have a huge surplus, though, so you do get a refund of 30cr for your stock.

If you have completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

291

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

The timetable is a red-herring. Will you look at:

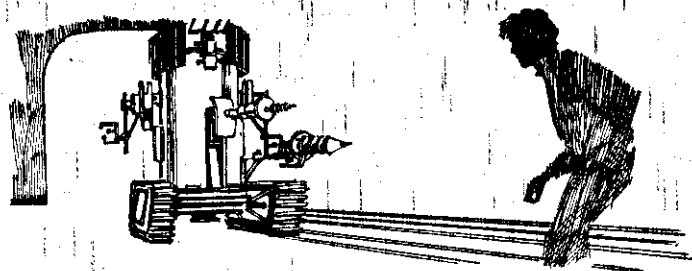
The books on the shelves? Turn to 301.

The silver cigarette case? Turn to 311.

Or to give up and leave the room, turn to 289.

292

You run for the droid's blind side, realising its laser pistol is currently aimed to the right. It blasts at you with the centrally mounted laser rifle and a bolt of ruby light flashes on the wall for a brief second – way off target. The robot begins to trundle toward



you, its tracks spinning wildly, trying to bring its weapons to bear. Will you run past it and try to make the arch (turn to 255), or attempt to damage the droid's fragile sensors at its top (turn to 272)?

293

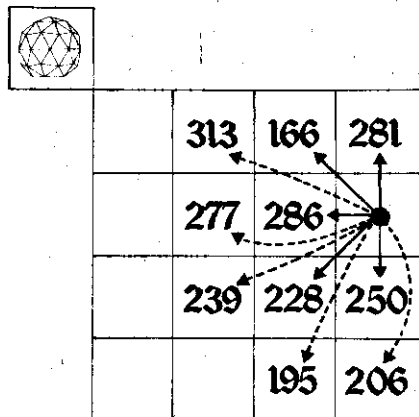
'Yes, that's it,' says ROB. 'One in $(4 \times 3 \times 2 \times 1) = 24$. At least you know your probability theory. One more question before you get the crystal. Back to the computer and the four dolls' heads – what's the chance that only three of the dolls will get the right heads?

None? Turn to 264.

1 in 4? Turn to 193.

100 per cent? Turn to 282.

‘Wrong answer,’ says ROB, ‘and I’m not going to tell you the right one, in case you play this game again! That means prison, I’m afraid. How I love to imprison people.’ Note on your Adventure Sheet that this team member is imprisoned. You may release him or her later, but for now turn back to 203.



295 Whoops! – a time distorter. Add twenty seconds to your time total. If your total equals or exceeds 120 seconds, turn to **201**. Otherwise, read on.

Examine the diagram above to determine your next move. Those plates joined by an arrow can be stepped to easily – turn to 281, 166, 286, 228 or 250, depending on which way you wish to go. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 277 or 206 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 313, 239 or 195 you must roll equal to or less than your strength, adding 2 to

the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.

You fire the plasma cannon and a thunderbolt of superheated energy streaks towards target 9. Roll two dice. If you score less than or equal to your chosen team member's skill score, then you have hit. If not, you have missed. In either case, add fifteen seconds to your time record. A hit means the attack fighter is vaporised in a silent explosion of satisfying proportions. Also, your control screens light up with a message – this fighter was one of the computer ships! Cross the number 9 off your record. If you missed, you may try again – just roll the dice once more, but remember to add fifteen seconds each time you try.

If you want to cut your losses and give up, turn to 315. If your time record is at 120 seconds or more, turn to 305. If you have now shot the right five ships out of space within your two-minute time limit, turn to 211. Otherwise, you can take another shot.

To shoot at number:

- 1, turn to 207. 6, turn to 269.
2, turn to 197. 7, turn to 278.
3, turn to 240. 8, turn to 229.
4, turn to 218. 10, turn to 287.
5, turn to 185. 11, turn to 174.

'Of all the answers, that really is the least likely,' says ROB cruelly. 'You aren't going to get very far if you don't do better, you know. Well, at least you don't lose a crystal or a team-mate in this game. You

might in the next one, though!' He laughs maniacally as he leads you to the next challenge. Turn to 180.

298

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

Cold iron doesn't get you any warmer. You find nothing. Will you now look at the:

Copper ingots? Turn to 177.

Tin ingots? Turn to 188.

Platinum ingots? Turn to 198.

Gold ingots? Turn to 208.

Silver ingots? Turn to 248.

Or give up and call it quits? Turn to 289.

299

You dive for the door but aren't quick enough. 'Oh no you don't,' shrieks ROB as he slams it in your face.

Note one of your team-mates is now imprisoned. 'Feisty character,' comments ROB, 'but you'll get the chance to free that friend of yours.' Turn to 180.

300

You have now completed the Futuristic Zone, and may release any imprisoned team-mates in exchange for a time crystal per person. You then take the Shuttle back to earth and the rest of the Crystal Maze; from there you may visit any of the other zones. Turn to 100.

301

Add twenty seconds to your time total. If the total

equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

There are a lot of books on these shelves, mostly on accountancy, marketing and so on. One catches your eye -- a tourist guide to the river Nile. Will you look at:

The book? Turn to 168.

The silver cigarette case? Turn to 311.

The Orient Express timetable? Turn to 291.

Or to cut your losses and leave the room, turn to 289.

302

You have now completed the Industrial Zone. If you wish to free any imprisoned team members you may, in exchange for a time crystal per team-mate. To move to another zone, or if you are ready to enter the Crystal Dome, turn to 100.

303

Your answer is met by peals of superior laughter from ROB. 'No, you didn't listen closely enough to what I said. Maybe you never did Venn diagrams in maths at school? Tough luck; no crystal for you.'

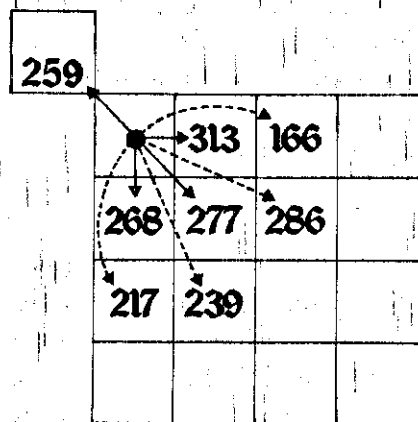
Suppressing the urge to strike the smugly grinning ROB, you start thinking about the next game. Turn to 203.

304

A safe plate -- add five seconds to your time total. If your total exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram on the next page to determine your next move. Those plates joined by an arrow can be stepped to easily -- turn to 313, 277 or

268, depending on which way you wish to go. You can also step on to the time crystal plate without difficulty – turn to 259 for this option. To follow a dotted arrow you will have to leap across the intervening plates. To turn to 166 or 217 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as it is difficult. To leap to 286 or 239 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. If you go for a jump and score higher than your strength, turn to 309.



305

You have taken too long and the remaining fighters swoop past the Star Crystal. 'We'd be dead meat if they were for real!' says ROB. 'To reflect the fact that you'd be dead, we'll imprison you instead!'

Note that the team member is imprisoned. Later on you may exchange him or her for a crystal; for now you must continue without your colleague. Turn to 203.

306

Unfortunately, this sort of information is way above the heads of the Aztecs, whose access to most metals save gold is pretty limited anyway. You don't get any offers at all; nor can you get a refund from the Futuristic Zone.

If you have completed three transactions, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

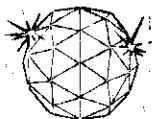
307

'Wrong answer,' says ROB, 'and I'm not going to tell you the right one, in case you play this game again! That means prison, I'm afraid. How I love to imprison people.' Note on your Adventure Sheet that this team member is imprisoned. You may release him or her later, but for now turn back to 203.

308

You have the combination! Add twenty seconds to your time total. If it equals or exceeds 120, you have just run out of time before you can open the safe. Turn to 235. If not, read on.

You dash over to the wall safe and enter in the combination number – 308. It clicks and falls open. Inside is a time crystal! Note it on your Adventure Sheet. ROB congratulates you, apparently with sincerity. Now it's time for another game – turn to 180.



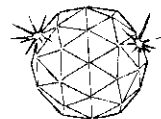
309
You leap into space but lose your footing and plunge into the darkness with a fading scream. Fortunately, the anti-grav field kicks in and you are left floating in space. ROB gives a cry of glee, much to your disgust. However, he does come out to fetch you, using a small jet-pack.

Whilst you wait, add forty seconds to your time total. If it exceeds 120 seconds turn to 201. Otherwise ROB returns you to the beginning of the Galactic Grid. If you wish to try again, turn back to 162 and examine the diagram once more. If you don't think you've got enough time you can give up by turning to 273.

310
You are able to smash the droid's sensors to smithereens; it begins to jerk back and forth randomly. The laser rifle points aimlessly down and the laser pistol clatters to the floor. 'Excellent stuff, indeed!' says ROB. 'Ever thought about a career in the Federation Marines?'

You walk in and take the crystal with ease. You may also take the laser pistol if you wish; ROB says it may be of use in another zone. Note the crystal

on your Adventure Sheet, and the pistol in the 'Item carried' box, if you decide to take it. Now turn to 203.



311

Add twenty seconds to your time total. If the total equals or exceeds 120 seconds, turn to 235. Otherwise, read on.

You flip open the cigarette case. Inside is a key labelled "store cupboard". ROB points out the cupboard in the far wall and you race over to it. The key turns easily and you open the door. Inside you see, neatly stacked, ingots of various metals – copper, tin, platinum, gold, silver and iron. Oddly enough, you also find a record album, an antique now. It is by an old twentieth-century band, going by the unusual name of T'pau. 'The ingots, examine the ingots,' shrieks ROB. He's actually being helpful, for once!

Will you look at the:

Copper ingots? Turn to 177.

Tin ingots? Turn to 188.

Platinum ingots? Turn to 198.

Gold ingots? Turn to 208.

Silver ingots? Turn to 248.

Iron ingots? Turn to 298.

Or give up and call it quits? Turn to 289.

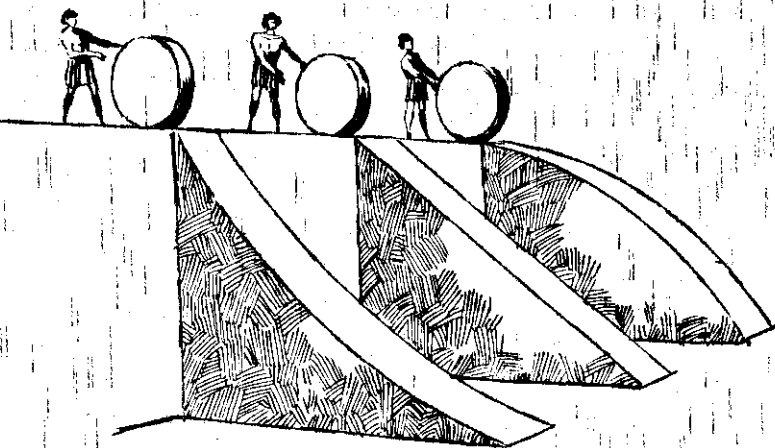
312

The House of the Magician is open to you. Inside, a wizened old man sits on a rush mat. An owl blinks on its perch behind him, disturbed by the

shaft of sunlight that enters with you to break the lamplit gloom. The sweet smell of smouldering herbs drifts from an incense burner in the corner, and the chamber is also filled with blue smoke from the reed cigarette that the old man has clenched between his yellow teeth.

'Come in, come in,' he croaks. 'It's not for any potions or divinations that you've come, I perceive, but for the chance to win a crystal. Very well, then — follow me.'

He leads you outside and down a side-street to a new pyramid that is under construction. On the platform of the unfinished building you see three workmen, each standing beside a circular calendar stone balanced on its rim. Three ramps run from the platform down to the centre of the street, where a pile of calendar stones has been made.



'Tell me,' says the old magician, 'if all three of those men roll their stones down the ramps at the same time, which stone will reach the street first?'

The ramps are as illustrated here. What answer

will you give him?

'The left-hand stone.' Turn to 90.

'The middle stone.' Turn to 104.

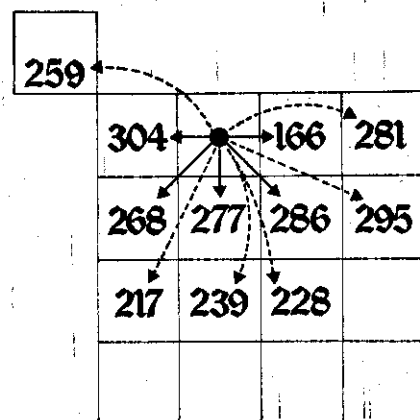
'The stone to the right.' Turn to 117.

'They'll all reach the bottom together.' Turn to 130.

313

This plate is safe. Add five seconds to your time total. If your total equals or exceeds 120 seconds, turn to 201. Otherwise, read on.

Examine the diagram below to determine your next move. Those plates joined by an arrow can be stepped to easily — turn to 166, 286, 277, 268 or 304, depending on which way you wish to go. To follow a dotted arrow you will have to leap across



the intervening plates. To turn to 281 or 239 you must roll equal to or less than your team member's strength rating on two dice, but add 1 to the roll, as

it is difficult. To leap to 295, 228 or 217 you must roll equal to or less than your strength, adding 2 to the dice as it is further still. You can also attempt the leap to the time crystal plate (259), if you have not already collected the crystal – a hard jump indeed. You must roll equal to or less than your strength on two dice, adding 3 to the score. If you go for a jump and score higher than your strength, turn to 309.

314

Air-conditioned clothing goes down a treat in the Aztec Zone. You are given a collection of Aztec art. Turn to 204.

315

Desperately you unstrap yourself from the crash couch and scramble out of the gun port – in time. You have failed to win a crystal but no one has been imprisoned. Now turn to 203 to choose another game.

316

The Aztecs are desperate for grain. They offer you a huge shipment of Aztec gold, much of it in the form of statues and other artefacts, which you happily take. Turn to 151.

317

If you have wool from the Medieval Zone, you are in luck: pure woollen clothes are still prized in the Futuristic Zone – you get 250cr.

If you have raw materials from the Industrial Zone, you're luckier still: there's a shortage in the twenty-first century, and you get 425cr. If you have

military hardware, well, it's out of date compared to futuristic laser weapons and combat droids. However, as a curio you get 250cr. Original *Crystal Maze* episodes on video – nobody uses videos any more but it's easy to convert them to the Futuristic Zone holovids. Now these are much sought after, of course, and net you 550cr.

If you have completed three deals, or have less than 25cr, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot deal in anything twice.

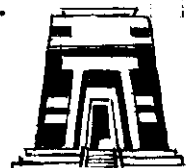
Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Genetically engineered 'super' horses (cost: 75cr) – turn to 247.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.



318

Unfortunately, the Aztecs have never come across horses before. When they first saw the conquistadores on horseback, they believed man and horse were some sort of centaur! They don't know what they're for, other than eating. You get no buyers. All you do get is a paltry 25cr refund from the Futuristic Zone.

If you have completed three trades, or have less than 25cr left, turn to 76. Otherwise, which of the following will you trade in? Remember you cannot

deal in anything twice.

Hi-grade advanced machine tools (cost: 75cr) – turn to 266.

Synthetic all-weather clothes (cost: 25cr) – turn to 230.

Neural network artificial intelligence computer circuits (cost: 75cr) – turn to 220.

Advanced metallurgy information technology (cost: 75cr) – turn to 199.

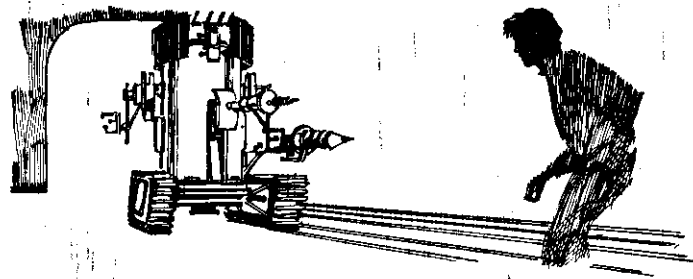
Genetically modified 'super' wheat grain (cost: 50cr) – turn to 189.

319

'For this physical game we have to get to the combat training room,' says ROB. He leads you to a wide chamber with an open archway at the other end. Beyond the archway you can see a time crystal resting on a pedestal. Between you and the archway stands a strange-looking robot. It moves by means of caterpillar tracks; a metal cylinder is mounted above these tracks, complete with various weapons. Bolted to the front is a large laser rifle, and in one of its metal claws it holds a smaller, but no less deadly, laser pistol. On top of the cylinder is an array of sensory equipment – cameras, heat sensors and the like.

'This is a mark III maintenance droid, adapted for combat purposes,' says ROB. 'Naturally, we wouldn't dream of putting you up against a fully-fledged combat droid! Your chosen team-mate will have to evade or defeat the droid and get through the arch beyond.'

'To minimise the danger to you, the droid's lasers have been set to the lowest level and cannot harm



you. However, you will be wearing a special photo-sensitive exoskeleton – if the suit registers a hit, it will immediately seize up and you will find yourself unable to move, thus simulating your, well, er . . . death. The droid is quite slow, but one hit from a laser will probably put you out. If you are hit, the game's over and you will be imprisoned. If you make it into the other room, you get the time crystal and win; you won't have to make it back again. Okay?'

Choose your team member and then decide your first move.

Will you charge straight at the droid and try to incapacitate it (turn to 271);

try and dodge past it to your left (turn to 292);

or try to dodge past it to your right (turn to 182)?

320

Your team has arrived at the culmination of its adventure: the Crystal Dome.

ROB slots your crystals into a control panel, lowering the bridge so that you can enter the Dome. 'The crystals you've won will decide how long you have to gather gold tokens now,' he tells you as he starts the fans blowing under your feet. 'Hop to it!'

Frantically you snatch the gold tokens out of the air as they swirl around you, knowing that this is

the last and most crucial phase of your adventure. It seems only seconds later that ROB blows the whistle and ushers you back out of the Dome to find out how you've done.

Multiply the number of crystals collected by the number of team members left. This gives your score:

- 1-15 Abysmal. You win a trip parachuting in the atmosphere of the planet Venus, without an environment suit.

- 16-30 Poor. You win the trip to Venus, but in this case *with* an environment suit.

- 31-45 Fair. You get the parachuting trip to Venus, not only with an environment suit but also with a retrieval from the planet's surface by the Space Navy.

- 46-60 Good. You will go on a pleasure trip to the Chronos Pleasure Complex in orbit around Saturn. Included is a tour of the planet's rings, complete leisure facilities, a stop-off to look at the canyons of Mars on the way home, and 8,000 credits spending money.

- 61-71 Excellent. You get to take part in the Team Interplanetary Solar-Sail yacht race from Mercury to the asteroid belt, then a luxury cruise back to earth on the space liner Panopticon.

- 72 Championship level. Your team is entered in *The Crystal Maze* Hall of Fame, and you also have your pick of the foregoing prizes.

ROB shakes your hands. 'Well done,' he says, a twinkle in his eye. 'To collect your prizes, just come to the Chatsworth Offices at 9 a.m. on 1 April, 2091. See you there!'