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FALCON 3. THE RACK OF BAAL

# *Falcon 4: Lost in Time*

**MARK SMITH AND JAMIE THOMSON**

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# EARTH 3033 AD

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**TRADE  
MARK**



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Set in Andover

Printed and bound in Great Britain by  
Collins, Glasgow

A third of the land's surface is populated with cities which stretch miles up towards the Ionosphere and are also tunnelled deep into the Earth's crust.

The world is united - war within the atmosphere of a single planet can only lead to total destruction. Government is carried out by Executives, each having full powers within a certain area. The Food, Health, Pleasure and Enforcement Executives are centred in Alpolis, a city covering what was once an independent country - Switzerland - and it is here that the most recent Executive, TIME, exists.

People live for fun, not to work. Most tasks are performed by robots, so life is quite easy. Only 10% of the population still works, and then only for fun or out of a sense of social duty. Food is plentiful, the main source being a fungus grown in huge vats under artificial light. Luxury foods, such as meat, are a rarity. Communications have improved so as to transform society: holophones connect all homes across the Space Federation so it is possible to be in direct contact with many alien species light years across space. Travel on Earth is done by hovrail, jetcopter or stratocruiser, so that the longest journey need take no more than an hour.

The average Earther lives for two hundred and fifty years and the ageing process only begins during the last fifty years of life. Life-prolonging drugs, called Anagathics, are freely available, and transplant surgery is now a simple operation. Unfortunately, because people live longer, there are many problems. There is overcrowding and very little to do which has resulted in a rapid increase in violent crime. With so many people needing new hearts, lungs and other organs there is a shortage of spare parts for use in transplant surgery, so the Enforcement Executive has passed a Termination Code. All violent crimes are punishable by painless death. The Enforcement Executive has had sensors set up to catch criminals, especially Bodybrokers who deal illegally in organs for surgery. If Energy Weapons are used by criminals, for instance, a police jetcopter will be there in seconds.

Earth, using Hyperdrive, faster-than-light travel, has established itself as head of the Space Federation, which includes all the earth colonies and alien planets. The Navy patrols the colonies: Lastlanding, Proxima Centauri, Ascension and so on, as well as the alien worlds: Kelados, Sundew, Dyskra, Clyss, Rigel Prime, the Hive and others. Contact with alien life forms is commonplace and the colony ships of the twenty-fourth century are still approaching the centre of the galaxy.

### **How to Travel in Time**

Travel through time involves crossing a fourth dimension, 'Null-space' or the 'Void' as it is known. This dimension joins all points in time and space from the beginning of the universe to its end. Imagine time as a cable. Earth's Timeline (or past, present and future) is a single strand of this cable stretching from Earth's beginning to the end of time. The Timelines of other planets run alongside this and weave around each other, because events on one planet affect things on another. These strands, or Timelines, are insulated from the fourth dimension in the same way that an electrical wire is insulated. At certain points there are holes in the insulation allowing travel from one point on the wire through this hole to a different point on this or another wire. In this way a Time Machine may move from one Timehole' to another and from one point in space to another via Null-space.

The Timeholes are formed when the fabric of time is damaged by unknown forces. They can be larger, but are usually less than five miles across. Timeholes come and go as new damage occurs and older Timeholes close up naturally. The Monitoring Section is responsible for keeping the map of current Timeholes. At least one hole has been there for a long time - the Eiger Vault, near the TIME Building in the Alps. It is thought to be a permanent Timehole and your Time Machine, Falcon's Wing, is kept there along with those of the Lords of TIME and other Agents. Some Timeholes are safer than others and it is possible to go back in time only to find that the hole through which you travelled has closed up, trapping the unfortunate traveller in the past. Time passes at the same rate in all Timeholes as on Earth. If you begin a journey to a Timehole ten minutes after somebody else does you will arrive ten minutes later than them. Only those with Psychic Awareness can navigate across Null-space.

## **Game Rules**

### **ATTACK**

In certain paragraphs you will have the chance to attack an enemy. When you choose to do so, you will be asked to make an Attack Roll. To do this, roll two dice and add the numbers together. You will be told which paragraph to turn to next, depending on your score. In all combats you are more likely to succeed if your score is high than if it is low.

### **ATTACK MODIFIER**

Whenever you make an Attack Roll you must add or subtract your Attack Modifier to the dice score. Your Attack Modifier may change as the adventure unfolds and you should keep a note of this on your Agent Profile (see pages xx-xxi). To begin with your Attack Modifier is zero.

### **EVASION**

In certain cases you may need to avoid the attack of an enemy or escape from a difficult situation. You will be asked to make an Evasion Roll, to which you must add or subtract your Evasion Modifier. This works in the same way as the Attack Roll and Attack Modifier as described above. Your initial Evasion Modifier is also zero.

### **CHANCE**

There are moments in any agent's career when pure luck will play its part. On such occasions you will be asked to make a Chance Roll. Roll one die. You will then be instructed to turn to a new paragraph.

### **POWERS *Of* THE MIND**

Some paragraphs will offer you the chance to make a mental attack, either a Thinkstrike or Power of Will. Make an Attack Roll, just as if you were attacking normally, but add or subtract your Thinkstrike or Power of Will Modifier, not your Attack Modifier. In all other ways mental attacks work in the same way as a physical attack. To begin with your Thinkstrike and Power of Will Modifiers are zero, as noted on your Agent Profile.

### **PSYCHIC AWARENESS**

Your Psychic Awareness operates at all times and you will be told when you have discovered anything of interest.

## ENDURANCE

You, Falcon, start the adventure with 20 points of Endurance. If you are wounded in combat, suffer something unpleasant such as an acid atmosphere without a space suit, or become exhausted, you will lose Endurance points. A running total of your Endurance should be kept on your Agent Profile. If at any time you fall to zero Endurance or less you are dead and your adventure is over. Endurance points can be regained by visiting the Autodoc in your Time Machine (see equipment list) and you will be told when you can use your Autodoc.

## SCORING

You will notice as you use this book that certain paragraph numbers are followed by a letter in brackets. If you wish to score your performance as Special Agent Falcon, you will need to make a list of the letters following these numbers on the box provided on your Agent Profile every time you come to one of these paragraphs. If you should be killed or fail in your adventure, you should delete your current recorded letters *except for all the Qs* which must be kept and begin again. Each letter corresponds to a score, and you will be given a rating, depending on what the total of your scores is. The letter scores may be found at the back of the fifth book of this series, *The Dying Sun*. This is necessary, since printing the scores in this book would allow you to find out what the right decisions to take in this adventure are!

## Equipment

### Standard Issue for TIME Special Agents

ITEM 1: MODEL A3 TIME MACHINE [see accompanying specifications]

Your own Time Machine, Falcon's Wing, is silver with bright scarlet markings and is the eleventh machine capable of travel through time ever built. Its cost cannot be computed, since it involves the use of certain materials and scientific skills which are priceless. The silver and scarlet hull will withstand enormous pressure, heat and exposure to harmful gasses and liquids, as well as providing protection from radiation.

The six hydraulic legs which support the machine are extended when it materialises in a new Timehole, to provide stability on uneven ground. The Main Access is operated by invisible Tractor Beams (energy beams that can be used to grip and lift)

that will draw the Time Traveller up into the cabin, to rest on the Access Disc. This disc is matter but is changed to air as you move through it by the Molecular Convertor (see Item 4). The pressurised cabin is lined with instruments and gadgets. The crash-couch is moulded to fit your shape and can be moved up to the command console or up into the Flyer (see Item 6).

The air inside the machine is kept pure by the life support unit and can be flushed out and replaced within ten seconds. The Main Access will work only when its Memory Scanner recognises your own brain patterns. Specially sensitive cameras and power floodlights are mounted on top of the Machine. The Variac Drive, which forces the Machine into null-space, is housed beneath the deck and is controlled through your computer (CAIN, see Item 7).

### ITEM 2: HOLOGRAM GENERATOR

Each Time Machine is equipped with a Hologram Generator - very important if the First Law of TIME is to be obeyed. The Generator changes the appearance of the Machine by casting a hologram around it, so the computer can make the Machine look like a small wood, hayrick or grassy hill etc, which is very lifelike unless you are within two metres of the Machine itself. This stops people in history being curious at the sight of a highly technological machine.

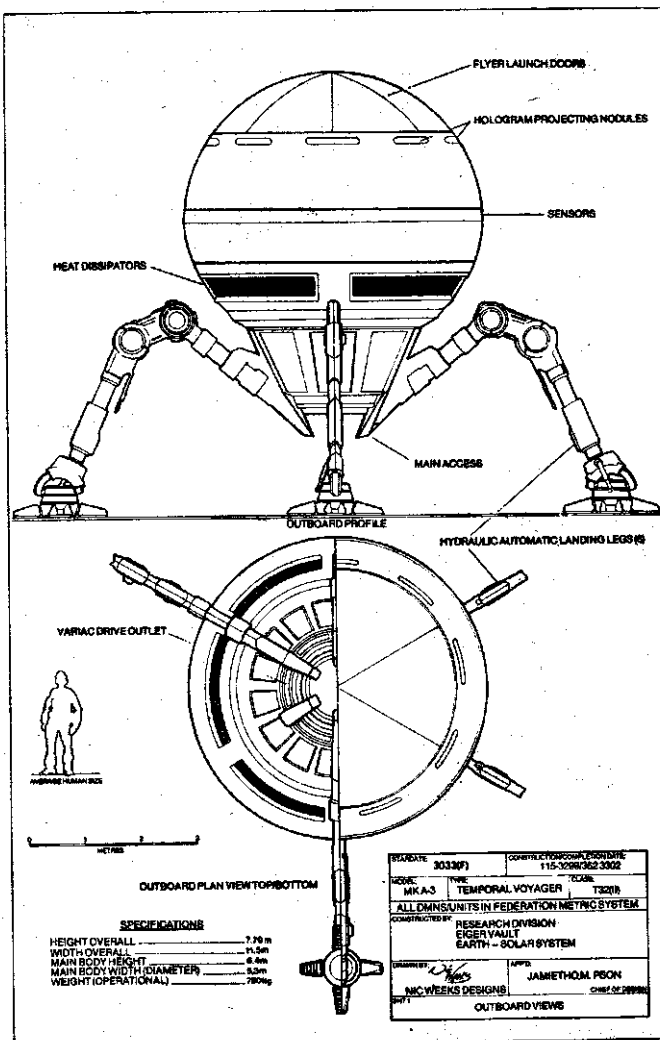
### ITEM 3: HOLO-DETECTOR

Due to the existence of Hologram Generators you may find it difficult to see other Time Machines. As a member of the Time Police you have been given a Hologram-detector which is portable and operates to a range of fifty metres. This will reveal the presence of a hologram and therefore another Time Machine.

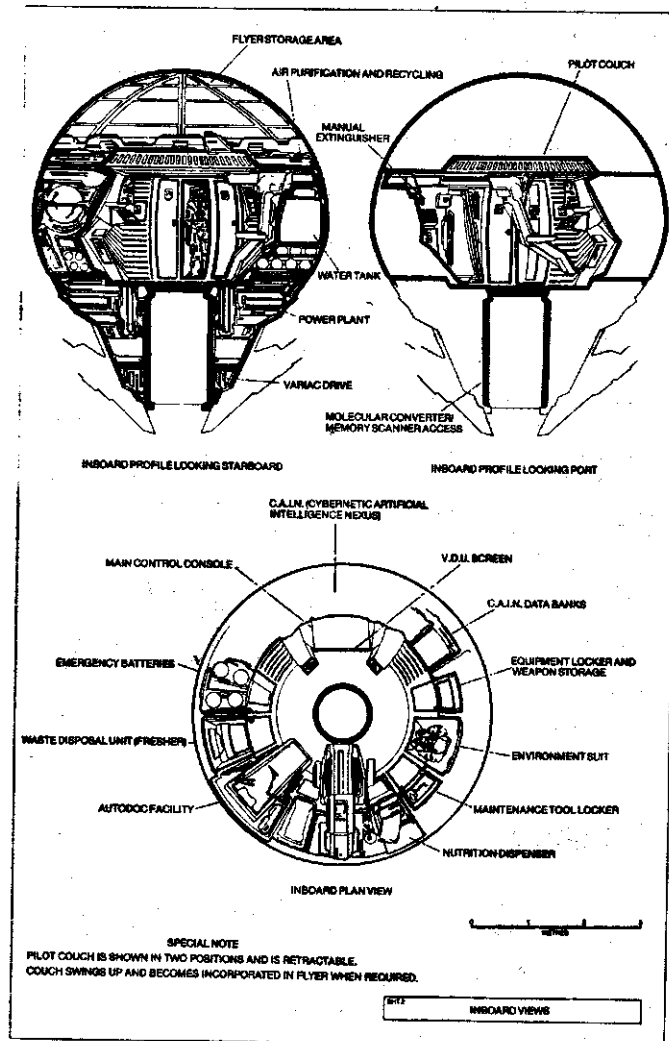
### ITEM 4: MOLECULAR CONVERTOR

Each Time Machine is equipped with a Molecular Convertor, a device which uses the rarest of all elements, Polybdenum, as its fuel. Small articles, placed in the Convertor, are transformed into whatever the computer decides. In this way, Time Travellers have disguises which allow them to pass undetected amongst the intelligent beings of other times. CAIN, your computer, carries information about the Timeholes shown on your map, so that the blueprints required by the Convertor to

# TIME MACHINE



# TIME MACHINE



make the disguises accurate, are usually available. Your Psionic Helmet, for instance, can be turned into a legionary's helmet, while keeping its modern powers.

#### ITEM 5: AUTODOC [see accompanying specifications]

This is a couch-like device which has needles, a drip, a blood supply and surgical robo-arms. You may lie in the Autodoc during the time taken to travel from one Timehole to another, for instance, and come out healed, restoring your Endurance by up to twelve points. You will be told when you can use your Autodoc.

#### ITEM 6: FLYER [see accompanying specification]

Your crash-couch swivels up onto the platform of your flyer when you wish to use it. The flyer is a small hover raft which is catapulted out of the Time Machine through the Launch Doors, two sections on top of the hull that slide apart. Once safely away from the Machine the Ion Drive can be cut in, giving the flyer a top speed many times the speed of sound (Mach 6). It can hover which allows you to use it as an observation platform, but it is too small to carry a Hologram Generator and should only be used when strictly necessary. Fortunately, its Ion Drive is almost soundless. You are also issued with a Homing Beacon, which, when activated, will make the flyer move to its location as quickly as possible. The flyer is then piloted by its micro computer. The Beacon is magnetic, and about the size of a die.

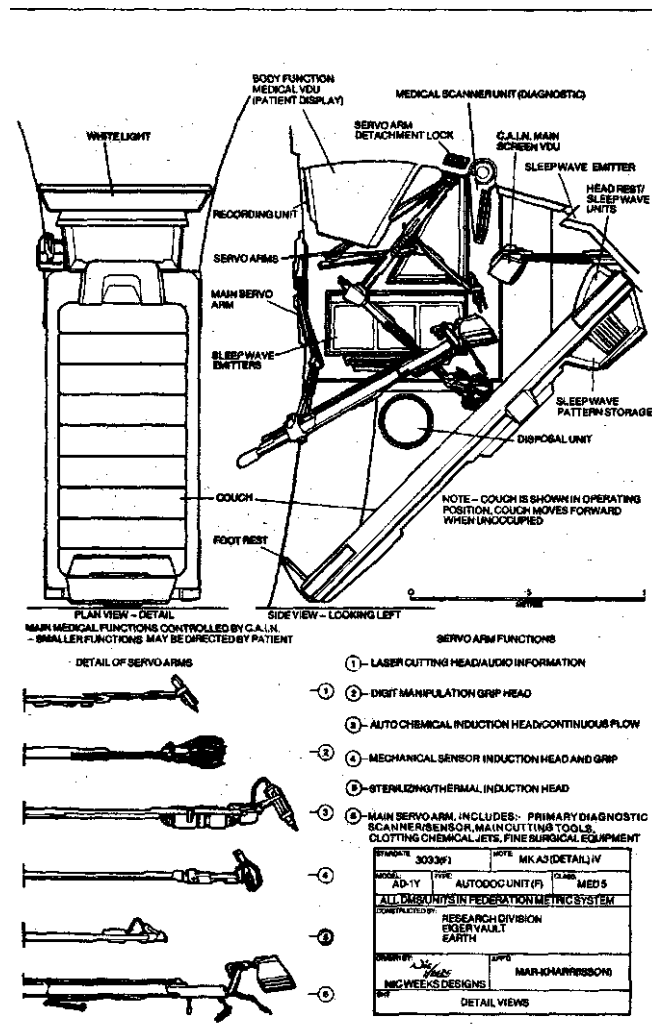
#### ITEM 7: CAIN [Cybernetic Artificial Intelligence Nexus]

CAIN is one of the most advanced computers known to man. Its data banks offer information on all subjects and historical data on all Federation and alien planets. Its memory banks are continuously updated with information concerning the Timeholes and it is able to link with the massive memory banks of the TIME Service Computer at the Eiger Vault. A Holophone, through which you can contact any other Holophone in the Federation, is built into CAIN and you also have access to most of the files kept by TIME. CAIN answers to your spoken commands and runs the Time Machine for you. It can display information visually, via the terminal screen, or verbally, using its melodic chimes.

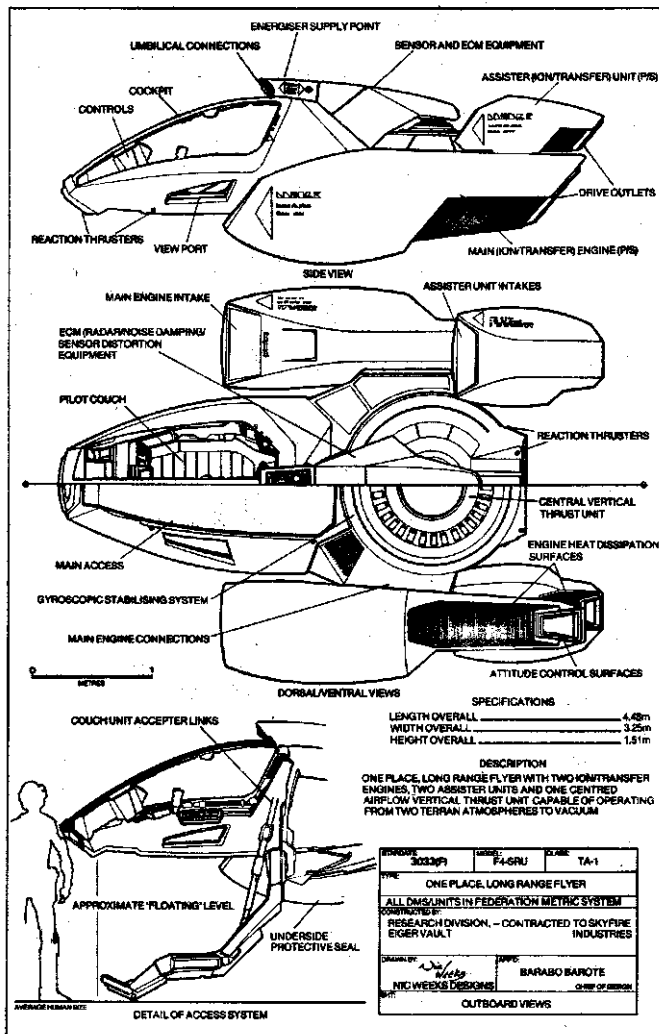
#### ITEM 8: BLASTER [see accompanying specifications]

This is your Standard Starship Trooper issue Plasma Pistol. It

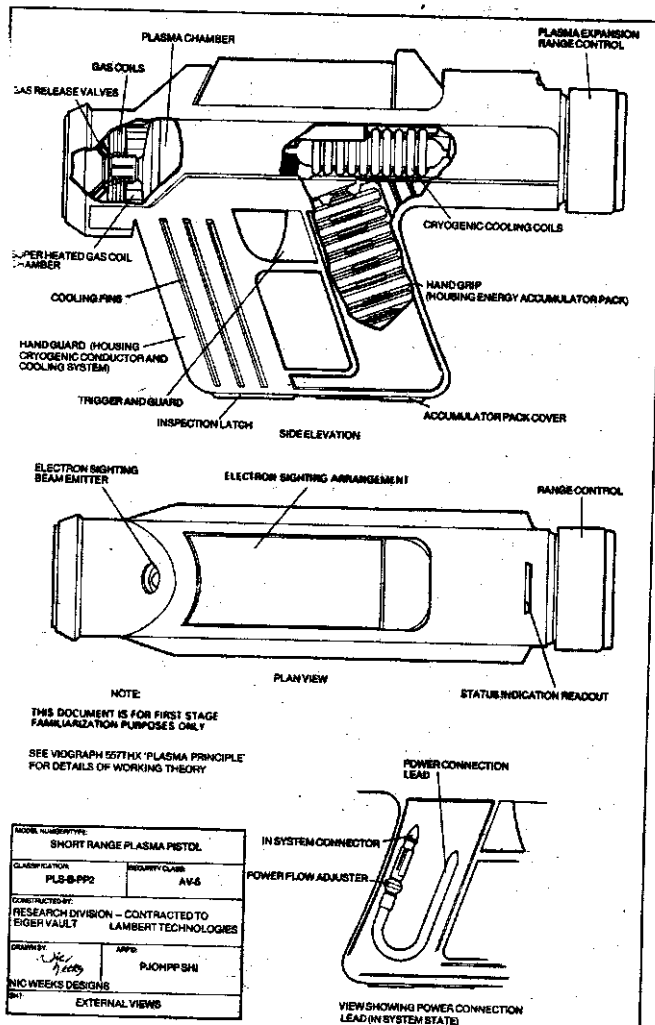
## FLYER



# FLYER



# BLASTER



fires superheated plasma to a range of 100 metres, and the Energy Pack is sufficient for ten minutes' continuous use. You have more Energy Packs in your weapons locker. Your blaster is labelled, 'For use in exceptional circumstances only'.

ITEM 9: PSIONIC ENHANCER [see accompanying specifications]  
This helmet helps your Powers of the Mind by damping all other thoughts. It senses when you want to use your power and activates automatically.

ITEM 10: ENVIRONMENT SUIT [see accompanying specifications]  
A light, pressurised suit for use in vacuum, inhospitable atmospheres and extreme ranges of temperature which monitors your life signals such as pulse and temperature. It is compatible with your Psionic Enhancer.

### Personal Background

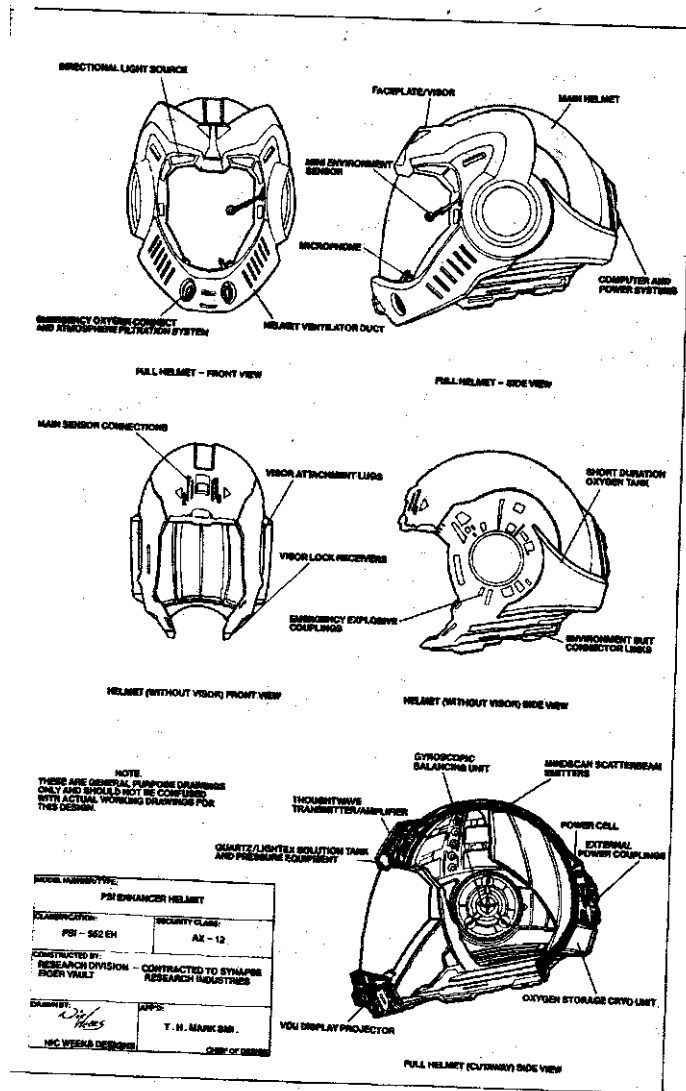
Special Agent (TIME)

Codename: Falcon

For three years you have studied at the Academy as a cadet attached to TIME: the Temporal, Investigative and Monitoring Executive, and you have passed the difficult training programme with flying colours. You have been selected from the Academy to be a Special Agent because of your unusual talents, having been born with Powers of the Mind: you can sense things that others can't and even influence their actions through thought alone. These powers have been strengthened and focussed during your training and you have been issued with a Psionic Enhancer, a helmet which increases these mental powers. You have been taught to attack the minds of others with a blast of mental energy you call Thinkstrike. Your Power of Will allows you to control the minds of those weaker than you, and your Psychic Awareness allows you to sense things that others cannot, including the presence of another with such mental powers. This Psychic Awareness also lets you navigate your Time Machine through time and space. Few have such powers and even fewer are trusted with one of the small number of Time Machines in existence.

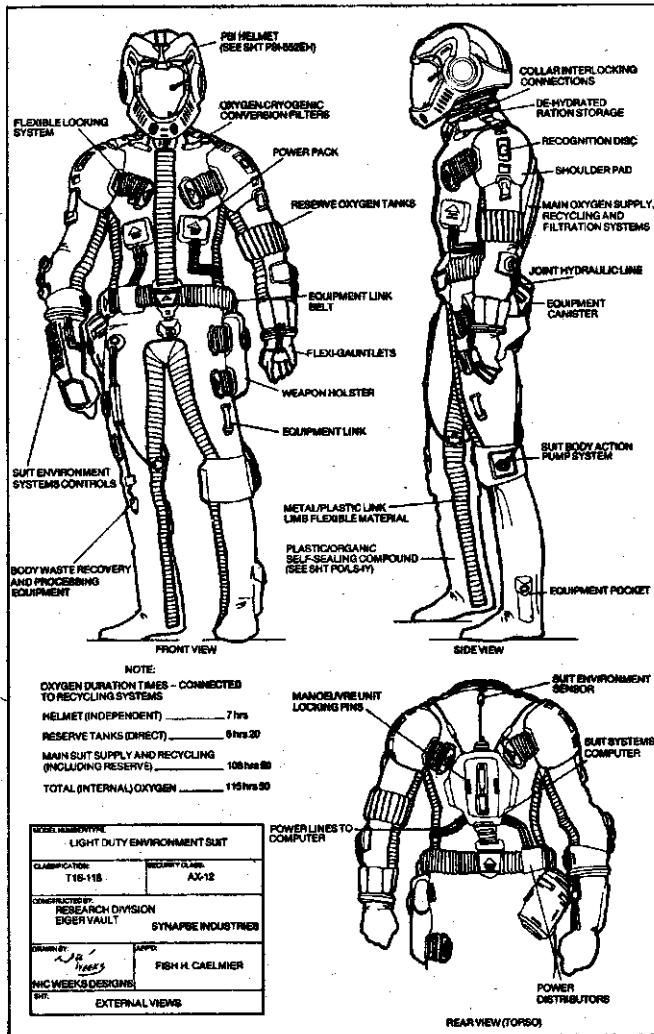
You are expert in survival - including combat - armed and unarmed. History and detective powers of deduction have also been major subjects of study. You are now an Agent in the Time Police, whose job is to guard the Timelines of the past and to

## PSIONIC ENHANCER





## ENVIRONMENT SUIT



ensure that no one tampers with past events in any way that would change things as they are now.

TIME, the Temporal Investigative and Monitoring Executive, was set up in Alpolis forty years ago shortly after Time Travel was as discovered. The realisation that anyone with access to Time Travel could change the past so that the entire human race might cease to exist was worrying, so Time Machines were built for the Time Police in their crystal domed TIME headquarters, in order to stop this. TIME is headed by five Lords, representing the most powerful groups in the Space Federation. Each of these has Powers of the Mind, and their own Time Machine.

The Executive is divided into four sections: Administrative, Research, Monitoring and the Special Agent Section (or SAS). The Monitoring Section, headed by Section Chief Jobanque, is responsible for noting any disturbances in the past, or Timelines, of the planets in the Federation. The Research Section, headed by Section Chief Skirrow, is responsible for all equipment used by Special Agents and is also examining the possibilities of travel into the future, as yet impossible. Your own Special Agent Section is headed by Section Chief Agidy Yelov, a Siriu humanoid from the Federation member planet, Sirius Secundus. Agidy Yelov and others have told you the importance of the First Law of TIME when on active service: 'A TIME Agent must, in all cases, act naturally according to the time in which he is currently operating, thus minimising any Disruption of the Timelines his or her presence might be causing'. As Yelov once said to you: 'There's no point in coming back to 3033 if you have left an atomic hand gun near Hitler's bunker, because this would change the present - in fact, you'd probably find you had never existed!' As with all Special Agents, your bloodline has been traced back, in your case to the French Revolution in 1789 AD. Should any one of your ancestors fail to produce the next in line it would be as if you had never existed.

The rules are very simple - you could almost play this book without reading them at all. But reading the Personal Background and, of course, the Mission Brief will help you to understand what is happening as you begin the adventure. If you come across something you don't understand, don't worry, check the Equipment List and this may give you a clue. If not, carry on anyway, it will probably become clear later.

# AGENT PROFILE:

CODENAME



ATTACHED TO: TIME Executive,  
Special Agent Section (SAS)

SECURITY CLEARANCE CODE:  
EPSILON

ENDURANCE

POLYBDENUM RODS

0									
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ATTACK MODIFIER

0									
---	--	--	--	--	--	--	--	--	--

EVASION MODIFIER

0									
---	--	--	--	--	--	--	--	--	--

20

PSYCHIC ABILITIES

THINKSTRIKE MODIFIER

0									
---	--	--	--	--	--	--	--	--	--

POWER OF WILL MODIFIER

0									
---	--	--	--	--	--	--	--	--	--

STANDARD ISSUE  
FIELD EQUIPMENT

MODEL A3 TIME MACHINE  
PLASMA PISTOL  
UNIVERSAL TRANSLATOR  
TEMPORAL AND SPATIAL MAP  
HOLOGRAM DETECTOR  
PSIONIC ENHANCER HELMET  
ENVIRONMENT SUIT

SPECIAL ITEMS

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NOTES

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REFERENCES

FILE NO:	FILE NO:
FILE NO:	FILE NO:
FILE NO:	FILE NO:

### **Mission Brief**

It is April 1st 3034. On this day you are to attempt to make history by piloting your model A3 Time Machine into the far-future. No one has yet undergone Future Travel successfully. It was on the day of Agidy Yelov's escape from the confinement section of the Eiger Vault that TIME Lord Pilota made the most recent attempt. She set her Time Machine to travel to Earth in the year 4000 AD but it remained firmly rooted in the present of 3033 AD. Pilota, however, suffered severe disorientation as the Variac Drive of her machine cut in, carrying her into the void of null-space for what seemed to her like seventeen days. When she stepped out of the machine no more than an instant of real time had passed, yet she had thought that she was forever lost in the nothingness of null-space, doomed to a lifetime of boredom, until supplies of food in the Time Ship's nutrition dispenser were used up. After two months of convalescence in free-fall on Spiro's Ringworld she bravely volunteered to undertake another mission, but it was decided by the other Lords of TIME, the Keladi, R'rrllk and Silvermane the Rigellian, that too much danger was involved. No TIME Lord will be risked on so dangerous a mission.

Following your success against the Supervillain Baal you have been promoted. As the new leader of the Special Agent Section of TIME, you were responsible for finding an experienced Time Traveller to undertake Future-Travel. Not wishing to place one of your agent's lives at risk you yourself have volunteered. As you tidy your desk before setting out for the Eiger Vault you calculate your chances of success. Skirrow's techs claim to have overcome the problem of leaving null-space to enter a future timehole, and, you reflect, it would be bad for morale if you ordered one of the agents you have so recently been promoted above to what many would claim was certain death. As you speak the word which engages your desk's timelock, your mind is made up. You will be the first Future-Traveller of all time, or die trying. Turn to 1.

### **1 [Score a Q]**

Inside the cavernous Eiger Vault there is absolute quiet. A group of five people await you near Falcon's Wing. The tall form of Lord Pilota, the Lastlander, her body braced by an artificial exoskeleton against the gravity of Earth, moves towards you with an eerie mechanical grace. Her face, pale and drawn, still reflects the horror she went through when she believed for seventeen days that she was entombed alone in the void of null-space forever. 'May all your landings be happy ones,' she says by way of wishing you good luck.

Agent Bloodhound volunteers to take your place. You use your powers of Psychic Awareness to explore Bloodhound's thoughts and you can tell that in the deepest parts of his mind he is hoping you will not allow him to try Future Travel, although you cannot help but admire his selfless courage in offering.

No Blood, I need you here, you have primary responsibility for Dyskra and Rigel Prime now, as well as Proxima Centauri and Earth prior to the Dark Ages.'

He nods but adds, jokingly; 'Who needs anyone with you around, Falcon, they'll make you Emperor of the Federation next.'

You are about to reply in the same jocular vein when Skirrow, head of the Research Section of TIME, takes your arm. He seems nervous as he tells you that he believes his technicians have solved the problem of emerging in the future. 'Of course,' he continues, 'what we cannot know is how easy it will be to come back again.' He shrugs his shoulders, his blue eyes looking disarmingly innocent. You thank him tersely, wish Lord Pilota and Bloodhound well and allow the two technicians who have checked every instrument and component of Falcon's Wing, to help you into your crash-couch. Soon you are alone and a sense of grim foreboding grips you as your mind wanders across the seas of time and space, searching, using your Psychic Awareness, for the timehole in Earth's future, 4000 AD. Turn to 14.

### **2**

You decide to leave the city as quickly as you can and return to Falcon's Wing. You reach the timeship which is still disguised as



an olive tree and are drawn up inside before anybody has ventured over the bridge to spy. You take off your suit and ask CAIN to prepare something more suitable before returning to the city. Note whether you don a toga like those worn by the people of ancient Rome, a cloth of gold suit and a bishop's hat or mitre, or armour and a sword. You wait for a couple of hours, scanning the bridge with your camera, until you hope things have settled down again inside the city, before crossing the bridge once more. You decide to investigate one of the two doorways beneath the bridges of the awesome and weird building that dominates the riverfront. Will it be:

The doorway beneath the pillared temples? Turn to **128**  
The same doorway as before, beneath the  
sign of the colourful ten-spoked  
wheel? Turn to **119**

### 3

After an hour Falcon's Wing rematerialises inside the Eiger Vault. The digital clock reads 3034, the day after you left for 4000 AD. You cheer and CAIN chimes, 'Congratulations, Falcon, you can still pilot the Time Machine after all.' You are about to step out onto the Access Disc when, to your horror, the ship winks back out into null-space. Minute after minute passes and CAIN reports a Variac Drive malfunction. A chill steals over you at the prospect of spending an eternity in the void with only CAIN to talk to. After a quarter of an hour's panic, however, Falcon's Wing rematerialises and your scanners confirm that you are safe within the Eiger Vault. You decide to call Jobanque, the Lord of TIME, on the holophone. As you expected he is in his palatial new office, awaiting news. He grins widely at the sight of you and says, 'Back already, Falcon? You must be tired, go back to your quarters, we can debrief you tomorrow.' And with that he breaks holophone contact. You yawn, relaxing, and then leave Falcon's Wing for your quarters. The guards salute you on the way out and order a hovrail car, but there is no warmth in their greeting, although they must have known the nature of your mission. As you get into the car, you are surprised to find its inside covered in luminous green graffiti which glows eerily in the tunnels: 'Death to the Enforcers', 'Join the one in ten' and 'Where are the thousands in the Tau Ceti mines? Ask the question in a loud voice, join the one in ten to rid the Federation of our tyrant oppressors!' You have only before seen graffiti in

museums. Someone must have been missed in the last psychic scan. Normally psychos are given new thought patterns before they can get so dangerous, unless a lowlifer somehow got into the car... At last you pull up near the luxury SocWork pyramid where your glossy new apartment awaits you on the 109th floor. Turn to **13**.

#### 4

You find yourself forced to struggle out of the buckled cockpit of the flyer and as you do so the heads of the beautiful flowers turn towards you as if watching. They are eight feet tall and bizarrely menacing and as you stand rigidly at attention you realise that they are the Sundew. They are indeed intelligent and they are combining their mental powers to control you. Hundreds of them hold your will in a mental vice. They realise that you must have come from another planet and they wish to absorb your knowledge of space travel. You can still control your thoughts to a small extent. Will you:

Try to pretend that you are nothing more than a simple laboratory animal used in tests?

Turn to **335**

Think that unless they set you free

Federation Starships will destroy them?

Turn to **363**

#### 5

It is pleasantly cool inside the crystal monolith, but your shoulders hunch tensely as you put on the strange bowl-shaped helmet which is connected to the incubator by slender fleshy fibres. It is part of a Thought Transference machine and you are being plugged into the floating black brain. The brain is an organic computer, called Ormon, and it thinks it is a god. As you scan its memory banks you find that it is probably a very evil god, full of malignity and horrors of the imagination. Suddenly you feel yourself to be in a waking dream. Your worst childhood nightmares are coming to life all around you. Everything is so chillingly real that if you are not careful you will go insane. Will you:

Try to block the apparitions out of your mind?

Turn to **270**

Allow them to go on but force yourself to remember that they are imaginary?

Turn to **283**

#### 6

If you wish to remind Carborundum that you became silica brothers on Thrix nearly two centuries ago, turn to **33**. If not, turn to **211** as you wanly follow the Thrix downhill.

#### 7 [Score a D]

Your suit smoulders and blackens but you make it back to your flyersafely and lose no time in heading for Falcon's Wing. You quickly haul the flower up into the flyer's cockpit and take off again. You are aware as you go that your thoughts are still being probed so you force yourself to dwell upon the might of the Space Federation's navy until you are well out over the permafrost at the planet's pole. Falcon's Wing is so well camouflaged that you are forced to call up CAIN to guide the flyer in. At last you are safe within the Time Ship and analysing parts of the Sundew. You describe what happened to CAIN in detail, but its only response is: 'It seems likely that you have made a powerful enemy for the Earth Federation.' A little later, however, CAIN gives the results of the tests on the plant. The Sundew are long-lived and highly intelligent, with Powers of the Mind which rival even those of the Hivers. They are also able to throw small poison darts from the tops of their stalks. If you are suffering from a skin irritation, you may use the crushed petals to make a healing balm which will cure the complaint and *restore all of your modifiers by one point*. You may also keep some of the virulent poison from the darts, if you wish. Bearing in mind the dangers posed by the Sundew you decide to leave the planet. Turn to **280**.

#### 8 [Score a D]

Using the information you have gained, CAIN is able to identify the planet from the data supplied by one of the Andromeda probes. You are on the planet Zorgon in the Andromeda galaxy, many light years from Earth. If you can trust CAIN's circuits, then you are still in the future; the digital readout shows 3747 AD. As you use your Psychic Awareness to scan time and space for the timehole on Earth in 3034, the knowledge of your current time and place is of great benefit, but for some reason the past timeholes seem hazy. It may be the great distance involved, but you cannot be sure exactly where, or when, you will rematerialise. You cannot set co-ordinates for Earth in 3034 AD but you can attempt to get nearer to Earth. The choices appear to be between a large, high-gravity world which seems to

be without life, and a world which could just possibly be Earth in the Dark Ages or the days of a lost civilisation. You type in your chosen co-ordinates and instruct CAIN to engage the Variac Drive. You may use the Autodoc now, if you need to. In the stillness of the void, CAIN gives you some further information. It seems that a fault may be developing in the Variac Drive itself, something which it is quite beyond you to rectify. CAIN reminds you that you have now used three of the eight polybdenum rods which Falcon's Wing carries. Each time you use the Variac Drive to shift you to another timehole, another rod will be used up. If you have not reached Earth in 3034 AD within your next five jumps you probably never will. You can only hope that your choice has taken you close to home. If you choose the large, high-gravity world, turn to **34**. If you choose the world which could just possibly be Earth in the Dark Ages, turn to **55**.

## 9 [Score a K]

Soon after the battle of wills begins you realise that your double's efforts are having no effect on you. The tear-drop gem's magic is miraculously protecting you from the power of your opponent's will. At length your double realises the futility of the struggle and tries to Thinkstrike instead, but the loss of concentration gives you total victory and you look into your double's mind. What you see is so shocking that you almost lose your sanity. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history on the world of Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon's world seems more sinister than yours. He believes that a mining colony on Tau Ceti V has been wiped out but you know that no such colony exists. You recoil in shock as you realise that the other Falcon is a carbon copy of yourself, even dressed the same.

You examine the apartment. Everything is exactly as you left it before you began this mission. A half-eaten pack of berries of the wood mousse, your favourite food, rests next to the nutrition dispenser, and some of your old hovbike racing holovids lie on the suspensi-bed, as if your double had been passing free time exactly as you would have. Only one detail

catches your attention. The random number generator which tells you whether you have won a free trip to one of the holiday worlds shows a new number even though it should not show one until the middle of next month. Your control of your double slips for a moment and you realise the auto-alarm button has been pressed as you hear the wail of an Enforcer's jetcopter. You race down to the plasteel street below the SocWork building; you are on the run now. Will you:

Call up Jobanque, the Lord of Time who used to be your Section Leader? Turn to **370**

Go back to the Eiger Vault to consult with CAIN? Turn to **379**

Leave the building and lose yourself in the lowlife area, Old Geneva, to give yourself-time to think? Turn to **388**

## 10

You throw yourself off the throne and make your way back down the crystal corridor, but the walls have moved and you are forced to turn a corner into a dead end, almost bumping into Jahkela, 'You are not the Saviour,' she says, and thrusts her sword at your face plate before you can collect your thoughts. It glows blue-green and a massive shock overloads your brain. You are left wandering like a mindless idiot to die in the sand when your air supply runs out.

## 11

You manage to get to Yelov's machine without him spotting you and set your blaster in the ground, aiming up at its Access Disc on constant discharge, then slink back to Falcon's Wing hoping you can jump back to the Eiger Vault in 3034 AD. You are about to make the jump when all goes dark. You have disabled Yelov's machine, but it will be found when the hologram generator is destroyed. Yelov is trapped and he kills himself but Time Travel is invented too early. You have changed history and your life as Falcon never happened. Instead you are the leader of a hovbike gang in the lowlife area of Old Geneva.

## 12

As you bend your will against the man in the rainbow robe he stops gesturing and shouts, 'A sorcerer! Kill the sorcerer!' You force him to fall from his horse and tell the cavalry men to stay

where they are, in a grating mechanical voice. They wait but you can see that several are on the verge of attacking you. You decide to cross the packhorse bridge out of the city and return to Falcon's Wing, while the man in the coloured robe recovers. As you approach your Time Ship they charge after you. You feel your legs go leaden just as you arrive at the illusion of the olive tree which is your machine. Inside the hologram you are drawn back up into your ship as you hear the horseman shout, Turned invisible, I told you it was a sorcerer.' CAIN greets you with, 'I see you've been getting along well with the natives again.'

'Let's get out of here,' you roar as the microphone picks up a shout of surprise. One of the cavalry men has got close enough to see what Falcon's Wing really is.

'Why not give them all the secrets of modern technology while you are here?' chimes CAIN sarcastically, but you are pushing the buttons to take you to another timehole. Note that you have used another polybdenum rod as you slip into the grey nothingness of null-space once more. Turn to **3**.

### 13

As you enter the lift bay of the SocWork pyramid you almost bump into special agent Bloodhound. He has three fingers missing from his left hand. As he spins you round you say, 'Bloodhound, what's happened to your hand?' He gives you a stare that almost freezes your blood and your Psychic Awareness tells you that he holds nothing but hate for you in his heart. He turns and hurries from the building leaving you to take the lift to your rooms. The door slides open at your touch and you step into the bright white lounge, coming face to face with yourself! Turn to **49**.

### 14

At last you are ready and CAIN engages Falcon's Wing's modified Variac Drive. Everything turns to grey. You can see through your grey body and through the ghostly transparent lines of the Time Ship's hull. The ship is a ghostly ball suspended in a void of absolute nothingness which stretches away in every direction to infinity. After about an hour, during which time you wait with mounting tension, the ship rematerialises and the hydraulic legs slide into position as Falcon's Wing settles with a bump. CAIN chimes, The date is March 1st, 4000 AD, Falcon.

You are the first human ever to experience Future Travel.'

'Are you suggesting that somewhere aliens have Future Travel?' you query.

'Incomplete data, I cannot respond,' chimes CAIN. Suppressing a smugness at the realisation that you have, on this rare occasion, got the better of the know-all CAIN, you switch on the outside monitor. Turn to **21**.

### 15

You close off most of your mind as you sense that the plants are highly intelligent. They are the Sundew and are telepathic, they have excellent defences and can even move around using the power of thought. They have realised that you are an alien from the stars and they try to leech your brain for its knowledge of space travel. Will you:

- |  |                   |
|--|-------------------|
| Pretend that you are nothing more than a simple laboratory animal used in tests? | Turn to <b>32</b> |
| Think that unless they set you free Federation Starships will destroy them?      | Turn to <b>57</b> |

### 16

Your scanner shows a disturbance in the air below the trail and Yelov's time machine materialises, then becomes a grassy hillock. If you stay where you are, Falcon's Wing will be a sitting duck, so you decide to go outside to draw Yelov away, hoping to kill him, after putting on the clothes of a fur-trapper prepared in the molecular convertor. Turn to **82**.

### 17

CAIN suggests that you type in the co-ordinates of the point in time and space that you are at now and leave the rest to its 'logic circuits', if you have no Polybdenum rods left, turn to **287**. Otherwise, note that you have used another rod as Falcon's Wing warps into null-space. There is an unusual moaning noise as if the Variac Drive is under stress and you pass another uncomfortable hour wondering if you will rematerialise at all. At last the ship becomes solid once more and you turn on the scanner with a sigh. The sight that greets you is sadly disappointing. 'I don't think I got things quite right,' chimes CAIN.

'At least you're not blaming me this time,' you say as you take in the scene of death and desolation. A woman's body covered in blood is impaled on the end of a plasteel girder near the camera, beyond is a twisted mass of ruined buildings and warped streetmetal. As the camera pans across the devastated cityscape and the ruins of the Skate-ezee Hovshoe Ballroom come into view, you are hit by the shocking realisation that this is Alpolis, your home city. The digital readout shows December 13th, 3044 AD. You decide to go outside in an effort to find out what has happened. Turn to **26**.

## 18

When Falcon's Wing rematerialises you switch on the outside camera to scan your new surroundings. The terrain is a featureless, red expanse of desert, apparently devoid of life, but with the occasional unusually-shaped out-cropping of rock against which dunes of reddish sand are piled. CAIN chimes in saying that you are on the planet Dyskra, it is 1985 AD, so at least you are back in the past once more. CAIN gives a brief report on the planet. The dominant life form is the Reprnids, who are intelligent beings; they have a strange fusion of lizard-like skin, tongue and body with a wolf-spider's legs, eight compound eyes and poisonous fangs, weighing about half a ton each. They burrow through the soft red rock, inhabiting cities and tunnels underground, heated by the winds of Dyskra, a warm world with few seas. CAIN warns that the predatory Reprnids are uncivilised in this era and that it believes there is a high density of life forms nearby. Will you:

- Risk an exploration of this world in the hope of finding something that will help you? Turn to **36**
- If you would rather, examine the flux of time from this new time and place, before jumping to a new timehole? Turn to **45**

## 19 [Score an H]

Ormon asks you to explain and you point out that since the people of Sandsea live in the way that he tells them to, he can mould them into whatever type of people he wishes. You can feel happiness course through the brain and you know that Ormon will care for the people of Sandsea again. The grab lifts the helmet from your head and you realise the interview is over. You retrace your steps along the crystal corridor and out into

the bright sunlight. Jakhela is on her knees in the sand. 'Jakhela thanks you, Saviour, the people of Sandsea thank you.' You reply that it was your pleasure and wish her and her people well. There is no sign of Yelov so you set out for Falcon's Wing. Jakhela's land fish looms towards you and you look round in alarm, but Jakhela motions you to mount it and helps you up onto its soft back. The floating sensation is hypnotic and you *reach Falcon's Wing* in only a few minutes. *Jakhela has stayed* with Ormon. There is no sign of Yelov's Time Machine, he must have left Sandsea already because you can see marks in the sand where it once stood. The land fish floats away as you are drawn up into Falcon's Wing. Turn to **409**.

## 20

You scan the tall brown grass anxiously for any sign of Yelov. Suddenly you catch sight of him aiming his blaster at you from behind the shelter of a rock. Desperately you roll aside as he opens fire. Make an **Evasion Roll**.

- If you score 6-12, turn to **50**
- If you score 2-5, turn to **65**

## 21

To your surprise, the camera shows the snow laden slopes of Mount Eiger. Falcon's Wing is perched precariously on a high ledge instead of inside the Eiger Vault of the future. Either there has been a small timeflux, your Psychic Awareness has let you down, or there is no longer a cavernous hollow inside the mountain. Cloud swirls suddenly about the ledge and you see something you have never before witnessed - lightning. An electrical storm is raging around the mountain tops. Electrical storms cause interference to holophone communications and the controlled weather of Earth in 3034 AD with its equal shares of rain for all save the holiday sunspots does not allow them. Either the people of 4000 AD enjoy them, or the world's weather control has failed. Your mission brief called upon you to return to Earth in 3034 AD as soon as CAIN had confirmed that you had undergone Future Travel. Will you:

- Follow orders and return immediately to 3034 AD? Turn to **29**
- Try to intercept a holocommunication to see if you can learn something of this future Earth? Turn to **47**



## 22

You have almost completed the repair work when CAIN chimes: 'Whatever we are inside is swaying rhythmically. It is possible that we are inside a plant, not an animal. May I suggest that you take a sample of the fluid beneath the ship for chemical analysis?' You complete the repair and, deciding to do as CAIN suggests, take a container from the nutrition dispenser and crouch low upon the Main Access Disc which turns to gas beneath you. The invisible tractor beams lower you towards the liquid and you reach down to gather some of it, activating the hatch again so that you are drawn back into Falcon's Wing without touching the liquid. Pouring it into the analyser you wait for CAIN to test it. After a minute the console screen flashes up a list of chemicals. Apparently you are inside the cavernous fruit of a gigantic plant. There are traces of an irritant but nothing that would corrode your environment suit. The flyer hatch door is operational now. Will you:

Try to climb out of the fruit on foot?

Turn to **89**

Risk damaging the flyer against the fruit's walls?

Turn to **149**

## 23

As you concentrate your mind against their leader, the man in the rainbow robe stops gesturing and speaks the word 'Bow'. To your consternation, you find yourself bent over, looking at your feet. He is a true magician and his magic has forced you into a helpless position. The cavalry men begin to laugh uproariously at you and three of them bury their swords in your back. No one will ever know that you were the first Earther to travel into the future.

## 24

You concentrate your thoughts to overpower her will, but a tentacle snakes around your throat, ripping your helmet off. You try desperately to force Jahkela to call the land fish off, but its tentacle is choking you and you cannot concentrate. Your face turns blue and it drops you, lifeless, on the burning sand.

## 25

The hatch doors whir closed and the life support system flushes out the contaminated air. You ask CAIN if the flyer hatch doors are damaged in some way, as they did not close automatically



after the flyer was launched, but CAIN reports that all functions of Falcon's Wing are fully operational. You prepare to travel once more through time and space. Turn to 8.

## 26

As you step onto the twisted streetmetal beneath Falcon's Wing you wonder what can have happened in the years since you began your mission. You thread your way between the debris of shattered buildings and wrecked jetcopters. A huge strato-cruiser lies on its side against the ruins of the Health Executive Hospital. There are no living things anywhere in sight and you feel sick at heart as you turn up an arcing streetmetal span that reaches towards the SocWork building. Suddenly there is a loud whirring ahead of you and a hideous death-machine flies into sight. Ruby red lasers pulse at intervals from revolving turrets at each corner of the hovering craft. It seems to be scouring the ruined city searching for life to destroy. Will you:

Turn back towards Falcon's Wing?

Turn to 35

Go to ground below the arcing span of streetmetal?

Turn to 48

## 27

You gain an amazing insight into the minds of these intelligent plants. They are the Sundew and are telepathic, they have excellent defences and can even move around using the power of thought. They realise that you are an alien from the stars and within seconds they are leeching your brain for its knowledge of space travel and even time travel. You close off your mind to them and reach for your blaster, but not before they realise that you are alone and, most importantly, that no one in the Space Federation knows where you are. Your environment suit starts to smoke as they use the crystal lens in the centre of their petals to focus the sun's rays on you. You run for the flyer, but before you reach it all goes black. The Sundew have used your knowledge of space travel to change history. They fought on the side of the Hivers in the Hive War and Earth was destroyed. It is as if you never existed.

## 28

You feel a thrill of pleasure run through the brain as Ormon imagines their helpless plight. You are about to protest but the grab lifts the helmet from your head and disappears into the



alcove. Apparently the interview is over. Bewildered, you retrace your steps down the corridor to the sand outside the monolith. The land fish floats just outside and you step out to one side to avoid touching it and almost collide with Jakkela. Her expression is murderous as she spits, 'You are no Saviour.' She is about to lunge at you with her nerve sword. Will you:

Use your "Power of Will to try and control her? Turn to **24**

Try to dodge her blow, then Thinkstrike the land fish? Turn to **42**

## 29

Using your powers of Psychic Awareness you scan the past for the timehole of the Eiger Vault in 3034 AD, wondering, once again, why you didn't materialise inside the Vault in the year 4000. As the Variac Drive engages you are sucked into the uniform greyness of the void. After about an hour in null-space, Falcon's Wing rematerialises and CAIN chimes:, 'Attention! Falcon, we are not on Earth, where have you taken us to?' You shake your head and turn on the outside camera. The vista that greets you tests your equilibrium training to the utmost. Falcon's Wing is floating inside a pool of milky juices at the bottom of a cavernous stomach, the ridged walls of which are running with droplets of steaming liquid.

'You tell me, CAIN, I set course for the Eiger Vault 3034 AD, where are we?'

'Insufficient data,' CAIN chimes. Something has gone seriously wrong. You decide to ask CAIN for a damage report and are relieved to hear that Falcon's Wing has sustained none. The camera swivels upwards, under CAIN's direction, and reveals a circular opening with an edge of what looks like serrated bone above you. If you are to find out your location you will have to get outside whatever it is you are in. You don your environment suit and ask CAIN what your chances are of piloting the flyer out through the hole above you without crashing into the stomach wall around you. CAIN responds, 'That will depend upon your reactions and your judgement. Falcon. An average human with your flying experience would have no better than a forty-nine per cent chance of success.' Will you:

Descend on foot into the milky liquid below  
Falcon's Wing?  
Attempt to use the flyer?

Turn to **89**  
Turn to **101**

## 30

As you use your Psychic Awareness to probe one of the magnificent flowers you feel it reading your own thoughts. In a flash each of the flowers in the vicinity turns abruptly to face you, as if they were on green necks, not stalks. You stop your thought probe, then notice that the outside of your environment suit is beginning to smoke. The suit's micro computer shows you that the air is breathable. Will you:

Strip off your environment suit, in case it is overheating? Turn to **127**  
Use your blaster against the flowers? Turn to **147**  
Run back to your flyer and return to Falcon's Wing? Turn to **219**

## 31

You crawl stealthily towards the rocky bluff which is in fact Falcon's Wing, breathing as quickly as you can. You are twenty metres from it when a movement at the edge of your vision alerts you. It is Yelov, prone in the grass, and he is aiming his plasma pistol at you. You spring to your feet and race towards Falcon's Wing, zig-zagging as you go. Make an **Evasion Roll**.

If you score 6-12, turn to **79**  
If you score 2-5, turn to **87**

## 32

Yourruse seems to be successful. You sense that the Sundew believe that you are no more than a laboratory animal, put into your flyer as an experiment to see if you could survive on their world. You can feel their contempt, they think of you as lower than a slave. Suddenly the front of your environment suit begins to smoke. Its instruments tell you that the air is breathable. Will you:

Strip it off in case it is overheating? Turn to **127**  
Climb back into your flyer and return to Falcon's Wing? Turn to **219**  
Use your blaster on them? Turn to **147**

### 33

You recall memories of your previous meeting with Carborundum and greet the Thrix as your silicon-brother, but its mind recoils from you as if you have been intolerably rude. With a shock you remember that you later changed history so that, as far as Carborundum knows, your meeting never took place. It is only a strange time paradox that allows you to remember the worlds of Thrix and Mechanon. Carborundum rolls away into the yellow fog, and you continue down into the valley alone. Turn to **61**.

### 34 [Score a P]

When Falcon's Wing rematerialises you feel as though you have left your stomach behind because the ship begins to fall rapidly. The hull pressure warning lights are flashing red and CAIN chimes, 'We are falling through the sea of gas that surrounds the planet Jupiter in Earth's solar system, Falcon; the outside pressure is already thirty Earth atmospheres.' This is the highest pressure that Falcon's Wing was designed to withstand. CAIN cannot tell you how far it is to Jupiter's surface or even if there is anything but a sea of liquified gas at its centre. Will you:

Enter a set of co-ordinates without care for your destination as long as you can jump out of Jupiter's gravity well?

Turn to **111**

Engage the Variac Drive again without changing the co-ordinates so that you can slow your rate of fall?

Turn to **131**

### 35

You sprint back towards Falcon's Wing as the death machine raises sparks with its lasers on the street behind you. Will you:

Run on?

Turn to **63**

Dart through a low hole in the side of a ruined visi-booth factory?

Turn to **81**

### 36

If you still have your flyer and the flyer hatch doors of Falcon's Wing are still operational, turn to **92**. Otherwise you must either set out across the desert on foot, turn to **105**, or abandon your idea of exploring Dyskra and jump to another timehole, turn to **45**.

### 37

The helmet is pulled from your head by the grab. The brain floats motionless in the incubator as the grab disappears into the alcove. Apparently the interview is over. Bewildered, you trace your steps down the crystal corridor, but the walls have moved and you are forced to turn a corner into a dead end, almost Dumping into Jakkela. 'You are not the Saviour,' she says, and thrusts her sword at your face plate before you can collect your thoughts. It glows blue-green and a massive shock overloads your brain. You are left wandering like a mindless idiot to die in the sand when your air supply runs out.

### 38

You streak back towards Falcon's Wing at a speed far faster than any of the life forms on this strange planet can match. You hover gently down through the circular hole at the top of the great fruit. To your surprise the hatch doors are still open and you settle the flyer back into position in Falcon's Wing. The crash-couch swings you down into position in front of the Time ship's instrument console. If you damaged the hatch doors when you switched on the flyer's drive, turn to **43**. If not, turn to **25**.

### 39

You manage to regain the safety of Falcon's Wing, before Yelov can realise what has happened. When you disappear the cavalry men think that you must have been a Red Indian who has somehow hidden himself and then slunk off. Inside Falcon's Wing you use the camera to spot Yelov, now crouching hidden from the cavalry men near the ridge. The cavalry charge on, their attention firmly fixed on the Red Indians who seem to be counting them. One of them wheels his horse and canters back and forth along the ridge. Anxiously you scan the flux of time, Turn to **90**.

### 40

As you stride amongst the flowers they turn their heads towards you as if the petals rested on necks rather than stalks, and are watching you. The beautiful plants are bizarre and disturbing. You can see no sign of any animal or intelligent being, but the front of your environment suit suddenly starts to smoke. Its instruments show that the air is breathable. Will you:

Take the suit off in case it is overheating? Turn to **127**  
 Climb back into your flyer and return to  
 Falcon's Wing as quickly as possible? Turn to **219**  
 Use your blaster on the flowers? Turn to **147**

#### 41

As you begin to speak, you sense thoughts coming from the plants. It seems they can read yours perfectly, for they know what you were about to say. If you would like to open your mind to them completely, turn to **27**. If you prefer to shield as much of your thought as you can, turn to **15**.

#### 42

You try to jump back nimbly as Jakhela lunges at you with the nerve sword. Make an **Evasion Roll**.

If you score 5-12, turn to **406**

If you score 2-4, turn to **339**

#### 43

CAIN flashes a damage report onto the screen in front of you. There was a more logical way of using the flyer's power to leave this place/ it chimes, seeming to carry an edge of disapproval in its tones.

#### DAMAGE REPORT

Flyer hatch door motor burnt out.

#### RECOMMENDED ACTION

Repair or replace faulty part.

NOTES No replacement part carried.

Repair requires use of fusion or heat welding devices.

No fusion or heat welding devices carried.

You will have to hand-crank the hatch doors shut and it will not be possible to launch the flyer again until they are repaired. Note that you will need to find a welding tool if you are to repair the motor and use the flyer again. The life-support system flushes out the contaminated air and you prepare to travel through time and space once more. Turn to **8**.

#### 44

The rapier cuts open your chest, but you moved so quickly that missed the heart. You *lose 5 Endurance points* as the wound bleeds heavily. You are buffeted in the side and slip backwards. One of the others bends to pick up the table which you knocked saying, 'Enough, that should have taught you to mind your manners to the cavalry men of the Wheel of Chaos.' You turn to see who buffeted your side. The young girl dressed as a page boy is wrestling with the man she was threatening with a dagger. He twists her hand until she drops the blade, then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

Come to the aid of the young woman by using  
 your Power of Thinkstrike against the man  
 who has taken her dagger?

Turn to **303**

Leave the drinking house quickly?

Turn to **319**

#### 45

You scan the flux of time but still seem to be suffering from disorientation brought on by travelling into the future and you only manage to find one new timehole of any interest. It seems to contain intelligent life on a world that is largely sea, possibly Kelados in about the year 2300 AD. *Note that you have used up another polybdenum rod as you jump.* Will you:

Jump to the sea-covered world?

Turn to **100**

The high-gravity world without life that is  
 probably at least close to Earth?

Turn to **34**

The world which may not be Earth, but  
 where you have detected highly intelligent  
 life forms?

Turn to **86**

The planet which could just possibly be Earth  
 in the Dark Ages or the days of a lost  
 civilisation?

Turn to **55**

#### 46

It is pleasantly cool inside the crystal monolith, but your shoulders hunch tensely as you put on the strange bowl-shaped helmet which is connected to the incubator by slender fleshy fibres. It is part of a Thought Transference machine and you are being plugged into the floating white brain. Things become

clearer to you as you scan its memory. It is an organic computer, called Ormon, and it is worshipped by the people of this planet, Sandsea. Jakhela means 'The Priestess' and she is the only one allowed into the crystal monolith to hear the commands of the Lord Ormon. Jakhela's people once possessed an advanced technology, but when 'Evil' came and the technology was used to almost wipe each other out, they shunned machines. Only the priestess is allowed to use the nerve sword, the polished shield and the silver sceptre, which are all powerful artifacts. Ormon tells the priestess how to keep her people alive whenever a natural disaster occurs on Sandsea, but now the living computer has malfunctioned; it believes Jakhela and her people are no longer worth preserving. In Sandsea's distant past, before the Final War, a being, a gleaming gold land fish, came from the stars to tell Ormon that one day a Saviour, you Falcon, would arrive and save the people of this world. You can tell by the emblem which he bore that this being was Special Agent Chameleon of the SAT of TIME. Your heart leaps as you realise that Chameleon must have come from your own future to prepare the way for you here, and that this means you will find your way back to Earth in 3034 AD. But then you remember that the timelines can change at any time, things that have already happened may make success impossible. At any rate you still have to tread carefully. Will you:

Forget about the inhabitants of Sandsea and tell Ormon that it can have new 'better' people to care for if it orders Jakhela to return you safely to Falcon's Wing? Turn to **37**

Tell it that as their god it is responsible for the way that the people of Sandsea are and it is up to Ormon to make them 'better'? Turn to **19**

Plead on behalf of the people of Sandsea that they will die horribly without Ormon's help? Turn to **28**

#### 47

You instruct CAIN to search the holowaves and tune into a holo broadcast but it chimes, 'Shouldn't we be getting back, Falcon?'

'I want to find out what in the galaxy has caused the weather control to allow an electrical storm.' CAIN tries to reason with you, saying that you can apply to the Lords of TIME to return

and investigate further when you return to 3034 AD. Will you:

Disconnect CAIN? Turn to **64**

Do as it says and return to the Eiger Vault of 3034 AD? Turn to **77**

#### 48

You duck beneath the warped streetmetal as the death machine raises sparks with its lasers on the street above. There is rubble all around you and the bones of people long dead. As your eyes grow accustomed to the gloom you hear a voice. 'Freeze!' Will you:

Stay absolutely still? Turn to **52**

Spin round and pull your blaster? Turn to **67**

#### 49

The person springing up from the flexiform couch is your exact trouble, it is as if you were looking at a holophone image of yourself, but the shock in your double's eyes gives way to a look of understanding and malice. Will you:

Ask who this person is? Turn to **60**

Use your Psychic Awareness to probe the other Falcon's mind? Turn to **126**

Use your Power of Will to take control? Turn to **80**

Thinkstrike your double? Turn to **97**

#### 50

The bolt of the plasma scorches through the grass where, until a moment ago, you lay. You begin sprinting in a zig-zagging run towards Falcon's Wing, hoping the flux of time has calmed enough for you to jump to the Eiger Vault in 3034 AD, ducking each time you sense Yelov is about to fire. Make an **Evasion Roll**.

If you score 6-12, turn to **79**

If you score 2-5, turn to **87**

#### 51

You stop and search for his thoughts but there are none: it is a machine. You turn and run, but the machine sprints after you. As you run up the next ramp towards the cityway it comes up

beneath you and explodes. Holes are torn in the street metal and you are hurled ten feet into the air as a fireball erupts around you. *Lose 10 Endurance points.* If you are still alive, you manage to limp back to Falcon's Wing which is still undamaged, just as another of the flying death machines veers towards you. Turn to **170**.

## 52

You stand absolutely still, your hands on your head, and are then told to turn round. The man who spoke is pointing a concussion tube at you. He is young and well built, wearing the tattered uniform of an Enforcer, but he scarcely looks like one. His freckled face is lined, as if he were suffering from Medawars Syndrome, the onset of rapid ageing, but you sense that the hard eyes are in reality those of a twenty year old. Beside him is a woman dressed in the uniform of a medtech, but toting an armour-piercing rocket launcher. She would be beautiful, but her long black hair is matted and greasy. Their faces are covered in dark oil and they smell. 'Who are you?' the woman barks. Will you:

Tell them the truth?

Turn to **195**

Say that you were just passing through  
Alpolis in your flyer when you were  
attacked by a laser-firing aircraft?

Turn to **239**

## 53

As you step towards the nearest flower and snap it off near the ground the others turn their flowerheads towards you as if the petals rested on necks rather than stalks, the beautiful plants are bizarre and disturbing. The front of your environment suit suddenly starts to smoke. Your suit's instruments show that the air is breathable. Will you:

Take it off in case it is overheating?

Turn to **127**

Climb back into your flyer and return to

Falcon's Wing with the plant as quickly as  
possible?

Turn to **7**

Use your blaster on the flowers?

Turn to **147**

## 54

Falcon's Wing rematerialises on a sloping North American prairie, above a narrow trail that winds up towards a ridge. The



digital readout shows that the year is 1866 AD and there is frost on the ground. 'Earth?' you ask CAIN and it chimes:

The atmosphere is certainly what I would have expected on Earth in 1866.'

'At last,' you sigh, then search the Winds of Time to see if you can jump from here to the Eiger Vault in 3034, but the flux of time has been disturbed and you cannot find a single timehole. CAIN tells you that you are near Peno Creek at a time when the Sioux, Cheyenne and Arapaho tribes of Indians lead by Red Cloud and Crazy Horse are fighting against the United States' cavalry in the surrounding areas. CAIN has disguised Falcon's Wing as a rocky bluff, but you know that if Yelov follows close on your trail he will find you, using his Psychic Awareness. Will you:

Sit tight and hope that Yelov cannot or has not followed you?	Turn to <b>16</b>
Move away from Falcon's Wing and hide until the flux of time has calmed?	Turn to <b>56</b>

## 55

As Falcon's Wing rematerialises you switch on the scanner eagerly and to your delight rolling fields and goats grazing on hills covered in green grass greet your eye. 'At last!' you cry.

'At last, what, Falcon?' chimes CAIN.

'At last, back on Earth,' you cry, glancing at the digital date, but all it shows is 0000.

'Now I am convinced, Falcon, you are unable to pilot this Time Machine. This is not Earth at all.'

'Then where is it?'

There is a long silence, followed by, 'I have insufficient data to determine our location to any reasonable degree of...'

Thank you CAIN.' You cut it off in annoyance. You are still far from home, in an unknown time and you haven't enough polybdenum rods to make many more jumps. You ask CAIN to scan the scenery and the camera begins to turn. Behind Falcon is a rough paved road, leading to a walled city, something like a

mediaeval city of Earth. There are no living beings in sight apart from olive trees, the goats and some very ordinary looking birds, like crows, but the buildings in the city look like the work of men. CAIN tells you that the atmosphere is pure, untainted and perfectly breathable, and it suggests you explore on foot without an environment suit: 'We don't want to break the first law of TIME needlessly, do we?' You shake your head, something must be wrong with CAIN - it seems to want to pretend to be a person.

Smiling, you decide to play along, 'What shall I wear then, I want to impress whoever lives here.'

'Really, Falcon! I have no data on local dress to feed into the molecular convertor, but I would advise leaving your blaster here.' You snort in disgust, decide to take your blaster anyway and then consider what to wear. Will it be a toga such as was worn by the men and women of ancient Rome? A suit of armour and a sword like that of a mediaeval knight? Your environment suit? Or a rich robe of cloth of gold and a bishop's hat or mitre? Make a note of what CAIN prepares in the molecular converter, on your Agent Profile. When you are dressed you descend to the grass below Falcon's Wing and walk towards the city. CAIN has cast a hologram projection of an olive tree around Falcon's Wing. Turn to **74**.

## 56

You put on the clothes of a fur-trapper prepared in the molecular convertor, then set off along the trail, but there is a dull crack of displaced air and Yelov's machine materialises below the trail a hundred metres back, then turns into a hillock. You drop to your belly and begin to crawl back to Falcon's Wing in case Yelov locates it and tries to destroy it. Turn to **95**.

## 57

Your ruse seems to have worked. There is a feeling of shock all around you and the Sundew believe that if they harm you a terrible fate will overtake them. Will you:

Demand that they sacrifice one of their number and take it back to Falcon's Wing for analysis?	Turn to <b>137</b>
Simply board the flyer and return to Falcon's Wing as quickly as possible?	Turn to <b>307</b>





58

The rapier thrust misses you and you are making up your mind what to do next when you are buffeted" in the side. One of your three assailants bends to pick up the table which you turned over and says: 'Come on lads, let's not spoil the evening by fighting.' The others put down their rapiers and to your surprise treat the incident as over. You turn to see who knocked against you. The young girl dressed as a page boy is wrestling with the man she was threatening with a dagger. He twists her hand until she drops the blade, then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

Come to the aid of the young woman by  
using your Power of Thinkstrike against  
the man who has taken her dagger?  
Leave the drinking house quickly?

Turn to **303**  
Turn to **319**

59

As you probe the minds of the hordes of insect beings you realise that they are becoming increasingly frenzied with each level that you rise within. Your mind is assailed with thoughts of death and disaster as you wind ever higher in the maze. Suddenly Falcon's Wing shoots out into a large gallery where six or seven smaller insects, very pale green but of a similar type to the 'Builders' are at work on what appears to be a model of a termite mound similar to the one you are in. They ignore you and you slow the flyer down as something catches your eye. suspended from the ceiling is a model of a solar system, with seven planets orbiting a white sun. You memorise the relative sizes and positions of the planets in the hope that CAIN can use the information to fix your position in the universe, and then YOU accelerate out of the gallery. You soon reach a vast circular area which is the junction of many tunnels, filled with soldier insects. One exit only has been left open and it leads to the outside air. Without hesitating you gun the flyer out of the strange skyscraper of a termite mound and arrow across the magenta sky to Falcon's Wing. Turn to **38**.

60

As you open your mouth so does your double. 'Who are you?' you both say. There is a short pause, then you find your words echoed precisely, as you both say, 'Falcon, Special Agent of

TIME, what are you doing in my rooms?' The realisation that there are two of yourself is horribly disturbing and you begin to feel sick with unknown fears. The other Falcon's face is waxen and pale. Will you:

- |   |                    |
|---|--------------------|
| Say, 'There must be an answer to this; can I take a close look at the apartment?' | Turn to <b>118</b> |
| Use your Psychic Awareness to probe the other Falcon's mind?                      | Turn to <b>126</b> |
| Use your Power of Will to take control?   | Turn to <b>80</b>  |
| Thinkstrike your double?  | Turn to <b>97</b>  |

## 61

A steep gully leads down into the dry valley floor. It is slow going in the heavy gravity and the rock crumbles underfoot. You almost fall when some rock gives way and you find yourself staring at a pool of rock dust that has been recently disturbed. It bears the unmistakable footprint of someone in an environment suit. You make your way more carefully now towards a set of caves which you hope may contain a seam of pure polybdenum. You are twenty metres from the cave opening when a figure appears, swathed in the yellow fog of the thick Thrixian atmosphere. With a flash of insight you recognise Agidy Yelov; you can just make out his face, half covered in the metal mask which he wears over the side of his head which you blasted away. At the same instant he recognises you. He drops two pieces of polybdenum which he was carrying and goes for his plasma pistol. Guessing that he is wearing a Psionic Damper, you do the same. You must make a split second decision, fire or dodge. If you choose to fire, make an **Attack Roll** and if you score 7-12, turn to **84**. If you score 2-6, turn to **73**. If you choose to dodge, make an **Evasion Roll** instead. If you score 6-12, turn to **106**. If you score 2-5, turn to **116**.

## 62

Will you:

- |  |                   |
|--|-------------------|
| Speak at the majestic flowers using your universal translator?                 | Turn to <b>41</b> |
| Use your Psychic Awareness to find out if they have minds which can be probed? | Turn to <b>30</b> |

## 63

As you sprint on past the ruined visi-booth factory a searing pain cuts into your leg and you fall sprawling on the twisted streetmetal. The Death machine's lasers have found their mark, *lose 9 Endurance points*. If you are still alive, you cannot feel your leg. You can hear the clacking and whooshing of the huge flying machine getting closer. Will you:

- |   |                    |
|---|--------------------|
| Turn and use your blaster on the machine? | Turn to <b>99</b>  |
| Lie absolutely still?                     | Turn to <b>109</b> |
| Get up and continue running?              | Turn to <b>122</b> |

## 64 [Score a W]

You reach out for the button marked 'CYBERNETIC INTERFACE' to move it to the standby position, but your hand is thrown back and an unpleasant shock jolts you in the harness of your crash-couch. *Lose 1 Endurance point*. CAIN chimes ingratiatingly, 'I'm sorry, Falcon, you need security clearance code Omega to disconnect me.' As Section Chief of the Special Agent Section, your clearance level is only Theta. You cannot deactivate CAIN, which controls everything on Falcon's Wing, including the Variac Drive. 'I must insist we return to Earth in 3034,' chimes CAIN. The note of false apology in its voice angers you, but there is nothing you can do but comply. Turn to **77**.

## 65

You are too slow. Yelov's blast knocks you sideways in the grass. You are only dimly aware as he stands over you and fires again. Yelov has taken his revenge.

## 66 [Score a K]

A horseman dressed like the two charioteers but with an aristocratic bearing canters towards you, as if he recognises you. Your Universal Translator turns his staccato speech into the words, 'Are the Procthenoi safely returned to the City of Pillars?' You nod curtly and the horseman says, 'It is well,' and to your surprise, continues on his way. Although you are not dressed in the same style, the people of this city do not appear to find you unusual. You know nothing of any Procthenoi or City of Pillars and you decide to look for a place where you can think, out of the crowd. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured, ten-spoked wheel and the other

shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the wheel? Turn to **119**

Enter the doorway beneath the sign of the city of temples? Turn to **128**

## 67

You spin and draw your blaster with the speed of the highly trained combateer that you are, but the dull thud of a concussion tube sounds as you see the man who spoke and an invisible hammer blow numbs your arm. The blaster dribbles out of your weakening grip, and falls to the cracked plastic floor. *Lose 5 Endurance points.* If you are still alive you see a young, well-built man, wearing the tattered uniform of an Enforcer, but he scarcely looks like one. His freckled face is lined, as if he were suffering from Medawars Syndrome, the onset of rapid ageing, but you sense that the hard eyes are in reality those of a twenty year old. Beside him is a woman dressed in the uniform of a medtech, but toting an armour-piercing rocket launcher. She would be beautiful but her long black hair is matted and greasy. Their faces are covered in dark oil and they smell. You put up your hands as the woman says, 'They can't think we'd fall for that!'

'There's one quick way to find out if it's an infiltrator,' says the man.

'Destroy it.' She laughs. Will you:

Thinkstrike the man? Turn to **159**

Use your Psychic Awareness to probe his mind? Turn to **141**

Use your Power of Will to control the woman's mind? Turn to **299**

## 68

There is a loud chorus of booing in the banquet hall but the jester can see that you will not be persuaded and he bows to you, a look of malicious cunning in his eyes, before cartwheeling off the stage. As a troupe of tumblers begin to leap and gambol on the stage you walk back towards the door. As you go you are

realted with eggs and rotten fruit, so you hasten outside where you quickly clean yourself up a little. If you would like to go through the door under the sign of the colourful wheel, turn to **119**. If you prefer to return from this strange city to Falcon's Wing, turn to **350**.

## 69

You are walking casually towards Falcon's Wing when there is a commotion at the gate and two Citpol Enforcers burst into sight, ordering you to halt. You run the last steps to Falcon's Wing and are drawn up inside before they round the edge of the bay. Switching on the scanner you are dismayed to see that one of them carries a particle disruptor which she trains on Falcon's Wing. 'Come out or we disrupt this kite to kingdom come.'

I'm Falcon, SAS Section Leader of TIME, I'm on a vitally important mission.'

Then I'm afraid you'll have to let me in to check,' she calls, waving the disruptor threateningly. You decide to let her in, but you have doubts about this place and decide to avoid being captured at all costs. 'Only one at a time can use the Access Disc,' you call, and flip the switch that brings her inside. The Access Hatch becomes solid once more, leaving her partner, whose stunlance weapon cannot damage Falcon's Wing's pressure-resistant hull, outside. 'You're under arrest, Falcon.' She points the disruptor at your chest. To your dismay you see that she wears a psionic damper circlet. You cannot use your Powers of the Mind on her. Will you:

Suggest she sits in the crash-couch and consults your computer to find out about the importance of your mission? Turn to **395**

Press the button that engages the Variac Drive? Turn to **402**

Stall for time before going for your blaster? Turn to **411**

## 70

You run on and up the next ramp to the city ways. Looking back, you see the man crouched on the ground once more, hunched in grief and pain. Falcon's Wing is still undamaged and you reach it just as another of the flying death machines veers towards you. Turn to **170**.



**71**

You pretend to press the button which gives access to CAIN's files but press, instead, the button which engages the Variac Drive. Nothing happens, the Variac Drive has run out of fuel, there are no polybdenum rods left so you cannot jump anywhere. Realising that you cannot leave using your Time Machine, you are forced to let the Enforcer arrest you. She takes your blaster and handcuffs you, then with her partner she takes you to the Health Executive hospital where you are given a heavy sedative which sends you to sleep. A psychic recording of your double's mind is superimposed on your own. What you find turns you stark, staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out, but you know that no such colony exists. The experience is too much for both of you. You have lost your sense of self and you both become catatonic morons, neither wanting to speak or even move. Turn to **264**.

**72**

You fly on, but you are becoming lost in the confusing maze of tunnels. Turn to **83**.

**73**

Yelov beats you to the draw. The blast of superheated plasma from his pistol ionizes the gas of the Thrixian atmosphere, turning it from yellow to red in a stream as you are hurled backward into the side of the gully. Your suit is ruptured and the corrosive atmosphere of Thrix attacks your lungs, filling them with a bloody froth. Yelov gloats over you as you die in agony.

**74**

A winding blue river runs in a gentle curve around the city wall and the paved road leads towards a large, arched bridge and the city itself. You wait until it is clear of people and walk briskly towards the city. As you reach the highest part of the arcing packhorse bridge, a chariot bursts from the city with a great



clattering, its driver cracking the whip over two magnificent black horses. The passenger turns to stare as you jump quickly aside out of its way. He wears a bronze helmet with a green crest and a leather tunic on which a ten-spoked wheel is sewn, each spoke a different colour. The chariot clatters off down the road and you come to a huge brass gate open to all comers in the battlemented wall. There is a guardhouse within; there are no guards, but your attention is taken by what lies beyond. Dominating the riverfront is an immense building of ten halls shaped like buttresses clustered as points of a star around a great domed hub of a building with a golden roof. The halls are joined one to another by enclosed bridges which arch between them at seemingly random heights and angles, and under every bridge you can see a painted sign of some strange mythical beast or animal. The streets are thronged with people wearing cloaks, tunics and leather kilts - none are dressed as you are. If you are wearing:

A toga such as those worn by the men and women of ancient Rome,

turn to **66**

A suit of armour and a sword,

turn to **78**

Your environment suit,

turn to **91**

A rich robe of cloth of gold and a bishop's mitre,

turn to **110**

## 75

The crystal is a hollow labyrinth of opaque walled passages but you walk straight ahead, following a narrow white line on the floor, down the straight corridor which leads from the archway to a small stone throne before a great crystal wall that stretches upwards to a narrowing point at the top of the monolith. In front of the wall is what looks like an incubator with a huge, white brain floating in pink fluid within it. You hear Jahkela's voice: 'Be seated', and you sit on the throne, facing the brain. The brain has nerves running from it through the wall, but before you can look closely a strange helmet is lowered onto your head, from an alcove in the wall, by a metal grab. Thoughts of the Frankenstein monster run through your head. Will you:

Throw yourself from the throne at the last moment?

Turn to **10**

Take off your own helmet and put on the new one?

Turn to **46**

## 76

The worry of being lost in time has left you mentally weakened and you are forced to lift your hands away from the flyer's controls. It falls the last thirty feet to the grey rock below, landing with a sickening crunch. Your crash-couch absorbs most of the shock, *you lose only 2 Endurance points*, but the flyer will not fly again unless you can find some way to have it repaired. You are forced to climb out of the buckled cockpit onto the grey rocks. Turn to **4**.

## 77

As you scan the past for the timehole of the Eiger Vault in 3034 AD, Falcon's Wing rocks suddenly. CAIN chimes, 'The ship has been hit by a powerful electrical discharge.' It runs a control check and soon tells you that the hatch through which the flyer leaves Falcon's Wing will no longer open, due to a fused circuit. Will you:

- Attempt to repair the circuit and risk a further damaging burst of lightning? Turn to **114**
- Ignore this and return to the Eiger Vault immediately? Turn to **129**

## 78

A horseman dressed like the two charioteers, but with an aristocratic bearing, canters past and soon you are lost in a throng of people. Some of them, women as well as men, wear hauberks of small interlocking links of metal and carry swords, and you pass among the crowd without causing comment. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a colourful ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

- Go through the doorway beneath the sign of the wheel? Turn to **119**
- The city of temples? Turn to **128**

## 79

Miraculously you escape the bolts of energy from Yelov's plasma pistol and hide inside the hologram which surrounds

Falcon's Wing. You are drawn up into the cabin as Yelov starts to run towards you. Turn to **90**.

## 80

You gather your thoughts and concentrate your will. As you do so your double is doing exactly the same thing and a titanic clash of wills takes place. If you are wearing a teardrop gem on a bracelet, turn to 9. If not, the battle rages on and on, your head begins to ache and the blood pounds in your temples. Your two minds are equally matched and there can be no winner of this battle of minds. As the warring of wills continues you reserve a small part of your mind to search for a way to break the deadlock. Will you:

- Pick up the nearby chess table and hurl it? Turn to **279**
- Pull your blaster? Turn to **290**
- Battle on until one or the other is exhausted? Turn to **297**

## 81

As you duck through the hole in the ruined visi-booth factory a searing pain cuts into your back. The Death machines have found their mark, but only for an instant. *Lose 3 Endurance points*. If you are still alive, you are burnt but not incapacitated. You crawl along a rubble-filled tunnel as you hear the clanking and whooshing of the huge, flying Death machine getting closer. Squirming further along the tunnel you come to a balcony overlooking a large gym which looks like the headquarters of a guerilla anarchistic group of the 2300s. Weapons of various descriptions are propped up against the walls and men and women are tending others who are badly wounded. A group of five squat on the floor, examining a map below you. Suddenly, there is a great roar as the Death machine settles on the street outside and a jet of flame rolls down the tunnel towards you. There is a fire escape leading down to the room and you have no choice but to jump onto it as the people look up. Turn to **181**.

## 82

You begin to run down the trail away from the ridge, then roll into the long brown grass as the hillock ripples and a man wearing the blue uniform of a United States cavalry man seems to appear from nowhere. Make a **Chance Roll**.

- If you score 2, 4 or 6, turn to **252**
- If you score 1, 3 or 5, turn to **261**

### 83 [Score a K]

You fly downwards and then twist from left to right through the maze of subterranean highways. It seems as though the 'Builders' with their tube heads are closing in on you from all directions, using their sense of smell. A chance to fly towards the open air once more is blocked by a solid wall of soldiers, hovering in the tunnel, their scimitar-like mouthparts setting up a racket that causes the flyer to shake. You fly past and down once more, only to be greeted by a dead end. It is too narrow to turn the flyer and as you climb out a spray of yellow fluid from the 'Builders' seals off the other end of the tunnel, quickly turning to concrete. You have been sealed in a lonely tomb.

### 84

You manage to beat Yelov to the draw; the blast of superheated plasma ionizes the gas of the Thrixian atmosphere, turning it from yellow to red in a stream, and his body jerks convulsively back into the cave. If you have ruptured his suit and the corrosive atmosphere has reached his lungs you will never be bothered by him again, but you daren't risk going into the dark after him. You would make a sitting target in the cave entrance lit by the dim red sunlight of this cold planet. You do decide to risk darting forward to seize the polybdenum rocks, however, and then you set off for Falcon's Wing, staggering up the steep gully, looking over your shoulder as you go. Carborundum guards the entrance to the cave and you arrive back at Falcon's Wing unmolested. But as you rise through the Access Disc your suit radio picks up a message from Yelov. 'You can run, Falcon, but you can't hide. Wherever you go I'm hot on your trail.' Turn to **265**.

### 85

Concentrating your iron will which is unbowed by the knowledge that you are lost in time, you triumph over the alien attack on your mind and land safely on the flat, grey rocks. You climb out of the cockpit onto the rocks. They are fringed by twenty or so of the beautiful red sunflower plants, which are about eight feet tall. Will you:

- |   |                   |
|---|-------------------|
| Attempt to communicate with them?   | Turn to <b>62</b> |
| Cut one down and take it to Falcon's Wing for analysis?                         | Turn to <b>53</b> |
| Simply walk among them in search of the alien which tried to control your mind? | Turn to <b>40</b> |

### 86

You relax in the Autodoc while Falcon's Wing hangs in null-space, your body is given a general checkover and certain important minerals are injected into your bloodstream. You emerge fit and well - *you may restore up to 11 points of lost Endurance*. To your dismay the machine fails to rematerialise after you have left the Autodoc and CAIN warns you that the Variac Drive is malfunctioning. There is nothing you can do but wait. Some hours later, Falcon's Wing comes back into phase and everything looks real again. You switch on the camera screen and survey your new surroundings. You are on a flat expanse of ice, permafrost by the look of it. The camera shows a featureless ice-plain stretching to every horizon. There is nothing to tell you where you are or when so you consult CAIN. There is a short silence before it chimes, 'You may have observed, Falcon, that the distance to the horizon varies, even though the land is flat. We are on a planet that is not round, but shaped like an oval. The temperature is forty-seven degrees below zero here, but rises as you approach the equator, quite dramatically.'

'But where am I?'

The planet Sundew. At least we are in Earth's galaxy, Falcon, but I am growing anxious about your ability to pilot this time machine.'

'Enough!' you say in annoyance. 'Is there intelligent life here?'

There is a species of intelligent plant life, the Sundew. Nothing is known about them.' You sigh and consider what you must do next. Will you:

- |   |                    |
|---|--------------------|
| Jump to another timehole straight away?   | Turn to <b>125</b> |
| Explore the planet in your flyer?   | Turn to <b>133</b> |
| Explore the planet on foot if you prefer, if you can't use your flyer for any reason? | Turn to <b>142</b> |

### 87

Your running is not elusive enough. A bolt from Yelov's plasma pistol catches you in the back hurling you to the ground. You are only dimly aware as he stands over you and fires again. Yelov has taken his revenge.

## 88

A hush descends across the hall as you reach in through the bars. The bird makes no attempt to peck you, presenting instead its magnificent fan tail to your hand. As soon as you touch the bird a strange transformation begins. The hall erupts into hysterical cheers and laughter. 'Welcome to the Feast of Fools,' the jester shouts as your limbs grow heavy. You watch the skin of your hand going grey and you cannot move your fingers. The cockatrice has done his work, 'calls the jester, as you turn to stone on the stage of the banqueting hall. You are no more than a piece of rock, a magnificent statue that will adorn the pleasure gardens behind the cathedral to their god. No one will ever know that you were the first to travel into the future.

## 89

You step onto the Main Access Disc which turns to gas beneath you and invisible tractor beams lower you into the milky liquid up to your chest. Beneath your feet are spiny ridges of woody fibre. You walk gingerly towards the arcing ridged wall. Make a **Chance Roll**.

If you score 1, 2 or 5, turn to **173**

If you score 3, 4 or 6, turn to **189**

## 90

You hear the crackle of gunfire outside and the war-whoops of hundreds of Red Indians as you frantically search the flux of time for a timehole to jump to before Yelov can stop you. If the number of polybdenum rods you have used stands at eight, turn to 386. If not, the only timehole that appears to be open at the moment is further back in Earth's past. Will you:

Jump there straight away? Turn to **342**

Wait to see if the Eiger Vault timehole in 3034 AD opens again? Turn to **372**

## 91 [Score a Y]

As you step through the gateway into the city, the townsfolk begin to flee from you in fear crying, 'A Golem.' A horseman dressed like the two charioteers but with an aristocratic bearing reins his horse in and then wheels and gallops towards the great domed building. The bridges and halls of the building stretch for

3 hundred yards to either side and the city wall stretches behind you. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a colourful ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people hastening through doorways beneath each. Will you:

Wait to see what happens? Turn to **146**

Enter the doorway beneath the sign of the wheel? Turn to **158**

Enter the door beneath the sign of the city of temples? Turn to **175**

## 92

At the press of a button your crash-couch swivels up into the flyer, the cockpit seals and you are catapulted through the launch doors. As you cruise gently over the landscape of rough red rock and the occasional spiky green plant clinging to cracks and fighting for life in the occasional patch of sandy soil, your Psychic Awareness is strangely at odds with the still and empty landscape. You feel as if the ground is covered with intelligent beings yet you can see nothing larger than a lizard basking in the hot sun. There is a row of conical hills which look like red slag heaps on the horizon. Will you:

Fly towards them? Turn to **273**

Land your flyer and look for intelligent life? Turn to **286**

## 93

The pebbles beneath your feet start to shift, but you keep your balance and duck the flying rock just in time before you fall onto your back. The huge boulder-like Thrix rolls towards you as the whole ground beneath you seems to turn to a palpitating mud-bath. In desperation you concentrate your mind and try to dominate the mind of the alien, using your Power of Will. Turn to **150**.

## 94

You pull up the flyer's nose and blast skywards, still battling for control of your own mind. Make a **Power of Will Roll**.

If you score 7-12, turn to **410**

If you score 2-6, turn to **204**



## 95

As you crawl your way back towards Falcon's Wing, the sound of approaching hoofbeats behind prompts you to roll off the trail into some long brown grass. Ten Red Indians are cantering along the trail towards the ridge. They wear buffalo robes into which their long black hair is tucked, dark woollen cloth leggings, and high moccasins topped with buffalo fur. They ride past you and on towards the ridges, looking over their shoulders constantly as they go. In the time that your attention wavered Yelov could have left his Time Machine. Will you:

Try to locate him using your Psychic Awareness? Turn to **102**  
Lie low and watch the prairie grass for Yelov? Turn to **112**

## 96

As you fly through the maze of tunnels you notice that the 'Builders' with the tube heads are arriving at some of the turnings before you. You notice that, without fail, they are blocking entrances to the higher levels. The soldiers are in hot pursuit, they don't have to slow for the tight corners as you do. You spot an opening above which is not yet blocked and one below. Will you:

Fly upwards? Turn to **59**  
Fly downwards? Turn to **72**

## 97

Your double hurls a blast of thought at you at the same moment and they cancel out. Will you:

Use your Psychic Awareness to probe the other Falcon's mind? Turn to **126**  
Use your Power of Will to take control? Turn to **80**

## 98

The jester beckons you insistently and all eyes are turned to you. 'Step this way, come, caress the rainbow bird of paradise.' The jester takes your arm and ushers you towards the high table next to which stands a great golden-barred birdcage. Inside is a bird which looks like a colourful cockerel, but its tail feathers are an enormous mauve and pink fan, like a bird of paradise. 'You will experience a miraculous change, stranger, if you do but

touch this phantasmagorical creature of the skies.' The bird cocks its head at you. Will you:

Do as the jester bids and, reaching into the cage, stroke the bird? Turn to **88**  
Shake your head and try to leave the banquet? Turn to **68**

## 99

You draw your blaster and try to struggle to your feet, but you have lost the use of your legs and you sprawl flat once more. The Death machine's lasers spit their deadly light once more and your body is cut in two. You die of shock.

## 100

As Falcon's Wing rematerialises you feel the ship settling downwards as the hydraulic legs sink into soft ground. Switching on the scanner reveals not Earth, but a world with a glorious rose-pink sky and green seas. You have sunk a little into the wet sand of a beach. A huge, thirty foot long green monster basks in the gentle surf at the edge of a coral reef nearby. It looks like a giant soft-backed terrapin, or a turtle without its shell. You start in alarm but CAIN chimes, 'Well done, Falcon, you've done it again. The time is nearly right - it's 3031 AD, but this is Bequal, not Earth. Oh well, it's only another rod of polybdenum wasted.' CAIN's attempts to sound like a sarcastic Earther are not helping your peace of mind.

'What's that creature?' you snap. 'Is it dangerous?'

That is a Bequali, Falcon, a highly intelligent and peace-loving amphibian. The Bequali have invented space technology during the last five hundred years and will apply for membership of the Federation in two years' time.'

'Did we grant it?'

'It is still under consideration in 3034 AD.' You are not in danger on this idyllic world of small islands, sandy inlets and colourful reefs, but there is no point in staying unless you need a welding tool to mend the launch doors of the flyer (if you still have the flyer, that is). Will you:

Ask the Bequali for a welding tool? Turn to **327**  
Decide that you may as well attempt another jump? Turn to **316**

### 101

If the flyer hatch doors are fused shut, turn to **140**. If they are operational, turn to **160**.

### 102

You cast around, using your Psychic Awareness to pick up any thoughts and brush a mind which is questing for your own. It is Yelov and you spot him, in the disguise of a United States cavalry man crawling up towards the ridge. He knows roughly where you are now and you feel your mind link broken as he puts on his psionic damper circlet, before crawling towards you. Will you:

Crawl in the opposite direction? Turn to **214**  
Wait until he comes closer? Turn to **228**

### 103 [Score an L]

As quick as thought you rip off the helmet of your environment suit, which contains your Psionic Enhancer and the will which was about to overcome you now seems less powerful. You struggle to keep the flyer on an even keel as the battle for control over your mind continues, but at last you win. You are in full control of yourself once more. Turn to **209**.

### 104

The Thrix says one of their starships landed on a world fifty years ago where the natives used white fire to kill each other. It rolls away uphill at a speed you cannot hope to match. You go on, down into the valley. Turn to **33**.

### 105

You don your environment suit as CAIN informs you that the atmosphere contains a great deal of methane gas and will not sustain human life. You descend to the floor of Dyskra. As you approach a nearby mound of dark red outcroppings, the ground begins to tremble all around you. Will you:

Pause until the earthquake is over? Turn to **120**  
Run back to the safety of Falcon's Wing and leave Dyskra? Turn to **138**

### 106

The blast of superheated plasma from Yelov's pistol ionizes the gas of the Thrixian atmosphere, turning it from yellow to red in a stream, but you have dodged in time and the blast spatters shards of rock and dust like a geyser into the yellow fog. You roll and go for your blaster, hampered by the high-gravity, and Yelov uses the moment to seize the polybdenum rocks and get back into the darkness of the cave. You would be a sitting target in the dim red sunlight of the cold planet Thrax if you tried to follow him in, so you climb back up the gully looking for cover. Yelov wings you with his blaster as you near the tip of the valley and the oxygen supply of your suit is cut off. The helmet has only a limited supply used up quickly in this heavy atmosphere. You can only hurry back to Falcon's Wing. You arrive unmolested, but your suit radio picks up a message from Yelov. 'You can run, Falcon, but you can't hide. Wherever you go I'm hot on your trail.' Turn to **265**.

### 107

Your combateer reactions are not enough to match the superb prowess of the horseman. He towers above you and the blade flashes through the air before you can fire. You can still see the world doing gambols round your head as it spins away from your body, then dark death takes you.

### 108

As the flyer settles to the ground inside the open space the insects take flight. You use your power of Psychic Awareness to probe the mind of the nearest as it approaches. To your horror it is thinking of only one thing - killing the flyer - and it is sending a scent message to all 'Builders' in the area. It is evidently of the soldier caste, intent on guarding the 'Queenhome'. You slam the flyer forward trying to avoid the clashing scimitar-like mouthparts of the four insects. Make an **Evasion Roll**, as you try to turn down a tunnel to the right.

If you score 6-12, turn to **117**  
If you score 2-5, turn to **412**

### 109

You lie absolutely still, drips of sweat staining the twisted streetmetal an inch from your eyes. The clanking and whooshing of the Death machine becomes a cacophony which

fans the flames of your fear. Its shadow shuts out the light as it hovers motionless above you. You daren't turn your head to look at it, but at last the noise moves on. It has left you and gone to search for new prey. You lie low for a couple of minutes until the noise has receded and then decide to make your way back to Falcon's Wing before it is destroyed by one of the Death machines. Turn to **298**.

### 110

A horseman dressed like the two charioteers but with an aristocratic bearing canters towards you and reins in. Your Universal Translator turns his staccato speech into the words, 'Which god do you worship?' He awaits your reply. If you speak, the translator will make your voice sound like a robot's. Will you:

Ignore him and walk on?	Turn to <b>200</b>
Say 'No, god'?	Turn to <b>217</b>
Say 'The almighty'?	Turn to <b>222</b>

### 111

Feverishly you enter a set of co-ordinates relating to the first timehole you can locate using your Psychic Awareness. Falcon's Wing moves into null-space just as its pressure hull had started to creak ominously. You have escaped being crushed in the enormous gravity of the gas giant Jupiter by moments, if this is the first time you have jumped to Jupiter. Note on your Agent Profile that you have used up four rods of polybdenum, but where is this one taking you to? In your haste you could not be sure. Make a **Chance Roll**.

If you score 1, 3, or 5, turn to **18**  
If you score 2, 4, or 6, turn to **86**

### 112

You catch sight of a man wearing the blue uniform of a United States cavalry man moving up the slope towards the ridge, careful not to be seen by the Indians. If it is Yelov he seems not to be carrying a holo-detector and doesn't know where Falcon's Wing is. Will you:

Stay where you are and blank your mind as much as you can?	Turn to <b>124</b>
Move stealthily towards him?	Turn to <b>134</b>

### 113

Your eye catches a group of four people, middle-aged men dressed almost exactly as you, but with dark oiled hair. Smiling, they too beckon you over to an empty stool at their table. Will you:

Sit at their table?	Turn to <b>169</b>
Ignore them?	Turn to <b>98</b>

### 114

While the storm rages about Falcon's Wing CAIN is able to give you the guidance you need to repair the circuit which is below the corn-console, and after twenty-five minutes the doors are operational once more. Turn to **29**.

### 115

The white-hot bolt of superheated plasma takes the horseman just in time. His sword bites into your neck but then falls to the floor as his head is turned into a blackened mass of shredded flesh and brains. There is a flurry amongst the crowd as he falls to the floor. *You lose three endurance points*, but he is dead. You pull the ruby ring from his finger, note it on your Agent Profile. There is a flurry amongst the crowd as the horseman falls to the floor and the horse rears. 'A magician,' someone calls.

Someone else shouts, 'Call the Cavalry.' Quickly you look for a place to hide. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the wheel?	Turn to <b>119</b>
Enter the city of temples?	Turn to <b>128</b>

### 116

You are too slow to dodge the blast of superheated plasma. Yelov beats you to the draw. The blast of superheated plasma from his pistol ionizes the gas of the Thrixian atmosphere turning it from yellow to red in a stream as you are hurled backwards into the side of the gully. Your suit is ruptured and the corrosive

atmosphere of Thrix attacks your lungs, filling them with a bloody froth. Yelov gloats over you as you die in agony.

### 117

You accelerate into the open space and bank the flyer to the right. The insects fly after you and your Psychic Awareness leaves you in no doubt as to their intention to kill the flyer. They have not realised it is a machine. Suddenly a river of coppery coloured insects pours down the tunnel towards you. In place of mouthparts and eyes they have nothing but a large hollow tube. There are openings above and in the floor of the tunnel. Will you:

Fly upwards?	Turn to <b>96</b>
Fly downwards?	Turn to <b>83</b>

### 118

The other Falcon nods. It must be a robot you think and, pretending to examine the apartment to check that all is as you left it, you decide to use your blaster. Turning, you draw, but your double's blaster is already out of its holster. Will you:

Throw yourself aside?	Turn to <b>136</b>
Count on your own superb reactions to see you through?	Turn to <b>145</b>

### 119

You step through the door beneath the sign of the wheel and enter a large, low-ceilinged room, which is obviously a place where people meet to talk. Some are buying drinks from two pretty young women behind a long counter. The dark room is lit with hundreds of candles and is packed with city folk clustered round tables. At the far end of the cellar a tall man with white hair and a ludicrously long pointed beard is reciting a poem about the slaying of a black dragon, his plaited beard twitching like an eel as he talks. You walk towards an empty table next to one occupied by three men wearing the sign of the wheel on their leather jerkins. They are dressed in armour which they have unlaced but not taken off. You are about to sit down when a man springs backwards from a stool with a cry of anguish, and "you are knocked into the table around which the three burly men sit. A woman dressed like a page boy is threatening the man who knocked you with a bloody dagger, but your attention is

caught by the men whose table you have accidentally overturned. They leap up and draw rapiers - slim pointed swords - with which they attack you. If you are wearing a toga like those worn by the people of ancient Rome, turn to **163**. If not you must decide quickly how to deal with their unprovoked attack. Will you:

Thinkstrike the nearest?	Turn to <b>177</b>
Use your blaster?	Turn to <b>186</b>
Draw your sword if you have one?	Turn to <b>193</b>
Simply try to dodge their attack?	Turn to <b>151</b>

### 120

The ground begins to shake more and more and there is a loud rumbling. The rock beneath you gives way suddenly. Repnids have tunnelled below the surface and you fall into a boiling mass of hundreds of Repnid bodies in a cavern below. The end is swift, as several pairs of fangs inject their deadly venom and the air of Dyskra contaminates your lungs. Nobody will ever know that you were the first human Future Traveller of all time.

### 121

As you struggle to land the flyer gently on the smooth grey rocks, the attack on your mind continues. You must make a **Power of Will Roll** to see if you can keep control of your mind.

If you score 7-12, turn to **85**  
If you score 2-6, turn to **76**

### 122

You try to struggle to your feet, but you have lost the use of your legs and you sprawl flat once more. The Death machine's lasers spit their deadly light once more and your body is cut in two. You die of shock.

### 123

As the flyer enters the open space the insects take flight. You bank sharply and turn back down the tunnel along which you came, bursting out into the air pursued by the giant insects. Turn to **310**.

### 124

After a time your suspicions are confirmed, it must be Yelov and

he hasn't found Falcon's Wing. Suddenly more hoofbeats, the sound of men running and the jingle of harness cause both you and Yelov to freeze. About eighty cavalry men, some mounted, others on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

Pretend to be dead and hope they don't find you?

Sprint back to Falcon's Wing?

Turn to **394**

Turn to **361**

## **125**

Note down that you have used another polybdenum rod, as you are about to jump again. As you scan the Winds of Time, using your Psychic Awareness, you sense that something is not quite right, as if your own mind is befuddled. Turn to **414**.

## **126**

As you probe your double's mind you realise that your own mind is being probed at the same time. You both open up so that each can share the other's experiences. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you both see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out but you know that no such colony exists. The experience is too much for both of you. You have lost your sense of self and you both become catatonic morons, neither wanting to speak or even move. Turn to **264**.

## **127**

You strip off the suit, but now it is your flesh which is burning. The crystals at the centre of their petals are focussing the sun's rays on you and the smell of your own burning flesh fills your senses. The pain overcomes you and you fall to the ground. The flowers burn you to cinders.

## **128**

As you step through the door you are surprised to enter a dimly lit banqueting hall, long and low. The long trestle tables are packed with revellers gorging themselves and sweating lightly in the warmth of a huge log fire, above which a boar turns on a spit. As your eyes get used to the gloom a man dressed like a jester vaults over the high table and beckons you, saying, 'Welcome, welcome to the Feast of Fools.' If you are dressed in the toga of a person of ancient Roman times, turn to **113**. If not, turn to **98**.

## **129**

Realising that you should not be requiring the use of your flyer, you have decided to ignore the fused circuit. Note that the flyer hatch doors are fused shut and turn to **29**.

## **130**

The Thrix rolls down a steep gully towards the dry floor of the valley and you follow behind. It is slow going in the heavy gravity and the rock crumbles underfoot. You almost fall when some rock gives way and find yourself staring at a pool of rock dust that has been recently disturbed. It bears the unmistakable footprint of someone in an environment suit. You make your way more carefully now towards a set of caves which you hope may contain a seam of pure polybdenum. Carborundum clicks a warning to you that a 'thief' is in the caves.

You are twenty metres from the cave opening when a figure appears, swathed in the yellow fog of the thick Thrixian atmosphere. With a flash of insight you recognise Agidy Yelov; you can just make out his face, half covered in the metal mask which he wears over the side of his head which you blasted away. At the same instant he recognises you. He drops two pieces of polybdenum which he is carrying and goes for his plasma pistol. But before either of you can draw the soupy atmosphere is disturbed and a strange swirling pattern forms in the yellow mist between Yelov and the Thrix. A wave of sonic vibrations shake the ground and you lose your footing, but Yelov staggers back into the depths of the cave. You dare not go in after him - you would be a sitting duck out in the dim red sunlight of this cold planet. You think to Carborundum that you need the polybdenum rods to save your own life and to your surprise they fly suddenly into your hands. Carborundum has



used his power of mind over matter. You decide to leave Yelov and return to Falcon's Wing while you still can and stagger up the steep gully with the heavy rods, looking over your shoulder as you go. Carborundum guards the entrance to the cave and you arrive back at Falcon's Wing unmolested, But as you rise through the Access Disc your suit radio picks up a message from Yelov. 'You can run, Falcon, but you can't hide - wherever you go I'm hot on your trail.' Turn to **265**.

### 131

Falcon's Wing slips into the void of null-space once more, but when it rematerialises at the same place in Jupiter's atmosphere, it begins to fall sickeningly fast once more. Your hands strain against the G-forces towards the console, but the pressure hull creaks ominously and then implodes, crushing you. By the time you hit the surface of the sea of liquified gas at the gas giant's heart, you are no larger than a golf ball.

### 132

You force the horseman to ride slowly towards Falcon's Wing and then tie him up, using his riding cloak to hood him before leaving him under Falcon's Wing, where he will not be discovered due to the hologram of an olive tree which surrounds your ship. That done, you return to the city, across the packhorse bridge, and mingle with the crowd once more. The great cathedral dominates everything. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the wheel?

Turn to **119**

Beneath the city of temples?

Turn to **128**

### 133

Your crash-couch swivels up into position in the flyer and the cockpit seals, but you have taken the precaution of wearing your environment suit. The hatch doors fly open and the flyer is catapulted out of Falcon's Wing. You glide, then cut in the Ion drive when you are safely away from your Time Machine which

is surrounded by a hologram CAIN has caused to look like a rough mound of ice. You point the flyer towards the furthest horizon and hurtle towards the equator of the oddly-shaped planet. Your sensors indicate that there is almost no atmosphere, the pole rises above it, like a single smooth mountain. The flyer reaches Mach 6 easily, there is little wind resistance. The featureless plain of permafrost stretches for a hundred miles, then gives way to a moor covered with bright yellow moss. Beyond that the temperature rises suddenly and you are within a much thicker atmosphere which might possibly support human life. You begin to notice the occasional large flower below you, something like a sunflower, with deep red petals and a shining, glassy centre. As you hurtle on they become more numerous. Will you:

- Land the flyer and try to find out if they are the Sundew? Turn to **165**
- Fly on towards the equator where they are more plentiful? Turn to **178**

### 134

You are creeping up on Yelov, when his mind brushes yours and he looks in your direction. You feel the mind-link broken as he puts on his psionic damper circlet. Suddenly more hoofbeats, the sound of men running and the jingle of harness cause both you and Yelov to freeze. About eighty cavalry men, some mounted, others on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

- Pretend to be dead and hope they don't find you? Turn to **380**
- Sprint back to Falcon's Wing? Turn to **365**

### 135

Choosing a hole about five hundred feet from the base of the unnatural gigantic monolith, you turn on the flyer's head lamps and cautiously cruise into the rock itself. The flyer is not handling quite as sweetly as normal, but you are soon inside a maze of tunnels and in an opening in front of you are four coppery-coloured insects, each larger than the flyer, with wicked looking black mouthparts which thresh the air like

scimitars. Their backs are hidden beneath purple wing cases. Will you:

- Make a rapid U-turn in the opening and fly back to Falcon's Wing? Turn to **123**
- Accelerate across the space and dart into another tunnel to the right? Turn to **117**
- Land the flyer and getting out, try to communicate with them? Turn to **108**

### 136

As your double pulls the trigger you hurl yourself behind the massage couch. Make an **Evasion Roll**.

- If you score 7-12, turn to **167**
- If you score 2-6, turn to **188**

### 137 [Score a D]

Almost as soon as the thought forms in your mind one of the Sundew seems to snap at the base of its stalk and falls to the ground. You quickly haul it up into the flyer's cockpit and take off again, heading towards Falcon's Wing. You are aware as you go that your thoughts are still being probed so you force yourself to dwell upon the might of the Space Federation's navy until you are well out over the permafrost at the planet's pole. Falcon's Wing is so well camouflaged that you are forced to call up CAIN to guide the flyer in. At last you are safe within the Time Ship and analysing parts of the Sundew. You describe what happened to CAIN in detail, but its only response is, 'It seems likely that you have made a powerful enemy for the Earth Federation.' A little later, however, CAIN gives the results of the tests on the plant. The Sundew are long-lived and highly intelligent, with Powers of the Mind which rival even those of the Hivers. They are also able to throw small poison darts from the tops of their stalks. If you are suffering from a skin irritation, you may use the crushed petals to make a healing balm which will cure the complaint and *restore all of your modifiers by 1 point*. You may also keep some of the virulent poison from the darts, if you wish. Bearing in mind the dangers posed by the Sundew you decide to leave their planet. Turn to **280**.

### 138

As you run back towards your Time Machine, the ground

begins to shake more and more and there is a loud rumbling which seems to follow behind you. You are beneath Falcon's Wing, being drawn up into it by the invisible tractor beams when the rock beneath gives way suddenly. You are pulled up inside the Time Ship as it falls and are safely within when it jolts sickeningly after a fall of thirty feet. The sudden impact is absorbed by the machine's hydraulic legs. Turning on the outside scanner you see that Falcon's Wing has fallen into a boiling mass of Repnid bodies. The Reprnids have tunneled to within an inch of the surface and you have fallen to the floor of a cavern below. The Reprnids swarm all over Falcon's Wing. You decide to jump to another timehole before any more damage can be done. If you wish to jump immediately, turn to **241**. If you decide to risk studying the timelines from this new time and place, turn to **255**.

### **139**

You are too slow to dodge the blast of superheated plasma from Yelov's pistol which ionizes the gas of the atmosphere, turning it from yellow to red in a stream, but, incredibly, the stream bends around your body, hitting the side of the gully sending a great geyser of rock shards and dust into the yellow fog. Carborundum has caused a sonic force shield to appear between you and Yelov. The yellow atmosphere swirls in a dense ball in front of you and the Thrux rolls slowly back into sight. Yelov's pistol blasts the faceted being but nothing happens so he ducks back into the cave, out of sight.

You dare not go in after him - you would be a sitting duck out in the dim red sunlight of this cold planet. You think to Carborundum that you need the polybdenum rods to save your own life and to your surprise they suddenly fly into your hands. Carborundum has used his power of mind over matter. You decide to leave Yelov and return to Falcon's Wing while you still can and stagger up the steep gully with the heavy rods, looking over your shoulder as you go. Carborundum guards the entrance to the cave and you arrive back at Falcon's Wing unmolested. But as you rise through the Access Disc your suit radio picks up a message from Yelov. 'You can run, Falcon, but you can't hide - wherever you go I'm hot on your trail.' Turn to **265**.

### **140**

CAIN estimates that it will take you twenty-five minutes with

his expert guidance to repair the damaged circuit of the flyer hatch door. Will you:

- |  |                   |
|--|-------------------|
| Leave Falcon's Wing without the flyer?                                   | Turn to <b>89</b> |
| Spend time repairing the circuit which is located under the com-console? | Turn to <b>22</b> |

### **141**

The young man whose mind you are probing is called Brawn. His first thought when he realises that you have Powers of the Mind is that you are not what he feared: an Infiltrator, a machine made to look like a human which penetrates the resistance cells and then explodes killing everyone inside the headquarters. You withdraw from his mind and he explains what you have done to the woman he calls Jonjoe. She asks you to tell who you are and you decide to tell the truth. They listen to your story carefully, but the concussion tube never wavers. At last the woman says, 'So you're Falcon. If you'd stopped the Renegade Lord we wouldn't be the last survivors of a forgotten

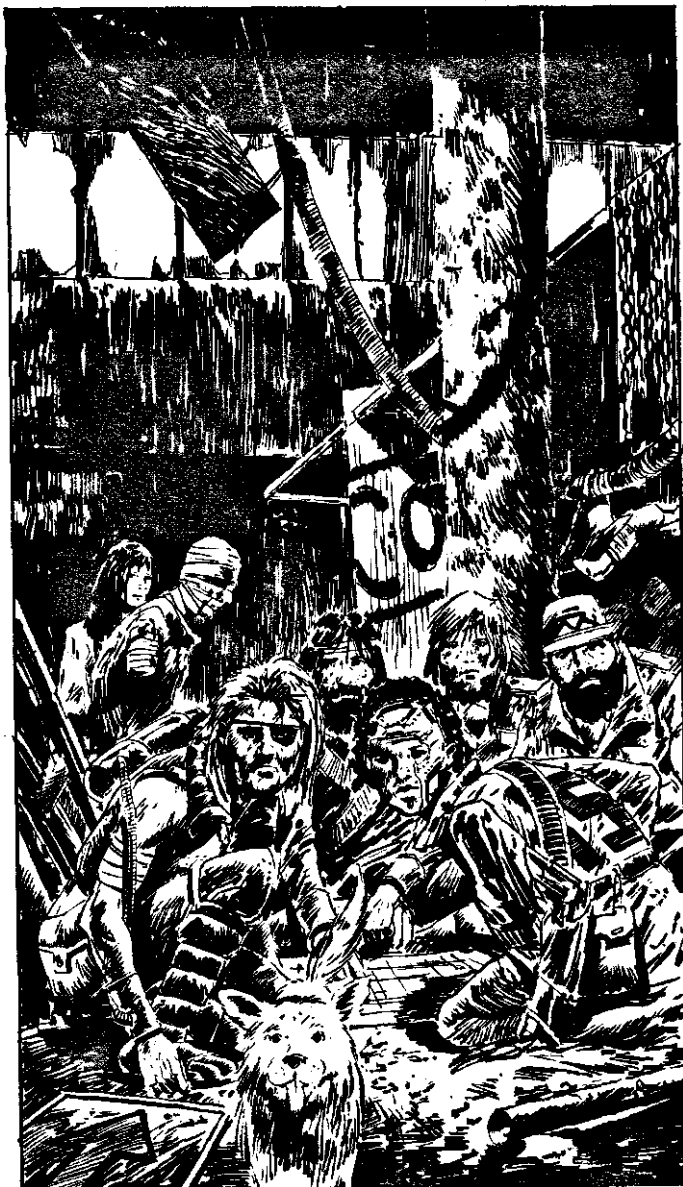
'Turn your drive down, Jonjoe, Falcon was supposed to have been killed by the Siriun traitor, Yelov. It could still be an infiltrator.' You realise that if what they say is true, you are on an alternative timeline, not that of your own world, for you eliminated the Hiver threat in 3033 AD.

Jonjoe says, 'Come on then, well: take you to meet the cell.' Brawn motions you towards the door with his concussion tube. You walk in front of them down a moss covered corridor which leads into a gym looking like the headquarters of a guerilla anarchistic group of the 2300s. Weapons of various descriptions are propped up against the walls and men and women are tending others who are badly wounded. A group of five squat on the floor, examining a map in front of you. They look up and a dog, saved from the animal park, sniffs you, wagging its tail. 'Welcome to the cell,' says Jonjoe, the woman who brought you in. This is Falcon. Another warrior for the hopeless fight.'

'Shut up Jonjoe,' shouts a woman near the man. 'Welcome stranger, you can take Racal's place in Company C.'

'Racal too?' asks Jonjoe. The woman who introduces herself as





Galatea, nods quietly. You pretend to be suffering from loss of memory and they tell you that the Hivers have taken control of Earth, after an agent of TIME, also called Falcon, failed to stop the Renegade Lord of Time. They have wiped out almost all Earthers, only a few cells like this one carry on the fight.

'Until we triumph,' says Galatea, but there is no hope in her eyes. Will you:

Stay to help these poor people for a time? Turn to **260**

Say that you are going for a walk and try and get back to Falcon's Wing? Turn to **268**

### **142**

You put on your environment suit and begin walking in the direction of the planet's equator. After a hundred miles you become alarmed at the rate at which your oxygen supply is dwindling and there is still no sign of a change in the flat, monotonous landscape. You realise that to continue would only result in death and you are forced to return to Falcon's Wing. Without your flyer you cannot explore this strange ovaloid world. If you are able to use your flyer and wish to do so, turn to **133**. If you cannot use a flyer, for any reason, or do not wish to, you may jump to another timehole, turn to **125**.

### **143**

Without polybdenum rods you cannot now jump to another timehole. In any case a sudden loud noise inside Falcon's Wing below the cabin floor suggests something very serious has gone wrong. Taking up one of the floor plates confirms your worst fears, the Variac Drive has exploded, perhaps due to the unnatural strain of jumping from one universe to another. It is quite impossible to repair as you can tell at a glance. CAIN flashes up a damage report confirming this and a mood of black despair grips you. The digi-clock reads 9649 BC. You stay inside Falcon's Wing, which is disguised as a group of palm trees, hoping to stay alive long enough for someone from the Special Agent Section of TIME to come and pick you up, but when on the third day, your Psychic Awareness tells you that the timehole into which you jumped on this plain has closed up you are forced to abandon that hope too. At least Yelov cannot follow you. Wearily you set out to explore your surroundings, as much to pass the time as anything else. You are marooned for the rest of your life in Earth's stone-age. Turn to **318**.

## 144

The flyer's motor whines as it slowly lifts off, rocking under the shifting weight of the insect bodies. As the Ion Drive cuts in, you notice a slight change in the insects, they are turning towards the flyer and a spurt of yellow liquid from the nozzles at their front coats the flyer. Unable to see out, you increase thrust, hoping to shake them off and get out of range, but one of them clings on and as you cannot see to correct the flyer's rocking you are forced to use the internal attitude display. Suddenly you lurch sickeningly as the insect becomes entangled in the drive intake and the flyer crashes into the deep blue grass. Within seconds you are sealed into a lonely grave by the spurting yellow liquid which hardens rapidly to a concrete-like consistency.

## 145

Your double's reactions are every bit as good as yours and the blaster that now holds your face within its sights was pulled from its holster before yours which is even now arcing upwards but still pointing at the floor. The bolt of superheated plasma completely demolishes your face and head and death takes you. You have been killed by yourself.

## 146

The street empties of people in moments, they disappear down alleys and through doorways you had not even noticed. You do not have long to wait. The horseman reappears at the head of a group of cavalry men who gallop towards you. One is dressed in a swirling robe of many colours and he is gesturing strangely. They waste no time on words but draw their swords. You decide to use your Power of Will to protect yourself. If you wish to try to control the mind of their leader, turn to **23**. If you prefer to control the man who gestures, strangely, turn to **12**.

## 147

As soon as you point your blaster at one of the bizarre and beautiful plants it seems to vanish. After three attempts you blast anyway, in case they are putting an illusion into your mind, but the ray seems to have no effect. It becomes uncomfortably hot inside your suit and still you cannot hit them. They are moving, always behind you, by thought alone, able to read your thoughts so that you cannot surprise them. The flowers use the crystal lens in the centre of their petals to focus the sun's rays on you. There is nothing you can do, the back of your helmet melts and your brain is cooked.

## 148

The Thrix seems unperturbed by the knowledge that you tried to harm it. Apparently it can withstand the most extreme temperatures and Ionic disturbances. It has recently seen another being like you, walking down into the valley and it wants to show you this creature. The Thrix's name translates as Carborundum. If you believe you have met Carborundum before, turn to 6. If not, the Thrix begins to roll downhill. You decide to follow warily. Turn to **211**.

## 149

At the press of a button your crash-couch swings up into position in the flyer. You will have to pull up into vertical flight almost immediately after you are catapulted through the launch doors in the top of Falcon's Wing to avoid smashing into the ridged stomach wall that surrounds the ship. As you press the launch button the Failsafe warning lights flash in the flyer's cockpit. In your haste you have botched the repair job on the faulty circuit. The power cell to the launch doors has overloaded. CAIN tells you that fusion or heat welding tools are necessary to effect a new repair and none are carried on Falcon's Wing. You will have to explore your situation on foot. Turn to **89**.

## 150

The mind of this rock-being is so alien that you don't know where to begin with your assault on its will. The Thrix is entirely unaffected, but it seems to think that you have made a gesture of friendship and it touches your mind with its own. It clicks at you and your translator goes into operation. The Thrix is saying, 'What did you mean by your flash of white fire?' Will you reply:

It was a gesture of greeting and friendship? Turn to **104**  
I am sorry, it is a weapon and I thought you were trying to kill me? Turn to **148**

## 151

The first of your assailants reels drunkenly but the strike of his rapier is as fast as a cat's. You dodge and spin to the side. Make an **Evasion Roll**.

If you score 6-12, turn to **58**  
If you score 2-5, turn to **44**

## 152

Falcon's Wing rests on a wide green plain which stretches from the Atlantic ocean to a single high mountain in the north. Suddenly there is a loud bang inside Falcon's Wing, below the cabin floor. Taking up one of the floor plates confirms your worst fears, the Variac Drive has exploded, perhaps due to the unnatural strain of jumping from one universe to another. It is quite impossible to repair as you can tell at a glance. CAIN flashes up a damage report confirming this and a mood of black despair grips you. The digi-clock reads 9649 BC. You are marooned for the rest of your life in Earth's stone-age. Turn to 332.

## 153

The tide of insects lasts for about ten minutes in which time several hundred of the enormous beasts pass by. You wait for some minutes to be sure that a second wave is not about to wash over you, before taking to the air once more, hoping that the flyer is not badly damaged. Will you:

Investigate one of the narrow tunnels in the  
skyscraper-like rock?

Turn to 135

Return to Falcon's Wing to repair any damage  
and leave this strange planet?

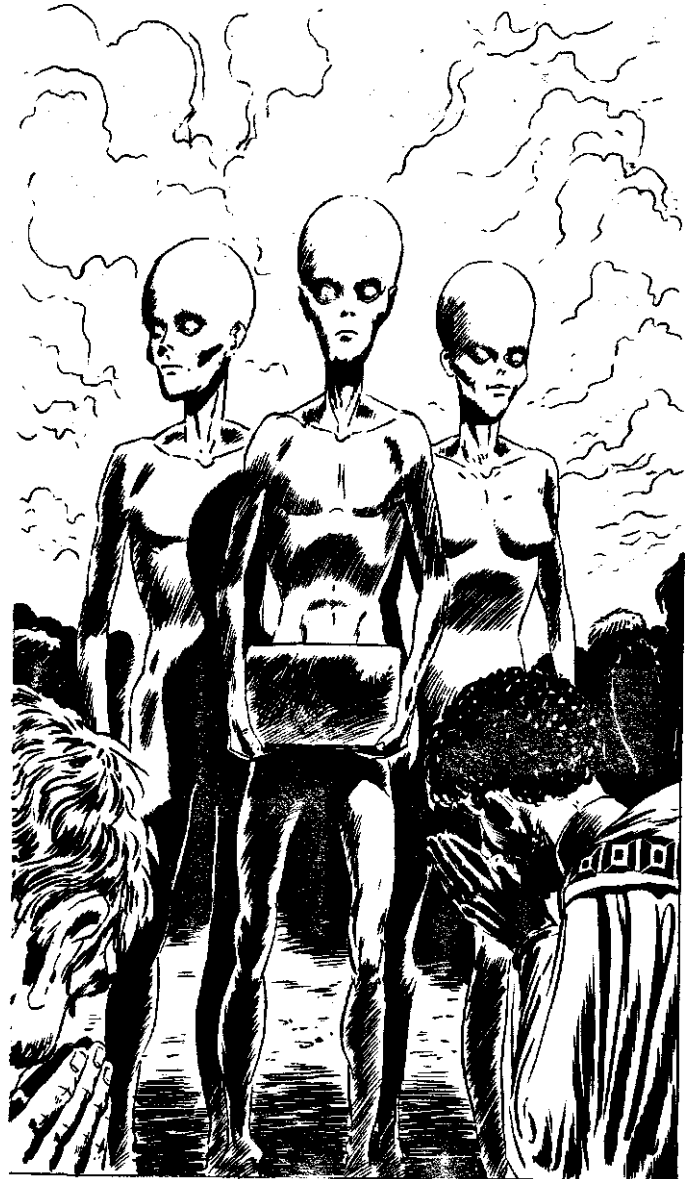
Turn to 310

## 154

You concentrate your mind and try to dominate the will of this sentient rock, but its mind is so alien you don't know where to begin. The Thrix is entirely unaffected, but it seems to think that you have made a gesture of friendship and it opens its mind to you. Its name translates, in a shortened form, to Carborundum. If you think you have met Carborundum before, turn to 6. It clicks at you and your translator tells you that it is beckoning you. Suddenly, it lurches and begins to roll across the rocky ground. You decide to follow warily. Turn to 130.

## 155

As you walk towards the city there is an eclipse of the sun. The Danikoi will have known that it was coming and timed their arrival for maximum effect. The eclipse has passed by the time you reach the canal that surrounds the golden palace and you crowd onto the roof of a gaily coloured pavilion on one of the biremes that bob before the palace gates. There must be nigh on



four hundred thousand people gathered to watch the arrival of the Danikoi. There are three of them, walking abreast, spindly tall humanoids with sparkling eyes of gold, without iris or pupil. They are naked, two male and one female and have no body hair. They carry no weapons, though one of the males carries a golden box. All around you people kneel and you gather that the people of Atlantis revere them as 'Spirits of the Sky'. The Danikoi address the people in their own tongue, they are offering for three Atlanteans to return to the stars with them and offer, in return, the 'pink jewel' which makes things which touch it last forever. Could this be a stasis-field generator you wonder? The Danikoi are preparing to leave, probably wary of over-exposure to the ultra-violet rays of Sol, Earth's sun. Will you:

Step forward and hail them in their own  
tongue, using the translator? Turn to **292**  
Let them leave and try to get a look at whatever  
lies in the golden box? Turn to **281**

## 156

After about two minutes a gong sounds within the monolith and you pass through the archway. The crystal is a hollow labyrinth of opaque walled passages but you walk straight ahead, following a narrow white line on the floor, down the straight corridor which leads from the archway to a small stone throne before a great crystal wall that stretches upwards to a narrowing point at the top of the monolith. In front of the wall is what looks like an incubator with a huge white brain floating in pink fluid within it. Beyond the crystal wall you can make out the faint shadow of another incubator and a figure similar in outline to yourself, probably Yelov. You hear Jahkela's voice, 'Be seated', and you sit on the throne, facing the brain. The brain has nerves running from it through the wall, but before you can look closely a strange helmet is lowered by a metal grab towards your head from an alcove in the wall. Thoughts of the Frankenstein monster run through your head. Will you:

Throw yourself from the throne at the last  
moment? Turn to **10**  
Allow the new helmet to be put on? Turn to **46**

## 157

As soon as you free the horseman's mind he lets out a great

shout, wheels his horse and rides towards a gateway in the enormous cathedral. You decide to move back towards Falcon's Wing and are on the packhorse bridge once more when a group of ten uniformed horsemen, led by the man whose will you controlled, charge out of a stable under one of the bridges, brandishing swords. You sprint back to Falcon's Wing and feel your legs go leaden just as you arrive at the illusion of the olive tree which is your ship. Inside the hologram you are drawn back up into your ship as you hear the horseman shout, 'Turned invisible! I told you it was a sorcerer.'

CAIN greets you with: 'I see you've been getting along well with the natives again.'

'Let's get out of here,' you roar, as the microphone picks up a shout of surprise. One of the cavalry men has got close enough to see Falcon's Wing for what it really is.

'Why not give them all the secrets of modern technology while you are here?' chimes CAIN sarcastically, but you are already pushing the buttons to take you to another timehole. Note that you have used another polybdenum rod as you slip into the grey nothingness of null-space once more. Turn to **3**.

## 158

As you step through the door you are surprised to enter a dimly lit banqueting hall, long and low. The long trestle tables are packed with revellers gorging themselves and sweating lightly in the warmth of a huge log fire, above which a boar turns on a spit. At the sight of you pandemonium breaks out. People throw themselves under tables or try to hide behind each other. In your environment suit you could not hope to be more conspicuous. They are reacting as if you were a terrible monster from a legend. You decide to leave the city as quickly as you can and return to Falcon's Wing. You reach the Time Ship which is still disguised as an olive tree and are drawn up inside before anybody has ventured over the bridge to spy. You take off your suit and ask CAIN to prepare something more suitable before returning to the city. Note whether you don a toga like those worn by the people of ancient Rome, a cloth of gold suit and a bishop's hat or mitre, or armour and a sword. You wait for a couple of hours, scanning the bridge with your camera, until you hope things have settled down again inside the city, before

crossing the bridge once more. You decide to investigate one of the two doorways beneath the bridges of the awesome and weird building that dominates the riverfront. Will it be:

The same doorway as before, beneath the sign of the pillared temples? Turn to **128**

The doorway beneath the colourful ten-spoked wheel? Turn to **119**

### 159

You concentrate your mind and hurl a blast of thought at the man who is still pointing the concussion tube at your chest. Make a **Thinkstrike Roll**.

If you score 6-12, turn to **362**

If you score 2-5, turn to **356**

### 160

At the press of a button your crash-couch swings up into position in the flyer. You will have to pull up into vertical flight almost immediately after you are catapulted through the launch door's in the top of Falcon's Wing, to avoid smashing into the ridged stomach wall that surrounds the ship. Do you wish to:

Power upwards immediately after launch? Turn to **347**

Turn on reverse thrust; then try to hover after launch? Turn to **355**

### 161

Whatever it was that hit Falcon's Wing does not do so again, but that is small consolation since you do not have any polybdenum to fuel your Variac Drive. You cannot make another jump, you are marooned on Sandsea for the rest of your life. There is not enough polybdenum in the molecular convertor to be of any use. Warily you lie down in your Autodoc to gain strength for the time when you must go outside to find Jahkela again and ask to become one of the people of Sandsea, if you can get used to the heat.

### 162

As Falcon's Wing rematerialises you feel the ship settling downwards as the hydraulic legs sink into soft ground. Switching on the scanner reveals not Earth, but a world with a

glorious rose-pink sky and green seas. You have sunk a little into the wet sand of a beach. A huge, thirty foot long green monster basks in the gentle surf at the edge of a coral reef nearby. It looks like a giant soft-backed terrapin, or a turtle without its shell. You start in alarm, but CAIN chimes, 'Well done, Falcon, you've done it again! The time is *nearly* right; it's 3031 AD, but this is Bequal, not Earth. Oh well, it's only another rod of polybdenum wasted.' CAIN's attempts to sound like a sarcastic Earther are not helping your peace of mind.

'What's that creature?' you snap. 'Is it dangerous?'

That is a Bequali, Falcon, a highly intelligent and peace-loving amphibian. The Bequali have invented space technology during the last five hundred years and Will apply for membership of the Federation in two years' time.'

'Did we grant it?'

'It is still under consideration in 3034 AD.' You are not in danger on this idyllic world of small islands, sandy inlets and colourful reefs, but there is no point in staying unless you need a welding tool to mend the launch doors of the flyer, if you still have the flyer that is. Will you:

Ask the Bequali for a welding tool? Turn to **327**

Decide that you may as well attempt another jump? Turn to **316**

### 163

You are not wearing any headgear and have had to leave your Psionic Enhancer helmet behind for it cannot be disguised as anything. Your only choice is to try and dodge their attack, turn to **151** or use your blaster, turn to **186**.

### 164

You rip your blaster from its holster and fire in a blur of fluid movement. The sizzling streak of white-hot plasma turns the gas through which it lances red and it plays across the face of the intelligent boulder. The Thrix is undamaged after a continuous ten second burst. A large rock near your foot flies up towards your head and you try to jump aside, sluggish in the high

gravity. Make an **Evasion Roll**.

If you score 7-12, turn to **93**

If you score 2-6, turn to **230**

### 165

As the flyer settles above a large area of flat grey rocks, an alien will attack you, struggling for control of your mind. Will you:

Carry on to land? Turn to **121**

Take off your Psionic Enhancer helmet? Turn to **103**

Accelerate skywards, catching some of the beautiful flowers in the Ion Drive's exhaust? Turn to **94**

### 166

As you crane your neck, watching the huge insect, it pushes away from the lip, falling back first then righting itself with a loud whir of wings as it flies towards you. You find it difficult to aim looking over your shoulder and the lance of superheated plasma which rips from your blaster misses the giant insect. It smashes into you, its silver scimitar-like mouthparts cutting your environment suit open. You are knocked from your precarious hold on the ridge of cork and fall towards Falcon's Wing, bouncing on top of it. The jarring impact does not damage the armoured hull, but you *lose 2 Endurance points* as you are badly bruised and battered. You slide down and off the curved side of the Time Machine into the milky liquid below and your leg is pricked by a thorn or spine. Your environment suit is torn and the milky liquid bathes your left thigh. You heave yourself off the spike and the plasnet seal of your suit closes the hole at once, but a terrible itching distracts your thoughts. The irritant contained in the liquid is affecting your nervous system. *Remove 1 from ALL your modifiers* until you can find an antidote. The giant insect flies towards you and you make it to the Access Disc just in time. The silver blades of its mouth scythe at you as you disappear into Falcon's Wing. Surveying the insect through the camera you see that it is joined by another and then a third, even larger, insect with a spiked, coppery black carapace and larger mandibles. You decide to engage the Variac Drive at random to leave this planet as soon as possible. Turn to **300**.

### 167

Your double's reactions are as sharp as your own. You leap over

your chess table and roll behind the massage couch as a bolt of superheated plasma from your double's blaster slams into the table. Your leg is hit and the pain is excruciating. Lose *8 Endurance points*. You roll onto one knee, blaster ready. Will you:

Risk a shot? Turn to **218**

Surrender? Turn to **227**

Use your Power of Will in an effort to gain control? Turn to **210**

### 168

You have only enough fuel to make one last jump, but at least it will be to Earth, even if it is in the past and there is a slight chance you will be rescued by one of TIME's agents. Worried in case Falcon's Wing is wrecked by whatever lurks outside you make what you hope will not turn out to be a rash decision and type in the co-ordinates of the timehole in Earth's past. Everything goes grey as you wink out into null-space and you spend the hour of waiting in the Autodoc, relaxing with the aid of some narcotics. Note that you have used another polybdenum rod. After an hour the ship rematerialises and the camera, free of squid-like beings now, scans the new landscape. Turn to **143**.

### 169

As you sit down on the stool, the nearest of the togaed men says, 'We couldn't allow a fellow Antiochan to be made fun of at a Feast of Fools.' You remember that if you speak through the Universal Translator so they can understand you your voice will sound metallic and unnatural. Will you:

Pretend that you are deaf and dumb? Turn to **183**

Risk speaking, thanking them politely? Turn to **198**

### 170

Once inside Falcon's Wing you move quickly to the console to switch on the Variac Drive once more. If the number of polybdenum rods you have used is at eight, turn to 21. If not, CAIN chimes, 'Falcon, this is not our universe, we must jump again.'

'What do you think I'm doing,' *you* retort, as you scan the psychic flux of the universe.

'We are running short of polybdenum rods, Falcon, it might be sensible to jump to the planet Thrix, since this is the only planet on which it occurs naturally.' The outside scanners show a flying Death machine closing in on Falcon's Wing so you take a snap decision and type in the co-ordinates of planet Thrix, where a timehole has recently opened up. The greyness of null-space envelops you and the Variac Drive whines complainingly. 'I'm trying to send us back to our own timeline, Falcon.'

'I hope you make a better attempt than you did last time, CAIN,' you say.

'Really, Falcon, I don't understand why we computers bother with organic life..'

'You can't fly through time without me, CAIN. You have no Psychic Awareness to find your destination.' CAIN makes a noise which sounds like an out-of-tune bell and you decide to relax in your Autodoc. You may *restore up to 11 points of lost Endurance*. At length, Falcon's Wing rematerialises and you turn on the outside scanner. Turn to **243**.

### 171

After an hour Falcon's Wing rematerialises inside the Eiger Vault. The digital clock reads 3034, the day after you left for 4000 AD. You cheer and CAIN chimes, 'Congratulations, Falcon, you can still pilot the Time Machine after all.' You are about to step out onto the Access Disc when, to your horror, the ship winks back out into null-space. Minute after minute passes and CAIN reports a Variac Drive malfunction. A chill steals over you at the prospect of spending an eternity in the void with only CAIN to talk to. After a quarter of an hour's panic, however, Falcon's Wing rematerialises and your scanners confirm that you are safe within the Eiger Vault.

You decide to call Jobanque, the Lord of TIME, on the holophone. As you expected he is in his palatial new office, awaiting news. He grins widely at the sight of you and says, 'Back already, Falcon? You must be tired. Go back to your quarters, we can debrief you tomorrow,' and with that he breaks holophone contact. You yawn, relaxing, and then leave Falcon's Wing for your quarters. The guards salute you on the

way out and order a hovrail car, but there is no warmth in their mission. As you get into the car, you are surprised to find the inside covered in luminous green graffiti which glows eerily in the tunnels; 'Death to the Enforcers', 'Join the one in ten' and 'Where are the thousands in the Tau Ceti mines? Ask the question in a loud voice, join the one in ten to rid the Federation of our tyrant oppressors!' You have only seen graffiti in museums before. Someone must have been missed in the last psychic scan. Normally psychos are given new thought patterns before they can get so dangerous, unless a lowlifer somehow got into the car... At last you pull up near the luxury SocWork pyramid where your glossy new apartment awaits you on the 109th floor. Turn to **13**.

### 172

After a time CAIN shows you the ship landing near the city on the scanner. It is disc-shaped and spins continuously. It can only mean one thing, the Danikoi. The Danikoi are the most advanced species in the galaxy at this time. Fifty millennia before your own time, the Danikoi were already a decadent, decaying civilisation. They had invented everything they ever wanted, had no need of laws, and were no longer anything more than pleasure-seeking Lords of the stars. It is known that their 'flying saucers', usually piloted by bored Danikoi seeking excitement, visited many worlds including that of Earth, at all stages of Earth's history. You guess that they are responsible for the advanced state of civilisation here on Atlantis. In particular the pink-tinged metal might mean a stasis-field generator. A machine which puts a timefield around an object so that it cannot be altered in any way until the timefield wears off. The decadent Danikoi have forgotten the secret of this wonder technology by 3034 AD. You decide to set out for the city once more. Turn to **155**.

### 173

You carefully edge the rest of the way to the ridged wall of the prison that encloses Falcon's Wing. It arches above you towards the puckered rim that shows a deep magenta sky, high above. The climb up one of the ridges will be arduous and tricky. If you would like to use your blaster to cut foot and hand holes, turn to **199**. If you prefer to climb unaided, turn to **207**.

## 174

As you open your mind to the alien you find yourself having to make a great effort to remain sane and regain your human sense of perspective. The Thrix live for millennia on a cold and lifeless world, barren of architecture - they have no need of buildings, and of almost everything else that you associate with civilisation. It has recently seen another being like you, walking down into the valley and it wants to show you this creature. The Thrix's name translates as Carborundum. If you believe you have met Carborundum before, turn to **6**. If not, the Thrix begins to roll downhill. You decide to follow warily. Turn to **211**.

## 175

You step through the door beneath the sign of the wheel and enter a large, low-ceilinged room, which is obviously a place where people meet to talk. Some are buying drinks from two pretty young women behind a long counter. The dark room is lit with hundreds of candles and is packed with city folk clustered round tables. At the far end of the cellar a tall man with white hair and a ludicrously long pointed beard is reciting a poem about the slaying of a black dragon, his plaited beard twitching like an eel as he talks. The people nearby go rigid with fear; one rolls onto the floor moaning, 'No, not me, not me.' They are reacting as if you are a terrible monster from a legend. Several look towards the bar, where one of the pretty young women points at you and speaks words which for some reason are not being translated by your machine. The other shouts, 'No, Zatusthra, can't you see it's a golem?' Will you:

"Run out of the door and return to Falcon's  
Wing to choose a more suitable disguise? Turn to **2**  
Walk towards the bar? Turn to **180**

## 176

To your relief the air is breathable and no mishap overtakes you when you remove your helmet and switch off your air supply but as the Sundew become scarcer and you move towards the pole of this planet the atmosphere becomes thinner. The air is concentrated around the equator of the ovaloid world of the Sundew and there is almost no atmosphere at the poles. As you cross onto the wild wastes of the featureless plain of permafrost you are forced to put on your helmet and switch on your suit's

air supply once more, sweating even though you have turned the suit temperature down. You still have a long way to go and the sweat is turning to icicles which scratch your armpits. Falcon's Wing is camouflaged by the hologram generator to look like a mound of frost. Desperately you try to get within range and contact CAIN for directions. Make a **Chance Roll**.

If you score 1, 2, 3, 4 or 5, turn to **253**

If you score 6, turn to **233**

## 177

You send a blast of thought at your nearest assailant as he reels drunkenly towards you, brandishing his rapier. Make a **Thinkstrike Roll**.

If you score 7-12, turn to **201**

If you score 2-6, turn to **212**

## 178

The flyer hurtles onwards until the land below you has become a deep red blur. The beautiful flowers seem to cover the ground as far as the eye can see in all directions. As you fly you notice a complex system of drainage channels and irrigation trenches, sluice gates and even what appears to be a pumping station built out of a metal alloy. You are looking for a place to set the flyer down when your mind is assailed by a powerful will. Something is trying to take control of you. Will you:

Aim a Thinkstrike towards the flowers  
below? Turn to **192**  
Dive low and bathe some of the flowers in  
the Ion Drive's exhaust? Turn to **204**  
Take off your Psionic Enhancer helmet? Turn to **215**  
Turn back towards the safety of Falcon's  
Wing? Turn to **224**

## 179

Since you have enough fuel to make at least two more jumps, you type in the co-ordinates of the timehole in Earth's past. Everything goes grey as you wink out into null-space and you spend the hour of waiting in the Autodoc, relaxing with the aid of some narcotics. Note that you have used another polyb-



denum rod. After an hour the ship rematerialises and the camera, free of squid-like beings now, scans the new landscape. Turn to **152**.

### 180

To your amazement, as you walk towards the pretty young woman, a flash of lightning comes from her finger towards you. Even you will be lucky to dodge this unexpected attack. Make an **Evasion Roll**.

If you score 9-12, turn to **229**

If you score 2-8, turn to **205**

### 181

You jump onto the fire escape and slide down to the gym and a jet of rolling flames just misses your head. The people seize their weapons, concussion tubes, laser-rifles and a particle disruptor or two and point them at you. You stand still, your hands on your head. To your surprise you feel your mind probed by someone with Psychic Awareness. You would never have recognised the burn-scarred woman in a worn black pseudo-leather racing suit as Galatea, but you recognise the touch of her mind. She trained with you at the Academy, but you were chosen to be a Special Agent of TIME over her. You look into her mind and sense many things: defeat, despair, and reckless, unbowed courage. You also learn something of vital interest. This is not the timeline of your world for the Falcon of this world failed to stop the Hiver Renegade Lord and the Hivers have taken over Earth and all but destroyed the human race. Now only a few 'cells' or groups of desperate Earthers carry on the futile struggle for survival. Galatea believes that she could have done better than you, and prevented the cataclysm. She also realises that you are not the Falcon of her world. She breaks contact with you and says, 'Your Time Ship will have been destroyed by now. You may as well stay here and help us carry on the fight.' You realise that you must get back to Falcon's Wing at all costs. Will you:

Say that you are going for a walk?	Turn to <b>326</b>
Use your Power of Will to control Galatea?	Turn to <b>348</b>

### 182

The uncertainty which you have felt since you became lost in

time has sapped your will and you cannot overcome the horseman. You try to duck but the horseman senses this and sweeps the sword blade lower. You can still see the world doing gambols around your head as it spins away from your body, then death takes you.

### 183

You point to your mouth and gesture as if unable to speak and, to your consternation, one of them says that he will try to cure you. You allow him to place his hands on your throat and he begins to chant words which, for some reason, your machine will not translate. When he has finished, a strange tingling overcomes you and you can feel the tonsils which were taken out when you were young regrowing. This man has remarkable powers of magical healing, if you were suffering from an irritation of the skin it is cured and you may *restore your modifiers by 1 point* on your Agent Profile. You pretend, however, that you are still dumb and they put a plate of food in front of you before turning to watch the antics of some scantily clad tumblers. Turn to **416**.

### 184

CAIN makes a sheer plastic body covering that will make your body seem less lifelike as a statue in the molecular convertor. All goes to plan up to the moment when you reach out to touch the generator and flip the switch trying to lie, head in one hand, in as statuesque a pose as you can manage. Nothing happens, then you realise that you are lying on a couch in a museum under a sign which reads, 'The statue of mystery.' Quickly, you get up and people's mouths drop open as a forty thousand year old nude statue simply walks straight off its podium. Unfortunately the deadly, electrified flooring which keeps people from stealing the priceless artefact that was you in statue form is still on and the shock kills you. At least when you are identified, people will know that you were the first Earther time traveller.

### 185

As you crane your neck, watching the huge insect, it pushes away from the lip, falling back first, then righting itself with a loud whirl of wings as it flies towards you. But the lance of superheated plasma which rips from your blaster shears away the giant insect's mouthparts and two of its legs. It starts to fly away towards the puckered lip of the womb-like prison, black

lymph pumping from its severed blood vessels. The pressure in its wings drops, they fold like tissue paper and the being plummets into the milky liquid in which stands Falcon's Wing. Will you:

Continue climbing?

Turn to **296**

Return to your Time Machine and jump to another timehole at random?

Turn to **300**

### 186

You draw your blaster as fast as any Wild West gunslinger as your nearest assailant reels drunkenly towards you, brandishing his rapier. Make an **Attack Roll**.

If you score 5-12, turn to **249**

If you score 2-4, turn to **258**

### 187

As you walk through the archway you hear the sound of a gong somewhere inside the monolith. The crystal is a hollow labyrinth of opaque walled passages, but you walk straight ahead, following a narrow black line on the floor, down the straight corridor which leads from the archway to a small stone throne before a great crystal wall that stretches upwards to a narrowing point at the top of the monolith. In front of the wall is what looks like an incubator with a huge, black brain floating in pink fluid within it. You hear Jahkela's voice, 'Be seated', and you sit on the throne, facing the brain. The brain has nerves running from it through the wall, but before you can look closely a strange helmet is lowered towards your head by a metal grab from an alcove in the wall. Thoughts of the Frankenstein monster run through your head. Will you:

Throw yourself from the throne at the last moment?

Turn to **10**

Take off your own helmet and put on the new one?

Turn to **5**

### 188

Your foot catches the edge of your chess table as you dive. Your double's reactions are every bit as good as yours and the blaster finds its mark before you have scrambled behind the massage couch. Your body is vapourised and death takes you. You have been killed by yourself.



## 189

As you feel your way, sliding your feet across the ridges of fibre you are unlucky to catch your foot in a crack and you fall heavily below the milky liquid. A hard thorn or spine pierces your environment suit and the liquid bathes your left thigh. You heave yourself off the spike and the plasnet seal of your suit closes the hole at once, but a terrible itching distracts your thoughts. The irritant contained in the liquid is affecting your nervous system. *Remove 1 point from ALL your modifiers* until you can find an antidote. Turn to **173**.

## 190

Have you travelled to a planet called Sandsea? If you have not, turn to 256. If you have, all goes to plan up to the moment when CAIN makes a sheer plastic body covering that will make your body seem less lifelike as a statue in the molecular convertor. You reach out to touch the generator and flip the switch trying to lie, head in one hand, in as statuesque a pose as you can manage. Nothing happens.. Then you realise that you are lying on a bed in the Research Section of TIME in the Eiger Vault. Agent Chameleon has sowed the legend of Falcon the Saviour of Sandsea as your message requested. Turn to **420**.

## 191

You speak into the helmet mike and a stream of clicks is synthesized by your translator. A part of the alien's mind reaches out to touch yours and you realise that it wants to know what you are. If you tell it too much about yourself, you risk breaking the First Law of TIME and changing history. Will you:

- |   |                    |
|---|--------------------|
| Try to use your Power of Will to control the Thrix?                                 | Turn to <b>154</b> |
| Risk putting your mind in full contact with the alien using your Psychic Awareness? | Turn to <b>174</b> |

## 192

Your power of Thinkstrike is useful against two individuals at the most, but you hurl a blast of thought anyway at a flower ahead of the flyer. It appears to droop slightly, but the will which assails yours is totally overpowering and you are forced to let go of the flyer's controls. Its nose tilts gently downwards and you plough into the flowers at several times the speed of sound. The flyer bounces, hits the ground again and begins to fall apart.

Seconds later the crash-cell, the cockpit itself, is rolling end over end through the flowers, cutting a swathe through them. Turn to **247**.

## 193

You pull your sword from its sheath, but it feels cumbersome to your untrained hand. As your drunken attacker reels towards you and lunges you try to parry his rapier, but miss and the point finds your heart. Death is instantaneous and no one will ever know that you were the first Earther ever to undergo future travel.

## 194

The hatch doors whir closed and the life-support system flushes out the contaminated air. You ask CAIN if the flyer hatch doors are damaged in some way, as they did not close automatically after the flyer was launched, but CAIN reports that all functions of Falcon's Wing are fully operational. You prepare to travel once more through time and space. Turn to **300**.

## 195

They listen to your story carefully, but the concussion tube never wavers. At last the woman says, 'So you're Falcon. If you'd stopped the Renegade Lord we wouldn't be the last survivors of a forgotten race.'

Turn your drive down, Jonjoe. Falcon was supposed to have been killed by the Sirion traitor, Yelov. It could still be an infiltrator.' You realise that if what they say is true, you are on an alternative timeline, not that of your own world, for you eliminated the Hiver threat in 3033 AD. You realise you must return to Falcon's Wing and jump again as soon as you can.

'There's one quick way to find out,' the woman smiles cruelly. Will you:

- |   |                    |
|---|--------------------|
| Thinkstrike the man?                                | Turn to <b>159</b> |
| Use your Psychic Awareness to probe his mind?       | Turn to <b>141</b> |
| Use your Power of Will to control the woman's mind? | Turn to <b>299</b> |

## 196

Your will triumphs over the horseman's, his hand goes numb

and the sword clatters to the flagstones of the street. You use your control over him to find out something about this world. He knows nothing of Earth, yet looks exactly like an Earthman. This world is very different, even from mediaeval Earth. He calls it Orb and it is a place where incredible monsters and magic are every day realities. You can tell that it is a highly civilised world as far as learning goes, but one which uses the most incredible magical powers instead of technology. He is an important figure in the cathedral to the god of Chaos, Threnoday, a being who he believes really exists, and you are in a city called Mitilene. You would probe his mind further but there is a glazed look in his eye, and he sits unmoving in the saddle. The townsfolk are beginning to grow curious. Will you:

Free the horseman's mind and go on? Turn to **157**  
Take him outside the city and tie him up? Turn to **132**

### 197

Have you travelled to a planet called Sandsea? If you have not, turn to 256. If you have, all goes to plan up to the moment when CAIN makes a sheer plastic body covering that will make your body seem less lifelike as a statue in the molecular convertor. You reach out to touch the generator and flip the switch trying to lie, head in one hand, in a statuesque post as you can manage. Nothing happens...

In 3030 AD you are training at the Academy when Skirrow, Research Section leader of TIME, asks you to come and see him. In his office he fixes you with sparkling eyes and is clearly very excited. He tells you that he has today received proof that you are going to be the first Earther future traveller, a message from yourself written in 9649 BC and kept safe in a time field. From that day on the knowledge that your destiny is predetermined makes your efforts at the Academy seem meaningless. You become only an average student and are not selected to become a Special Agent at the end of your course. The mystery statue of Atlantis never existed and all your memories of being Falcon were gone.

### 198

Heads turn as your metallic sounding voice grates out your thanks and you mention that you are afflicted with a strange

disease. One of them says that in that case he must try to cure this affliction. He lays his hands on your forehead and begins to chant words which, for some reason, your translator will not translate. A strange tingling feeling overcomes you and you can feel the scars which mark your body itch, but when this passes you feel wonderfully well. The man has miraculous powers of healing. You may *increase your Endurance points to 22* and if you are suffering from an irritation of the skin, it is cured and you may *restore your modifiers by 1 point* on your Agent Profile. You pretend however, that your 'affliction' has not been cured and say little else. They assume that your voice embarrasses you and they turn to watch some scantily clad tumblers as food arrives for you. Turn to **416**.

### 199

Using short blasts which turn the mush and corky wall into vapour you cut handholds at easy intervals. It is a slow process, as you must wait for the holes to cool a little before putting your suited hand inside them. As you cut you notice a purplish liquid seeping out of what seems like a fleshy membrane below the corky surface. It fills the holes, staining your suit and running down the ridge in rivulets. You are about three-quarters of the way to the puckered lip, when the gloom deepens. Looking up you can see a copper-coloured insect as large as Falcon's Wing flying down towards you. It has red compound eyes and vicious looking silver mouthparts, like several threshing scimitars. Its body is metallic and segmented and you can see black blood pulsing through the vessels of its translucent wings. Its feathery antennae flutter questingly towards you, as it clings to the underside of the rim above you. Will you:

Stay absolutely still, hoping it will go away? Turn to **226**  
Use your blaster on it? Turn to **235**  
Try to find out if it is intelligent, using your  
Psychic Awareness? Turn to **244**  
Try to Thinkstrike it? Turn to **257**

### 200

His voice is a harsh growl; he is saying, 'Stay where you are, stranger, or I will have that splendid robe to wear to the bath houses.' You hear the ring of tempered steel behind you. Will you:



Run into the throng of townsfolk and try to lose him?

Turn to **237**

Turn round and pretend you are deaf and dumb?

Turn to **246**

Turn and use your blaster on him?

Turn to **251**

## **201**

The first of your attackers slumps to the floor with a clatter of armour and the others hang back, eyeing you half in anger, half in fear. You are buffeted again from behind and turning you see the young girl dressed as a page boy wrestling with the man she was threatening with a dagger. He twists her hand until she drops the blade, then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

Come to the aid of the young woman by using your power of Thinkstrike against the man who has taken her dagger?

Turn to **303**

Leave the drinking house quickly?

Turn to **319**

## **202**

Have you travelled to a planet called Sandsea? If you have, turn to **220**. If not, all goes to plan up to the moment when CAIN makes a sheer plastic body covering that will make your body seem less lifelike as a statue in the molecular convertor. You reach out to touch the generator and flip the switch trying to lie, head in one hand, in as statuesque a pose as you can manage. Nothing happens ... Then you realise that you are lying on a bed in the Research Station of TIME in the Eiger Vault. Turn to **420**.

## **203**

CAIN flashes a damage report onto the screen in front of you. There was a more logical way of using the flyer's power to leave this place/ it chimes, seeming to carry an edge of disapproval in its tones.

### **DAMAGE REPORT**

Flyer hatch door motor burnt out.

### **RECOMMENDED ACTION**

Repair or replace faulty part.

NOTES No replacement part carried.  
Repair requires use of fusion or heat welding devices.  
No fusion or heat welding devices carried.

You will have to hand crank the hatch doors shut and it will not be possible to launch the flyer again until they are repaired. Note that you will need to find a welding tool if you are to repair the motor and use the flyer again. The life-support system flushes out the contaminated air and you prepare to travel through time and space once more. Turn to **300**.

### 204

You put the flyer into a steep dive but the will which assails yours is totally overpowering and you are forced to let go of the controls. The swaying red petalled sunflowers surge up towards you at several times the speed of sound and the impact is fatal. No one will ever now that you were the first human future traveller.

### 205

You are too slow and the bolt of lightning takes you in the chest. Now you feel what it is like to be hit by your blaster, as a great hole is torn in your environment suit and your lungs fill with blood. You fall to the floor and fight for breath which will not come. You drown in your own blood and no one will ever know that you were the first Earther to experience future travel.

### 206

You speak into the helmet mike and a stream of clicks is synthesized by your translator. A part of the alien's mind reaches out to touch yours and you realise that it wants to know what you are. If you tell it too much about yourself, you risk breaking the First Law of TIME and changing history. Will you:

- |   |                    |
|---|--------------------|
| Try to use your Power of Will to control the Thrix?                                 | Turn to <b>154</b> |
| Risk putting your mind in full contact with the alien using your Psychic Awareness? | Turn to <b>174</b> |

### 207

The climb strains your arms terribly, they begin to shake as you reach the overhang before the puckered lip of the living cavern.

You will have to use all your strength of will if you are to force yourself onto the lip itself. Make a **Power of Will Roll**, but if you have less than 20 points of Endurance, subtract 2 from the result.

If you score 6-12, turn to **250**

If you score 2-5, turn to **213**

### 208

CAIN makes a sheer plastic body covering that will make your body seem less lifelike as a statue in the molecular convector. All goes to plan up to the moment when you reach out to touch the generator and flip the switch trying to lie, head in one hand, in as statuesque a pose as you can manage. Nothing happens...

In 3030 AD you are training at the Academy when Skirrow, Research Section leader of TIME, asks you to come and see him. In his office he fixes you with sparkling eyes and is clearly very excited. He tells you that he has today received proof that you are going to be the first Earther future traveller, a message from yourself written in 9649 BC and kept safe in a time field. From that day on the knowledge that your destiny is predetermined makes your efforts at the Academy seem meaningless. You become only an average student and are not selected to become a Special Agent at the end of your course. The mystery statue of Atlantis never existed and all your memories of being Falcon are gone.

### 209

The beautiful flowers are packed so densely that you decide to set your flyer to hover above them and climb to the ground using the rope ladder. As you do so the heads of the flowers suddenly turn towards you, as if they are watching. They are eight feet tall and seem bizarrely menacing. Will you:

- |   |                   |
|---|-------------------|
| Attempt to communicate with the flowers?  | Turn to <b>62</b> |
| Cut one down and take it to Falcon's Wing for analysis?                         | Turn to <b>53</b> |
| Simply walk among them in search of the alien which tried to control your mind? | Turn to <b>40</b> |

### 210

You gather your thoughts and concentrate your will. As you do

so your double is doing exactly the same thing and a titanic clash of wills takes place. If you are wearing a teardrop gem, turn to 9. If not, the battle rages on and on, but the pain from your wound nags at your brain and robs you of your strength of will. In the end your will is taken over and your double probes your mind. You both open up so that each can share the other's experiences. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out but you know that no such colony exists. The experience is too much for both of you. You lose your sense of self and you both become catatonic morons, neither wanting to speak nor even move. Turn to **264**.

## 211

The Thrix rolls down a steep gully towards the dry floor of the valley and you follow behind. It is slow going in the heavy gravity and the rock crumbles underfoot. You almost fall when some rock gives way and find yourself staring at a pool of rock dust that has been recently disturbed. It bears the unmistakable footprint of someone in an environment suit. You make your way more carefully now towards a set of caves which you hope may contain a seam of pure polybdenum. Carborundum clicks a warning to you that a 'thief is in the caves. You are twenty metres from the cave opening when a figure appears, swathed in the yellow fog of the thick Thrixian atmosphere. With a flash of insight you recognise Agidy Yelov; you can just make out his face, half covered in the metal mask which he wears over the side of his head which you blasted away. At the same instant he recognises you. He drops two pieces of polybdenum which he was carrying and goes for his plasma pistol. The Thrix begins to roll away down the valley at breathtaking speed and is soon lost in the yellow fog.

Guessing that he is wearing a Psionic Damper, you reach for your blaster. You must make a split second decision, fire or dodge. If you choose to fire, make an **Attack Roll** and if you



score 7-12, turn to **84**. If you score 2-6, turn to **73**. If you choose to dodge, make an **Evasion Roll** instead. If you score 6-12, turn to **106**. If you score 2-5, turn to **139**.

## 212

To your surprise, the drunkard is not as vulnerable to your blast of mental energy as you might have thought. He hardly pauses as the tip of the rapier speeds towards your heart. You try to jump aside at the last moment. Make an **Evasion Roll**.

If you score 8-12, turn to **322**

If you score 2-7, turn to **331**

## 213

The ache in your arms grows until you suddenly lose all feeling in them. Next you feel yourself falling down towards Falcon's Wing as your grip slides on the corky ridge. You bounce on top of your ship. The jarring impact does not damage the armoured hull, but you *lose 2 Endurance points* as you are badly bruised and battered. You slide down and off the curved side of the Time Machine into the milky liquid below and your leg is pricked by a thorn or spine. Your environment suit is torn and the milky liquid bathes your left thigh. You heave yourself off the spike and the plasnet seal of your suit closes the hole at once, but a terrible itching distracts your thoughts. The irritant contained in the liquid is affecting your nervous system. *Remove 1 from ALL your modifiers* until you can find an antidote. You carefully edge the rest of the way to the ridged wall of the prison that encloses Falcon's Wing. It arches above you towards the puckered rim that shows a deep magenta sky, high above. The climb up one of the ridges will be arduous and tricky. You will have to use your blaster to cut foot and hand holes. Turn to **199**.

## 214

You crawl stealthily away, but your mind is brushed by Yelov, using his Psychic Awareness to find you. Suddenly more hoofbeats, the sound of men running and the jingle of harness causes both you and Yelov to freeze. About eighty cavalry men, some mounted, others on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

Pretend to be dead and hope they don't find you?

Use your blaster against Yelov?

Turn to **304**

Turn to **365**

## 215 [Score a K]

As quick *as* thought you rip off the helmet of your environment suit, which contains your Psionic Enhancer and the will which was about to overcome you now seems less powerful. You struggle to keep the flyer on an even keel as the battle for control of your mind continues. Make a **Power of Will Roll**.

If you score 5-12, turn to **277**

If you score 2-4, turn to **288**

## 216

As Jakhela and the land fish float serenely over the sand, you bounce uncomfortably in their wake. The lower gravity means that you bound at every stride, but it is difficult to find a rhythm and, looking across at Yelov, you see he fares no better - he looks like an automatic toy hurdling the air. The uncomfortable pursuit lasts for half an hour by which time you are almost exhausted, but at least you do not sweat inside your suit. In the distance you can see a huge monolith, like an enormous second millennium church spire which has been set down in the midst of the empty sands. As you get closer you see that it appears to be a single crystal reaching eighty metres towards the spore-filled sky, an archway has been hollowed in its side. Jakhela tells you to wait outside the arch until you hear the sound of a gong and then beckons Yelov imperiously. They move out of sight around the edge of the crystal monolith and you wait. Turn to **156**.

## 217

Your voice sounds metallic and grates out of the almost invisible amplifier in your universal translator. You cannot understand, the words you have said, but the horseman seems satisfied. 'I should have your throat seen to if I were you - you will find the healers in the wine-gardens beyond undertaker's walk. We will accept anyone here in Mitilene, as long as they show some courtesy to the Cavalry of the Wheel.' With that he canters off, leaving you to survey your surroundings. Now that the arrogant horseman has gone you realise that you are causing quite a lot of interest. Several of the throng of townspeople are wearing colourful robes and others wear armour and carry swords, but none are dressed as magnificently as you. A small furtive looking man dressed in a green-grey jerkin of quilted leather sidles towards you through the crowd, so you walk briskly on. Under two bridges nearby are two painted signs.



Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the wheel?

Turn to **119**

Enter the city of temples?

Turn to **128**

## 218

As you dart up from behind the cover of the massage couch you realise your double has read your thoughts. Another blast of superheated plasma takes you on the shoulder and hurls you bodily through a partition wall into the holocinema next to your bedroom. You *lose 12 more Endurance points*. If you are still alive, you slump almost unconscious, your blood is everywhere and some of your ribs and your shoulder are showing through your blackened and raw skin. Your double obviously thinks that you are dead. After a brief inspection, your mind swims as you seem to see yourself turn towards the holophone. Grimacing against the pain you aim your blaster and destroy the being that thinks it is you. You take a pep pill and after bandaging your wounds, look around the apartment. Turn to **353**.

## 219

Your suit continues to smoulder, but you make it back to your flyer, and the cockpit seals you in. Turn to **307**.

## 220

Unfortunately, when you arrive at Sandsea in Atlantis' far future but your own past, Jahkela is not expecting you as a Saviour, Chameleon has not visited Sandsea to plant the legend of your coming. You are undefended and Yelov's plasma pistol ends your life. Yelov has taken his revenge after all.

## 221

A strange swirling pattern forms in the yellow mist, between you and the Thrix. A wave of sonic vibrations shakes your suit and you begin to feel as if you must vomit. Will you:

Try to communicate with the alien?

Turn to **191**

Use your blaster on the rock-like being?

Turn to **164**

Use your Power of Will to control it?

Turn to **154**

## 222

The almighty what?' says the horseman coldly. Will you:

Ignore him and walk on?

Turn to **200**

Wave your hand in the direction of the huge building before you?

Turn to **312**

Use your power of Thinkstrike against him?

Turn to **328**

## 223

Too late! You remember that many of the streets in Old Geneva are cul de sac streets that lead nowhere. You are faced with a dead end, a tall wall against which shattered plasteel rubbish containers are piled. There is nowhere to go and you are faced with a howling mob intent on killing you. You fell two with Thinkstrikes, but you cannot pick out a leader on whom to use the Power of your Will. Will you:

Use your blaster?

Turn to **293**

Try to pacify them?

Turn to **334**

## 224

The flyer slows as you turn, but the will which assails yours is totally overpowering and you are forced to let go of the flyer's controls. Its nose tilts gently downwards and you plough into the flowers at several times the speed of sound. The flyer bounces, hits the ground again and begins to fall apart. Seconds later the crash-cell, the cockpit itself, is rolling end over end through the flowers, cutting a swathe through them. Turn to **269**.

## 225

As the Death tank lumbers into sight, its grinding and clanking a loud roar, you blast at the nearest set of caterpillar tracks. The links break and the machine slews round to crash into a building. Its weapons cannot reach you and you sprint to Falcon's Wing and are drawn up inside. Turn to **170**.

## 226

As you crane your neck, watching the huge insect, it pushes away from the lip, falling back first then righting itself with a loud whirl of wings as it flies towards you. It looks as though it is going to smash you into the ridge onto which you are clinging. Will you:

Let yourself drop into the milky liquid below? Turn to **266**  
Try to blast it before it hits you? Turn to **275**  
Stay motionless? Turn to **284**

## 227

Your double's blaster covers your every move and you are securely tied up, and knocked out by a quick injection in the arm. Minutes later you are taken away in a Citpol jetcopter. The Enforcers take you to the Health Executive hospital where you are kept under heavy sedation. A psychic recording of your double's mind is superimposed on your own. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out but you know that no such colony exists. The experience is too much for you. You have lost your sense of self and you become a catatonic moron, neither wanting to speak nor even move. Turn to **264**.

## 228

He is almost close enough for you to risk using your blaster when suddenly more hoofbeats, the sound of men running and the jingle of harness cause both you and Yelov to freeze: About eighty cavalry men, some mounted, others on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

Pretend to be dead and hope they don't find you? Turn to **380**  
Sprint back to Falcon's Wing? Turn to **323**

## 229

You somehow dodge the lightning bolt which punches a hole through the stone wall behind you. Reckoning that to fight against people with such awesome magical powers would be folly, you run for the door and the safety of Falcon's Wing where you can dress in something more suitable. Turn to **2**.

## 230

You are too slow. The Thrix causes the pebbles beneath your feet to shift and you are powerless to stop the rock as it smashes against your faceplate, cracking it. The yellow gas seeps into your suit and begins to eat away at your skin and lungs. Helpless, you can do nothing as the twenty-ton Thrix rolls over you, pressing you flatter than a leaf.

## 231

It soon becomes obvious to you that the Sundew know nothing about any type of mechanical transport. They have no roots and are able to move themselves from place to place by thought alone so have no need of machines which fly, though they cannot move through space. There is no hope for your flyer. You must walk the several hundred miles back to Falcon's Wing. Will you:

Start off straight away, carrying the Sundew? Turn to **262**  
Examine it briefly, leave it and then begin walking? Turn to **238**

## 232

The hair-brained plan works. If you have visited the world of Sandsea, turn to **220**. If not, turn to **184**.

## 233

Alas! When at last you contact CAIN your oxygen is running out and though you stagger on across the last miles of hardened frost your footsteps falter as the air supply gives up. You die within sight of Falcon's Wing.

## 234

You are fleetier of foot than the lowlifers, you manage to reach the upper levels without them catching you and set out for the Eiger Vault as you hear the wailing of another Citpol jetcopter's siren. Turn to **379**.

## 235

Clinging on with one hand you pull your blaster with the other and take aim as the huge insect bears down on you, its mouthparts threshing the air. Make an **Attack Roll**.

If you score 7-12, turn to **185**  
If you score 2-6, turn to **166**

## 236

As Jahkela and the land fish float serenely over the sand, you bounce uncomfortably in their wake. The lower gravity means that you bound at every stride, but it is difficult to find a rhythm and, looking across at Yelov, you see he fares no better - he looks like an automatic toy hurdling the air. The uncomfortable pursuit lasts for half an hour by which time you are almost exhausted, but at least you do not sweat inside your suit. In the distance you can see a huge monolith, like an enormous second millennium church spire which has been set down in the midst of the empty sands. As you get closer you see that it appears to be a single crystal reaching eighty metres towards the spore-filled sky, an archway has been hollowed in its side. Jahkela tells Yelov to wait outside the arch until he hears the sound of a gong and then beckons you imperiously. She takes you to an identical archway on the other side of the crystal monolith and tells you to enter it. Turn to **187**.

## 237

You run through the people, buffeting and knocking them as you go. Some of the people in the crowd are wearing colourful robes, others wear armour and carry swords, but none are dressed as magnificently as you. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a colourful ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. As you run you notice people coming and going from the doorways beneath each. You decide to dash into one in the hope of evading your pursuer whose horse has knocked over a toothless old beggar woman. Will you:

Go through the doorway beneath the sign of the wheel?

Turn to **119**

Go through the door beneath the sign of the city of temples?

Turn to **128**

## 238

You have only enough oxygen left within your environment suit to last for thirty hours and several hundred miles to go. The instruments show that the air is breathable. If you wish to take off your helmet and switch off the oxygen supply, turn to **176**. If you do not wish to risk taking off your helmet, turn to **419**.

## 239

The woman shakes her head and laughs, but there is no joy in her laughter. The man says 'A Funbrain, that's all we need.' They think you are mad. 'It can't be an infiltrator?' he says. Then: 'How did you keep your clothes so clean?' You realise that they don't believe your story so just shrug your shoulders. 'I'll send it back outside just in case,' says the man.

The woman replies, 'That's certain death. What's your name?' You give your codename, Falcon, with another shrug. 'I certainly wouldn't have called myself that!' she says. Then: 'Come on, we'll take you to meet the cell.' The man starts, then waves you towards a door. You walk in front of them down a moss covered corridor which leads into a gym looking like the headquarters of a guerilla anarchistic group of the 2300s. Weapons of various descriptions are propped up against the walls and men and women are tending others who are badly wounded. A group of five squat on the floor, examining a map in front of you. They look up and a dog, saved from the animal park, sniffs you, wagging its tail.

'Welcome to the cell,' says Jonjoe, the woman who brought you in. 'This is Falcon. Another warrior for the hopeless fight.'

'Shut up, Jonjoe,' shouts a woman near the map. 'Welcome stranger, you can take Racial's place in Company C'

'Racial too?' asks Jonjoe. The woman who introduces herself as Galatea, nods quietly. You pretend to be suffering from loss of memory and they tell you that the Hivers have taken control of Earth, after an agent of TIME, also called Falcon, failed to stop the Renegade Lord of Time. They have wiped out almost all Earthers, only a few cells like this one carry on the fight.

'Until we triumph,' says Galatea, but there is no hope in her eyes. Will you:

Stay to help these poor people for a time? Turn to **260**

Say that you are going for a walk and try and get back to Falcon's Wing? Turn to **268**

## 240

You take a recording of CAIN's memory banks and place it in a

capsule under your tongue. It occurs to you to leave a message in the form of a rolled up piece of paper, like a scroll, which can be set to come out of its own timefield in 3030 AD and addressed to Skirrow at the TIME executive, not Yelov. There are various messages you could leave. These are the ones you consider:

A. No message at all. Turn to **184**

B. A message that you are Falcon and have come from Atlantis and will be coming out of your timefield in 3034 AD. Turn to **208**

C. A message that you are Falcon and have come from Atlantis and will be coming out of your timefield in 3034 AD, but with instructions that you should not be told of the message in 3030. Turn to **202**

D. A message that you are Falcon and have come from Atlantis and will be coming out of your timefield in 3034 AD and that they should make your odyssey through the Winds of Time easier by planting a legend that you will come as a saviour to one of the peoples you will visit. Turn to **197**

E. A message that you are Falcon and have come from Atlantis and will be coming out of your timefield in 3034 AD and that they should make your odyssey through the Winds of Time easier by planting a legend that you will come as a saviour to one of peoples you will visit and give instructions that you should not be told of the message in 3030. Turn to **190**.

### **241 [Score a P]**

You cast your mind into the Winds of Time, using your Psychic Awareness and select the first timehole you can find which may be in the vicinity of Earth. Note that you have used up another polybdenum rod as you jump almost at random. You are running the risk of jumping to a timehole you have already visited. Make a **Chance Roll**.

If you score 1, 3 or 5, turn to **86**

If you score 2, 4 or 6, turn to **34**

### **242**

As Jahkela and the land fish float serenely over the sand, you bounce uncomfortably in their wake. The lower gravity means that you bound at every stride, but it is difficult to find a rhythm and, looking across at Yelov, you see he fares no better - he looks like an automatic toy hurdling the air. The uncomfortable

pursuit lasts for half an hour by which time you are almost exhausted, but at least you do not sweat inside your suit. In the distance you can see a huge monolith, like an enormous second millennium church spire which has been set down in the midst of the empty sands. As you get closer you see that it appears to be a single crystal reaching eighty metres towards the spore-filled sky, an archway has been hollowed in its side. Jahkela tells Yelov to wait outside the arch until he hears the sound of a gong and then beckons you imperiously. She takes you to an identical archway on the other side of the crystal monolith and tells you to enter it. Turn to **187**.

### **243**

As the scanner screen lights up you notice that the digital readout shows that you are in the year 1923, but which universe are you in? You travelled to Thrix when the traitor Agidy Yelov was building his warfleet on Mechanon, but you were forced to change history and although you remember, dimly, this planet, CAIN does not realise you have been here before and gives you a full datadump. The surface of Thrix is rocky and there is a thick soup of yellow atmosphere all around. The atmosphere is highly corrosive and you put on your environment suit. The Thrix have space travel, in the form of steel girders welded together with a primitive chemical type rocket like those used on Earth in the 21st and 22nd centuries, strapped to the back. They are slow, but the Thrix have a lifespan of many millennia and being composed almost entirely of glass like silica can exist in deep space. The rock-like Thrix are telepathic and can move objects by thought alone. They are dormant at deep space temperatures but regain the capacity for thought whenever their ship nears a sun. Less than fifteen hundred remain on their homeworld - the reason for their decline is not known. Very little is known about their attitude to aliens in 3034 let alone at this time. They are not members of the Federation (they will not become members, that is), but they will trade polybdenum for certain other minerals.

CAIN reminds you to look for chunks of pure polybdenam of the right size to fit into the Variac Drive and you leave without preparing a disguise (CAIN does not have the relevant data stored in his memory banks in any case) and set out to explore. You wade through the sea of soupy gas for half a mile towards a deep valley that shows darkly below you when you catch sight



of a shiny black boulder, faceted like a diamond, but three metres tall. It is a Thrix. Will you:

Ignore it and walk on?  
Try to communicate with it?

Turn to **221**  
Turn to **206**

#### 244

As you crane your neck, watching the huge insect, it pushes away from the lip, falling back first, then righting itself with a loud whir of wings as it flies towards you. Using your power of Psychic Awareness you probe its mind and it spins away from you at the last moment, alighting on hooked claws on the ridge next to where you cling. You can tell that it thought you were a kind of burrowing grub, a delicacy that it would have eaten with relish, but it was the smell of the purplish sap which attracted it inside the Buloom tree. It cuts a series of V-shaped lines in the ridge to which it is clinging, one above the other, and joins them with a single downward slash of its silver mouthparts. It thinks at you, 'Where is your Queen-nest?' as it slurps the purple sap that gathers in the cuts it has made with a black hose, like an elephant's trunk. It no longer regards you as food. If you wish to ignore it and climb on, turn to **296**. If you would like to think of Earth in 3034 AD turn to **305**. If you think, 'I have no Queen' at the insect, turn to **317**.

#### 245

You lie still, sweat from your face staining the streetmetal inches from your eyes. The grinding and clanking sounds louder as the Death tank reaches the crossroads, but you dare not move your head to look round. The noise gets louder and louder and a thrill of fear runs up your spine as you realise it is rolling towards you. If you get up its laser cannon will blast you into oblivion, but if you lie still you will be crushed to a filmypulp. As the roaring of the machine fills your world, you choose the guerilla death, but your hand never reaches your blaster...

#### 246

You point to your mouth and grunt, then shake your head. The horseman begins mouthing words "at you which you cannot understand. You don't know whether he is trying to find out whether you can lip read or merely poking fun at you, so you shake your head again and walk on. The horseman stares and you decide to move off the street. The great cathedral

dominates everything. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the wheel?

Turn to **119**

Enter the city of temples?

Turn to **128**

## 247

You find yourself forced to struggle out of the buckled cockpit of the flyer and as you do so the heads of the beautiful flowers turn towards you as if watching. They are eight feet tall and bizarrely menacing and as you stand rigidly at attention you realise that they are the Sundew. They are indeed intelligent and are combining their mental powers to control you. Hundreds of them hold your will in a mental vice. They realise that you must have come from another planet and they wish to absorb your knowledge of space travel. You can still control your thoughts to a small extent. Will you:

Try to pretend that you are nothing, more than a simple laboratory animal used in tests?

Turn to **335**

Think that unless they set you free, Federation Starships will destroy them?

Turn to **363**

## 248

Back in Falcon's Wing, the enormity of the difficulties facing you strikes home. CAIN points out that Atlantis will be submerged in an awful cataclysm long before 1000 BC, so touching the gem in the palace would mean that you would wake up at the bottom of the Atlantic ocean and die. But if you steal the gem you will change history. The Atlanteans may not maintain the advantage in weaponry that will allow them to influence people so far apart as the Egyptians and the Aztecs. At length CAIN suggests a plan. Wait a few days, steal the stasis field gem and carry it to wherever the prevailing current will take you away from Atlantis, then build a raft to which you can tie yourself firmly. Fire your blaster to attract attention, bury it, then lean on to the land and touch the stasis field generator. You will drift

away from Atlantis, safe in your timefield, if you are lucky, to the shore of Europe or Africa. The strange indestructible statue, which is you, will be discovered and one day find its way into a museum, where, forty millennia later, the field will wear off and you will step free. Someone attracted by the lightning from your blaster will find the stasis field generator and take it back to the palace. There will be a slight change in history but its effects will be wiped out when Atlantis is submerged, if you are lucky. Similarly, even if they blunder into Falcon's Wing, they will not be able to get in through its pressure hull. They will think the Danikoi left it and all knowledge of it will perish with the Atlantean people.

As a plan it is fraught with problems, but you decide to try it. You manage to steal the generator and taking only the blaster and your Atlantean body ornaments you reach the raft. If you feel you have forgotten something, turn to **240**. If you feel that you are fully prepared and must not risk having anything else found on you when you are discovered as a statue, turn to **232**.

## 249

The crackling bolt of superheated plasma from your blaster sets your nearest assailant's head aglow before turning to a shapeless pile of ashes. The other two throw themselves behind the overturned table, but to your horror one of the women behind the bar points a finger at you and a similar crackling bolt of lightning does the same to your head. These people have no need of blasters to defend themselves. You are dead and no one on Earth will ever know that you were the first of all future travellers.

## 250

You manage to steel yourself, reach the puckered rim and heave yourself over the side, grabbing onto a matted tapestry of thick fibres. The sight which greets you takes your breath away. Great grey trees stand all around you, towering hundreds of feet towards the magenta canopy of the sky. You are clinging onto the top of a fruit, like a giant coconut at the top of one of these straight-stemmed trees. The ground below is covered by lush blue grass which waves in the wind like a sea and pink flowers as large as cherry trees are visited by a myriad huge insects whose wings fan the grasses as they hover. There are no machines or cities in sight. You are about two hundred feet up

from the ground. Will you:

Fashion a rope out of the fibres to which you are clinging and let yourself down to the ground?

Turn to **325**

Tie yourself to the gigantic coconut and wait for the bright white sun to go down?

Turn to **333**

### 251

As you draw your blaster, there is the ring of tempered steel as the horseman's sword leaves its scabbard. You can hardly believe the speed with which he sends the blade hurtling towards your neck in a great swing. Make an **Attack Roll** as you try to shear off his head with the reactions of a skilled combateer.

If you score 6-12, turn to **115**

If you score 2-5, turn to **107**

### 252

You dived down just in time, Yelov hasn't seen you and as you lie watching him he moves carefully up the hill towards the ridge. You can see no sign of a holo-detector and it is obvious that he does not know where Falcon's Wing is. Instead he is questing for you using his Psychic Awareness. He flings himself to the ground suddenly as hoofbeats sound behind you. You look around to see ten Red Indians cantering along the trail towards the ridge. They wear buffalo robes into which their long black hair is tucked, dark woollen cloth leggings and high moccasins topped with buffalo fur. They ride past you and on towards the ridge, looking over their shoulders constantly as they go. Will you:

Crawl back towards Falcon's Wing and Yelov's machine?

Turn to **272**

Crawl away from Yelov beside the trail?

Turn to **289**

### 253

When at last you contact CAIN your oxygen is dangerously low, but you stride across the last miles and reach the safety of Falcon's Wing just as the air supply gives out. Your lungs burning, you tear the helmet from your face and suck in the air from your Time Machine. Thankful to have survived the



perilous world of the Sundew you decide to leave it. Turn to **280**.

## 254

You concentrate your mind and hurl a blast of mental energy at Yelov, it seems your change of strategy has taken him by surprise and he falls, stunned, to the sand. Drawing your blaster once more you step forward to finish him off, but one of the floating squid-like beings hits your face plate, and all you can see is an orange smear. You try to claw the sticky mess off but another hits your neck and begins to ooze into your suit, through the exhaust ducts. The membrane which surrounds it splits and the jelly-like fluid of its insides runs down your back, causing a burning, like acid. *Lose 5 Endurance points*. If you are still alive, you stumble blindly for some time and it is not until you walk in the direction that the woman has taken that you are able to clear your face plate. A stream of squid-like organisms are floating past you in the wind. You decide to follow Jahkela in case they somehow kill you if you disobey her. Turn to **242**.

## 255

As you use your Psychic Awareness to scan the flux of time CAIN chimes in with a damage report.

### DAMAGE REPORT

Flyer hatch door motor burnt out.

### RECOMMENDED ACTION

Repair or replace faulty part.

**NOTES** No replacement part carried.  
Repair requires use of fusion or heat welding devices.  
No fusion or heat welding devices carried.

You have so far only found one more possible timehole; it seems to contain intelligent life on a world that is largely sea, possibly Kelados in about the year 2300 AD. Note that you have used up another polybdenum rod as you jump. Will you jump to:

- |  |                    |
|--|--------------------|
| The sea-covered world?   | Turn to <b>100</b> |
| The high-gravity world without life that is probably at least close to Earth?                | Turn to <b>34</b>  |
| The world which may not be Earth, but where you have detected highly intelligent life forms? | Turn to <b>86</b>  |

The *planet* which could just possibly be Earth in the Dark Ages or the days of a lost civilisation?

Turn to **55**

## 256

Your message asked that the Thrix should be primed by a Special Agent to regard you as a saviour and to capture Yelov when he appeared there, but the Thrix have no gods and it was impossible to plant the idea without changing the timelines of the planet which yields the only source of natural polybdenum. Unfortunately, when you appeared in Atlantis' future but your own past, the Thrix decided to destroy you since you apparently had wished to become a tyrant over them. As soon as you left Falcon's Wing a terrible sickness overcame you and you fell to the floor. It was Carborundum who squashed you as flat as a pancake by rolling over you.

## 257

As you crane your neck, watching the huge insect, it pushes away from the lip, falling back first towards you, then righting itself with a loud whir of wings as it flies towards you. Using your power of Thinkstrike you hurl a blast of mental energy at the burnished carapace which you hope houses its brain. You sense that your Thinkstrike is successful for its legs droop slightly, but its instinct to eat overrides its conscious mind and it slams into you, its silver scimitar-like mouthparts cutting your environment suit open. You are knocked from your precarious hold on the ridge of cork and fall towards Falcon's Wing. You bounce on top of it, the jarring impact does not damage the armoured hull, but you *lose 2 Endurance points* as you are badly bruised and battered. You slide down and off the curved side of the Time Machine into the milky liquid below and your leg is pricked by a thorn or spine. Your environment suit is torn and the milky liquid bathes your left thigh. You heave yourself off the spike and the plasnet seal of your suit closes the hole at once, but a terrible itching distracts your thoughts. The irritant contained in the liquid is affecting your nervous system. *Remove 1 from ALL your modifiers* until you can find an antidote. The giant insect flies towards you and you make it to the Access Disc just in time. The silver blades of its mouth scythe at you as you disappear into Falcon's Wing. Surveying the insect through the camera you see that it is joined by another and then a third, even larger, insect with a spiked, coppery-black carapace and larger



mandibles. You decide to engage the Variac Drive at random to leave this planet as soon as possible. Turn to **300**.

### 258

Somehow you have missed your target and the crackling bolt of superheated plasma which spurts from your blaster scours a great hole in the stone ceiling of the cellar. Your three assailants have thrown themselves to the floor and they pick themselves up sheepishly, spreading their hands to show that all is forgiven. Nobody has really batted an eyelid at your blaster. You are suddenly buffeted in the back and turn to see who hit you. It is a young girl dressed as a page boy wrestling with the man she was threatening with a dagger. He twists her hand until she drops the blade then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

Come to the aid of the young woman by using  
your power of Thinkstrike against the man  
who has taken her dagger? Turn to **303**  
Leave the drinking house quickly? Turn to **319**

### 259

You are still thirty metres from Falcon's Wing when the clatter of the Death tank sounds louder as it rounds the corner and its energy cannon blasts you into oblivion.

### 260

You are discussing tactics with the people of 'the cell'. Apparently the Death machines cruise through the air and rumble along the twisted streets at all times. Two young boys of about fourteen, carrying laser rifles, enter the gym. They are also carrying a twisted piece of metal which looks horribly familiar: it is the Access Disc from Falcon's Wing, which is now a smoking ruin. The Hiver Death machines have destroyed your Time Ship and you are trapped in a timeline which isn't your own. Tomorrow will find you in a bunker hurling fusion grenades at a Death machine, but another, high in the air, will zero in and atomise you just after you have thrown your last one.

### 261

You dive to the ground, but Yelov has seen you and he draws his

blaster and runs towards you.

As you crawl your way back towards Falcon's Wing, the sound of approaching hoofbeats behind prompts you to roll off the trail into some long brown grass. Ten Red Indians are cantering along the trail towards the ridge. They wear buffalo robes into which their long black hair is tucked, dark woollen cloth leggings and high moccasins topped with buffalo fur. They ride past you and on towards the ridge, looking over their shoulders constantly as they go. Yelov opens fire with his blaster and the Red Indians turn in panic. You are helpless as he shoots them down and so you draw your blaster, but Yelov's pistol spits a bolt of plasma that knocks you onto your back in the grass. You are only dimly aware as he stands over you and fires again. Yelov has taken his revenge.

### 262

You have only enough oxygen left within your environment suit to last for thirty hours, but there are several hundred miles to go. The instruments on your suit show that the air is breathable. Will you:

Take off your helmet and switch off the  
oxygen supply? Turn to **378**  
Not risk taking your helmet off? Turn to **419**

### 263

As you touch the gem all goes black. You are enclosed in a stasis field that will keep you safe until 3034 AD. You have become a pink-tinged statue touching the gem in the palace of Atlantis. The people try to destroy you for breaking the law of the Danikoi, but they cannot even mark you. Unfortunately, several thousand years later, an awful cataclysm causes Atlantis to sink beneath the waves and when the timefield breaks off in 3034 AD, the next instant of life to you, you find yourself entombed in sedimentary rock and you are crushed.

### 264

You are only dimly aware - everybody's voices sound so distant - and it does not occur to you to reply, when Section Leader Skirrow and some medtechs come to take you both away. In the care of the mental abnormality clinic of the main Health

Executive hospital in Alpolis you recover slowly. Your double's recovery is quicker, but you are forced finally to appreciate the awful truth - this is not your world. Everything here seems more sinister, as if society is somehow turning bad. Your Time Ship has somehow materialised in a parallel universe in which you have no place. Your double Falcon, has always lived on this Earth, and the people that you count on as friends are this Falcon's friends not yours. The TIME executive of this parallel world vote that it would be dangerous to allow you to return to your own universe and you are kept under guard. You have nothing to live for, your Time Ship is dismantled and escape impossible. You are an embarrassment to the authorities and when the parallel world Agent Lynx comes to serve the termination order you are glad to die.

### 265

If you have brought back two pieces of polybdenum to Falcon's Wing reduce the number of rods you have used by two. If you have not brought any back and the number of rods you have used stands at eight, turn to 278. Otherwise, you quickly consult CAIN telling it what has happened. CAIN chimes, 'This is encouraging, Falcon, the facts suggest that we may have entered our own universe once more.' Cheered, you decide to jump back to the Eiger Vault straight away, but scanning the Winds of Time you realise that the psychic flux has been disturbed. All of the timeholes are closed save for two. One is on Earth in North America, at the time of white settlement, the other is a planet you know nothing of but the psychic impressions suggest a near-human type civilisation exists there. Yelov is on your trail - you will have to try and outguess him. He may expect you to travel to Earth, but if he thinks you will realise this he may go to the other planet. Your only concern is to stay alive long enough for the Winds of Time to calm so that you can return to earth in 3034 AD. Will you jump to:

North America in 1866 AD?  
The unknown planet?

Turn to **54**  
Turn to **392**

### 266

You fall from the ridge down towards Falcon's Wing and bounce on top of your ship. The jarring impact does not damage the armoured hull, but you *lose 2 Endurance points* as you are badly

bruised and battered. You slide down and off the curved side of the Time Machine into the milky-liquid below and your leg is pricked by a thorn or spine. Your environment suit is torn and the milky liquid bathes your left thigh. You heave yourself off the spike and the plasnet seal of your suit closes the hole at once, but a terrible itching distracts your thoughts. The irritant contained in the liquid is affecting your nervous system. If this is the first time the irritant has attacked your nervous system *remove 1 from ALL your modifiers* until you can find an antidote. The huge insect drones down towards you once more and you rush for the hatchway into the ship. You make it to the Access Disc just in time. The silver blades of its mouth scythe at you as you disappear into Falcon's Wing. Surveying the insect through the camera you see that it is joined by another and then a third, even larger, insect with a spiked, coppery-black carapace and larger mandibles. You decide to engage the Variac Drive at random to leave this planet as soon as possible. Turn to **300**.

### 267

It seems Yelov has decided to follow as well and you walk warily, twenty metres apart. Turn to **216**.

### 268

They look at you, disbelief plain in their faces, but Jonjoe just says, 'Fungbrain', by way of explanation, and they turn their backs on you. You step out of the door which leads along a moss covered corridor and walk towards the twisted streetmetal outside. You duck out into the street and begin to run towards Falcon's Wing. Turn to **298**.

### 269

You find yourself forced to struggle out of the buckled cockpit of the flyer and as you do so the heads of the beautiful flowers turn towards you as if watching. They are eight feet tall and bizarrely menacing and as you stand rigidly to attention you realise that they are the Sundew. They are indeed intelligent and are combining their mental powers to control you. Hundreds of them hold your will in a mental vice. They realise that you must have come from another planet and they wish to absorb your knowledge of space travel. You can still control your thoughts to a small extent. Will you:

Try to pretend that you are nothing more than  
a simple laboratory animal used in tests? Turn to **335**  
Think that unless they set you free, Federation  
Starships will destroy them? Turn to **363**

### 270

It is impossible to stop the images, linked as you are to the malevolent black brain. The strain robs you of the ability to disbelieve the apparitions and you become a raving, gibbering maniac as your worst fears are realised. You die alone on the hot yellow sands of Sandsea.

### 271

You position the flyer so that the exhaust from your Ion Drive will bathe the monstrous insect and accelerate away. The Ion Drive burns its wings to ash and it falls into the sea of lush blue grass. The seed-ball insect floats gently skywards and the others fly away towards the dazzling white sun. You turn the flyer once more and your radar shows nearly fifteen sizeable blips, moving past the fleeing insects and on towards you. You soon sight a fearsome array, thirteen more of the monsters like that whose wings you burnt off. Your Psychic Awareness picks up a single thought: 'KILL the flyer', and your radar now shows more than fifty blips approaching. It will be difficult to deal with so many using only the Ion Drive as a weapon, so you decide to fly back to Falcon's Wing and leave this strange world, setting course for a random time and place. Turn to **310**.

### 272

You make your way stealthily towards the two Time Machines but your mind is brushed by Yelov, using his Psychic Awareness to find you. Suddenly more hoofbeats, the sound of men running and the jingle of harness cause both you and Yelov to freeze. About eighty cavalry men, some mounted, some on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

Pretend to be dead and hope they don't find  
you? Turn to **304**  
Sprint back to Falcon's Wing? Turn to **323**

### 273

As you skim towards the huge mounds of debris which have



obviously been mined out of tunnels you see several large lizards each with six splayed legs like pond-crawling spiders. They tread very carefully, as if trying not to disturb anything lurking below the ground. As you approach the nearest red slag-heap, you catch sight of a gang of the fearsome looking Repnids digging a trench. If you would like to land and try to communicate with them, turn to **344**. If you prefer to return to Falcon's Wing and jump to another timehole, turn to **330**.

## 274

As Jahkela and the land fish float serenely over the land, you bounce uncomfortably in their wake. The lower gravity means that you bound at every stride, but it is difficult to find a rhythm and you jerk along like a demented toy. The uncomfortable pursuit lasts for half an hour, by which time you are almost exhausted, but at least you do not sweat inside your suit. In the distance you can see a huge monolith, like an enormous second millennium church spire which has been set down in the midst of the empty sands. As you get closer you see that it appears to be a single crystal reaching eighty metres towards the spore-filled sky, and an archway has been hollowed in its side. Jahkela motions you imperiously to step past her through the archway. Turn to **75**.

## 275

You have little time in which to draw your blaster, aim and fire, as you cling on to the ridge with one hand. The huge insect is about to smash into you, its silvery mouthparts threshing the air. Make an **Attack Roll**.

If you score 9-12, turn to **185**

If you score 2-8, turn to **166**

## 276

Almost too late you realise that you are in danger of letting the Danikoi stumble across the secrets of time-travel, something that would have the most appalling consequences. They would use it to change the face of the universe and spread their decadence through time. They are already much too curious and you have to pretend that you are the last member of a dying race, polymorphed to look like a human. The Danikoi are loath to show you a stasis-field generator and anxious to regain the Safety of their ship. They are drawn upwards by invisible tractor

beams together with the three Atlanteans and when you probe their minds you find that you cannot stop them leaving you to your fate. You will have to try to examine the golden box which they left behind instead. Turn to **281**.

## 277

Concentrating your iron will which is unbowed by the knowledge that you are lost in time, you triumph over the alien attack on your mind. You de-activate the Psionic Enhancer and replace your helmet. Will you:

Attempt to land your flyer nearby to find out

what or who attacked you mentally?

Turn to **209**

Fly back to the safety of Falcon's Wing?

Turn to **307**

## 278

Without polybdenum Falcon's Wing will not be going anywhere. You will have to risk confronting Yelov again. You change into a new environment suit with a fresh oxygen supply. The scanner shows nothing but the cloudlike layers of soupy yellow mist on all sides. Blaster ready, you are lowered to the ground by the tractor beams. A swathe of mist turns from yellow to red as it is ionized by a blast from Yelov's plasma pistol. You double up in agony, your suit ruptured, and Yelov gloats over you as you die. He had followed you to your Time Ship and lain in wait, hidden by the thick yellow gasses of Thrix.

## 279 [Score a K]

You dart for the chess table and your move is shadowed by your double, but the table is nearest you and, grabbing it, you hurl it with all your force. Make an **Attack Roll**.

If you score 8-12, turn to **313**

If you score 2-7, turn to **324**

## 280

'Going to have another try are we?' chimes CAIN. Note down that you have used another polybdenum rod as you are about to jump again. Since you know that you are on the planet Sundew and CAIN informs you that the year is 2198, you have all of the information you would normally need to jump back to Earth in 3034 AD. But, perhaps due to the disorientation caused by travelling into the future, you still find it difficult to locate the

correct hole in the flux of time. There would seem now to be four possibilities, some of which you may already have tried. Which will you choose?

- A world which has intelligent life but is largely sea, possibly Kelados? Turn to **162**
- A high-gravity world probably very close to Earth? Turn to **34**
- A world which may be where Earth should be it is certainly heavily populated? Turn to **18**
- A planet which could possibly be Earth in the Dark Ages or the days of a lost civilisation? Turn to **55**

## 281

You manage to find out that the golden box has been carried into the premises of the golden palace. The Danikoi had cautioned the people of Atlantis to use whatever is inside once only, on each anniversary of the eclipse. In the meantime it is guarded by two spear-carrying soldiers at all times. You wait until night and there is great celebrating throughout the city and a banquet in the palace, a perfect night for you to infiltrate and open the box. You reach the room outside which the guards stand without being detected and you Thinkstrike them both senseless. Inside the bare room the golden box stands on a high stone slab. You open it to find a red gem that encases what must be the stasis-field generator in its own timefield. There is a small control panel which is not inside the timefield, consisting of a simple switch and digital date recorder. You guess that the operator simply sets the date to when he wants the timefield to last until, touches whatever is to be enclosed in the timefield against the gem and flips the switch. Will you:

- Set the date to Earth 3034 AD using the Danikoi calendar, touch the gem and flip the switch? Turn to **263**
- Return to Falcon's Wing to consult with CAIN? Turn to **248**

## 282 [Score an H]

Remembering that you are low on polybdenum rods to fuel Falcon's Wing's Variac Drive, you decide to steal out of the Time Machine to the Variac Recharger to see if any rods are kept there. CAIN projects a hologram of empty space beneath

Falcon's Wing and you are unseen as you leave it. You are rewarded with two rods of the precious fuel. Reduce the number of rods you have used by two. You steal back inside and prepare to jump. Turn to **17**.

## 283

After a time the black brain tires of its evil sport and the apparitions fade and you are able to search its living memory banks. Everything becomes clearer to you. It is an organic computer, called Ormon, and it is worshipped by the people of this planet, Sandsea. Jakhela means, 'The Priestess' and she is the only one allowed into the crystal monolith to hear the commands of the Lord Ormon. Jakhela's people once possessed an advanced technology, but when 'Evil' came and the technology was used to almost wipe each other out, they shunned machines. Only the priestess is allowed to use the nerve sword, the polished shield and the silver sceptre, which are all powerful artifacts. Ormon tells the priestess how to keep her people alive whenever a natural disaster occurs on Sandsea, but now the living computer has malfunctioned, it believes Jakhela and her people are no longer worth preserving. In Sandsea's distant past, before the Final War, a beirjg, a gleaming gold land fish, came from the stars to tell Ormon that one day a Saviour, you Falcon, would arrive and save the people of this world. You can tell by the emblem which he bore that this being was Special Agent Chameleon of the SAS and TIME. Your heart leaps as you realise that Chameleon must have come from your own future to prepare the way for you here, and that this means you will find your way back to Earth in 3034 AD. But then you remember that the timelines can change at any time, things that have already happened may make success impossible. At any fate you still have to tread carefully. Will you:

- Forget about the inhabitants of Sandsea and tell Ormon that it can have new 'better' people to care for if it orders Jakhela to return you safely to Falcon's Wing? Turn to **37**
- Tell it that as their god it is responsible for the way that the people of Sandsea are and it is up to Ormon to make them 'better'? Turn to **19**
- Appeal on behalf of the people of Sandsea that they will die horribly without Ormon's help? Turn to **28**

**284**

The huge insect slams into you, flattening you against the ridge of cork, before seizing you in its claws. The silver scimitar-like mouthparts make quick work of your environment suit as you struggle in its powerful grip. There is nothing you can do as your chest is slashed open and you die of shock. Nobody on Earth will ever know that you were the first future traveller of all time.

**285**

As you turn to run they become a howling mob. 'A TIME Enforcer,' shouts one, and they rush after you screaming for your death. You sprint past a row of broken visi-booths and come to a fork in the road. Will you turn:

Right down a street which turns abruptly right  
again? Turn to **223**  
Left down a street which leads to a crossroads? Turn to **234**

**286**

The flyer settles onto the sandy soil with a gentle crunch and you get out to look around. You stay quite close to the flyer but can see no trace of the life which you 'feel' all around you. Suddenly the ground begins to tremble. Will you:

Stay still until the earthquake, if that is what  
it is, passes? Turn to **120**  
Rush back to your flyer and take off? Turn to **308**

**287**

You set off after Jahkela, but your mind is suddenly assailed by Yelov's powerful will. A titanic struggle of minds begins, but suddenly one of the floating squid-like beings hits your face plate, and all you can see is an orange smear. You try to claw the sticky mess off but another hits your neck and begins to ooze into your suit, through the exhaust ducts. The membrane which surrounds it splits and the jelly-like fluid of its insides runs down your back, causing a burning sensation, like acid. Lose *5 Endurance points*. If you are still alive, you stumble blindly for some time and it is not until you walk in the direction that the woman has taken that you are able to clear your face plate. A stream of squid-like organisms are floating past you in the wind. You decide to follow Jahkela in case they somehow kill you if you disobey her. Turn to **216**.

**288**

Although taking off the helmet has lessened the strength with which the alien will channels into your mind your worry at being lost in time has left you mentally weakened and you succumb. Your will is no longer your own and you are forced to let go of the flyer's controls. Its nose tilts gently downwards and you plough into the flowers at several times the speed of sound. The flyer bounces, hits the ground again and begins to fall apart. Seconds later the crash-cell, the cockpit itself, is rolling end over end through the flowers, cutting a swathe through them. Turn to **247**.

**289**

You crawl stealthily away, but your mind is brushed by Yelov using his Psychic Awareness to find you. Suddenly more hoofbeats, the sound of men running and the jingle of harness cause both you and Yelov to freeze. About eighty cavalry men, some mounted, others on foot, resplendent in their blue uniforms, are chasing the Indians towards the ridge. They are spread out on either side of the trail and may find you. Will you:

Pretend to be dead and hope they don't find  
you? Turn to **304**  
Use your blaster against Yelov? Turn to **365**

**290**

As you go for your blaster your double has exactly the same thought. Your blasters take aim and the two blasts of superheated plasma spit simultaneously. Your bolt has killed your double, but there is nothing where your face used to be. You have been killed by yourself.

**291**

The flyer hovers motionless as the giant insect flies up to it, its scimitar-like mouthparts threshing the air menacingly. Using your Psychic Awareness you try to explore its alien mind. It appears to be a simple version of a sophisticated life form which communicates by scent. Its function is to guard the 'Queen-home' and it cannot even feed itself, relying on another form of insect to keep it alive. You haven't triggered its kill response so it turns away, ignoring you. As it goes you glean the information that the 'Brain Parasites' of the species are kept safe within the

heavily defended Queenhome which lies in the direction of the dazzling white sun. If you would like to fly in search of it, turn to **408**. If you would prefer to leave this strange world, returning to Falcon's Wing to set course for a random time and place, turn to **310**.

## 292

The effect on the Danikoi as you speak is immediate, their cool poise is ruffled and they are plainly astonished to hear an Atlantean speaking their own language in robotic tones. Everyone stares and you walk towards the Danikoi explaining that you are not as you seem. They order the people to stay and you walk with them to their starship which hovers, still spinning, above the lower slopes of the mountain. Will you:

Tell them that you are a Time Traveller and ask them to take you to Danikos where you can leave a message for the future so that someone will come to collect you if you do not die first?

Turn to **351**

If you do not trust the Danikoi simply ask to see a stasis-field generator?

Turn to **276**

## 293

It is risky to use your blaster, but its beam keeps the crowd at bay and you do not have to kill any of them. They are forced to let you go but you hear them screaming against the TIME Executive and threatening reprisals. You return quickly to the upper levels and set out for the Eiger Vault. Turn to **379**.

## 294

Now that you have left the Sundew behind, you make much faster progress onto the wild wastes of the featureless plain of permafrost. The atmosphere is thinning and your lungs are burning. The atmosphere is thickest at the equator of this ovaloid world and almost non-existent at the poles. You are forced to put on your helmet and switch on your suit's air supply once more, sweating even though you have turned the suit temperature down. You still have a long way to go and the sweat is turning to icicles which scratch your armpits. Falcon's Wing is camouflaged by the hologram generator to look like a mound of ice. Desperately you try get within range and contact

CAIN for directions. Make a **Chance Roll**.

If you score 1, 4 or 5, turn to **253**

If you score 2, 3 or 6, turn to **233**

## 295

As you concentrate your thoughts and attack Yelov's mind, he is doing exactly the same. A titanic battle of wills begins. Suddenly one of the floating squid-like beings hits your face plate, and all you can see is an orange smear. You try to claw the sticky mess off but another hits your neck and begins to ooze into your suit, through the exhaust ducts. The membrane which surrounds it splits and the jelly-like fluid of its insides runs down your back, causing a burning sensation, like acid. *Lose 5 Endurance points*. If you are still alive, you stumble blindly for some time and it is not until you walk in the direction that the woman has taken that you are able to clear your face plate. A stream of squid-like organisms are floating past you in the wind. You decide to follow Jahkela in case they somehow kill you if you disobey her. Yelov seems to have reached the same decision and you walk warily, some twenty metres away from him. Turn to **236**.

## 296

You climb painstakingly to the rim and heave yourself over the side, grabbing onto a matted tapestry of thick fibres. The sight which greets you takes your breath away. Great grey trees stand all around you, towering hundreds of feet towards the magenta canopy of the sky. You are clinging onto the top of a fruit like a giant coconut at the top of one of these straight-stemmed trees. The ground below is covered by lush blue grass which waves in the wind like a sea, and pink flowers as large as cherry trees are visited by a myriad huge insects whose wings fan the grasses as they hover. There are no machines or cities in sight. You are about two hundred feet up from the ground. Will you:

Fashion a rope out of the fibres to which you are clinging and let yourself down to the ground?

Turn to **325**

Tie yourself to the gigantic coconut and wait for the bright white sun to go down?

Turn to **333**

## 297

When at last you can go on no more, you drag yourself out of the apartment to the lift bay. Your double, as mentally tired as you are, staggers after you, but the lift takes you out of sight towards the streets below before you can be stopped. Turn to **358**.

## 298

As you run down the curving span of twisted streetmetal, you are relieved to see Falcon's Wing, a hundred metres away, still intact. To reach it you must cross an offset junction where two more arcing bridges of streetmetal join what were once warehouse areas to the main cityway. There is an ominous metal clapping and grinding from the street off to the right. Will you:

Turn left into the warehouse area before you reach the right hand turning? Turn to **376**

Sprint across the crossroads towards Falcon's Wing at full speed? Turn to **384**

## 299

You concentrate your mind on the woman but a drowsy numbness overcomes your senses. The man has fired his concussion tube and you slump, unconscious, to the cracked plastic floor. They do not allow you to come round. The woman slits your throat in a single practised movement.

## 300

Selecting your next destination will be difficult because you have no idea where in time and space you are. If you can trust CAIN's circuits, then you are still in the future - the digital readout shows 3747 AD. As you use your Psychic Awareness to scan time and space for the timehole on Earth in 3034, you find it impossible to guess the correct location with any degree of certainty. The choices appear to be between four timeholes. The first is where a hunch tells you Earth should be and it is a heavily populated world. The second is a large, high-gravity world which seems to be without life, but is probably at least close to Earth. The third is a world which could just possibly be Earth in the Dark Ages or the days of a lost civilisation. The last may not be Earth but you detect, psychically, highly intelligent life forms

there. You type in your chosen coordinates and instruct CAIN to engage the Variac Drive. You may use the Autodoc now, if you need to. In the stillness of the void, CAIN gives you some further information. It seems that a fault may be developing in the Variac Drive itself, something which it is quite beyond you to rectify. CAIN reminds you that you have now used three of the eight polybdenum rods which Falcon's Wing carries. Each time you use the Variac Drive to shift you to another timehole, another rod will be used up. If you have not reached Earth in 3034 AD within your next five jumps you probably never will. You can only hope that your choice has taken you close to home. If you chose the heavily populated world, turn to **18**. If you chose the large, high-gravity world, turn to **34**. If you chose the world which could just possibly be Earth in the Dark Ages, turn to **55**. If you chose the world with highly intelligent life forms, turn to **86**.

## 301 (Score an L)

Your four guards obey without hesitating and they escort you down the moss lined corridor behind you and out onto the twisted streetmetal of the cityway beyond. As you run down the curving span of twisted streetmetal, you are relieved to see Falcon's Wing, a hundred metres away, still intact. To reach it you must cross an offset junction where two more arcing bridges of streetmetal join what were once warehouse areas to the main cityway. There is an ominous metal clapping and grinding from the street off to the right. Your guards shout at you to run faster as you sprint across the open space at the crossroads. You look to the right to see a tank as large as a small stratocruiser rolling towards you on broad metal tracks. It has an energy cannon mounted on a revolving armoured turret and pulse lasers, pointing forward, along its sides. You run on, but the turret whirs menacingly as it tracks you and an energy projectile from the cannon explodes on the streetmetal behind you. You are hurled thirty feet down the cityway and your neck and back are damaged. You *lose 9 Endurance points*. If you are still alive, you struggle on as the guards go to ground. The Death-tank spends time trying to flame them out with a flame thrower mounted on its side and you reach the safety of Falcon's Wing. Turn to **170**.



As Falcon's Wing rematerialises you feel the ship settling downwards as the hydraulic legs sink into soft ground. Switching on the scanner reveals not Earth, but a world with a glorious rose-pink sky and green seas. You have sunk a little into the wet sand of a beach. A thirty foot long green monster basks in the gentle surf at the edge of a coral reef nearby. It looks like a giant soft-backed terrapin, or a turtle without its shell. You start in alarm but CAIN chimes, 'Well done, Falcon, you've done it again. The time is nearly right, it's 3031 AD, but this is Bequal, not Earth. Oh well, it's only another rod of polybdenum wasted!' CAIN's attempts to sound like a sarcastic Earther are not helping your peace of mind.

'What's that creature?' you snap. 'Is it dangerous?'

'That is a Bequali, Falcon, a highly intelligent and peace-loving amphibian. The Bequali have invented space technology during the last five hundred years and will apply for membership of the Federation in two years time.'

'Did we grant it?'

'It is still under consideration in 3034 AD.' You are not in danger on this idyllic world of small islands, sandy inlets and colourful reefs, but there is no point in staying unless you need a welding tool to mend the launch doors of the flyer, if you still have the flyer, that is. Will you:

Try to ask the Bequali for a welding tool?	Turn to <b>327</b>
Decide that you may as well attempt another jump?	Turn to <b>316</b>

### 303

You concentrate your mind and hurl a blast of thought at the man, who crumples helplessly into a pool of slops on the floor. The girl takes back her dagger, then offers you her hand, as if to lead you out of the drinking house. Deciding that it would be a good idea to leave, in case there is more trouble, you move quickly away from the overturned table and out into the street, where she asks you if you would like to come home with her. If you would, turn to **389**, if you would rather return to Falcon's Wing, turn to **396**.



### 304

The cavalry charge on past you and you are undiscovered, but now you are not sure where Yelov is. The attention of the cavalry men is firmly fixed on the Red Indians who seem to be taunting them. One of them wheels his horse and canters back and forth along the ridge. Will you:

Try to steal up to Yelov's Time Machine and damage it so that he is trapped in Earth's past?

Turn to **11**

Lie low and wait?

Turn to **20**

Try to get back to Falcon's Wing to see if you can jump to the Eiger Vault 3034 AD yet? Turn to **31**

### 305

You visualise the world that you know, its cities, stratocruisers and leisure domes, the blue sky and the animal reserves. The gigantic insect becomes agitated, its thoughts are so alien to yours that you cannot be sure what its reaction is. It flies towards you once more. Will you:

Use your blaster?

Turn to **235**

Attempt to Thinkstrike it?

Turn to **257**

Let yourself fall from your position on the cork ridge? Turn to **266**

### 306

The land fish turns and begins to float away at a speed which you can just match, and two others appear as if from nowhere, floating towards the dune which is actually Falcon's Wing and towards Yelov's machine. Will you:

Follow the woman, Jahkela?

Turn to **267**

Try to Thinkstrike Yelov?

Turn to **254**

### 307

You arc across the sky towards the barren frozen pole. Falcon's Wing is so well camouflaged that you have to call CAIN when you are in range and get it to guide you in. The flyer hovers into place inside Falcon's Wing and your crash-couch, with you inside it, returns to the command console. Once more you psychically scan the Winds of Time. Turn to **280**.

### 308

Just as the flyer is taking off, the soil beneath it gives way and you fall down into a great cavern. Fortunately, you fire up the Ion Drive just in time and the flyer leaves a horrific sight behind it. Reprnids had burrowed a great tunnel underneath the flyer and it almost fell into a writhing mass of them. You have had a lucky escape. If you would like to return to Falcon's Wing and set course for another timehole, turn to **330**. If you prefer to fly on towards the red slag-heaps on the horizon, turn to **273**.

### 309

You rest in the Autodoc and the diagnosis screen flashes a message at you:

#### THE MEDAWAR SYNDROME

onset of rapid ageing

Life Expectancy

300 days

At least you will die in a land of beauty and plenty. CAIN chimes, 'Not giving up are we, Falcon? I thought that's where you humans had the advantage over we electronic brains - you never give up even against hopeless odds.'

There must be something I can do,' you say. For some reason the pink-tinged metal weapons with their curious dull sheen enter your mind and you tell CAIN that you believe the civilisation is more advanced than it should be for 9649 BC. CAIN agrees and puts forward the theory that you have found the lost civilisation of Atlantis. 'But why are they so advanced?' you cry.

CAIN is silent. A few hours later CAIN chimes, 'There is a starship in the ionosphere Falcon.' Your heart surges with wild hope. Turn to **172**.

### 310

You streak back towards Falcon's Wing at a speed far faster than any of the life forms on this strange planet can match. You hover gently down through the circular hole at the top of the great fruit. To your surprise the hatch doors are still open and

you settle the flyer back into position in Falcon's Wing. The crash-couch swings you down into position in front of the Time Ship's instrument console. If you damaged the hatch doors when you switched on the flyer's drive, turn to **203**. If not, turn to **194**.

### 311

'I'm just going for a stroll,' you say casually. Galatea orders the others to let you go. They look on in puzzlement as you leave through a door which leads to a moss-covered passage and out onto the twisted streetmetal of the cityway outside the ruined factory, listening for pursuit as you go. Turn to **298**.

### 312

To your surprise and consternation the horseman smiles, nods, and says, 'All ways lead to your destination,' before spurring his horse and cantering off, leaving you to survey your surroundings in bewilderment. Now that the arrogant horseman has gone you realise that you are causing quite a lot of interest. Several of the throng of townspeople are wearing colourful robes and others wear armour and carry swords, but none are dressed as magnificently as you. A small, furtive-looking man dressed in a green-grey jerkin of quilted leather sidles towards you through the crowd, so you walk briskly on. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you enter the:

Doorway beneath the sign of the wheel?  
City of temples?

Turn to **119**  
Turn to **128**

### 313

Your double tries to dodge but is caught in the head by the corner of the plasmarb table and falls to the floor. You have the chance to:

Finish the battle with your blaster?  
Use your Psychic Awareness to probe the  
other's mind?

Turn to **337**  
Turn to **349**

### 314

You agree to let them teleport you and before you can draw breath you are standing next to a low mound of ice in the barren polar regions of the world of the Sundew. Moving closer you see that it is Falcon's Wing, the Sundew have been as good as their word and teleported you back by the power of thought alone. You are soon safe within Falcon's Wing and scanning the Winds of Time once more. Turn to **280**.

### 315

You turn towards your Time Machine, but one of the tentacles of the land fish snakes out and turns around your neck. It lifts you easily off your feet in the low gravity and pulls you towards the woman who prods her sword at your face plate before you can collect your thoughts. It glows blue-green and a massive shock overloads your brain. You are left wandering like a mindless idiot to die in the sand when your air supply runs out.

### 316

As you prepare to jump CAIN says, 'There are not many chances left, Falcon.' You concentrate hard and this time when you scan the timelines everything seems clearer than before, perhaps because you are so close in time to 3034 AD. You engage the Variac Drive. Note that you have used another polybdenum rod as you wait for Falcon's Wing to rematerialise. Turn to **3**.

### 317

The giant insect seems to lose interest in you and begins feeding off the purple sap that is running down the inside of the corky wall, so you climb painstakingly to the rim and heave yourself over the side, grabbing onto a matted tapestry of thick fibres. The sight which greets you takes your breath away. Great grey trees stand all around you, towering hundreds of feet towards the magenta canopy of the sky. You are clinging onto the top of a fruit like a giant coconut at the top of one of these straight-stemmed trees. The ground below is covered by lush blue grass which waves in the wind like a sea, and pink flowers as large as cherry trees are visited by a myriad huge insects whose wings fan the grasses as they hover. There are no machines or cities in sight. You are about two hundred feet up from the ground. Will you:

Fashion a rope out of the fibres to which you are clinging and let yourself down to the ground?

Turn to **325**

Tie yourself to the gigantic coconut and wait for the bright white sun to go down?

Turn to **333**

### 318

CAIN has observed some people in the distance and it prepares a disguise consisting of little more than body ornaments and adds the precaution that you should spray your hair raven black. This done, you leave your Time Ship to be embraced by the sweet and humid airs of a tropical spring. You walk north towards the single great mountain and, after a time, you come across a settlement. To your surprise the people, a trifle shorter and slimmer than you, but very beautiful with their raven black hair worn long, live in houses made of white stone. They are farmers and you notice that although the fields are tilled by hand they have tools that you would not have expected to find until Earth's late iron age. Walking on, you realise that you have stumbled across a highly successful ancient civilisation. The towns have temples built like pyramids, a cross between those of the Egyptians and of the Aztecs. Walking on towards the mountain you come to a wide, deep canal which connects it to the sea. A miracle of engineering in such times. Hundred-oared biremes, some with beautiful pavilions on their decks, form a busy traffic and at last you come to a walled city of beautiful white buildings and grey stone towers.

Doing your best not to feel uncomfortable without clothes, you walk on, ignoring everyone and come to a market. One stall in particular interests you. There are many iron weapons for barter here, and some others which bear a curiously dull pink-tinted sheen. Passing on, you come to another circular canal, the first of three wide waterways which ring the mountain. Beyond them is a magnificent golden palace. You spend five days amongst the people of this land, which they call Utvuntas, speaking to no one, but overhearing what you can, your translator hidden in the girdle at your waist. You daren't risk taking part in the lives of these noble people for what would be breaking the First law of TIME and might change history. After five days however, you notice a strange ache in your joints and when you catch sight of yourself in a mirror of polished bronze

you are horrified to see lines of age on your previously unlined face. Accelerated ageing has set in, due to your being so far from your own time. If this continues, you will be dead within a year. You decide to return to Falcon's Wing to use your Autodoc. Turn to **309**.

### 319

You move quickly away from the overturned table towards the door. Before the man can slit the page girl's throat, she twists and throws him over her hip into a pool of slops on the floor and then grinds her booted heel into his forearm. He drops the knife, she spits on him, then follows you out of the drinking house. If you are wearing a cloth of gold robe, turn to **371**. If you are not, turn to **368**.

### 320

The woman says, 'Ormon will decide.' The land fish turns and begins to float away. She calls back over her shoulder, 'The victor will follow me.' Two more land fish appear as if from nowhere and float towards Yelov's machine. Yelov levels his pistol at you once more and you draw your own, but you are not quite quick enough. You are not protected this time, Yelov's blast throws you onto your back, and a second finishes you off. Yelov has taken his revenge.

### 321

You hurl a blast of thought at the creature and its coils loosen, allowing you to break free. You run back to the tree and climb the rope just before it catches you once more. After an arduous climb you re-enter Falcon's Wing intending to leave this strange planet behind and set course for another timehole. Turn to **300**.

### 322

The rapier thrust misses you and you are making up your mind what to do next when you are buffeted in the side. One of your three assailants bends to pick up the table which you turned over, and says, 'Come on lads, let's not spoil the evening by fighting.' The others put down their rapiers and to your surprise treat the incident as over. You turn to see who knocked against you. The young girl dressed as a page boy is wrestling with the man she was threatening with a dagger. He twists her hand

until she drops the blade then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

Come to the aid of the young woman by using  
your power of Thinkstrike against the man  
who has taken her dagger? Turn to **303**  
Leave the drinking house quickly? Turn to **319**

### 323

You leap up suddenly and sprint towards the rocky bluff which is in fact Falcon's Wing. There are shouts of surprise from the cavalry men, then Yelov starts blasting. You put Falcon's Wing between yourself and him, running in an arc, but Yelov opens up against the cavalry men instead. He kills several and they are routed. You pull your own blaster, then all goes dark. You have allowed Yelov to change the history of the west. Crazy Horse who thought the Great Spirit had sent down lightning to kill the cavalry men will now lead an army thirty thousand strong, uniting many tribes. America will not enter the First World War. You have never existed, your French ancestors were wiped out in 1919 AD.

### 324

Your double's reactions are every bit as good as yours and the table smashes harmlessly against the wall. You draw your blaster, but the same though passed through your adversary's mind a split second before yours. Will you:

Throw yourself aside? Turn to **136**  
Count on your own superb reactions to see  
you through? Turn to **145**

### 325

After an hour and a half's work you have a rope knotted at intervals long enough to reach to the ground. As you climb down a giant insect which resembles a huge dandelion seed-ball with six jointed legs but without any discernible head floats above you to tree top level. At last you are down and the puff-ball being is drifting away on the breeze. The lush blue grass towers above your head, but you decide to strike out towards a huge pink flower which you glimpsed from above. The fronds of grass part easily before you, but you cannot see far ahead.

Suddenly something is scurrying towards you. Its snake-like head parts the grass as it butts you so hard in the midriff that you are sent flying backwards. *Lose 2 Endurance points.* It is a thirty-foot cross between a reptile and a snake, its sinuous body carried along by eight squat legs. It is already enfolding you in its grey coils, its pink tongue darting out at you. Your blaster is squeezed against your side and you cannot reach it, as your suit is gradually compressed. Will you:

Try to Thinkstrike the creature? Turn to **321**  
Use your Power of Will to attempt to control  
it? Turn to **343**  
Try to grab its tongue and wrench it? Turn to **352**

### 326

Galatea shakes her head decisively. 'You stay here, Falcon, you don't know how to stay alive out there. We'll teach you how.' If you decide to stay with these people to help them for a time, turn to 260. If not, you make a break for the door which leads to a moss covered corridor behind you. A laser-rifle beam hits your back as you go, but you struggle on out of sight. Your lung is punctured and blood bubbles at your mouth. *Lose 10 Endurance points.* If you are still alive, you force yourself on and there are no sounds of pursuit as you duck through the hole in the side of the ruined factory and onto the twisted streetmetal of the cityway beyond. Turn to **298**.

### 327

CAIN has already disguised Falcon's Wing as a low chalk cliff and you put on your environment suit and set out to talk to the Bequali. You have a problem. Your actions may change the decision of the Bequali to ask to join the Space Federation headed by Earth. They know of the TIME executive, but you will be an important ambassador for all of the races in the Federation. The great amphibian catches sight of you walking slowly down the beach and it swims to meet you, its huge bulk curiously graceful. Will you:

Greet it as a lone space traveller in need of  
help? Turn to **341**  
Tell it that you are a Special Agent of TIME and  
suggest that if it helps you, membership of  
the Space Federation may be bestowed on  
the Bequali? Turn to **377**

### 328

Looking up at the horseman who towers above you, your mind is concentrated and you hurl a blast of mental energy at him. But to your surprise nothing happens; he doesn't appear even to have noticed, yet he should have fallen, stunned, from his horse. He looks down at his hand and you notice a large red gem glowing brightly on a ring. He looks at you, his eyes narrowed, then draws his sword with a ring of tempered steel. Will you:

- Use your blaster on him? Turn to **346**
- Try to use the Power of your Will to take control, of his mind? Turn to **364**

### 329

'You will both come with me, or your machines will be destroyed,' says the woman. 'My name is Jahkela. Welcome to Sandsea.' With that her land fish turns and begins to float at a speed which you could just match if you tried. Two more land fish appear and drift towards each of your Time Machines. Yelov is sealing his environment suit. Will you:

- Try to take control of Yelov's mind? Turn to **295**
- Follow Jahkela? Turn to **287**

### 330

Falcon's Wing remains safely where you left it and you land the flyer as gently as you can, anxious not to cause any vibrations which might attract the Reprids. You scan the flux of time, but still seem to be suffering from disorientation brought on by travelling into the future and you only manage to find one new timehole of any interest. It seems to contain intelligent life on a world that is largely sea, possibly Kelados in about the year 2300 AD. Note that you have used up another polybdenum rod as you jump. Will you jump to:

- The sea-covered world? Turn to **100**
- The high-gravity world without life that is probably at least close to Earth? Turn to **34**
- The world which may not be Earth, but where you have detected highly intelligent life forms? Turn to **86**
- The planet which could just possibly be Earth in the Dark Ages or the days of a lost civilisation? Turn to **55**

### 331

The rapier cuts open your chest,, but you moved so quickly that it missed the heart. You *lose 5 Endurance points* as the wound bleeds heavily and slip backwards as you are buffeted in the side. One of the others bends to pick up the table which you knocked saying, 'Enough, that's a lesson to teach you to mind your manners to the cavalry men of the Wheel of Chaos.' You turn to see who knocked against you. The young girl dressed as a page boy is wrestling with the man she was threatening with a dagger. He twists her hand until she drops the blade, then picks it up and moves to slit her throat. Her eyes, mutely appealing, beseech you to help her. Will you:

- Come to the aid of the young woman by using your power of Thinkstrike against the man who has taken her dagger? Turn to **303**
- Leave the drinking house quickly? Turn to **319**

### 332

You stay inside Falcon's Wing, which is disguised as a group of palm trees hoping to stay alive long enough for someone from the Special Agent Section of TIME to come and pick you up, but when, on the third day, your Psychic Awareness tells you that the timehole into which you jumped on this plain has closed up you are forced to abandon that hope too. At least Yelov cannot follow you. Wearily you set out to explore your surroundings, as much to pass the time as anything else. Turn to **318**.

### 333

You tie yourself securely to the outside of the gigantic coconut, deciding to wait until the night sky reveals its stars and, hopefully, your position in the galaxy. While you wait you scan the sky and the rippling sea of blue grass, but nothing comes close. A strange insect as large as Falcon's Wing floats to the height of the tree tops some way away; it looks like a giant dandelion seed-ball with six jointed legs and has no discernible head. It floats gently away on the wind. Then you see a group of sleek and slim insects with flattened heads and pointed tails held aloft above great pink flowers by blurring purple wings. They fly away as the blazing white ball of the sun slips below view and the sky darkens to purple and then black. To your surprise the stars look completely unrecognisable, you cannot even see the Milky Way. You decide to climb to the base of the fruit and cut a

way through to Falcon's Wing with your blaster. When the hole is large enough you step through and, climbing to the top of Falcon's Wing, unscrew the camera from its gimbals. You then use it to scan the sky repeatedly until CAIN, recording the picture it receives, has enough information to tell you where in the universe you are. When you are safely back in your ship CAIN breaks the bad news to you. You are on the outer spiral arms of the Andromeda galaxy, light years from Earth, but at least you can now plot a more accurate course to another timehole. Turn to **8**.

### 334

As you step out towards them a woman shouts, 'It's one of those TIME police, they're Enforcers just like the Citpol, they get written about on Intelfax all the time for doing nothing but wiping out other races in the past.' A hail of brick and plastcards rain on you and one knocks you unconscious. You never wake up.

### 335

Your ruse seems to be successful. You sense that the Sundew believe you to be no more than a laboratory animal put into your flyer as an experiment to see if you could survive in their world. Unfortunately they decide to use you as such and you are set to work scooping out a new water channel for them with your hands. Their control never wavers for they are mind-linked over great distances and hundreds control you, while others rest. At length you can keep up the pretence no longer and you struggle to use your blaster. The flower heads dip towards you and your environment suit starts to steam. The crystals of hundreds of flowers are focusing the sun's rays on you and the suit begins to smoke badly. There is nothing you can do as you free your blaster. You pass out never to reawaken.

### 336

'The Saviour will come with me.' She points at Yelov and says, 'Your machine will be destroyed.' Her land fish turns and moves away at a fast pace and two more float from nowhere towards Yelov's machine. You turn to follow, but Yelov shouts, 'Stop Falcon!' and attacks your mind with his powerful will. You are locked in a titanic struggle, but Yelov's face mask is hit by one of the floating squid-like beings and another wraps itself around his neck. He concentrates for as long as he can, but one of the

jelly-like animals flows into his suit through the exhaust ducts and he chokes. You decide to follow the woman and hope that the land fish will destroy his Time Machine. Turn to **274**.

### 337

Remorselessly your finger closes on the trigger and the being that thinks it is you is hurled across the room and destroyed. You take a pep pill and look around the apartment. Turn to **353**.

### 338

You point the flyer towards the side of the strange skyscraper-like rock and let it settle gently to the ground. The lush blue grass is in fact made of coarse fronds like bullrushes and it is even deeper than it looks. As the flyer settles onto the firm ground you can barely see out of the cockpit through the wavering blue fronds. You watch for nearly an hour without seeing anything unusual and the magenta hue of the sky deepens as the sun sinks towards the horizon. The grass is disturbed as if by a sudden wind and then there is a thumping and rasping noise. Something is crawling across the back of the flyer. It clambers into view and you see that it is something like a giant brown ant without eyes, but with a huge nozzle instead of a mouth. It ignores the flyer completely and stalks on through the parting grass towards the towering rock. Then all goes dark as a great tide of the giant insects, each as large as the flyer, pours through the grass like a river. They seem to ignore everything, scrambling on top of each other and blotting out the light by the press of their bodies. Will you:

Sit tight?

Turn to **153**

Try to lift off in case you are crushed under their combined weight?

Turn to **144**

### 339

You are too slow and the sword hits your face plate before you can collect your thoughts. It glows blue-green and a massive shock overloads your brain. You are left wandering like a mindless idiot to die in the sand when your air supply runs out.

### 340 [Score a Y]

If your flyer has been operational, you would have tricked the Enforcer into sitting in the crash-couch while you pretended to show her CAIN's files, and pressed the button which would

have sent her and the couch up into the flyer, then launched it. Instead you will have to use your blaster on her. Turn to **411**.

### **341 [Score an H]**

The Bequali greets you and its words, heard through your Universal Translator, are warm and friendly. It invites you to climb onto its back so that it can take you to meet its friends at the building dock. You decline, saying that you need to rest, but thank it for its offer of hospitality. When it asks what help you need you explain that you want a welding tool, the words grating mechanically through the translator speaker, and the Bequali is gone beneath the waves in a flash. You wait on the sand for an hour. Then it returns, surging out of the sea like some claw-footed Kraken. To your relief it drops a welding gun at your feet and explains how to use it. You thank it and say you will return the gun to this spot when you have finished. The Bequali takes the hint that you want to work alone and disappears beneath the waves once more. It is the work of but an hour to repair the launch doors, with CAIN's guidance, and, that done, you leave the welding gun on the beach and return to Falcon's Wing to try to jump to Earth 3034 AD once more. Turn to **316**.

### **342**

Note that you have used another polybdenum rod as Falcon's Wing winks out into null-space. CAIN tells you that you have just been present at the build up to the Fetterman massacre. It believes that the young Indian who so bravely taunted the United States' cavalry on the ridge was Crazy Horse. As you rest in limbo the cavalry are being enticed beyond the ridge, into a trap between the Sioux on one side and the Cheyenne and Arapahos on the other. The decoys, led by Crazy Horse, will split into two groups and then ride across each others' tracks to signal the charge which will kill all of the footsoldiers, and then the mounted soldiers will retreat to the rocky heights at the end of the ridge, to no avail, for the Indians will close in and finish them off with their bows and arrows. Not one cavalry man will live to tell the tale and the Indians will mutilate their bodies, as the white soldiers had done to the Indian dead two years before at the Sand Creek massacre. After an hour, Falcon's Wing rematerialises and the outside camera scans your new landscape. If the number of polybdenum rods which you have now used stands at 8, turn to **143**. If it is less than 8, turn to **152**.

### **343**

The creature has no will that you can control, it is following blind instinct to kill and eat. As its coils tighten your arms are trapped and the air supply to your helmet is broken off. The helmet itself has a limited supply, but the creature locks itself around you and waits for the suit to go cold. You try a Thinkstrike instead, hurling a blast of thought at the creature and its coils loosen, allowing you to break free. You run back to the tree and climb the rope just before it catches you once more, but the heavy demand for oxygen caused by the climb uses the helmet's supply up before you reach the top. You black out and fall to your death in the sea of grass.

### **344**

Will you:

- Land the flyer on the side of one of the large red slag heaps? Turn to **369**
- Land on the red soil some way from the trench which the Repnids are digging? Turn to **357**

### **345**

As you concentrate your thoughts and attack Yelov's mind he is doing exactly the same. A titanic battle of wills begins. As you struggle, you hear the woman saying, 'Which of you is the one?' Neither of you dare risk losing your concentration to reply, but the woman goes on, 'Then I shall assume the first comer is the Saviour,' and the land fish floats towards Yelov who suddenly cries, 'No! I am the Saviour!' Your concentration too is broken and you find yourself considering what to say in reply. Will you say:

- 'He lies, it is I?' Turn to **320**
- 'Show us both the way and I will prove that I am the Saviour?' Turn to **306**
- 'I didn't come here to save you, if you don't mind, I'll just be going?' Turn to **315**

### **346**

As you draw your blaster, the horseman swings low in the saddle and swings his sword, as if to lop off your head. You will have to fire quickly as his speed is breathtaking. Make an **Attack Roll**.



If you score 7-12, turn to **381**

If you score 2-6, turn to **400**

### **347**

As the flyer is catapulted through the launch doors you cut in the Ion Drive which bathes Falcon's Wing in a blast of ionizing flame. The flyer hurtles towards the puckered lip of the cavernous stomach-like enclosure. You will need every ounce of skill you possess to steer it safely through. Make an **Evasion Roll**.

If you score 6-12, turn to **382**

If you score 2-5, turn to **391**

### **348**

It is only the strength of Galatea's will that has kept her alive and fighting long after everyone she knew has perished and she too has Powers of the Mind. This will be a difficult clash of wills to win. Make a **Power of Will Roll**.

If you score 8-12, turn to **401**

If you score 2-7, turn to **393**

### **349**

When your double realises that you are showing compassion, your psychic probing is returned and you open up your minds to each other so that each can share the other's experiences. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out, but you know that no such colony exists. The experience is too much for both of you. You lose your sense of self and you become a catatonic moron, neither wanting to speak nor even move. Turn to **264**.

### **350**

You regain the safety of Falcon's Wing which is still disguised as

an olive tree without further mishap and sigh heavily at the prospect of searching the psychic flux of the universe for the Eiger Vault timehole on Earth once more. If you have tied up a horseman below Falcon's Wing you know that he will soon be found, so close to the city, when you have departed this world. You make a detailed report to CAIN and you can almost feel its circuits overloading when it starts to project the possibilities of magical powers, based on what you have told it, but CAIN still finds the time to chime almost caustically, 'Once again you have failed to find out any information of real value at this moment, even when the dominant species is remarkably similar to your own.'

'Yes, how can that be?' you ask.

'Coincidence is unlikely, your question raises many important areas for investigation.'

'Let's-just boost this crate into space, shall we?' you say, and scan the timelines once more. Turn to **3**.

### **351**

You cannot now hide the secrets of time travel from the Danikoi and they will use their new toy, the discovery of time travel, to change the face of the universe, spreading their decadence throughout time. It is as if you and the Space Federation had never existed.

### **352**

You catch the creature by surprise, cruelly wrenching its sensitive tongue. Its body whips through the blue grass, flattening it as it uncoils in a spasm and rushes out of sight on its powerful legs. As it goes, three huge insects fly down to the pink flower ahead of you. If you would like to climb back to Falcon's Wing to leave this strange world by setting course for another timehole, turn to **300**. If you wish to continue towards the large pink flower, turn to **360**.

### **353**

Your double is dressed exactly as you are and everything about the apartment is exactly as you left it before you began this mission. A half-eaten pack of Berries of the wood mousse, your

favourite food, rests next to the nutrition dispenser and some of your old hovbike racing magazines lie open on the suspensi-bed, as if your double had been passing free time exactly as you would have. Only one detail catches your attention: the random number generator which tells you whether you have won a free trip to one of the holiday worlds shows a new number even though it should not show one until the middle of next month. You shake your head, still hardly able to cope with battling the vision of yourself. Suddenly you hear the siren wail of an Enforcer's jetcopter. Will you:

Call up Jobanque, the Lord of Time who used to be your Section Leader? Turn to **370**

Go back to the Eiger Vault to consult with CAIN? Turn to **379**

Leave the building and lose yourself in the lowlife area, Old Geneva, to give yourself time to think? Turn to **388**

### 354

You aim your blaster at Yelov, but a terrible pain all over your skin sends you rolling to the sand in agony. *Lose 8 Endurance points.* As you recover, you look up to see the woman leaning over you, the strange sword pulsing with a blue-green light. Your mind reels as Yelov tries to take control of it using the considerable powers of his own mind. As you struggle to keep control, you hear the woman saying, 'Which of you is the one?' Neither you nor Yelov dare risk losing your concentration to reply, but the woman goes on, Then I shall assume the first comer is the Saviour/ and the land fish floats towards Yelov. The pain you feel means that you are at the end of your tether and Yelov is winning. You *lose 2 more Endurance points* for the mental strain, but as you are about to give in, the attack suddenly stops. Yelov is on his back on the sand, the woman towering over him, her sword pulsing blue-green once more. 'No! I am the Saviour!' says Yelov. The woman looks from you to him. Will you say:

'He lies, it is I?' Turn to **320**

'Show us both the way and I will prove that I am the Saviour?' Turn to **306**

'I didn't come here to save you, if you don't mind, I'll just be going?' Turn to **315**

### 355

This will be a difficult manoeuvre but at least, this way, you do not risk damage to Falcon's Wing by turning on the flyer's Ion Drive too close. Your reactions will be sorely tested. Make an **Evasion Roll** to see if you can pull the manoeuvre off.

If you score 7-12, turn to **366**

If you score 2-6, turn to **375**

### 356

The young man winces as the force of your Thinkstrike hits him, but he is used to adversity, on his guard for every moment of his waking life. The mental attack causes him to pull the trigger as a reflex and there is a dull thud as the concussion tube fires. A drowsy numbness overcomes your senses and you slump to the floor as if he had Thinkstruck you. They do not allow you to come round. Instead the woman slits your throat in a single practised movement.

### 357

The eight-eyed Repnids seem to be watching as you settle the flyer down on the red soil, but they make no move towards you, in fact they are motionless as you climb out of the flyer and walk slowly towards them. The ground beneath your feet begins to tremble and then shake, as if in an earthquake and you lose your footing, though the Repnids seem unaffected. The rock beneath you gives way suddenly. Repnids have tunnelled below the surface and you fall into a boiling mass of hundreds of Repnid bodies in a cavern below. The end is swift, as several pairs of fangs inject their deadly venom and the air of Dyskra contaminates your lungs. Nobody will ever know that you were the first human future traveller.

### 358

As you reach the plasmetal street below the SocWork building, you hear the wail of an Enforcer jetcopter. Your double has called the Enforcement Executive and you are on the run. Will you:

Call up Jobanque, the Lord of Time who used to be your Section Leader? Turn to **370**

Go back to the Eiger Vault to consult with CAIN? Turn to **379**

Leave the building and lose yourself in the lowlife area, Old Geneva, to give yourself time to think?

Turn to **388**

### 359

You aim your blaster at the same instant as Yelov, but a terrible pain all over your skin sends you rolling to the sand in agony. *Lose 8 Endurance points.* Yelov's pistol snout blazes and a crack of plasma bursts towards you, but there is no sickening jolt, no more pain. As you recover you look up to see the woman leaning over you, the strange sword pulsing with a blue-green light, and her shield glows an iridescent white. She has used it to absorb the energy of Yelov's blaster. Yelov's half-face is a picture of surprise inside his environment suit and he rips the helmet off and takes off a psionic damper circlet. You struggle to your feet. Will you:

Use your Power of Will to control Yelov? Turn to **345**  
Wait to see what the strange woman does next? Turn to **329**

### 360

You tread carefully towards the great flower and the fearsome insects which cluster around it. Parting the blue fronds of the tall grass you catch sight of them and use your Psychic Awareness to probe their alien minds. They are simple versions of a sophisticated life form which communicates by scent. Their function is to guard the 'Queenhome' and they cannot even feed themselves, relying on another form of insect to keep them alive. Their rigid minds are about to become aware of you. If you wish to stay and learn more, turn to **404**. If you prefer to creep quietly away and climb back to Falcon's Wing, turn to **300**.

### 361

You manage to regain the safety of Falcon's Wing, as the cavalry cry out in surprise, before Yelov can realise what has happened. When you disappear the cavalry men think that you must have been a Red Indian who has somehow hidden himself and then slunk off. Inside Falcon's Wing you use the camera to spot Yelov, now crouching hidden from the cavalry men near the ridge. The cavalry charge on, their attention firmly fixed on the Red Indians who seem to be taunting them. One of them wheels his horse and canters back and forth along the ridge. Anxiously you scan the flux of time. Turn to **90**.

### 362

The young man winces as the force of your Thinkstrike hits him, and it is just enough to overcome him. He is used to adversity, on his guard for every moment of his waking life, but he crumples stunned to the cracked plastic floor. The woman dives for the concussion tube, but you Thinkstrike her as well. Outside, the Death machine's clanking and whooshing recedes into the distance and you decide to return to Falcon's Wing before it is destroyed by one of the machines. Turn to **298**.

### 363

Your ruse seems to have worked. There is a feeling of shock all around you and your mind is released from the vice-like grip of the highly intelligent Sundew. Will you:

Demand they sacrifice one of their number and take it back to Falcon's Wing for analysis? Turn to **373**  
Ask them if there is a way of repairing your flyer? Turn to **385**  
Simply order them to leave you alone and set out to walk the several hundred miles back to Falcon's Wing? Turn to **397**

### 364

As the horseman's glittering blade cuts downward towards your neck, you concentrate your will and try to force him to drop his sword. To your surprise his will is strong, though you sense that it is wayward. Make a **Power of Will Roll**.

If you score 6-12, turn to **196**  
If you score 2-5, turn to **182**

### 365

You leap up suddenly and sprint towards the rocky bluff which is in fact Falcon's Wing. There are shouts of surprise from the cavalry men, then Yelov starts blasting. You put Falcon's Wing between yourself and him, running in an arc, but Yelov opens up against the cavalry men instead. He kills several and they are routed. You pull your own blaster, then all goes dark. You have allowed Yelov to change the history of the west. Crazy Horse who thought the Great Spirit had sent down lightning to kill the cavalry men will now lead an army thirty thousand strong, uniting many tribes. America will not enter the First World

War. You have never existed, your French ancestors were wiped out in 1919 AD.

### 366

As the flyer is catapulted through the launch doors you trigger a burst of reverse thrust that stops it moments before contact with the ridged wall of the stomach-like prison. Wrestling with the controls you hover successfully, then bring the flyer's nose up gently. As you do so the back dips and you start to fall backwards towards the milky liquid in which stands Falcon's Wing. At the last moment you gun the flyer skyward with a blazing thrust from your Ion Drive, the force of which is absorbed by the liquid rather than your ship. The cavernous enclosure fills with the vapourised liquid as you hurtle through the puckered lip at the top of the curved walls. Turn to **399**.

### 367

You put your blaster back into its holster, but Yelov's pistol snout blazes and a crack of plasma bursts towards you. You duck instinctively, knowing that it will be too late, but there is no sickening jolt, no pain. Looking up you see Yelov's half-face a picture of surprise inside his environment suit and the woman's shield is glowing iridescent white. Perhaps the woman is protecting you. Yelov rips the helmet of his environment suit off and takes off a psionic damper circlet. Will you:

- |   |                    |
|---|--------------------|
| Use your blaster On him now that he is defenceless? | Turn to <b>354</b> |
| Control him using your Power of Will?               | Turn to <b>345</b> |
| Wait to see what the strange woman will do?         | Turn to <b>336</b> |

### 368

As you leave the inn the young page-boy girl taps you on the shoulder, then bashes you gently in the ribs and asks why you didn't spring gallantly to her aid. Your Psychic Awareness warns you that something is wrong and she suddenly breaks away from you, sprinting towards an alleyway. With a shock you realise that she is a pickpocket and has stolen your blaster. You use your Power of Will against her, but she is completely unaffected so you give chase. She is fleet of foot and a lesser athlete would never have caught up with her, but as she runs towards a burnt out building you tackle her. She wrestles with you, but you are more than a match for her and at last she gives

up, handing your blaster back to you. As she does so you notice a gold bracelet on her wrist with a blue gem shaped like a tear-drop hanging from it by a chain. You can read her thoughts and you realise that it is magical - it prevented you from controlling her mind. 'What is it?' she asks, meaning the blaster, to divert your attention from the bracelet. You say nothing, but take the blaster back. If you want to point it at her and tell her to give you the bracelet, turn to **405**. If you would prefer to go back to Falcon's Wing, turn to **413**.

### 369 [Score an H]

You land the flyer nose upward on the side of the slag heap and climb out. The eight-eyed Reprids seem to be watching, but they make no move towards you, in fact they are motionless as you walk slowly towards them. You halt while still on the mound of crumbled rock and soil and speak to them, saying, 'I come in peace, as a friend.' It appears that they cannot hear you, let alone understand, as your Universal Translator picks up no answer. You decide to use your Psychic Awareness to contact them mentally. It is difficult to make sense of their thoughts; they are terrifyingly alien and your mind recoils from the contact. You decide that establishing contact again would be dangerous and return to your flyer, but the experience has cleared your mind which had been befuddled ever since you jumped into the future. Once back in Falcon's Wing you find it quite easy to plot a course for Earth in 3034 AD. Note that you have used up another polybdenum rod as you jump. Turn to **171**.

### 370

You contact Jobanque, using your Remote Access Terminal (RAT), and he asks you to come straight to his plush new office in the domed headquarters of the TIME Executive. As you enter his office you realise you have walked straight into a trap. A security guard moves from behind the doorway to point a laser-rifle at your head and a trembling medtech plunges a hypodermic syringe into your arm, knocking you out. Minutes later you are taken away in a Citpol jetcopter. The Enforcers take you to the Executive hospital where you are kept under heavy sedation. A psychic recording of your double's mind is superimposed on your own. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been

responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you both see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out, but you know that no such colony exists. The experience is too much for you. You lose your sense of self and become a catatonic moron, neither wanting to speak or even move. Turn to **264**.

### 371

The young page-boy girl runs lightly up behind you and, tapping you on the shoulder, asks if you would like to come home with her. If you would, turn to **389**, if you would rather return to Falcon's Wing, turn to **396**.

### 372

Vainly you search the Winds of Time for the Eiger Vault timehole, but CAIN chimes in warning, 'Agidy Yelov is approaching with a plasma pistol.' You run to the Access Disc and it turns to gas. You lean out with your blaster at the ready, but Yelov is already inside the hologram and a blast from his plasma pistol catches you in the head, killing you instantly. Yelov has had his revenge.

### 373

As soon as the thought forms in your mind one of the Sundew seems to snap at the base of its stalk and fall to the ground. You pick it up, but it is quite heavy. Now you are left with the problem of how to return the several hundred miles to Falcon's Wing. You decide to ask them if there is a way of repairing your flyer. Turn to **231**.

### 374

The woman's red eyes plumb your own and her dark bluish lips part in an inscrutable smile. You are thinking of a suitable reply when there is the muffled crack of displaced air behind you. Turning, you see that Yelov's Time Machine has materialised near your own. The outside camera swings towards you, then stops. You pull your blaster as Yelov is lowered, his own plasma pistol at the ready, to the sandy ground below his machine. Tut the hand-machine away,' the woman says in a voice of



command, and the land fish floats towards you. Yelov is aiming his pistol at you. Will you:

Do as the woman says?  
Blast Yelov?

Turn to **367**  
Turn to **359**

### **375**

As the flyer is catapulted through the launch doors you trigger a burst of reverse thrust, but you overdo it and the flyer hurtles backwards once again into one of the legs which supports Falcon's Wing as you black out from the g-forces that even the flyer's dampers cannot deal with. *Lose 1 Endurance point.* When you regain your senses the flyer is sinking into the milky liquid which surrounds your Time Machine, its drives flooded. You have no hope of getting it out, so you will have to attempt to explore on foot. Note that you have lost your flyer and turn to **89**.

### **376**

You dart down the steep span of arcing streetmetal that leads to the warehouse area, hoping to climb back up behind Falcon's Wing on the next connecting street that leads to the cityway. There is a roaring and clattering on the cityway above you. A large machine has turned on to it, moving away from your Time Ship. You cross the shadows towards the next street and hear the voice of somebody in pain calling for help. You can see a hunched figure of a man against the wall of a half-demolished warehouse. Will you:

Go over to the man?  
Hurry by?

Turn to **390**  
Turn to **398**

### **377 [Score an R]**

The Bequali greets you and its words, heard through your translator, are warm and friendly. Your words grate mechanically from the translator's speaker as you offer to try to make sure that the Space Federation will accept the Bequali, in return for some help. To your dismay the Bequali replies that it has no wish to join the Space Federation and it turns lumberingly back towards the sea and is soon lost to sight. You wait for some hours to see if it will return but a search of the small island you are on reveals no sign of any Bequali and you decide to return to falcon's Wing and attempt to jump to Earth 3034 once more,

reflecting that you are not as skilled at diplomacy as you are at guarding Earth's timelines. Turn to **316**.

### **378**

To your relief the air is breathable and no mishap overtakes you when you remove your helmet and switch off your air supply. The heavy plant you are carrying is slowing you down and the atmosphere thins as you move away from the equator of this ovaloid world. There are fewer of the Sundew here. If you wish to go on with the prize of the Sundew, turn to **419**. If you decide to leave the plant, turn to **294**.

### **379**

Using your Remote Access Terminal (RAT) you summon a hovcar and you are safely inside as the Citpol jetcopter, its blue lights flashing, lands on the copter bay of the 200th floor of the SocWork building. You program in your destination as the Skate-ezee Hovshoe Ballroom before snapping the 'telltale' lead which carries information to the Enforcement Executive computer, the largest in Alpolis. Hitting the override you reprogram the Eiger Vault as your destination. As your hovrail car accelerates gently into the tunnel to the Eiger Vault, you can see a large Citpol Air-raft with laser-cannons hovering above the lurid green and orange lights of the Skate-ezee. The hovcar decelerates and stops outside the high security gate. To your surprise you are allowed inside. Turn to **69**.

### **380**

The cavalry charge on past you and you are undiscovered, but now you are not sure where Yelov is. The attention of the cavalry men is firmly fixed on the Red Indians who seem to be taunting them. One of them wheels his horse and canters back and forth along the ridge. Will you:

Try to steal up to Yelov's Time Machine and damage it so that he is trapped in Earth's past?

Turn to **11**

Lie low and wait?

Turn to **20**

Try to get back to Falcon's Wing to see if you can jump to the Eiger Vault 3034 AD yet?

Turn to **39**

### **381**

The white-hot bolt of superheated plasma takes the horseman



just in time. His sword bites in your neck, but then falls to the floor as his head is turned into a blackened mass of shredded flesh and brains. You *lose 3 Endurance points*, but he is dead. There is a flurry amongst the crowd as the horseman falls to the floor and the horse rears. 'A magician,' someone calls.

Someone else shouts, 'Call the Cavalry.' Quickly you look for a place to hide. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you:

Enter the doorway beneath the sign of the  
wheel?

Turn to **119**

Beneath the city of temples?

Turn to **128**

### **382**

Your lightning reactions and fingertip precision at the controls guide you safely through the narrow gap of ridged bone towards the magenta sky, but the blast of the Ion Drive has damaged the hatch doors on Falcon's Wing. Note this on your Agent Profile and turn to **399**.

### **383**

You have gone only a hundred metres or so when the most incredible pair of beings seem to swim into sight ahead of you from behind a low dune. One is a creature like a fin-less angel fish the size of a giraffe in its shape and colouring, but there the resemblance ends. It seems to glide effortlessly on two slender legs like rubber tubes. It has cord-like tentacles which loop and curl in the air. One trails a near-transparent globe holding another smaller creature. Where you might have expected eyes to be there are only two holes into which the second creature has placed various unusual looking objects. This second creature is harder to believe in than the first. It looks very much like a beautiful woman wearing little bar a black cloak that floats in the breeze. She is riding the land fish beast and she carries a polished metal shield, a tall silver sceptre and a sword which looks more like a technological device than a weapon for hacking and hewing at flesh with. Her face seems slightly bloated as if the low pressure of this world was allowing her cheeks to swell

and she has a look of sleek haughtiness which combined with the unexpectedness of what you see leaves you, for once, at a loss for what to do. They float towards you, her long black hair trailing in the wind, like a bizarre apparition, and the land fish stops ten metres away without any command from the woman. She speaks and your translator makes sense of the strangely distant sounding uttering, 'Is that a machine? I thought you would float down from the stars.' Turn to **374**.

### 384

As you sprint across the open space at the crossroads you look to the right to see a tank as large as a small stratocruiser rolling towards you on broad metal tracks. It has an energy cannon mounted on a revolving armoured turret and pulse lasers, pointing forward, along its sides. You run on, but the turret whirs menacingly as it tracks you and an energy projectile from the cannon explodes on the streetmetal behind you. You are hurled thirty feet down the cityway and your neck and back are damaged. You *lose 12 Endurance points*. If you are still alive, the Death tank will trundle around the corner in five seconds' time and you are seventy metres away from Falcon's Wing. Will you:

Pick yourself up and run on?

Turn to **259**

Lie motionless and hope that it goes the other way?

Turn to **245**

Turn and blast as it rounds the corner?

Turn to **225**

### 385

It soon becomes obvious that the Sundew know nothing about any type of mechanical transport. They have no roots and are able to move themselves from place to place by thought alone so have no need of machines which fly, though they cannot move through space. There is no hope for your flyer, but the bizarre and beautiful plants suggest that you relax and let them 'think' you back to the ice waste from where you came. If you trust them, turn to **314**. If you would rather set out to walk back the several hundred miles, turn to **238**.

### 386

You find a timehole that is open in Earth's past, but when you engage the Variac Drive, nothing happens. You have no polybdenum rods left to fuel it. You are marooned in Earth's





past. CAIN chimes a warning, 'Agidy Yelov is approaching with a plasma pistol.' You run to the Access Disc and it turns to gas. You lean out with your blaster at the ready, but Yelov is already inside the hologram and a blast from his plasma pistol catches you in the head, killing you instantly, Yelov has had his revenge.

### 387

Choosing a hole about five hundred feet from the base of the unnatural gigantic monolith, you turn on the flyer's head lamps and cautiously cruise into the rock itself. The flyer is not handling quite as sweetly as normal, but you are soon inside a maze of tunnels and in an opening in front of you are four coppery-coloured insects, each larger than the flyer, with wicked looking black mouthparts which thresh the air like scimitars. Their backs are hidden beneath purple wing cases. Bringing the flyer to a neat stop you use you power of Psychic Awareness to contact them, but they are thinking just one thing as they fly towards you: 'KILL'. Will you:

Make a rapid U-turn in the opening and fly  
back to Falcon's Wing?

Turn to **123**

Accelerate down a tunnel to the right?

Turn to **117**

### 388

You duck behind a street repair unit as a Citpol jetcopter whines overhead, sirens wailing. It settles on the 'copter bay of the 200th floor of the SocWork building, lights flashing. You take to the lower streets, lose yourself in the shadows behind the huge Intelfax warehouse and run down into the streets of Old Geneva. As you emerge into the lowlife area of the city the stench of sewers bathes you. The dark, squat buildings are made of old-fashioned concrete, a few even of bricks, which before your career with TIME you had only seen in architectural museums. The Enforcers of Citpol seldom penetrate to these depths, preferring to leave the lowlifers to their own devices. There are no pedways or plasma sensors down here, just tawdry graffiti and cracked tarmac. Safe for the moment from the Jetcopters of the Enforcers, you pause for thought outside the ramshackle Realtime Release holo-cinema. You have just decided to return to the Vault to consult CAIN when a commotion further down the cracked and potholed tarmac street claims your attention. A great crowd of people wearing hard hats and carrying large plastcards are marching towards

you. The plastcards have messages written in obsolete compugraphics on them: 'Enforcers out of Old Geneva' and 'Clean up Old Geneva, sweep the Enforcer scum from the streets'. As they approach you see they are a motley crew of lowlifers, roused from the drugged hypnotism of the visi-booths for once in their normally vacant lives. They look a sorry sight, dressed in a bizarre patchwork of soiled cast-offs, some even are limping, obviously they cannot even be bothered to seek medical help, others have allowed their facial hair to grow, most unusual in 3034. This must be some kind of demonstration, but now you know that something is wrong for the lowlifers of your world would never have roused themselves from their lethargy to become the angry mob they are now. As they notice you, some begin to hurl bricks at you. Will you:

Turn and run?

Turn to **285**

Walk out and try to pacify them?

Turn to **334**

Pull out your blaster?

Turn to **293**

### 389

The page-boy girl smiles winsomely at you and takes your arm, guiding you away from the huge many-hailed building towards a run-down quarter of the city. Suddenly she throws herself against you, knocking you off your balance as three hooded figures rush out of a doorway behind you. You spin round, but the venomous tip of a short sword is buried into your side and you fall in helpless spasms to the cobbled road. The page-boy girl says, 'Your sword, if you please, Young Lord Min.' You goggle helplessly as the stocky young cut-throat hands her the sword. Your mind reels helplessly as she plunges it into your mouth and on into your brain.

### 390

As you walk towards him, you see a pathetic looking figure with a livid red slash across his face. His clothes are in tatters. He stands up and staggers towards you, then explodes in a roaring ball of orange flame. It was an infiltrator, a robot built by the Hiyers and designed to trick the resistance fighters into thinking it is one of them. The fireball chars you to a cinder, killing you instantly.

### 391

Even your lightning reactions and fingertip precision at the

controls are not enough to guide you safely through the narrow gap of ridged bone towards the magenta sky. The flyer hurtles into the ridged wall below the top of the cavernous stomach-like enclosure which surrounds Falcon's Wing rocks. The flyer rocks unsteadily, then falls, spinning sickeningly towards the milky liquid which surrounds your Time Ship. You struggle to right it but there isn't time and the flyer plunges into the liquid. Its drives are flooded and there is no hope of recovering it. Note on your Agent Profile that you have lost your flyer. You will have to explore your situation on foot. Turn to **89**.

### **392 [Score an L]**

Falcon's Wing warps out into null-space and you hope that Yelov has guessed wrongly and opted to jump to North America, if he is following you at all. Note that you have used another polybdenum rod on your Agent Profile. After an uneventful hour in null-space, during which time you rest in your Autodoc, you rematerialise once more. You switch on the scanners to look at this new and unknown world. All around you stretches a sea of yellow sand dunes. A large white planet looms oppressively close above the horizon and the sun is a fiery orange ball in an orange sky, but the strangest thing is that the winds of this arid planet carry a floating population of white spores and orange creatures which look like a cross between a jelly-fish, amoeba and squid rolled into one. It is almost as if the air is a sea in which a myriad life forms drift aimlessly. You can see no sign of intelligent life but CAIN reports on the conditions outside. It is hot, sixty-nine degrees Celsius and even if you could breathe the air your lungs would eventually dry out and you would suffocate. The gravity is only a half of that of Earth. The Winds of Time are still confused, obscuring all other timeholes now, so you settle down to wait. After a time, the feeling that you are just waiting for Yelov to come and destroy Falcon's Wing is too much for you. CAIN disguises the Time Ship as a dune and you go outside in your environment suit to explore. Turn to **383**.

### **393**

Your will is not powerful enough to subdue Galatea, she snaps a command and the beams of four laser-rifles chop you neatly into pieces. Death is instantaneous.

### **394**

The cavalry charge on past you and you are undiscovered, but now you are not sure where Yelov is. The attention of the cavalry men is firmly fixed on the Red Indians who seem to be taunting them. One of them wheels his horse and canters back and forth along the ridge. You consider what to do next, but Yelov has crept up on you unseen and his plasma pistol stops your thoughts for ever. Yelov has had his revenge.

### **395**

If you no longer have your flyer in Falcon's Wing or if the launch doors are not operational, turn to **340**. If you do have your flyer and the doors work, you pretend to press the button which gives access to CAIN's files, but press instead the button which prepares the flyer for launch. The Enforcer is covering your every move with her disruptor, but she is taken completely by surprise as the crash-couch swings rapidly upwards into take-off position in the flyer. CAIN realises what you are doing and launches the flyer automatically. The flyer hurtles out of Falcon's Wing, into the rack of tools which lines the bay. The cockpit was not closed and the Enforcer's limp body falls from the wrecked flyer, her head lolling at an unnatural angle. 'That action was somewhat precipitate CAIN,' you say.

CAIN's chimes burble in a poor imitation of laughter, something you have never heard before. 'Precipitate, but necessary, Falcon, this world is not our Earth. When I linked into the TIME Executive Service Computer, I noticed a number of anomalies. We are in a parallel universe Falcon, this is not our world.'

'How did this happen?' you ask.

'A malfunction in the Variac Drive, Falcon. I have taken steps to ensure that the same thing happens in reverse next time we jump.' The scanners show that the second Enforcer is trying to help his fallen comrade. Is there anything you wish to do before you jump back to your own universe? If you wish to jump straight away, turn to **17**, if not, turn to **282**.

### **396**

You regain the safety of Falcon's Wing which is still disguised as

an olive tree without further mishap and sigh heavily at the prospect of searching the psychic flux of the universe for the Eiger Vault timehole on Earth once more. If you have tied up a horseman below Falcon's Wing you know that he will soon be found, close to the city, when you have departed this world. You make a detailed report to CAIN and you can almost feel its circuits overloading when it starts to project the possibilities of magical powers, based on what you have told it, but CAIN still finds time to chime almost caustically, 'Once again you have carried the diplomatic flag of the empire with distinction, Falcon. If it were not for the fact that we are about to run out of polybdenum rods and become stranded in time and space I expect you would manage to make enemies of every sentient species in the universe. Your performance is particularly poor in this case since the beings in question appear to be almost the same species as yourself.'

"Yes, how can that be?' you ask.

'Coincidence is unlikely. Your question raises many important areas for investigation.'

'Let's just boost this crate into space, shall we?' you say, and scan the timelines once more. Turn to **3**.

### **397**

You realise that they have sensed your thoughts and will not hinder you on your long trek. Turn to **238**.

### **398**

As you run by, the man lurches to his feet and staggers towards you. His face has a livid red wound running across it and his clothes are in tatters. Will you:

Use your Psychic Awareness to contact him? Turn to **51**  
Sprint on away from him? Turn to **70**

### **399**

The flyer bursts from its strange confines and you bring it down into level flight before looking about. The sight which greets you takes your breath away. Great grey trees slide beneath the flyer. They tower hundreds of feet from the ground, below the magenta canopy of the sky. The strange thing which encloses

Falcon's Wing is a fruit like a giant coconut at the top of one of the straight-stemmed trees. The ground is covered by lush blue grass which waves in the wind like a sea, and pink flowers as large as cherry trees are visited by a myriad huge insects whose wings fan the grasses as they hover. There are no machines or cities in sight. Will you:

Fly towards the horizon and the bright white  
sun in search of civilisation? Turn to **408**

Descend gently towards one of the large pink  
flowers and try to establish contact with one  
of the insects? Turn to **417**

### **400**

At the last moment you realise he has quickened the speed of his blow and decide to duck before your head parts company with your shoulder, as your finely honed instincts, those of a trained combateer, take over. Make an **Evasion Roll**.

If you score 6-12, turn to **407**

If you score 2-5, turn to **415**

### **401**

Your strength of will is as great as ever, despite being lost in time and in the wrong universe. Galatea's will to resist crumbles. Will you:

Tell her to order four people who are holding  
laser-rifles to guard you as you go back to  
Falcon's Wing? Turn to **301**

Simply get her to order the people of the cell  
to leave you alone? Turn to **311**

### **402**

If you have already used up eight polybdenum rods, turn to **71**. If not, you pretend to press the button which gives access to CAIN's files but press instead the button which engages the Variac Drive. Note that you have used up another polybdenum rod. The Enforcer is covering your every move with her disruptor, but as everything goes grey and hazy around her she panics. 'What have you done?' she screams.

You reply calmly, 'We are travelling through time into the deep

past. If you wish to return home you will have to do as I say. Your powers extend over Earth in 3034 AD, you have none here. I am a Section Leader of the TIME police and I am placing you under arrest.' You hold your hand out for the disruptor and she gives it to you. You tie her up, then wait for Falcon's Wing to rematerialise. While you are waiting, you consult CAIN.

'Falcon, this world is not our Earth. When I linked into the TIME Executive Service Computer, I noticed a number of anomalies. We are in a parallel universe, Falcon, this is not our world.'

'How did this happen?' you ask.

'A malfunction in the Variac Drive, Falcon. I have taken steps to ensure that the same thing happens in reverse next time we jump.' As you expected, since you had not entered the coordinates to take you to any destination, Falcon's Wing rematerialises in the Eiger Vault of the parallel universe in 3034 AD. You drag the Enforcer to the back of the bay. Is there anything else you would like to do before jumping back to your own universe? If there is, turn to **282**. If you wish to jump straight away, turn to **17**.

### **403**

You land safely on the flat grey rocks and climb out of the flyer's cockpit. The rocks are fringed by twenty or so of the beautiful red sunflower plants, which are about eight feet tall. You decide not to risk opening your mind to them, as you have just killed several with the exhaust of the flyer. Will you:

- Hurriedly cut one down and take it to Falcon's Wing for analysis? Turn to **53**
- Simply walk among them in search of the alien which tried to control your mind? Turn to **40**

### **404**

As soon as the insects catch the scent of your environment suit their kill reflexes take over. You manage to defeat them using your blaster after a terrifying battle and you decide to climb back to the safety of Falcon's Wing. Unfortunately, as you cling to the exposed trunk of the tall grey tree, more of the monstrous insects than you can count fly to the attack. The deaths of their identical twins do not deter them. You use your Power of Will to

control one, but it cannot stop the others and even though your blaster cuts a swathe through them you are at last plucked from the tree and cut into two by the scything, scimitar-like mouthparts of one of your foes. They will never know that you were the first future-traveller of all time.

### **405**

She begins to shake her head, a look of fear in her eyes. You can tell that the bracelet is her most treasured possession, but it would be very useful to you and it would help you in your job which is to save people's lives. If you think it is right to take one life to save others you can blast her and take the bracelet, turn to **418**. If not, you return quickly to Falcon's Wing before any more dangers can befall you, turn to **396**.

### **406**

Jahkela is nimble footed and although you have dodged her she is about to lunge again when the blast of mental energy you hurl at the land fish takes effect. There is a look of anguish on her face as it begins slowly to float upwards, like a balloon, its tentacles trailing limply down. Jahkela grabs it legs to stop it floating away, dropping the nerve sword. You pick it up and walk back to Falcon's Wing. There is no sign of Yelov, he must have jumped to another timehole as you can see the marks in the land where his Machine once stood. Planting the nerve sword point first in the sand, since you don't wish to deprive Jahkela of her tool of power, you allow yourself to be drawn up into Falcon's Wing. Turn to **409**.

### **407**

The horseman sees that you are about to duck and he angles his blow downward but your cat-like reactions are too quick for his practised sword arm. The honed edge of his sword chops your hair shorter, but you are safe and you decide to kill him with the blaster before he can bring the blade down on you again. The white-hot bolt of superheated plasma takes the horseman just in time. His sword bites into your neck, but then falls to the floor as his head is turned into a blackened mass of shredded flesh and brains. You *lose 3 Endurance points*, but he is dead. There is a flurry amongst the crowd as the horseman falls to the floor and the horse rears. 'A magician,' someone calls.

Someone else shouts, 'Call the Cavalry.' Quickly you look for a

place to hide. Under two bridges nearby are two painted signs. Both have ornate writing which you cannot understand, but one is the sign of a coloured ten-spoked wheel and the other shows a city with many pillared buildings like the ancient Greek temples of Earth. You notice people coming and going from doorways beneath each and decide to investigate. Will you enter the:

Doorway beneath the sign of the wheel? Turn to **119**  
City of temples? Turn to **128**

### **408**

You skim the tops of the strange grey trees, then out across a rolling plain of the lush, blue grass like an ocean with a heavy swell, but instead of white horses the hillocks are capped with lines of tall feathery orange and pink flowers - the effect of these colours under the deep magenta sky and the dazzling white sun is quite bewitching. A purple shadow shows to your right and you swing the flyer around in a gentle arc. Ahead of you now is what looks like a half natural skyscraper, its shadowed side facing you is the purple of the ocean depths. You slow down and hover before the base of the towering edifice which looks as if it was moulded out of rock. Smooth holes appear to have been drilled in its side at regular intervals. This is the first thing you have seen which suggests some sort of civilised outlook. Will you:

Fly into one of the tunnels? Turn to **387**  
Land the flyer in the tall blue grasses and wait  
to see if something comes out? Turn to **338**  
Abandon your exploration of this strange  
planet and return to Falcon's Wing to set  
course for another timehole? Turn to **310**

### **409**

As you rest inside Falcon's Wing once more you notice that the outside camera is obscured by one of the floating squid-like beings that swim through the air of Sandsea. Indeed, a great shoal of them are approaching, CAIN warns. You search the timelines, the Winds of Time are blowing a maelstrom. The only timehole that is open is one in Earth's remote past. At least if you are stranded there someone may come to find you. Falcon's

Wing lurches violently as if one of the land fish had collided with it. If the number of polybdenum rods which you have now used stands at eight, turn to **161**. If it is at seven, turn to **168**. If it is less than seven, turn to **179**.

### **410**

You manage to keep control, your will unbowed by the knowledge that you are lost in time, and the attack on your mind fails completely when your Ion Drive scorches several of the flowers badly. They must be the intelligent Sundew. If you now wish to land on an area of flat grey rock, turn to **403**. If you would prefer to return to Falcon's Wing, turn to **307**.

### **411**

The Enforcer covers your every move with her disruptor, but you switch a recording of your landing on the planet Zorgon on the scanner while pretending to switch on CAIN, and her attention is momentarily distracted. She is ready and leaps back as you draw your blaster and fire. She surrenders, but you have blasted a hole in the floor and badly damaged your Variac Drive. Your prospects of finding a new Drive and a team to fit it are non-existent, so you give yourself up. You are taken to the Health Executive hospital in Alpolis and a psychic recording of your double's mind is superimposed on your own. What you find turns you stark staring mad. Your minds are identical apart from small details. You have had exactly the same experiences, both have been responsible for foiling the Hiver Renegade Lord, both have Agidy Yelov as a mortal enemy, both have killed him in an alternative history that never took place due to the changes you wreaked in the history of the world Mechanon. Your double remembers Baal exactly as you do, but you see the world slightly differently. The other Falcon believes that a mining colony on Tau Ceti V has been wiped out, but you know that no such colony exists. The experience is too much for you. You lose your sense of self and become a catatonic moron, neither wanting to speak nor even move. Turn to **264**.

### **412**

You are not fast enough and one of the insects manages to cut the attitude control to the flyer's Ion Drive, by an unlucky chance. The flyer cannons off the wall of the tunnel and grinds to a halt. A river of giant insects with great tubes in place of

mouthparts pours down the tunnel towards you and they spurt a coating of yellow liquid over the flyer. It hardens to concrete in seconds sealing you in a lonely tomb.

### 413

You let the page-boy girl go and set off for Falcon's Wing at a run. 'Weak,' the girl calls after you as she ducks through a low doorway out of sight. You hurry on out of the city. Turn to **396**.

### 414

'Going to have another try, are we?' chimes CAIN. You are on the planet Sundew, but CAIN cannot yet tell you, from observation of the heavens what year it is, and the digital readout registers 0000. Due to the disorientation caused by travelling into the future you find it difficult to locate the correct hole in the flux of time. There would seem now to be four possibilities, some of which you may already have tried, but you cannot be sure. Will you set co-ordinates for:

- A high-gravity world which may be close to Earth? Turn to **34**
- A world which may be where Earth should be it is certainly heavily populated? Turn to **18**
- A planet which could possibly be the Earth in the Dark Ages? Turn to **55**
- A planet which is largely sea and has intelligent life? Turn to **100**

### 415

The horseman sees you about to duck and sweeps the sword blade lower. You can still see the world doing gambols around your head as it spins away from your body, then death takes you.

### 416

As you watch the entertainment, which lasts into the evening, you realise that magic is commonplace on this world and they have no need of technology. The entertainment is decadent, even disgusting, but you cannot deny that these people are civilised. It seems they worship a god called Threnoday, in whose existence everybody believes. There seem to be no laws, everyone can do exactly as they please, but this often leads to trouble. They are all drinking a heady wine, and a fight breaks

out near the stage, so you choose this moment to leave unnoticed and return to Falcon's Wing. Turn to **350**.

### 417

As you glide towards one of the pink petals with their lace-like veins of violet clustering towards the flower's centre, you can identify at least three separate kinds of insect, each much larger than the flyer. The first are sleek and shining black with flattened heads and pointed tails held aloft by blurring purple wings. Three of them cluster about the flower until a larger black and copper-coloured insect with wicked looking *blade-like* mouthparts darts quickly towards the flyer. Above you is what *looks* like a giant dandelion seed-ball with six jointed legs and no discernible head. Will you:

- Wait where you are? Turn to **291**
- Fly back to Falcon's Wing as fast as you can and set course for another timehole? Turn to **310**
- Turn away from the approaching insect and use your Ion Drive to fry it? Turn to **271**

### 418

It is over in a moment, her chest steams and bubbling blood soaks the ground as you stow your blaster and place the bracelet on your own wrist. Note that you have the tear-drop gem on your Agent Profile. You decide to return to Falcon's Wing before your crime is discovered. Turn to **396**.

### 419

After an exhausting march comes the realisation that you have made the wrong decision. Your air is almost used up by the time you are approaching the edges of the plain of permafrost. Now that you are forced to take off your helmet you find that there is almost no atmosphere on this ovaloid world far from the equator, certainly not enough oxygen to breath. You die of oxygen starvation at the edge of the frost wastes of planet Sundew.

### 420

The relief you feel as you see Section Leader Skirrow's face is indescribable. Two firsts for you, Falcon: first Farther future traveller and first Earther to enter a time stasis-field. Of course we knew you would pull through as soon as we got the message



in 3030 AD. We've known you would survive whatever mission you were entrusted with ever since you left the Academy, but you're on your own now.' Jobanque, too, is in the room, smiling as ever. He says, 'Clever of you to time the field so that it would wear off in time for you to watch Lord Pilota in the next solar racer Grand Prix, and a good move to make sure neither you nor Agidy Yelov were given access to it. Speaking of Yelov, I'm making him your next mission.' He sees the blank look on your face and says hurriedly, 'Well there's time to speak of that tomorrow, the other agents are policing the timelines. You look as if you need a rest.' You nod determinedly and Skirrow calls you a hovrail car. The knowledge that they have known that you would survive each of your previous missions is almost too much for you to take in. Wasn't it Skirrow's fault that you got lost in time anyway you think to yourself? He must have known what was in store for you when he allowed you to go on the mission. You think back to a few days ago when you met Skirrow outside Falcon's Wing. AH the time he knew, but didn't tell you. Skirrow sees the accusing look in your eye as you hand him the capsule containing CAIN's memory. 'We reprogrammed CAIN to make it a better companion for you on your travels.'

Thanks, thanks a trip to Jupiter,' you say. 'That was a real help,' You are already stalking away to the hovrail as Skirrow says, 'Well, we assumed you wanted to go, since you expressly forbade us to let you see the message when it arrived five years ago. I don't know what you've been through,' But you are already leaving the Vault. You feel as if you have aged fifty years and the lines on your face are not just the lines of stress.

## SCORING FOR *FALCON 3: THE RACK OF BAAL*

If you have played *Falcon 3: The Rack of Baal* and would like to rate your skill as an Agent of TIME, here are the points equivalent of the letters you should have recorded.

Q = -1   B = +1   E = -1   J = +1   P = -1   G = +1  
S = -1   V = +1

If your score was:

-5 or below

You are offered a job you can't refuse - tying Silvermane's bootlaces.

-4 to -2

Demoted to Cadet - 'Get back to the Academy, Falcon.'

-2 to 0

Take a three-week refresher course at the Academy.

1-3

Congratulations, you deserve your place in the Special Agent Section.

4

Well done, a highly competent performance - your hologram has gone up in the Hall of Fame.

5

You're the best agent TIME has ever had - you're on-line for promotion.

6

As long as you are alive, the earth is safe.