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FALCON 1: THE RENEGADE LORD

FALCON 2: MECHANON

FALCON 3: THE RACK OF BAAL

FALCON 4: LOST IN TIME

FALCON 5: THE DYING SUN

Falcon 6: At The End of Time

MARK SMITH AND JAMIE THOMSON

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TRADE
MARK



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Set in Andover

Printed and bound in Great Britain by
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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. AH violent crimes are punishable by painless death. The Enforcement Executive has had sensors set up to catch criminals,

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.

Equipment

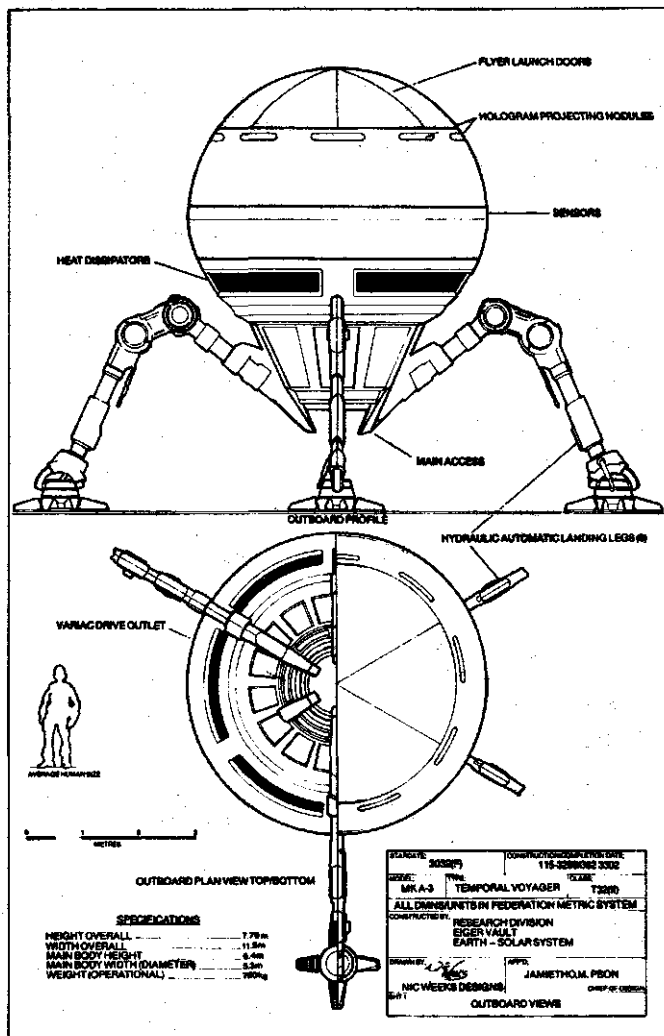
Standard Issue for TIME Special Agents

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

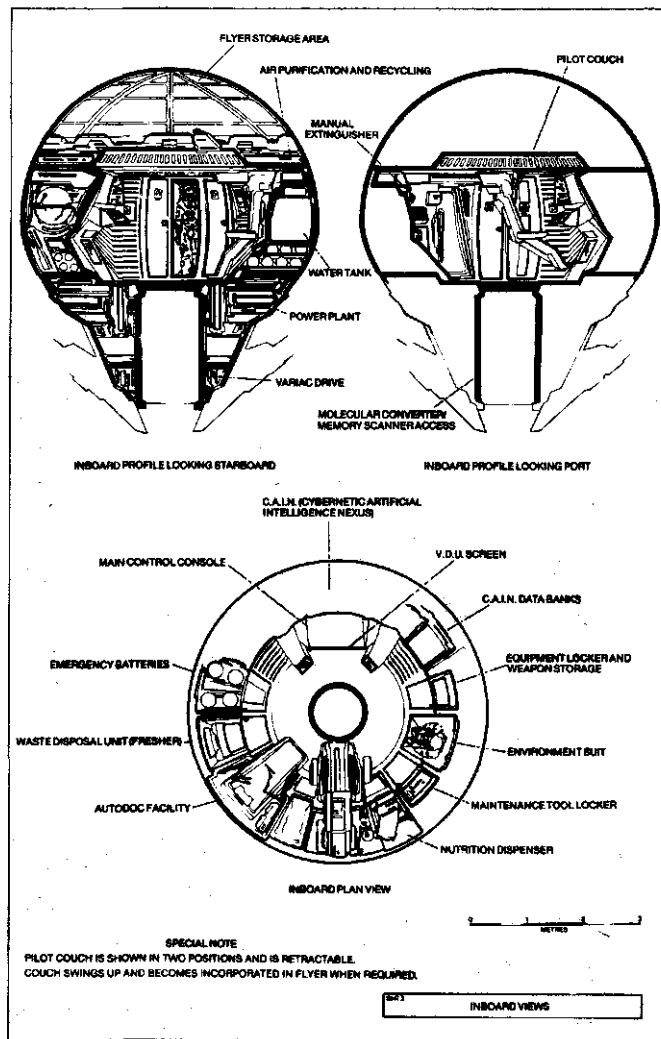
Your own Time Machine, Falcon's Wing, is silver with bright scarlet markings and is the eleventh machine capable of travel through time ever built. Its cost cannot be computed, since it involves the use of certain materials and scientific skills which are priceless. The silver and scarlet hull will withstand 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

TIME MACHINE



TIME MACHINE



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 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.

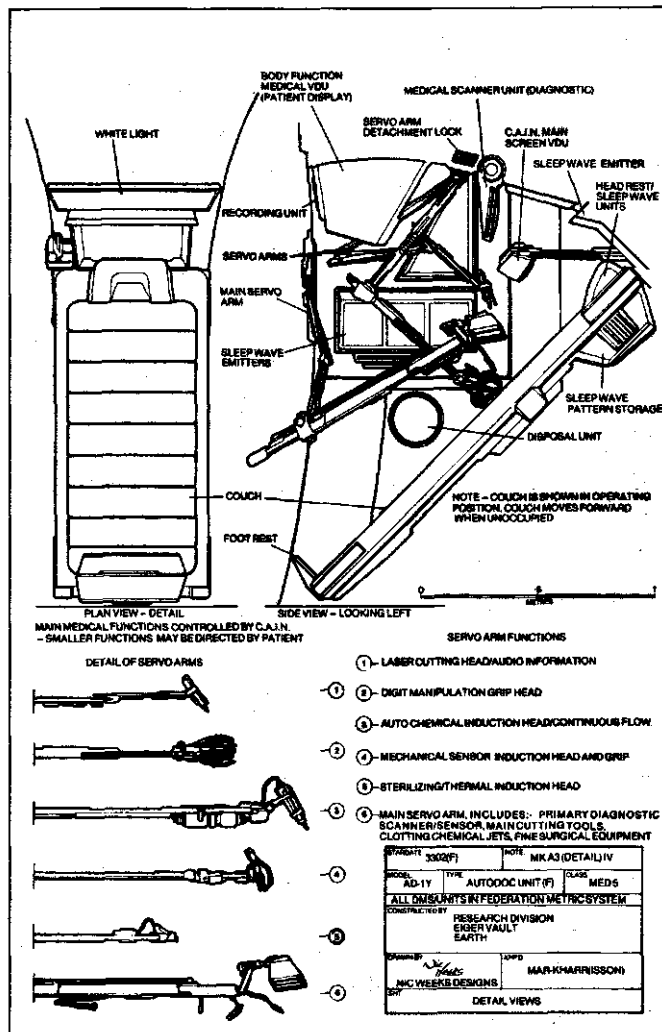
ITEM 6: FLYER [see accompanying specification]

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.

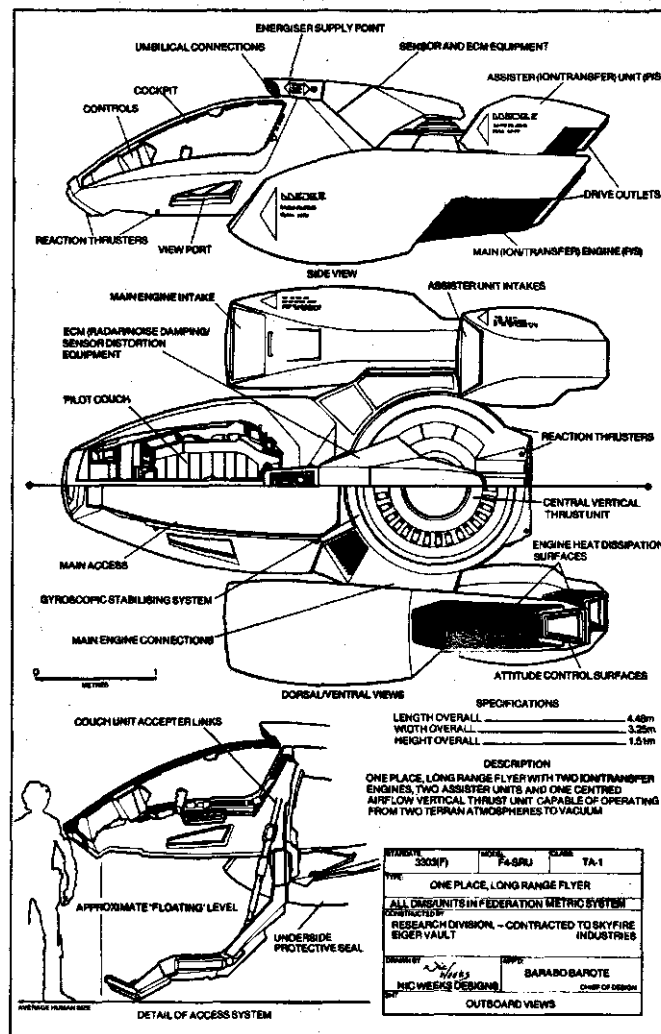
ITEM 7: CAIN [Cybernetic Artificial Intelligence Nexus]

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

AUTODOC UNIT



FLYER



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 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.

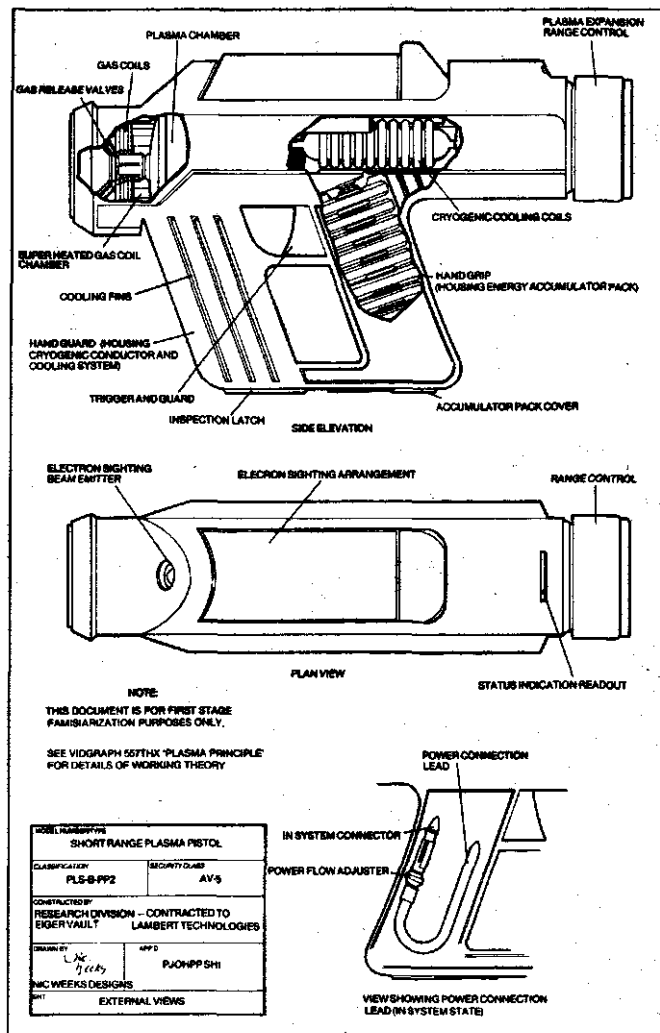
Personal Background

Special Agent (TIME)

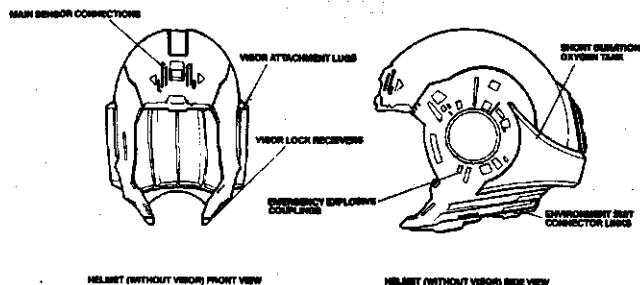
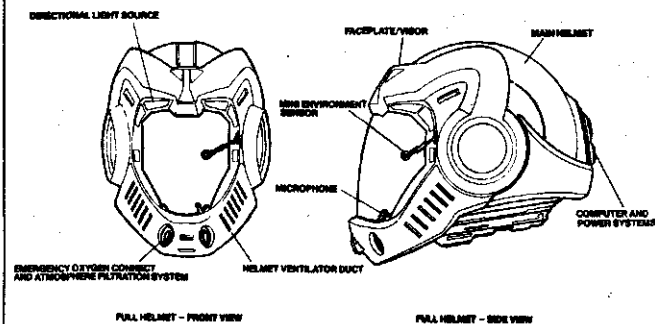
Codename: Falcon

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

BLASTER

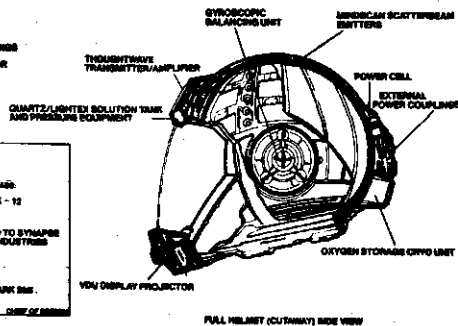


PSIONIC ENHANCER

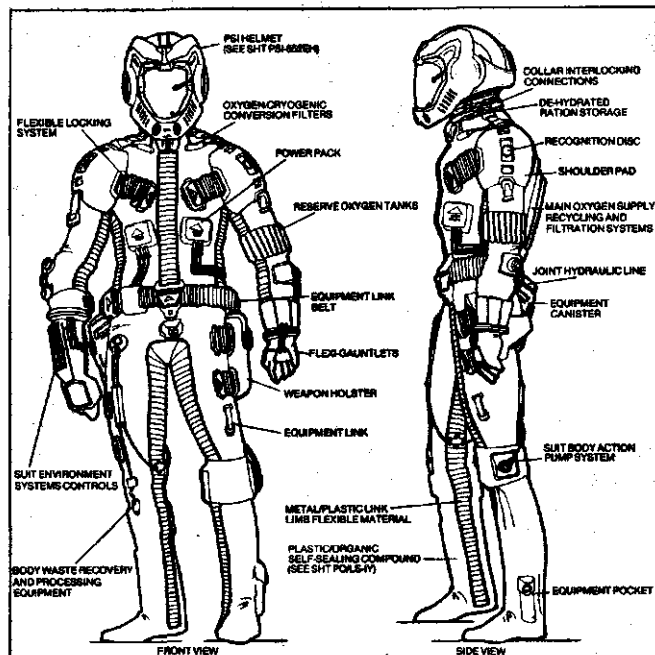


NOTE:
THESE ARE GENERAL PURPOSE DRAWINGS
ONLY AND SHOULD NOT BE CONSIDERED
WITH ACTUAL WORKING DRAWINGS FOR
THIS DESIGN.

MODEL NUMBER/TITLE	
PSI ENHANCER HELMET	
CLASSIFICATION:	SECURITY CLASS:
PSI - 501 BN	AX - 12
CONTRACTOR BY:	
RESEARCH DIVISION	CONTRACTED TO SYNAPSE
EDGER VAULT	RESEARCH INDUSTRIES
DESIGNED BY:	DRAWN BY:
T. H. MARK BBS.	
SEC. VERIFICATION:	DATE OF REVIEW:

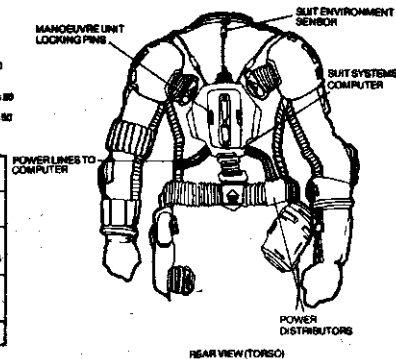


ENVIRONMENT SUIT



NOTE:
OXYGEN DURATION TIMES - CONNECTED
TO RECYCLING SYSTEMS
HELMET (INDEPENDENT) _____ 7 hrs
RESERVE TANKS (DIRECT) _____ 5 hrs 20
MAIN SUIT SUPPLY AND RECYCLING
(INCLUDING RESERVE) _____ 108 hrs 30
TOTAL (INTERNAL) OXYGEN _____ 115 hrs 50

MODEL NUMBER/TITLE	
LIGHT DUTY ENVIRONMENT SUIT	
CLASSIFICATION:	SECURITY CLASS:
115-115	AX-12
CONTRACTOR BY:	
RESEARCH DIVISION	SYNAPSE INDUSTRIES
EDGER VAULT	
DESIGNED BY:	DRAWN BY:
4-11-55	FISH H. CAELMER
WEEKS DESIGNS	
EXTERNAL VIEWS	



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 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 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 Siriun 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.

Mission Brief

You are at your desk in the high security wing of the TIME building. As Chief of the Special Agent Section, you should be reading the status and liaison reports from the Monitoring Section, and the heap of paperwork from Research, Admin and so on. But you are gazing into space, thinking about your friend and subordinate. Agent Bloodhound, and the adventures you shared when you were also a field agent.

He has disappeared, vanished without trace just before a mission to find Agidy Yelov began. Not even Po-Ling of the Monitoring Section can offer a clue. Bloodhound was last seen in the Eiger Vault, setting out on a routine time trip to the timehole on Earth 1485 AD.

A loud bleeping sound interrupts your thoughts. It is your secretary, Ameena. 'Lord Jobanque has agreed to see you, Falcon.' Some time later you are seated in Jobanque's office. 'Well, Falcon, what can I do for our renowned Section Chief?' he asks cheerfully.

'I would like to take the mission to find Bloodhound, Sir,' you state bluntly.

AGENT PROFILE:

CODENAME



SECTION CHIEF: Head of
Special Agent Section (SAS)

SECURITY CLEARANCE CODE:
THETA

ENDURANCE

20

ATTACK MODIFIER

0											
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EVASION MODIFIER

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

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

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Jobanque frowns, pursing his lips, then he sighs resignedly: 'I'm afraid I cannot allow you to do that, Falcon ...' He pauses and then continues quickly, 'There is to be no attempt to find him.' He puts up his hand in a gesture of appeasement as you start in anger and astonishment. 'Hold on. Let me explain. Skirrow of Research has found something very unusual about the timehole Bloodhound visited. It is not as other holes, Falcon. He wants time to examine it closely - its abnormal nature is almost certainly the cause of Bloodhound's disappearance. Skirrow's theory is that Bloodhound is either trapped for ever in null-space or was simply atomised the moment he engaged the Variac Drive of his Time Machine. For all intents and purposes, we must assume Bloodhound is dead.'

You stare at Jobanque for a moment. 'I cannot believe that,' you reply.

'Look, Falcon, I'm sorry to have to tell you this, but we cannot risk another agent, least of all you. Going after Bloodhound is too dangerous. It's as simple as that - I forbid you to go. That's all Falcon.' And he begins officiously moving holovid tape reports about on his desk. You get up and leave in disgust. Turn to **1**.

1

Seated back in your office, you must decide what to do. Will you:

- Go along with Jobanque's orders and forget about Bloodhound? Turn to **10**
- Decide that Jobanque can stick his head in a vat of fungspread and go after Bloodhound? Turn to **20**

2

For all its bloated head - as if it suffered from water on the brain - and grotesquely large fists, the monstrous human is well co-ordinated and it launches a startlingly swift attack which you try once more to dodge. Make an **Evasion Roll**.

- If you score 9-12, turn to **32**
- If you score 2-8, turn to **42**

3

As you walk on beside the hoofprints you think over the awkward position you have got yourself into. In the unlikely event that you can return to 3034 AD, you will have a lot of explaining to do. Do you:

- Feel anxious? Turn to **23**
- Defiant? Turn to **33**
- Calmly accept your lot? Turn to **43**

4

You dodge too late, the strange human's co-ordination is good and the knotted tangle of knuckles crashes onto your cranium, denting it somewhat. *Lose 4 Endurance points*. If you are still alive you are so dazed that you can but try feebly to dodge its next blow. Turn to **34**.

5

The Sossorros floods your mind with images of its own world. Thousands like it float free in the atmosphere of a great red gas giant of a world in the freezing atmosphere, where the gravity is still so heavy that they are smaller in volume than the one which

stretches for fifty metres to either side of you. The Cloud-Being tells you that a superior life form has used an instrument of planetary travel to trap beings from many worlds and times on this world which teeters on the brink of annihilation, at the dusk of time. Suddenly the mist begins to recede away from you at a great rate. Either it is bored by your questioning or something has frightened it. Turn to **60**.

6

You find yourself in a wide open area inside a large compound which is covered in camouflage nets. The rest of the Tiger tanks are pulled up next to yours, engines idling. Nearby a neat row of fifteen more Tiger tanks, flanked by several armoured cars, lie parked. Some are mere metal hulks, rusted and useless, cannibalised for spare parts. There is also a row of large wheeled trucks, also of twentieth century design, and strange half tracked vehicles, and some ancient-looking field guns. Out of all of these weapons and vehicles, only half look operational.

The whole compound is surrounded by a wooden stockade, studded with watchtowers, manned by machine gun teams. There are many wooden buildings and in the centre of the compound is what looks like a refinery with a smoking chimney stack. You can hear the rumble of a generator inside, the camp's power source. Electric cables run from the refinery tower all around the compound and up to the search lights in the tower. The place is well lit, akin to the light of early evening on Earth.

You notice a marked difference amongst the people in the camp. Some, like the soldiers that picked you up, still retain their uniforms and weapons. Others are dressed in a slovenly fashion and move around in a listless and despondent manner. There are very few women and these do not appear to be twentieth century Germans. Their clothes seem mediaeval in origin. The Hauptsturmführer approaches you and says: 'We will take you to see Standartenführer Fromm now,' and he signals to several smartly dressed SS soldiers. They take you by the arms and you are frogmarched to a neat wooden cottage in the corner of the compound. Some men salute the Hauptsturmführer, others give a perfunctory wave. Turn to **240**.

7

The Knight's horse waits, unperturbed, as the tanks grind into cacophonous motion and kick up the dust as they drive back the way they came. When they have gone the Knight waves the particle disruptor, motioning you to walk in the other direction. Will you:

Offer him the sword with the strangely cold blade?

Turn to **17**

Try to escape using your powers of the mind? Turn to **27**

8

Cautiously poking your head over the lip of the gully you look downward. The tanks have stopped, the crews are climbing out. They are unable to follow you over the rough ground, the terrain is unsuitable for tanks. A group of about twenty soldiers runs up to them. You notice someone in a tank turret pointing up in your direction and shouting orders. Then, to your surprise, you notice four or five horsemen riding up to the tanks. They seem to be mediaeval Crusader knights, with bright red crosses on their white surcoats. One of them carries what seems to be a particle disruptor. They appear to argue with the German soldiers but then some agreement is reached - the horsemen and the SS soldiers fan out in a long line and move towards you. They are trying to flush you out. The tanks start up again and begin to rumble around the edge of the rocky ground, presumably to travel all the way around it. You turn round and dart down the gully. You emerge on the other side, to find yourself on a wide stretch of flat rock that runs into the sand once more some two hundred yards ahead. It appears you are trapped. If you stay on the rocky ground, the knights and soldiers will get you, and if you cross into the sand, the tanks will reach you. Turn to **380**.

9

The Knight reins in, turns his charger and then gallops away, but not before driving his lance into the dust, as if to mark the spot where he first caught sight of you. You call but he canters

on, leaving you none the wiser as to his motives. Will you:

Walk towards the lance?

Turn to **29**

Return to the hillock?

Turn to **183**

10

You carry on with the daily routine of running the Special Agent Section. It is a peaceful time and no major threats present themselves other than an attempt to break into the Eiger Vault by an escaped criminal, hoping to lose himself in the mists of time, but he doesn't get further than the gates. Bloodhound is but a memory ...

11

The cave narrows to a wide tunnel which winds upwards into a circular chamber without a roof. The red sun fills the area with a blood red light. The sloping walls look easy to climb and there is no sign of mist above. As you move towards the wall a shower of noxious ordure rains down on your head and a large shadow falls across you. Turn to **55**.

12

There is no obvious way to open the plasteel door which is four metres tall and two metres wide. It is set three inches back into the wall of the tower and does not appear to be hinged. The lolloping man-creature is almost upon you. Will you:

Call out loudly in the hope that someone will
open it for you?

Turn to **152**

Try to push it inwards?

Turn to **162**

Try to slide it sideways?

Turn to **172**

13

Something catches your eye as you trudge across a field of loose pink and grey grit - even the granite has weathered into tiny chips. The object glints in the sombre light - it is a sword with great iron hilts that has been driven point first into the gravel. A split skull has been driven onto the hilts and a grey metal helmet rests on top. There is a black swastika on one side and two black



letters: SS. A wooden post has been driven into the gravel nearby with a board on which is scratched the words: 'Achtung Gefährlich.' The sword seems to have kept its edge. Will you:

Grasp the sword and shake off the skull? Turn to **123**
Ignore it and walk on? Turn to **133**

14

Your blow strikes home. The neck which holds the bloated head is surprisingly tough - it would have felled any normal man, but your assailant merely staggers back before coming at you again. You decide to make one last escape through the gateway. Will you try to:

Push it open? Turn to **64**
Slide it aside? Turn to **172**

15

A close up image of the strange tower fills your mind. It is futuristic yet decayed, a strange mixture of engineering achievement, technological innovation and neglect. Beyond is a plane of bluish slate, dotted with grey domes. Near it lies a great dust-filled crater, at the centre, its base standing quite free of the dust, is a shiny black monolith. Suddenly the mist begins to recede at a great rate. Either it is bored by your questioning or something has frightened it. Turn to **60**.

16

He smiles slyly again. 'Simply, some of my men don't believe that Germany won the war. They don't believe in the thousand year Reich! Others were never good Nazis in the first place, the weak fools! But I'm going to change all that. You, Falcon, are going to take us back in your Time Machine to Germany. There our scientists will unravel the mysteries of your machine and of your death ray weapons. With this knowledge, nothing will stand in our way and the Fatherland will be assured of a great victory; Hitler will grind the world under the heel of Nazism! The Third Reich will triumph and rule for millenia! Long live Hitler! Sieg Heil, Sieg Heil!'

By now Ernst Fromm is standing up and ranting, a sheen of sweat on his forehead, a frenzied gleam of crazed fanaticism in his eyes. Then he sits down, smoothing his uniform and adds calmly, 'And the Fuhrer will make me a Field Marshal. If you do not agree to help us, you will be tortured until your will is broken and you are like putty in our hands.' Will you:

Refuse to help him and then try to dominate his mind using your Powers of Will? Turn to **36**
Agree to help him but say you need some rest first - perhaps you can find an opportunity to escape? Turn to **386**
Simply refuse outright to have anything to do with him? Turn to **288**

17

If you have been dragging the sword along behind you, using a piece of red and white cloth, turn to **37**. If you have been carrying it, turn to **47**.

18

Make an **Attack Roll** as you level your blaster and unleash a lightning strike of plasma at the reptilian beast.

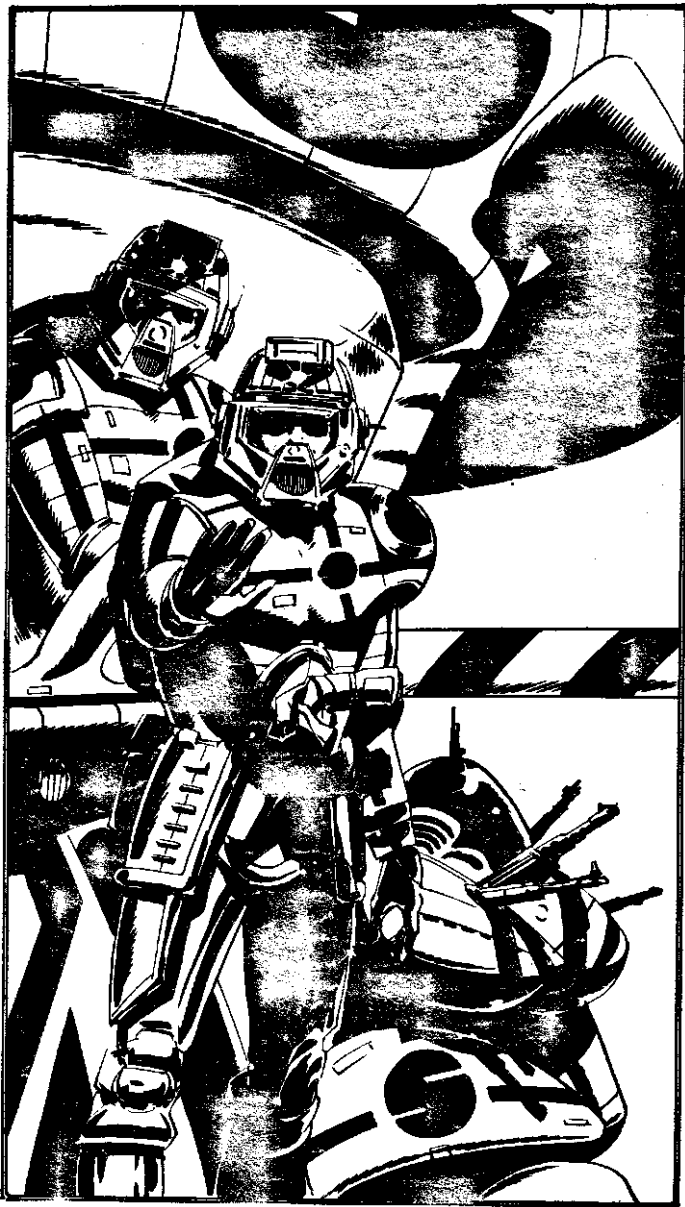
If you score 8-12, turn to **418**
If you score 2-7, turn to **270**

19

Thankful to be on your way you press on. Your path takes you around a large area of gravel chips, towards a pock-marked hillock, and after a while obliquely across a set of tracks which stretch towards nothing to either side as far as the eye can see. They remind you of fish bones, a series of parallel indentations made by a very heavy vehicle, but there is no indication as to what drove it or whether it is a robot. You trudge on towards the hillock and realise that you are growing thirsty. Turn to **183**.

20

You will be acting completely unofficially, illegally in fact.



However, you give your clearance code to the Service Computer and give orders that your Time Machine be readied for immediate use, knowing that no-one is likely to question the orders of the Section Chief of the Special Agent Section.

An hour later you are disembarking from the hovrail at the entrance to the Eiger Vault. The mind scan affirms your identity and the titanium, plasma resistant, personnel security door slides open. You step through and are about to proceed to the Eiger underground hovrail that will take you to the new bay that now houses Falcon's Wing when a TIME security guard in power armour steps out of the Security Control Dome. Another guard watches you from inside. A Security Droid rests motionless nearby.

'Ah, excuse me, sir,' the guard says, his voice hissing through the air ducts of his armour, 'I'm afraid we can't let you through, Section Chief. Um, er, we've been told not to allow you into the Eiger Vault.' The guard is plainly embarrassed. Will you:

Try to bluff your way past saying authoritatively, 'Don't be ridiculous, man, you must be mistaken. I am Section Chief Falcon of the Special Agent Section and I order you to get out of my way or face two hours inside the tank of a starving Keladi.'?

Turn to **28**

Draw your blaster and tell the guard to let you through?

Turn to **40**

Try to Thinkstrike him and then the guard in the Security Dome?

Turn to **56**

Try to control the guard with your Powers of Will?

Turn to **66**

21

Muscles aching from the effort you force your way up the sheer rock towards the lip of the crevasse. Two yards from the top you pause to search for the next hand hold as your pursuers dismount. Your foot slips a little and you grimly hang on for your life as the shadow of a kneeling Knight falls on you. You

look up in time to see the falling sword blade which severs your arm. This time your fall, and your body, are broken by unyielding granite. You have lived into the twilight of the universe but not long enough to tell the tale.

22

For all its bloated head, as if it suffered from water on the brain, and grotesquely large fists, the monstrous human is well coordinated and it launches a startlingly swift attack which you try once more to dodge. Make an **Evasion Roll**.

If you score 8-12, turn to **32**

If you score 2-7, turn to **42**

23

The feeling of anxiety you have suddenly becomes much worse. A wave of fear washes over you and you stop dead in your tracks, terror-stricken. You fight down the rising panic with difficulty and decide to leave the tracks you are following and head towards the huge building once more, puzzling as to what has come over you. Turn to **19**.

24

Your blow simply isn't powerful enough. The neck which holds the bloated head seems surprisingly tough and the huge fist pounds at your skull again. Turn to **74**.

25

The Sossorros fills your mind with the instantly recognisable image of a person. Bloodhound. A Bloodhound whose SAT uniform is tattered and torn, but it is definitely Bloodhound. Suddenly the mist begins to recede at a great rate. Either it is bored by your questioning or something has frightened it. Turn to **60**.

26

Meyer falls under your sway. 'Halt,' he shouts, and the two guards hesitate. As fast as thought you twist and drive a high kick at the nearest soldier whilst you force Meyer to fire his

Luger at the other. The shot rings out across the featureless expanse and the soldier flies backwards to lie inert in the dust. Your kick sends the last soldier reeling to collapse unconscious. Quickly you force Meyer to stand still whilst you knock him out with a deft blow to the back of the neck.

You can hear shouted orders from the compound and the revving of engines, Fromm is organising a pursuit. You turn and sprint away, making for a low ridge a few hundred yards away. Within a few minutes you are pounding up the side of the ridge. At its top you pause to look behind - several tanks and trucks, full of uniformed soldiers, are spewing out of the SS compound. Turn to **396**.

27

To your consternation, you are unable to use your powers of the mind either to Thinkstrike, use Power of Will or even to read the Knight's mind. It feels as though the sword is interfering with your mind powers in some way. Will you:

Offer him the sword with the strangely cold blade?

Turn to **17**

Walk on to see what you can learn of your destination?

Turn to **67**

28

The guard steps back, cowed by your commanding tones - you are after all a Section Chief of TIME. 'Er, yes, sir, of course it must be a mistake. I'm sorry sir, please go through.' Boldly you walk on to the hovrail car, but you can sense that the guard is having second thoughts, remembering his orders. An alarm shrieks and a voice booms out, 'Intruder alert - apprehend or disable. Do not kill, priority A1, repeat, Do not kill.' The noise fills the vault with a cacophony of echoing sound. At least Jobanque isn't going to have you terminated over this, you think to yourself. You hurl yourself into a waiting hovrail car as a beam of emerald energy from a droid's stun lance flashes through the spot you have just moved from. Quickly you insert your identity chip into the hovcar guidance computer, praying

that your Security Clearance hasn't yet been revoked. You heave a sigh of relief as the doors hum shut and the hovertrain shoots forward like a bullet to maximum speed in seconds, the acceleration slamming you back into your chair. You are propelled deep into the Eiger Vault. Turn to **116**.

29

The lance pennon flutters in the dust and as you lay your hands on the haft, a voice seems to speak in your mind: 'When the Infidel is driven forth from the Holy Land, then may ye attain the Grail.' The words seem meaningless to you, the lance is unwieldy, too cumbersome to carry, it carries no clues as to what is happening so you leave it buried in the dust and run back to the hillock. Turn to **183**.

30

Make a **Power of Will Roll** as you reach out and try to dominate the mind of the commander. He is a strong-willed young man, but you can sense he is dispirited, it seems he feels lost in this strange place.

If you score 7-12, turn to **370**

If you score 2-6, turn to **306**

31

Gradually, a feeling of gnawing anxiety disturbs your serenity. If you stay where you are, you realise with a flash of insight, you will starve. Nevertheless it will take tremendous willpower to break the strange lethargy which grips you. Make a **Power of Will Roll**.

If you score 5-12, turn to **41**

If you score 2-4, turn to **51**

32

By drawing on the skills of a crack combatant you somehow elude the precise hammer blows of its fists and hit back. Make an **Attack Roll**.

If you score 7-12, turn to **82**

If you score 2-6, turn to **92**

33

Your feeling of defiant self-assurance suddenly increases to a surge of megalomania. You believe you can do anything you wish. You start to run towards a nearby hill, shouting out challenges as you go. At the hilltop you shout, 'Come and get me, I'm ready for you whatever you are.' Turn to **409**.

34

For all its bloated head, as if it suffered from water on the brain, and grotesquely large fists, the monstrous human is well coordinated and it launches a startlingly swift attack which you try once more to dodge. Make an **Evasion Roll**.

If you score 9-12, turn to **44**

If you score 2-8, turn to **54**

35

In response to your question, the Sossorros replies: 'Such non-beings as yourself exist there, they are thinking sub-life forms but their instruments of making and doing lie idle.' You ask it to further describe these life forms and a series of mental images flood your brain. They are human like you, and yet different, some grotesquely malformed or mutated, but the Sossorros does not think of them as imperfect, merely highly adapted. They appear to be members of an advanced civilisation. Suddenly the mist begins to recede at a great rate. Evidently it is bored by your questioning. Turn to **60**.

36

As you refuse his terms, he smiles evilly, but then you reach out and try to take over his mind. However, Ernst Fromm is strong willed, a fanatic, and will not be easy to control. Make a **Power of Will Roll**.

If you score 8-12, turn to **250**

If you score 2-7, turn to **236**

37

As you stoop to undo the ragged piece of cloth, the Knight

glowers darkly at you. 'Infidel dog, to drag the sacred sword of Valois through the dust,' and he treats you to a short blast from the particle disruptor. The purple beam eats into your front, almost rupturing your spleen. *Lose 8 Endurance points.* If you are still alive, you fall helpless to the floor. The Knight dismounts and takes the sword, waiting for you to regain your composure. As soon as you are able, you stagger onward and the mail clad Knight rides along behind you. Turn to **57**.

38

You both sprint for the edge of the bowl housing the Gra'ak domes, but the Saurians are gaining on you fast. Their huge legs enable them to bound after you with frightening speed. You are forced to turn and fight but even together you are no match for them. Stronger, taller and faster than any human could be, the Gra'aki pack tear you to ribbons in seconds.

39

You spin towards the plane that left you only a half hour ago. Now that the tanks are not in range, the pilot thinks it is safer to speak with you. The cockpit canopy slides back, a man dressed in something vaguely akin to your environment suit climbs out and comes over to you. 'Hi there. Maybe we can speak together now - at least for a moment or two. I'm Lieutenant Kowalski of the United States Air Force,' and he extends a hand. You shake it. 'I'm from 2012 AD. I was on a routine mission when I suddenly ended up here. Some kind of time flux. Anyhow, you're in trouble, man! Those Nazi guys are mean. And so are the Knights of Saint John. I could help you ...' and he gazes at you through narrowed eyes. 'I mean my Starfighter could really waste those guys, you know. But you gotta make it worth my while. It's not a good idea for me to mess with them - I'm on my own and they're a whole battalion! So you gotta promise to get me outta here. If I help you, you've gotta take me to your time, maybe even back to mine. Deal?' He smiles winningly. Will you:

Agree to take Kowalski with you? Turn to **168**
Decide it might change the timelines to do so
and refuse? Turn to **350**

40

You whip out your blaster and point it at the guard, who steps back, plainly astonished. A voice booms out over the loud-speaker from the Security Dome: 'Please sir, don't force us to restrain you - we have strict orders from the Lord Jobanque not to let you through.' The Security Droid levels its stun lance at you. Will you:

Jump forward and threaten to kill the guard in
power armour unless he lets you through? Turn to **76**
Fire at the Security Droid? Turn to **86**
Try to Thinkstrike the two human guards in
quick succession? Turn to **56**

41

Although the task of crossing the endless plain of sand grain boulders which stretch into the mist on all sides seems for some reason too awful to contemplate, you force yourself to move. The blue mist is tinged with green on one side and purple on the other. Will you head for:

The green? Turn to **61**
The purple? Turn to **71**

42

One of the fists parts the air surprisingly quickly and smashes your collar bone. *Lose 3 Endurance points* or only 1 if you were partially protected by your environment suit. If you are still alive, you elude its next blow with the skills of a crack combatteer and strike back. Make an **Attack Roll**.

If you score 7-12, turn to **82**
If you score 2-6, turn to **92**

43

You top another rise and are surprised to find a series of large burrows, four feet across, in the ground ahead of you, beneath some scrubby grey-green trees. There are tracks of small booted

feet, made by bipeds. Will you:

Go down into the burrows?	Turn to 53
Give them a wide berth and set off towards the huge building once more?	Turn to 19

44

At the last second you manage to twist aside from a flailing fist. Missing, you cause it to lose its balance momentarily. Make an **Attack Roll**.

If you score 7-12, turn to **82**
If you score 2-6, turn to **92**

45

The image of a flat plain of blue sand and cracked salt interrupted by low grey domes fills your mind. The image expands, as if you were looking through a camera lens which was zooming in, and you can pick out details: a doorway, a figure, and then, the nature of the beast. It is reptilian in shape, rather like a seven foot tyrannosaurus. The Saurian creature has a crocodilian shaped head save that there is an extended brain case that hangs down across its back, crested with scales. The massive jaws are wet with saliva. Its appearance fills you with a horror that is almost instinctive. Suddenly the image vanishes. The cloud begins to recede away from you at a great rate. Either it is bored by your questioning, or something has frightened it. Turn to **60**.

46

Hurriedly, you ascend into the cockpit of Falcon's Wing where CAIN welcomes you cordially. Not wishing to spend anymore time in the now hostile Eiger Vault, you instruct CAIN to set coordinates for the timehole on Earth 1485 AD, the last place Agent Bloodhound was known to be heading for. Soon Falcon's Wing has shifted into null-space but something seems wrong. Instead of the familiar grey nothingness of 'The Void', you find yourself surrounded by a mass of coruscating colours that make your head spin and your stomach churn to look at. Nor does it

take any time to travel either for, seconds later, CAIN informs you that you have materialised - somewhere. 'My instruments cannot pick up a time or location,' chimes CAIN. 'It is as if we were outside normal space time, yet not in null-space.' Turn to **101**.

47

You stop and offer the sword gingerly to the Knight, using the robot-like tones of the translator's sound box to warn him of the cold. He takes it, saying, 'Well, I know the properties of the Sacred Sword of Valois, it is our defence against the squirrel-people. I thank you stranger. We are going to the abbey.' With that he falls silent, leaving you to ponder what a mediaeval Knight can be doing beyond a hundred million years into his future. Turn to **57**.

48

You cannot see but the smell of steel, machine oil and sweat fills your nostrils in the cramped confines of the twentieth century tank. You wonder to yourself how such relics of the past could have found their way here. You can feel the hard muzzle of a Luger in your back and, using your psychic awareness, you can tell that a man, this tank's commander, has you covered. The tank also holds a gunner, driver and radioman. The Commander says, 'Return to the camp, driver - Standartenfuhrer Fromm will want to speak with this one as soon as possible.' The tank shudders and rumbles into motion, filling your ears with a roaring sound. Will you:

Try to escape now?	Turn to 246
Allow yourself to be taken to the SS men's base?	Turn to 308

49

You try to gather your mind to hurl a Thinkstrike but your struggle of wills has left you momentarily dull-witted. You are too slow and the reptile opens fire. A small ball of yellow energy flies from the tip of its rifle and explodes at your shoulder, sending you staggering back. *Lose 8 Endurance points.* If you are still

alive, your shoulder, burnt and bleeding, throbs painfully. The sight of your blood sends the creature into a frenzy - its jaws snap horribly and it slavers wildly. Then it growls and charges forward, eyes lit with blood-lust. Fear, the fear of the prey for the predator, grips you. You must fight for your life! Will you:

Run forward to engage it in hand to hand combat?

Turn to **296**

Draw and fire your blaster if you have it?

Turn to **290**

Try to Thinkstrike it again?

Turn to **318**

50

Meyer's jaw drops in surprise and he stares at Fromm. 'But what about the Fuhrer, sir?' He pauses, then looks at you suspiciously and shouts at the guards: 'It is mind trickery! Disable the prisoner!' You leap to your feet but there are too many of them - one of them drives his rifle into your solar plexus and you double up in pain. The physical shock causes you to lose control of Ernst Fromm. He jumps up and shouts in rage, 'You will pay for this, Schweinhund,' he cries. Take the filth away and reduce it to a mewling dog, Hauptsturmfuhrer - I want the dog obedient and willing and under close guard, not least to prevent escape, but also to prevent a repeat of the Dragonmen's last bloody raid. We must not lost this one. Heil!'

'Heil Hitler!' shouts the Hauptsturmfuhrer and the guards grab you and carry you bodily out of the wooden cottage, taking great pains to ensure you are uncomfortable. Turn to **400**.

51

The effort of mind is too much for the feeling of being so small has robbed you of your will. Miserably you perch on one of the sand grains waiting for death to take you, for nothing will enter this sentient cloud to save you. You have lived into the twilight of time but not long enough to tell the tale.

52

You raise your face to the sky and shout out above the boom of the machinery, 'Open the gate, I come in peace,' at the top of



your voice. For a while there is no reply and you are about to call again when there is the scrape of metal upon metal from the manhole cover. Turn to **202**.

53

Cautiously you feel your way down the large burrow, stooping as you go. After ten metres it opens out in a large subterranean cave and several electric lights come on, temporarily blinding you. When you can see again you find yourself surrounded by delicate looking creatures, squirrel-like humanoids wearing beautifully tailored humi-suits designed to protect them from the dust and to hoard and recycle their bodily fluids. They are Ardann, the forest dwelling race from the planet Arden. It is most unusual to find them underground and your surprise is suddenly amplified so that you stand dumbstruck, unable to move, with your mouth hanging open. You realise that the Ardann are using their mental powers to increase your emotional responses to the point where you cannot think rationally. Your surprise gives way to irritated indignation and you find yourself stamping your foot petulantly and screaming abuse at them. You must do something to reassert your self control. Will you:

Think of flowers, peace and well-being to the
Ardann?

Turn to **63**

Clear your mind of all thought and try to
meditate?

Turn to **73**

Use your blaster on them?

Turn to **83**

54

Your reactions are slack, and the creature's long fist crashes into your head with awful force, snapping it back and breaking your neck. Death is instantaneous.

55

What looks, in the gloom, like a large flying walrus screeches as it dives to attack. Do you have your blaster? If you do, turn to **65**. If not, turn to **75**.



56

You send a blast of psionic energy at the guard. He was not expecting this and his defences are down. With a grunt he throws back his head and slumps to the ground. A second later you hurl another mental attack at the man in the Security Dome, but it only serves to reveal something about the Eiger Vault Security that you never knew before - the dome housing Security Control acts in some way as a psychic shield - no mental force can pass through. The man inside it shouts, 'Mental attack!' and as he activates the Security Droid, continues, 'I'm sorry Sir, orders is orders.' The Security Droid wheels towards you and raises its stun lance. You try to throw yourself aside just as it fires. Make an **Evasion Roll**.

If you score 2-6, turn to **106**

If you score 7-12, turn to **96**

57

After half an hour you pass a tank's caterpillar track lying in the dust. The wind has bared it but you are surprised to see it is badly weathered - it must have lain there for many years. Then you realise that neither the German soldiers, nor the Knight, show any signs of Medawars syndrome and the horse, if a little thin, looks quite healthy. Either you will not age unnaturally quickly or these people were born here. Soon you begin to descend into a very shallow valley across which a green river meanders. Ferns and grasses line the banks and horses are picketed on the near bank, grazing. Beyond them is a ford leading to a small and ramshackle looking castle. Turn to **77**.

58

You level the Cold Lance and squeeze the triggering device - the air shimmers, condensation forming in a cone between the lance and its target. The reptile is struck by the force of the strange device and drops its weapon in surprise. Then it begins to shudder as you maintain the ray. It seems to be leeching the Saurian of its body heat. Its eyes droop shut and it buckles at the knees, falling to the ground. It has fallen into a torpid stupor - a cold blooded creature, it cannot function at low temperature

levels. You dart forward towards the archway. Around one of the forearms of the beast is a band of polished metal, brightly painted with three bars of colour - red, green and yellow. You pause at the entrance but all is quiet. Silently you glide into the dome. Turn to **316**.

59

Meyer starts in fear. 'Yes sir, immediately sir!' and he signals to two of the guards. You are frog-marched out of the cottage with Meyer ahead of you. They take you out of the camp to an open area of sandy ground one hundred yards from the entrance, whilst you concentrate on maintaining your control over Fromm. They force you to your knees and prepare to shoot you in the back of the neck. To use your mind powers you will have to release Fromm from your control. If you wish to do this, turn to **190**. If you wish to attack your would be murderers and have Fromm run out and help you, turn to **216**.

60

After a time you come to another low hill. At its top you are able to survey the ground ahead of you. Straight on lies the tower. To its left you can just make out several dome-like structures in a depression on a plain of hard flat ground, of bluish slate. If you wish to investigate the tower, turn to **105**. If you would like to investigate the domelike structures, turn to **338**.

61

For a long time you struggle across the sand without being aware of moving until you enter the band of green mist. When instantly, it seems, you return to normal size and stride confidently through into a whirlpool of yellow. After a few more steps, you stop to get your bearings and doubts assail you. You realise you are hopelessly lost, the cloud closed in around you without any wind and as far as you know it could move with you so that you would never see the red moon of this world again. Though you have only yourself to blame for your predicament, you start to blame the Lords of TIME, and in particular Jobanque for not sending help for Bloodhound. Turn to **281**.

62

The gate doesn't budge an inch, but as soon as you touch it, a terrible shock jolts through you. *Lose 2 Endurance points.* Evidently the gate is protected against outsiders. If you are still alive, will you:

- | | |
|---|--------------------|
| Try to slide it sideways? | Turn to 72 |
| Cry out loud for someone to open the gate? | Turn to 52 |
| Put your shoulder against the door and push harder? | Turn to 393 |

63

As you fill your mind with thoughts of goodwill to the Ardann you become ready to do anything they ask. Luckily one of them says in a soft mellifluous voice, 'Leave us and go far away.' You almost fall over yourself in your eagerness to oblige. After a few minutes the feeling wears off but you are already on your way towards the huge building once more and decide to continue. Turn to **19**.

64

Your body jars spasmodically as a jolt of electricity galvanises you. You fall away from the gate into the clutches of the human beast. The knotted fists catch you while you are still dazed and smash you to a pulp. You have travelled to the end of time, but no-one will ever hear you tell the tale.

65

The bloated walrus-like body is in fact an air bladder but the spikes at the front of the animal's wings are solid enough. Will you:

- | | |
|-------------------|-------------------|
| Use your blaster? | Turn to 85 |
| Thinkstrike? | Turn to 95 |

66

You reach out with your mind and grasp his will with yours, as if in a vice. The guard did not really expect you to force your way in and he falls easily under your control. As you are about to

walk towards the hovrail car, the man in the Security Dome suddenly realises what has happened, for he says, 'Mind Attack! I'm sorry, sir, orders is orders,' and he activates the Security Droid which aims its stun lance at you. Will you:

- | | |
|--|--------------------|
| Run to the hovcar and force the guard under your control to attack the droid? | Turn to 150 |
| Run for the hovcar and force the guard to get between you and the droid, so that the droid cannot reach you with the stun lance? | Turn to 158 |

67

After half an hour you pass a tank's caterpillar track lying in the dust. The wind has bared it but you are surprised to see it is badly weathered - it must have lain there for many years. Then you realise that neither the German soldiers, nor the Knight, show any signs of Medawars syndrome and the horse, if a little thin, looks quite healthy. Either you will not age unnaturally quickly or these people were born here. Soon you begin to descend into a very shallow valley across which a green river meanders. Ferns and grasses line the banks and horses are picketed on the near bank, grazing. Beyond them is a ford leading to a small and ramshackle looking castle. Turn to **87**.

68

Their combined minds are too much for you and they both gasp in surprise and outrage. 'Mind tricks, like the last one,' shouts the commander. Suddenly there is a sharp pain and everything goes blank. Turn to **276**.

69

If you are wearing your environment suit, you can use its yellow lubricating fluid to draw in the mud, turn to **79**. Otherwise, prepare to slit your own wrist, turn to **89**.

70

'Only one man, sir?' queries Meyer. 'But you know this timefarer's mental powers ...' Then he looks at you suspiciously and shouts at the guards: 'It is mind trickery! Disable the

prisoner!' You leap to your feet but there are too many of them - one of them drives his rifle into your solar plexus and you double up in pain. The physical shock causes you to lose control of Ernst Fromm. He jumps up and shouts in rage, 'You will pay for this, Schweinhund,' he cries. Take the filth away and reduce it to a mewling dog, Hauptsturmfuhrer - I want the dog obedient and willing, and under close guard, not least to prevent escape, but also to prevent a repeat of the Dragonmen's last bloody raid. We must not lose this one. Heil!'

'Heil Hitler!' shouts the Hauptsturmfuhrer and the guards grab you and carry you bodily out of the wooden cottage, taking great pains to ensure you are uncomfortable. Turn to **400**.

71

The purple glow soon gives way to a deep warm redness. If this is the second time you have visited the red mist, turn to **159**. Otherwise, read on. As you approach the eerie red glow it seems to welcome you and the red vapours swirl about you, seeming to sooth you in a warm caress. You begin to feel better than you have yet felt on this cold and barren planet. You breathe the red mist in deeply, then blow little rings of red smoke out of your nostrils. Suddenly you begin to laugh - the red mist is affecting you like laughing gas. It occurs to you to make a painting on the sandy ground, but the only thing you can think of to use as paint is blood. Turn to **69**.

72

As you touch the gate, a terrible shock jolts through you. *Lose 2 Endurance points*. If you are still alive, you see that the gate has started to slide open, enough for you to slip through into a lit passageway beyond. The boom-boom of the machinery buffets your eardrums. You decide to step inside. Turn to **222**

73

Remembering your training at the Academy when you used to empty your mind of all thought before attempting a Think-strike, you let your mind drift freely and the Ardann are

momentarily unable to affect you. Will you take this opportunity to:

Leave and go on towards the huge building? Turn to **93**

Tell them that you are a friendly time-traveller? Turn to **103**

Ask them why they are living in holes in the ground? Turn to **113**

74

For all its bloated head, as if it suffered from water on the brain, and grotesquely large fists, the monstrous human is well coordinated and it launches a startlingly swift attack which you try once more to dodge. Make an **Evasion Roll**.

If you score 8-12, turn to **84**

If you score 2-7, turn to **42**

75

Instinctively you reach for your blaster, but it is no longer at your hip. There remains only enough time to Thinkstrike. Turn to **95**.

76

The instant you make a move, the Droid, its computer brain faster than a man's and without conscience, opens fire. You try to avoid it but you are a nanosecond too slow and a flash of glowing green energy explodes into your chest, throwing you backwards. You land in a heap, barely conscious and unable to move your limbs. Within seconds your helmet is removed and you are given an anaesthetic drug. You slip into unconsciousness. When you wake up you find yourself in a small room, antiseptic white. You have been placed in a detention cubicle at the TIME headquarters. You have been relieved of your command and suspended from TIME, pending a court martial for disobeying a TIME Lord. Bloodhound is beyond your help now - you will be lucky to retain your position as an agent.

77

A look-out in one of the round gate towers calls out as you cross the ford and a group of people have gathered to look at you by the time you reach the other side. About fifteen knights, all dressed in chain mail and wearing the red cross of the mediaeval crusaders, stare dourly at you. Seven women of varying ages, dressed in pointed slippers, pastel coloured full length gowns and tall pointed head dresses, stand behind them. There are also three young children, one has three arms, another staring, purple eyes, and the third, a girl-child, has two heads. They are mutants. Each of the knights is armed with a particle disruptor but some have swords strapped at their waists as well. Many bear the scars of battle, grizzled veterans of many campaigns. Their armour has a battered but functional look.

You are taken into the castle where there is a small green inside the walls, or grey-green, for the grass has a dull grey sheen in the half light of the great red moon. Beyond it is the largest building in the settlement, a church with a tall steeple which has recently tumbled down, throwing chunks of rock everywhere. Turn to **97**.

78

The reptile grunts in pain and shakes its head. It bellows in rage but is still slightly dazed, giving you time to act. Will you:

- | | |
|--|--------------------|
| Use your blaster, if you still have it? | Turn to 18 |
| Use a Cold Lance, if you have one? | Turn to 58 |
| Try your Powers of Will? | Turn to 328 |
| Charge in and try to defeat it in hand to hand combat? | Turn to 296 |

79

By the time you have made a wayward design in the sand with the suit's lubricating fluid, it is worse than useless. Helpless with mirth you scatter the pieces of the suit in all directions and walk on. The urge to create has left you. Will you:

- | | |
|--|--------------------|
| Turn left towards a part of the mist which glows orange? | Turn to 99 |
| Turn right towards a purple haze? | Turn to 109 |

80

You assume a combat stance ready to take out the pilot who tried to kill you before - maybe you can steal his plane. The cockpit canopy slides back and a man dressed in something vaguely akin to your environment suit climbs out. He walks forward, hand extended in a gesture of peace. 'Look man, I'm sorry, I really am. I didn't know who or what you were. I thought you were something the Gra'ak had built. Sorry,' he says in English with an American accent, and offers you his hand to shake. When you do not take it he shrugs and goes on: 'I'm Lieutenant Kowalski of the United States Air Force from 2012 AD. I was on a routine mission when I suddenly ended up here. Some kind of time flux. Anyhow, you're in trouble, man! Those Nazi guys are mean. And so are the Knights of Saint John. I could help you ...' and he gazes at you through narrowed eyes, 'I mean my Starfighter could really waste those guys, you know. But you gotta make it worth my while. It's not a good idea for me to mess with them - I'm on my own and they're a whole battalion! So you gotta promise to get me outta here. If I help you, you've gotta take me to your time, maybe even back to mine. Deal?' He smiles winningly. Will you:

- | | |
|---|--------------------|
| Agree to take Kowalski with you? | Turn to 168 |
| Decide it might change the timelines to do so and refuse? | Turn to 350 |

81

There is a strange croaking roar from the Gra'aki and another howl of agony from the poor devil they are tormenting. Thankful that their grisly attentions are directed elsewhere, you make good your escape from the domes of the Gra'ak. If you have heard of a black pyramid, or of a Time Destabiliser, turn to **320**. If not, turn to **226**.

82

Your blow dents the man-things skull and it retreats back to the manhole, mewling in pain before disappearing from view. You move towards the gateway. Turn to **185**.

83

As you make the necessary change of attitude to use your blaster in anger, a torrent of rage overwhelms you. The blaster goes off but you are so enraged that all sense leaves you. You blast blindly for several minutes until the roof of the cave falls in on you and you are crushed to death.

84

By drawing on the skills of a crack combateer you somehow elude the precise hammer blows of its fists and hit back. The monster half stumbles as you attack. Make an **Attack Roll**.

If you score 5-12, turn to **82**

If you score 2-4, turn to **92**

85

The walrus-bird is almost upon you when the spitting energy of your blaster rips its air-sac apart and it collapses in a mess of blood and entrails at your feet. The stench is so disgusting that you hold your breath until you are safely above ground once again. Turn to **105**.

86

Make an **Attack Roll** as you unleash the ravening power of your blaster at the Droid.

If you score 2-6, turn to **138**

If you score 7-12, turn to **126**

87

A look-out in one of the round gate towers calls out as you cross the ford and a group of people have gathered to look at you by the time you reach the other side. About fifteen knights, all dressed in chain mail and wearing the red cross of the mediaeval crusaders stare dourly at you. Seven women of varying ages, dressed in pointed slippers, pastel coloured full length gowns and tall pointed head dresses, stand behind them. There are also three young children, one has three arms, another staring, purple eyes, and the third, a girl-child, has two heads. They are



mutants. Each of the knights is armed with a particle disruptor but some have swords strapped at their waists as well. Many bear the scars of battle, grizzled veterans of many campaigns. Their armour has a battered but functional look.

You are taken into the castle where there is a small green inside the walls, or grey-green, for the grass has a dull grey sheen in the half light of the great red moon. Beyond it is the largest building in the settlement, a church with a tall steeple which has recently tumbled down, throwing chunks of rock everywhere. Turn to **107**.

88

You follow the compass heading west, skirting all signs of habitation. Eventually you come to the crater where Falcon's Wing lies. Kowalski is waiting for you and he greets you enthusiastically, smiling broadly when you tell him of your brush with the reptilian Gra'ak. But, try as you might, neither you, Bloodhound nor CAIN is able to get Falcon's Wing to take you home. You are marooned in this lonely, inhospitable place for all eternity ...

89

There is but a split second in which reason may reassert itself in your mind. Do you think:

It is pointless to paint here because no-one will
see the work of art in the mist? Turn to **119**

That blood is unsuitable because it will lose its
glorious red colour when mixed with the
dust? Turn to **129**

90

With a great effort you manage to dominate both their minds at once. It is all you can do to maintain your control. You force them both to turn their weapons on their fellows, and then remove your blindfold saying to the gunner and radioman: 'I have them both under my power - if you make a move, they will shoot you.' They gape in astonishment as you force the

commander to tie them to their chairs and turn the tank around. They seem familiar with mind control, Bloodhound must have given them a hard time. You ask one of them about Bloodhound, and he says, maliciously, 'If you're looking for your friend, you're too late - the Dragonmen took him. I expect he's long been made a meal of,' and he laughs. Moments later, the radio crackles into life, 'Otto, this is Meyer - what are you doing? Stop, I order you!' Poking your head out of the hatch you can see the other Tiger tanks in pursuit. One of them fires - a geyser of dust erupts with a dull crump nearby. Your tank begins to climb a ridge. You reach the top when there is an explosion and a flash of flames. The tank shudders and slews to a stop, one of its tracks blown off. You leap out of the turret and scramble down the ridge. Turn to **396**.

91

With a surge of relief that almost makes you giddy you see that the rocket missed Falcon's Wing and you are able to land the flyers safely and switch on the hologram generator. You decide to explore on foot next time to avoid calling unwanted attention to yourself and your Time Machine. Turn to **131**.

92

The blow barely affects the pale green monster man. It doesn't appear to be bred specifically for combat, it has no claws or formidable teeth, but its bones and sinews are so tough it can withstand an enormous amount of punishment. Its balled fist slams into you repeatedly before you can regain your balance after your attack. Lose *6 Endurance points*. If you are still alive, turn to **102**.

93

The Ardann, unblinking and solemn, watch you go without saying a word and you are happy to be able to leave of your own tree will. Turn to **19**.

94

To your surprise, these monsters move with the speed and poise of crack combaters. Their huge fists are ideal weapons for hand

to hand fighting and their minds are immune to your mental attacks for they have the psychic power of mind-bar. It does not take long for them to reduce you to a bloody pulp, and then they begin to feed.

95

The walrus-bird is on a collision course, its saw-edged beak snapping predatorially as you hurl a blast of thought energy to no avail. Its mind is not receptive to psychic attack. It flattens you against the cavern wall, flailing with spikes and beak, lacerating you horribly. *Lose 4 Endurance points.* If you are still alive, turn to **115**.

96

The glowing green beam of the stun lance flashes past you as you dive and roll to your feet running for the internal hovercar. An alarm shrieks and a voice booms out, 'Intruder alert - apprehend or disable. Do not kill, priority A1, repeat, Do not kill.' The noise fills the vault with a cacophony of echoing sound. At least Jobanque isn't going to have you terminated over this, you think to yourself as you hurl yourself into a waiting hovercar. A beam of emerald energy from a droid's stun lance flashes through the spot you have just left. Quickly you insert your identity chip into the hovercar guidance computer, praying that your Security Clearance hasn't yet been revoked. You heave a sigh of relief as the doors hum shut and the hovercar shoots forward like a bullet to maximum speed in seconds, the acceleration slamming you back into your chair. You are propelled deep into the Eiger Vault. Turn to **116**.

97

'What manner of being is this, du Gueselin?' asks a grey haired warrior with corded arm muscles and huge shoulders, of your Knight.

'One like the other who came in the contraption that travels across the days, Lord Leopold.' There is a hum of interest all around you.

Du Gueselin holds up the sword with the cold blade. 'I have recovered the Sacred Sword of Valois, our defence against the squirrel people.' Will you:

Protest that it was you who found the sacred sword?

Turn to **117**

Let matters take their course?

Turn to **127**

98

You wait for a few seconds, sweating with fear, as the tank 5 filled with an awful whining sound. Then the commander grunts in pain, he has been hit in the shoulder. The shock galvanises his mind and you lose control of him. The gunner leaps upon you, to be joined by the rest of the crew and within moments you have been clubbed into unconsciousness. Turn to **276**.

99

The orange glow of the mist seems to flicker strangely as if spark flies had been caught in its silken folds, then you are swathed in a deep golden pall of mist once more. It shimmers around you and your mind is strangely afflicted. If you have been surrounded by the yellow mist before, turn to **169**. If not, turn to **281**.

100

The reptile grunts, throws back its head and collapses in a heap. You dart forward towards the archway. Around one of the forearms of the beast is a band of polished metal, brightly painted with three bars of colour - red, green and yellow. You pause at the entrance but all is quiet. Silently you glide into the dome. Turn to **316**.

101

As soon as Falcon's Wing has come out of null-space you look at the digital read-out to check what time you are in. To your horror it reads 99,999,999 AD. You ask CAIN to confirm this date and the computer responds: 'My sensors indicate that the

read-out is incorrect. There are not enough digits to represent the correct date, Falcon.'

'Do you mean that we're further into the future than a hundred million years AD?'

That is correct, Falcon.'

Then lets jump back.'

'Before examining our surroundings?'

'Remember the Medawar syndrome, CAIN, it doesn't affect you, but there is no knowing how quickly I will age so far out of my own time. Every minute may put a year on my age.' You set the co-ordinates for a return to your own time and engage the Variac Drive, but nothing happens. CAIN does not report any malfunction but when you try again there is the usual whine of the drive but the read-out still shows 99,999,999 AD. 'Can we be moving backwards in time in small steps towards 99,999,999 AD?'youask.

'My sensors indicate that we are not moving at all, Falcon.' You grimace at the console which houses CAIN and decide to take a look at whatever is outside. Turn to **111**.

102

The thing attacks again. You dodge aside, somehow eluding its hammer blows, and hit back. Make an **Attack Roll**.

If you score 7-12, turn to **82**

If you score 2-6, turn to **112**

103

As soon as you tell them who you are, you sense them becoming interested. They tell you that they were asleep in their home trees on the planet Arden one night and awoke on the dusty plain of this planet. They have eked out a pitiful existence for nearly ten Earth years, resigned to never setting foot on their

beautiful forested planet again. They are extremely shy and your presence makes them very nervous, but they give you a device like a compass which will allow you to home in on their burrows if ever you need to and they ask you to help them to return to Arden. They warn you of dangerous Earthers on the planet, strange clouds that bring madness and a fearsome sounding alien race which they call 'Reckless Devourers'. Being face to face with you for this length of time is as much as they can stand and they persuade you to leave, manipulating your emotions so that you find yourself walking towards the huge decaying building once more. Turn to **19**.

104

You turn and press the gate with your palms but a terrible shock galvanises your body, leaving you stunned. The gate is evidently protected against outsiders. Before you can recover, the monsters have attacked you with the reflexes and power of crack combaters. It does not take long for them to reduce you to a bloody pulp, and then they begin to feed.

105

You strike out once more towards the tall tower, hopeful of finding someone or something to help you, or at least some useful information. After a short journey during which your head is bowed down with weariness, you look up at the tower. Turn to **145**.

106

You are a nanosecond too slow and a flash of glowing green energy explodes into your chest, throwing you backward. You land in a heap, barely conscious and unable to move your limbs. Within seconds your helmet is removed and you are given an anaesthetic drug. You slip into unconsciousness. When you wake up you find yourself in a small, antiseptic white room. You have been placed in a detention cubicle at the TIME headquarters. You have been relieved of your command and suspended from TIME, pending a court martial for disobeying a TIME Lord. Bloodhound is beyond your help now - you will be lucky to retain your position as an agent.

107

'What manner of being is this du Gueselin?' asks a grey haired warrior with corded arm muscles and huge shoulders, of your Knight.

'One like the other who came in the contraption that travels across the days. Lord Leopold.' There is a hum of interest all around you.

'An infidel who has profaned the sacred sword of Valois.' Du Gueselin points at the sword which you still carry.

'Burn the Infidel!' cries the girl with two heads, twice, together. Will you:

Try to escape?

Turn to **137**

Ask them if they will let you pray in the church?

Turn to **307**

108

Thinking fast, you set a plasplode pack to detonate in five minutes and toss it into the dome, knowing it will set off the rest of the explosives when it goes off. You both spring for the edge of the bowl-like depression housing the Gra'ak domes. You scramble up the sides and throw yourselves flat, hugging the ground. Scant seconds later, there is a massive roar and the ground shudders beneath you. The shock wave almost tears you off the ground but the depression has contained most of the force of the explosion. Looking back, you see that the destruction is enormous. There is no sign of your pursuers and all of the domes have been flattened except for one or two at the far end of the bowl... 'Well, I'm not sorry to see that,' says Bloodhound. 'They were a vicious group of beings.' If you have heard of a Black Monolith or a TIME de-stabiliser, turn to **320**. If not, turn to **226**.

109

You step lightheartedly towards the purple haze, but as soon as you enter it, you pass into an altogether less heartwarming

environment. You are now cocooned in a chill blue glow. A strange impression of peaceful serenity floods your mind and then you shrink. Your size dwindles rapidly - and the ground surges up towards you until you are no larger than an ant perched between two grains of sand as large as small boulders. Uncannily the transformation barely perturbs you. The thought of scrambling across the sea of sand grain boulders seems too much trouble to contemplate. You settle down to rest. Turn to **31**, unless this is the second time you have shrunk, in which case, turn to **149**.

110

The driver, an unintelligent man used to following orders, falls easily under your control. Will you:

Force him to turn the tank around?

Turn to **336**

Make him use the pistol he has on the tank commander?

Turn to **348**

111

CAIN turns on the outside scanner for you which pans slowly round in a circle. Falcon's Wing stands in the middle of a depression filled with fine silt which forms small whirlpools in the wind. It is quite dark outside and there are no signs of life, save for a great crumbling edifice that rises above the lip of the depression in the far distance. It looks like a high-tech building put something is not quite right. You can't be sure but there is a suggestion of decay and desolation about it as if the architects had returned to dust aeons ago. You stare at the featureless landscape. Reluctantly you decide to explore the inhospitable environment. CAIN advises that the air is breathable but that the oxygen content is slightly below that of Earth. The gravity is almost identical to Earth's. Note on your agent profile whether you are wearing your environment suit or not. Will you:

Use the flyer?

Turn to **121**

Or do you prefer to explore on foot?

Turn to **131**

112

You are bowed down under the weight of the blows which reduce you gradually to a pulp. There is nothing you can do to escape. Soon after you are dead it begins to feed.

'Because there are no home trees here,' says one of the Ardann in a soft mellifluous voice. 'Why did you come to this planet?' you ask.

'It just happened, we went to sleep on Arden and woke up here.'

'How long ago?' you ask.

'Nearly fifteen Arden cycles,' is the reply. As far as you can remember that is over ten Earth years. You try to find out more, but the Ardann are very nervous and they beg you to leave before edging deeper into their underground warren. As soon as you consider the idea of leaving it seems the only thing to do and you almost fall over yourself in your haste to scramble outside. After a few minutes the feeling wears off but you are already on your way towards the huge building once more and decide to continue. Turn to **19**.

114

As soon as you touch the gate, a terrible shock jolts through you. *Lose 2 Endurance points*. The gate must be protected against outsiders. If you are still alive, you see that the gate has started to slide open, enough for you to slip through into a lit passage-way beyond. The boom-boom of the machinery buffets your eardrums. Just then a gnarled fist smashes into your hip, a bruising and battering blow. You *lose 3 further Endurance points*, but, if you are still alive, the force of the blow has knocked you through the gateway. Turn to **124**.

115

You will have to fight the beast off with your bare hands. It swoops on you once more. Make an **Attack Roll**.

If you score 8-12, turn to **125**

If you score 2-7, turn to **135**

116

The hovcar comes to a gut wrenching halt at the bay where Falcon's Wing, your Time Machine, is housed. Looking out of the car you can see two Security Droids waiting for you. Will you:

- Dive out of the car and come up firing? Turn to **170**
- Walk out and say, 'I am Section Chief Falcon - use voice verification. The intruder is in Section P - Storage 5, proceed there immediately.'? Turn to **178**

117

You protest that it was you who gave the sword to du Gueselin, who turns a murderous look upon you. 'Lies!' he says. This infidelprofaned the Sacred Sword of Valois, and would have thrown it down one of the cracks in the earth had I not wrested it away by main force.'

Burn the Infidel!' cries the girl with two heads, twice, together. Will you:

- Try to escape? Turn to **137**
- Ask if they will let you pray in the church? Turn to **307**

118

You send a bolt of mental force at the mind of the Saurian guard. Make a **Thinkstrike Roll**.

If you score 8-12, turn to **100**

If you score 2-7, turn to **78**

119

Something seems to be whispering inside your head, but you on remember that the mist will be blown away by the wind sooner or later and then people will be able to admire your blood painting. Picking up a jagged rock you gouge it into your wrist laughing uproariously as a geyser of hot blood spatters to the dust. You fall unconscious soon after your finger painting is begun, nevertoreawaken. Youhavetravelledtotheendof time but not lived long enough to tell the tale.

120

It grunts in agony and staggers a few steps towards you, its eyes glazed but still burning with feral lust. Then the light fades from its eyes and it collapses in a heap. Heaving a sign of profound relief, you dart forward towards the archway. Around one of the forearms of the beast is a band of polished metal, brightly painted with three bars of colour - red, green and yellow. You pause at the entrance but all is quiet. Silently you glide into the dome. Turn to **316**.

121

You press the button which sends your crash-couch up into position inside the flyer's cockpit and check the instruments, then the launch doors slide back and you are catapulted out over the plain of dust. You cut the Ion Drive in as soon as Falcon's Wing is out of the way and the stabilising gyro whines as you bank and climb towards the great edifice. Once above the lip of the depression, a vast panorama opens out. Slow senile rivers meander across flat, dusty plains. The mountains to the east, though high, are rounded like gently rolling hills, after aeons of erosion. You catch sight of tracks below you as you skim along at mach one and angle your flyer to follow them. Turn to **141**.

122

The creature halts twenty feet away from you, watching and waiting. As you watch, momentarily transfixed with horror, more of the strange human-like beasts lever themselves out of the shaft and close in. They look like cadavers, with their sickly pale green skin and disk-like pale glowing eyes, but their movements are lithe and quick. They are grotesque travesties of the human form, over-sized heads as if they had water on the brain, and many jointed, knobbled fingers make them look like the bizarre creations of a mad professor. Ten of them have closed in on you menacingly. Will you:

Run amongst them and attack?

Try desperately to push the gate open?

Slide it sideways?

Turn to **94**

Turn to **104**

Turn to **114**

123

You gingerly grip the flat sword blade with both hands and wrench it backwards and forwards. The skull topples off and falls to the ground where it splits apart. Inside is a piece of red and white cloth. You try to let go of the sword to examine it but your hands have gone numb and the sword sticks to them. If you are wearing your environment suit, turn to **153**. If not, turn to **163**.

124

As soon as you are through the gate it slides shut once more with a whirl of heavy machinery cutting your assailants off from you. There is a spate of sound like a blaster discharge, perhaps they are trying to open the gate once more and suffering electric shocks. You run down a featureless corridor into what is evidently a lift. Turn to **214**.

125

A great blow of your fist catches the monster between its eyes and it falls back, its wings threshing ineffectually. You start to climb up the sloping cavern wall and the walrus-bird seems content to let its unwilling and obstreperous prey depart safely now. Soon you are safely above ground once again. Turn to **105**.

126

The plasma bolt lances into the droid and it explodes with a thunderous roar, reduced to a heap of twisted metal in a brief moment. The guard puts his hands up and backs away, saying: 'OK, Chief, OK, we were just following orders - it's not worth any lives to try and stop you, sir, is it?' You shake your head and run on to the hovrail car, covering the guard as you go. Quickly you insert your identity chip into the hovcar guidance computer, praying that your Security Clearance hasn't yet been revoked. You heave a sigh of relief as the doors hum shut and the hovrail shoots forward like a bullet to maximum speed in seconds, the acceleration slamming you back into your chair. You are propelled deep into the Eiger Vault. Turn to **116**.

127

The knights ask you if you are similar to the man called Bloodhound. You tell them that you are and ask where he is, but they answer, 'First, we must pray.' Inside the abbey an old monk leads the service and they pray for deliverance from purgatory. Tor have we not smitten the Mohammedan Infidel and delivered the Holy Lord from Saladin?' As you do not know any prayers you bow your head in silence. The Sword of Valois is placed on the altar and left there. Afterwards they invite you to eat with them in the abbey and, as you are both hungry and thirsty, you thank them. Turn to **167**.

128

He collapses like a sack of potatoes as you blast his mind with a Thinkstrike. Quickly you put on his clothes, wrapping your face up in his scarf. You open the door and stride boldly out into the open. The door is flanked by two soldiers on guard. A sergeant leans against the wall of the hut. As you set off towards the compound gates, the sergeant says, 'Where's the prisoner, Rudolf. I thought you were going to take him to the Standartenfuhrer?' The gates, manned by a couple of sentries, are only fifty yards away. Will you:

- Thinkstrike the sergeant and make a dash for the gate? Turn to **136**
- Mumble, 'No, no, not yet,' and try to control the sergeant with Power of Will? Turn to **198**

129

Still laughing, you decide against using your own blood to paint with because it will only turn a dull brown colour in the dust. Something seems to be whispering inside your head, you still want to paint and search for inspiration and one after another ideas pop into your mind. Do you:

- Use your blaster if you think that would make an interesting work of art? Turn to **139**
- Make a collage out of pieces of your coloured tunic? Turn to **267**

130

'What,' stutters Hauptsturmfuhrer Meyer, 'You cannot be serious, sir.' Then he looks at you and shouts at the guards: 'It is mind trickery! Disable the prisoner!' You leap to your feet but there are too many of them - one of them drives his rifle into your solar plexus and you double up in pain. The physical shock causes you to lose control of Ernst Fromm. He jumps up and shouts in rage, 'You will pay for this Schweinhund,' he cries. Take the filth away and reduce it to a mewling dog, Hauptsturmfuhrer - I want the dog obedient and willing. And under close guard, not least to prevent escape, but also to prevent a repeat of the Dragonmen's last bloody raid. We must not lost this one. Heil!'

'Heil, Hitler!' shouts the Hauptsturmfuhrer and the guards grab you and carry you bodily out of the wooden cottage, taking great pains to ensure you are uncomfortable. Turn to **400**.

131

It is a difficult climb to the lip of the depression and you find yourself slipping backwards in a small avalanche of fine silt several times. When at last you crest the lip a wide vista lies before you. For the most part it is a featureless plain stretching towards the great edifice. Everything has been worn down. The mountains which rise purple in the distance are high but they look more like gently rolling hills, their crags eroded over the aeons. The dust which lies everywhere underfoot is multi-coloured, grey, red, yellow and many other hues, as if all of the compounds and elements on the surface of the planet had been rubbed off and mixed together. You have been walking for some time when you come to a set of tracks, hoofprints, crossing your path at right angles. Will you:

- Follow the hoofprints? Turn to **3**
- Walk on towards the decayed high-tech building? Turn to **13**

132

The gate doesn't budge an inch, but as soon as you touch it, a

terrible shock jolts through you. *Lose 2 Endurance points.* Evidently the gate is protected against outsiders. If you are still alive, the creature draws back its fist to pulverise you and you decide to make a desperate effort to open the gate. Will you:

- Put your shoulder to the door and push as hard as you can? Turn to **332**
- Try instead to slide it open? Turn to **342**
- If you think touching the door might kill you, you will have to give battle instead. Turn to **352**

133

The gravel gives way to a featureless dusty plain once more and you make towards a low pock-marked hillock. After a while you cross a set of tracks which stretch towards nothing to either side as far as the eye can see. They remind you of fish bones, a series of parallel indentations made by a very heavy vehicle, but there is no indication as to what drove it or whether it is a robot. You trudge on towards the hillock and realise that you are growing thirsty. Turn to **183**.

134

The platform turns out to be a moving gantry. When you set foot on it a hydraulic arm moves the platform towards a bank of controls. The dials show the pressure in each of four impulse chambers which drive the great piston. Each dial is divided into three parts. Marked LOW DANGER - IMPLOSIVE, NORMAL OPERATIONAL and HIGH DANGER - EXPLOSIVE. The needles on dials one, three and four are well into the red band marked HIGH DANGER - EXPLOSIVE. Above each dial on the control panel is a lever marked Impulse Power Control. Each has three optional settings all currently at the high setting. Will you:

- Climb down from the platform and go to the lift? Turn to **144**
- Reduce the Impulse Power setting a notch for the number two chamber? Turn to **154**
- Reduce the setting a notch for the number four channel? Turn to **164**

135

You lash out savagely but the blow is caught within the soft folds of the beast's wing and once more you are lacerated by spikes and beak. *Lose 4 Endurance points.* You have no choice but to fight on. Return to **115** and roll again.

136

The sergeant reels back in pain and sinks to his knees. You run on, sprinting for the gate as the sentries shout, 'Halt, halt!' There is the chatter of a projectile weapon and the last thing you notice is the watch tower guns blazing away at you. Your body is riddled with bullets and you are hurled backwards to die in the dust of the compound.

137

Will you:

- Try to grab the nearest child, the boy with the purple eyes, and hold him hostage? Turn to **187**
- Thinkstrike du Gueselin and take his particle disruptor? Turn to **197**
- Try to control the mind of Duke Leopold? Turn to **207**

138

The bolt of superheated plasma flies past the droid to crash into the wall of the vault with explosive force. Shattered masonry and twisted metal erupt outwards with a thunderous roar. The Droid fires its stun lance - desperately you try to dodge it. Make an **Evasion Roll**.

- If you score 2-7, turn to **106**
- If you score 8-12, turn to **96**

139

Whipping out your blaster, you fire it into the dusty sand and whoop with delight as the dust turns red and begins to flow like lava. After ten minutes, you have created a molten lake between glassy pink mountains shot with black fissures, a diorama of the surface of the planet Mercury. The sand has turned into opaque

glass. Then your blaster runs out. You hurl it aside in frustration and walk away from your masterpiece. The compulsion to create has been lifted. Will you walk towards:

An orange glow?
A purple haze?

Turn to **99**
Turn to **109**

140

You hit the ground and a ball of yellow energy flies over your head to explode some distance behind you. As you sit up, you see the Saurian go into some kind of frenzy, its jaws snap wildly and it bounds towards you, howling horribly. The hackles on the back of your neck rise as you are gripped with instinctive fear, the prey's fear of the predator. Desperately you fire your blaster again, the creature is almost upon you, its breath foul and its gaping jaw running with saliva. Make an **Attack Roll**.

If you score 7-12, turn to **248**
If you score 2-6, turn to **410**

141

In the distance below, you catch sight of something moving along one of the tracks and throttle back, diving to investigate. It is a technological artefact and some kind of being ducks inside a turret that revolves slowly on top of it, closing the hatch as your flyer approaches. The vehicle is a heavy looking machine made of metal. There is a staccato noise and brief spurts of flame erupt from one side of the turret, but it is not until the flyer rocks alarmingly that you realise you are being fired at by a primitive projectile weapon, a machine gun. The gyro screams in protest as you bank left and leave the machine behind, but there was something familiar about it. Will you:

Increase speed and fly an evasion pattern over
it to take another look? Turn to **151**
Fly on along the track? Turn to **161**
Return to Falcon's Wing and explore on foot? Turn to **171**

142

As soon as you touch the gate, a terrible shock jolts through you. *Lose 2 Endurance points*. The gate must be protected against outsiders. If you are still alive, you see that the gate has started to slide open, enough for you to slip through into a lit passageway beyond. The boom-boom of the machinery buffets your eardrums. As the creature draws back its fist to pulverise you, you leap through the gateway. Turn to **362**.

143

Your Thinkstrike is likely to be little more than a futile act of desperation. Make a **Thinkstrike Roll**.

If you score 8-12, turn to **283**
If you score 2-7, turn to **193**

144

As soon as you step away from the control platform a klaxon sounds and the air begins to shimmer all around it. It looks like a highly advanced force field. Before you can investigate your attention is claimed by a horde of misshapen humans, glowing a vile pale green, who run towards you. They have bloated heads and heavy, many jointed hands, which they are waving about in a war-like fashion. You decide to hide in the lift. Turn to **214**.

145

A low drone and the steady thump thump of a machine so large that the noise it produces is almost below the range of human hearing seems to fill the air. The noise reverberates so deeply it is as if the outside of the huge tower were pulsing rhythmically, displacing the air in constant ripples. It is impossible to guess the height of the tower, but it must be several miles around at the base. Though you scan the intervening terrain for signs of life there is not a single building, highway or even a set of tracks in sight. The deep thump, thump booms on. Turn to **155**.

146

You wait for a few seconds, sweating with fear, as the tank is filled with an awful whining sound. Then the bullet slams into

the commander's chest and he collapses. Whilst the driver covers the other two crewmen, you remove the blindfold. Quickly you tie them up and then order the driver to turn the tank around and drive away at full speed. Moments later, the radio crackles into life, 'Otto, this is Meyer - what are you doing? Stop, I order you!' Poking your head out of the hatch you can see the other Tiger tanks in pursuit. One of them fires - a geyser of dust erupts with a dull crump nearby. Your tank begins to climb a ridge. You reach the top when there is an explosion and a flash of flames. The tank shudders and slews to a stop, one of its tracks blown off. You leap out of the turret and scramble down the ridge. Turn to **396**.

147

Stepping from the yellow light you are momentarily bathed in an orange glow that makes your skin look grey and hollow, like a cadaver, but your next step plunges you into the layers of red mist which lies beyond. Evidently the mist turns orange where red and yellow meet. If you have already been smothered in the red mist, turn to **159**. Otherwise, turn to **337**.

148

Frantically you press the buttons. For a moment nothing happens; but then the capsule around Bloodhound cracks and opens up like a blossoming flower. You heave a sigh of relief. 'Come on Blood, we've little time,' you shout, and grabbing his arm rush back into the dome and outside. About three hundred yards away, a pack of reptiles, howling and slaving menacingly, are hurtling toward you. If you have some plasplode, turn to **108**. If not, turn to **38**.

149

All will to survive leaves you. The effort of will which was required for you to leave last time is now beyond you. The strange cloud is settled all around and your life force is drawn inexorably into the chill incandescent mist.

150

He takes a step towards the droid, when the man in the dome



reaches over and does something at an instrument panel. The guard's power armour freezes instantly, immobilising him. Obviously, the Eiger Vault guards have power armour that is controlled from the Dome - an excellent defence against those who have powers of the mind. Almost certainly the Dome is resistant to mental attack - security at the vault is good. You have no choice but to run for the hovrail and try to dodge the security droid as it readies its stun lance. Make an **Evasion Roll**.

If you score 2-6, turn to **106**

If you score 7-12, turn to **96**

151

As you curve around and swoop towards the machine once more, you catch sight of two large animals moving across the plain, but the flyer flashes back towards the tracks before you can identify them. The machine gun rattles once more but the flyer is too fast for them to catch in their sights and this time you see all you need to. The historical film footage you saw at the Academy of World War II showed such machines. It is a Tiger tank, sporting a large black swastika, rumbling slowly across the plain. Will you:

Fly on along the track?

Turn to **161**

Land the flyer some way ahead of it and try to meet whatever is inside?

Turn to **181**

152

The creature lashes out with its fist catching your hip which is badly battered and bruised. *Lose 3 Endurance points*. If you are still alive you are surprised to see the monstrous parody of humanity back off a few paces, then stop, watching and waiting. As you watch, momentarily transfixed with horror, more of the strange human-like beasts lever themselves out of the shaft and close in. They look like cadavers, with their sickly pale green skin and disk-like pale glowing eyes, but their movements are lithe and quick. They are grotesque travesties of the human form, over sized heads as if they had water on the brain, and many jointed, knobbled fingers make them look like the bizarre

creations of a mad professor. Ten of them have closed in on you menacingly. Will you:

Run amongst them and attack?

Turn to **94**

Try desperately to push the gate open?

Turn to **104**

Slide it sideways?

Turn to **114**

153

The metal blade of the sword is so cold that it is eating into the palms of your suit. It takes all of your strength to wrench the sword out of the gravel and strike it against the ground until it falls free, but the sword takes the palms of your suit with it. The cold has stopped the suit sealing automatically and it is no longer air tight. The effort of moving inside it in the low oxygen atmosphere is great and you decide to leave the suit behind. Note that you are not wearing your environment suit on your agent profile. The red and white piece of cloth is made of natural fibre, it is coarse and seems to have been hand made, but is otherwise uninteresting. Will you:

Examine the sword once more, this time lifting it by the hilt?

Turn to **173**

Continue on your way?

Turn to **133**

154

The lever clicks down one notch and the dials react immediately. Chambers one, three and four return to normal working pressure, but the needle on the dial for chamber two dives far into the blue, **LOW, DANGER - IMPLOSIVE**. You reach for the lever to reset it, but with a great whoof, the side of the gigantic cylinder implodes and you are sucked inside it. The piston hits you on its upward stroke, smashing you to a thin film on the cylinder head.

155

There are no heliport pads or jetcopter launch bays in the smooth-sided tower, nor do you espy any windows opening out onto this barren twilight world. There is no light from the tower, just the steady boom, boom of ponderous machinery. Turn to **165**.

156

You are too slow and a shell explodes close by. You are lifted into the air and thrown onto a boulder, hard, by the shock wave. The impact stuns you. *Lose 6 Endurance points.* If you are still alive, you fall in a heap, behind the line of worn and pitted boulders. At least you are out of sight. Shaking your head to clear the dizziness, you run to the right and then clamber up a rocky outcrop, exposing yourself momentarily before darting down the other side. You scramble on until you descend into a small gully where you pause to examine your pursuers. Turn to **8**.

157

The effort of marshalling your will is great but you manage to regain your mental balance and decide to press on, calmly, to escape from the cloying vapours. AH around you is a luminescent yellow glow, but on one side it is tinged with green, on the other orange. Will you walk towards:

The green glow?

Turn to **415**

The orange?

Turn to **147**

158

You sprint for the hoverail car as the guard steps in front of the Security Droid. Then the man in the Dome reaches over and does something at an instrument panel. The guard's power armour freezes instantly, immobilising him. Obviously, the Eiger Vault guards have power armour that is controlled from the Dome - an excellent defence against those who have powers of the mind. Almost certainly the Dome is resistant to mental attack - security at the vault is good. However, the droid's aim has been blocked long enough for you to reach the hoverail car. An alarm shrieks and a voice booms out, 'Intruder alert - apprehend or disable. Do not kill, priority A1, repeat, do not kill.' The noise fills the vault with a cacophony of echoing sound. At least Jobanque isn't going to have you terminated over this, you think to yourself as you hurl yourself into a waiting hoverail car. A beam of emerald energy from a droid's stun lance flashes through the spot you have just left. Quickly you insert your identity chip into the hovercar guidance computer, praying that

your Security Clearance hasn't yet been revoked. You heave a sigh of relief as the doors hum shut and the hoverail shoots forward like a bullet to maximum speed in seconds, the acceleration slamming you back into your chair. You are propelled deep into the Eiger Vault. Turn to **116**.

159

There is an awful howling and roaring in your ears. Your head pounds with pain and you feel nausea rising to claim you. Secondary exposure to the red mist is causing brain damage. *Subtract 1 from your Power of Will and Thinkstrike Modifiers.* Will you stagger towards:

An orange glow?

Turn to **99**

A purple haze?

Turn to **109**

160

Meyer has thrown off your mental assault. Suddenly there is a deafening bang in your ears and everything goes black. The SS guards have shot you dead.

161

The track stretches away across broken ground towards the horizon. Just as you are overflying what looks like camouflage nets covering quite a large area your eye is caught by a flashing light on the radar display. There is a shrieking roar and a jet-propelled fighter aircraft of the early twenty-first century hurtles across your nose at mach three. It carries the letters USAF, and is armed with missiles. The fighter pulls into a steep climb and you realise that it is going to loop the loop and fly at you, from behind, perhaps on an attack run. Will you:

Increase speed to mach four and head back to

Falcon's Wing?

Turn to **191**

Land?

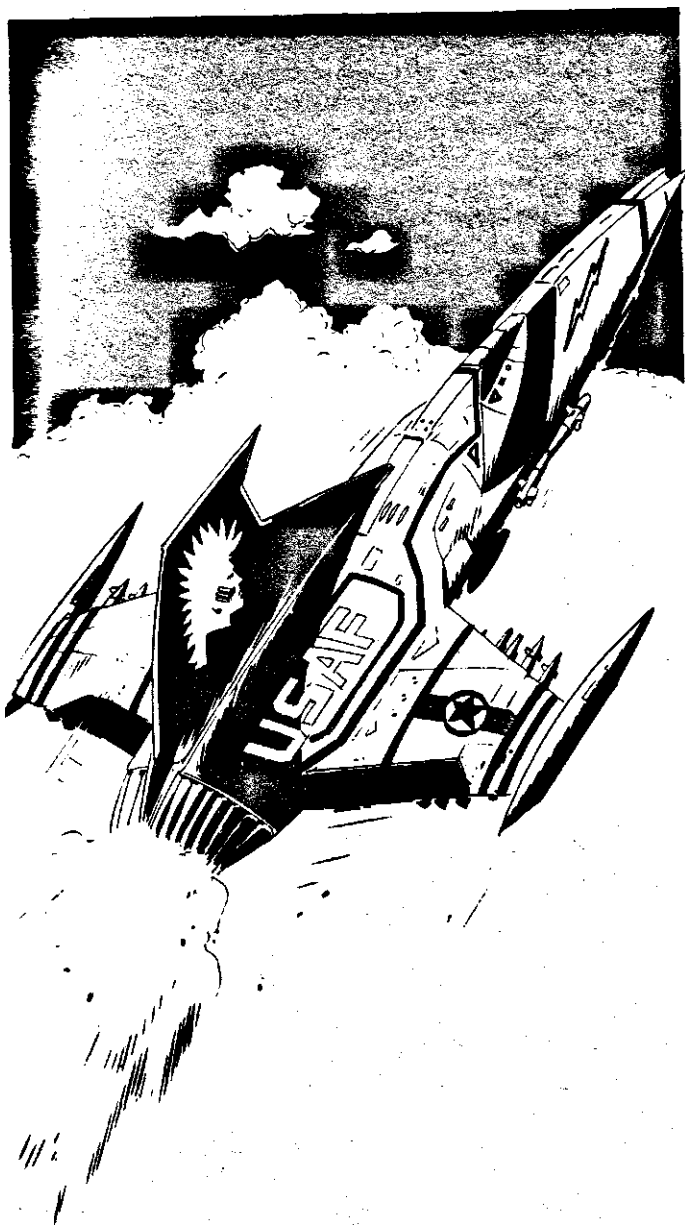
Turn to **201**

Continue as you are?

Turn to **211**

162

The gate doesn't budge an inch, but as soon as you touch it, a



terrible shock jolts through you. *Lose 2 Endurance points.* Evidently the gate is protected against outsiders. If you are still alive, you are pulling yourself together again when the monster's fist smashes into your hip, bruising and battering. *Lose 3 further Endurance points.* If you are still alive, will you:

- | | |
|---|--------------------|
| Put your shoulder to the door and push as hard as you can? | Turn to 332 |
| Try instead to slide it open? | Turn to 342 |
| Think that touching the door might kill you, so you will have to give battle instead? | Turn to 352 |

163

The sword is so cold, it is sticking to the palms of your hands. Suddenly the cold bites with a burning pain. You heave the sword out of the gravel and use all your strength, striking it against the ground until it falls free, taking the skin off the palms of your hands with it. *Lose 3 Endurance points.* The red and white piece of cloth is made of natural fibre, it is coarse and seems to have been hand made, but is otherwise uninteresting. Will you:

- | | |
|---|--------------------|
| Examine the sword once more, this time picking it up by the hilt? | Turn to 173 |
| Continue on your way? | Turn to 133 |

164

The needle clicks down one notch and the dials react immediately. Chamber four returns to normal but the dials for the other chambers also change, there must be a servo-feedback mechanism between each impulse chamber. One and three are still on the edge of the red HIGH DANGER - EXPLOSIVE band whilst number two has dropped to the top of the blue LOW DANGER - IMPLOSIVE band. Even as you watch, the needles creep upwards once more and still the piston booms rhythmically. Will you:

- | | |
|--|--------------------|
| Head for the lift now? | Turn to 144 |
| Pull the lever for chamber one down a notch? | Turn to 174 |
| Push the lever for chamber two up a notch? | Turn to 184 |

165

As you stand within a stone's throw of the tower whose tip you can no longer see above the arching expanse that points to the stars, you notice a gateway some way off to your right. On your way to investigate, you literally stumble across a large circular manhole cover. Grains of sand dance upon its silver shiny surface to the time of the machinery's thumping which sounds louder through a small vent in the manhole cover. Will you:

Pry open the manhole?

Turn to **175**

Walk straight to the plasteel gateway?

Turn to **185**

166

You try as hard as you can to move yourself but you cannot overcome the effects of the Security Droids' attack in time. Moments later they have anaesthetised you and you wake up in a detention cell where you will be kept for some time to cool off. You never have another opportunity to go after Bloodhound. He is but a memory.

167

As you walk to a low stone building with open arrow slits for windows, one of the younger knights talks to you in an undertone. 'My Lords think this is purgatory, but if this is purgatory, why do their heads grow grey? Surely you must know.' You find the idea that this world is a stepping stone to heaven comical, but you reply that you are not yet sure.

'Beware,' says the young knight, 'for my Lords will want to use the house which travels across the days to journey to paradise.' He is ordered to a lower table, you are to dine at the high table with du Gueselin, Duke Leopold and the other lords. Turn to **177**.

168

'Hey that's great! Really great!' He is almost hopping with joy. 'Listen, I've located your Time Machine. It's west of here. Take this compass - it'll help you get there,' and he hands you a small magnetic device. I'll be waiting for you there. The other thing is



- I know where the other guy, the one like you, Bloodhound, I know where he is.' You start in anticipation. The Gra'ak have him prisoner so they can force him to get them out of this godforsaken hole. The Gra'ak are these reptilian-like aliens, real mean carnivores - eat anything that moves. Pretty advanced too. They live in grey domes on a plain of blue rock, near the Future Earthers,' and he points at the tower on the sky line. 'OK, I'm going up to give those Nazi son-of-bitches hell - just like my great granddaddy did. You get moving - I'll deal with them!' With that he gives you a hearty slap on the back and dashes to his plane. The jet whines as he revs the engine and then it lifts straight up and roars away. Turn to **406**.

169

Your sanity is beginning to suffer. You feel more alone than ever before, worse even than when you were lost in time, after jumping forward to 4000 AD, for now it seems you have no friends in any world or at any time. Who will weep for you if you never return? Before utter despair grips you, you can try to make one last attempt to escape from the many hued mist. Will you:

- | | |
|---|--------------------|
| Thinkstrike it, in case it has some form of mind? | Turn to 179 |
| Try to subdue any alien will that may be part of it? | Turn to 189 |
| Run as fast as you can even though you will not be able to see where you are going? | Turn to 209 |
| Call for help? | Turn to 199 |

170

The door slides open and you throw yourself out, rolling along the ground. Make an **Evasion Roll**.

- If you score 2-7, turn to **188**
If you score 8-12, turn to **200**

171

You land safely in Falcon's Wing once more. Will you don your

environment suit or explore without it? Note your decision and set out. Turn to **131**.

172

As soon as you touch the gate, a terrible shock jolts through you. *Lose 2 Endurance points*. The gate must be protected against outsiders. If you are still alive, you see that the gate has started to slide open, enough for you to slip through into a lit passageway beyond. The boom-boom of the machinery buffets your eardrums. Just then the monster's fist smashes into your hip, bruising and battering it. You *lose 3 further Endurance points* but, if you are still alive, the force of the blow has knocked you through the gateway. Turn to **362**.

173

Gingerly touching the hilt reveals that it is insulated. Though cool to the touch it is not painful, but the blade is extremely cold, moisture condenses on it and turns to frost even as you watch. You may carry the sword if you wish, being careful not to let the blade touch you, or you may drag it along behind you using the piece of red and white cloth, or you may simply leave it behind. Note what you choose to do and continue on your way. Turn to **133**.

174

The lever clicks down one notch and the dials react immediately. Chambers one, three and four return to normal working pressure, but the needle on the dial for chamber two dives far into the blue, LOW DANGER - IMPLOSIVE ... You reach for the lever to reset it, but with a great whoof, the side of the gigantic cylinder implodes and you are sucked inside it. The piston hits you on its upward stroke, smashing you to a thin film on the cylinder head.

175

There is nowhere to gain an easy grip on the manhole cover and you are forced to spend a few minutes clearing away a crust of hardened sand until you can inch your fingers below its edge. As soon as the disk of metal comes up, the booming sound is twice

as loud, but all you can see is a dark tunnel, with a ladder stretching vertically down into darkness. Will you:

Climb down the tunnel?

Turn to **195**

Press on to the plasteel gateway?

Turn to **205**

176

You dive behind a boulder as another shell lands, splattering the rock with shrapnel. At last you are out of sight. You run to the right and then clamber up a rocky outcrop, exposing yourself momentarily before darting down the other side. You scramble on until you descend into a small gully where you pause to examine your pursuers. Turn to **8**.

177

The food served up by the women is poor fare - no meat, just a type of sweet, though coarse, grass and a mush made of some kind of unwholesome beans, similar to lentil stew. During the meal you learn much that is of interest. The knights were magically transported from their island home, Malta, to this planet which they imagine to be Purgatory. All had taken part in the crusades to liberate the Holy Land from the Infidel Turks and expect to be rewarded for their bloodthirstiness by going to Heaven, when their allotted time here in inhospitable limbo is served. Bloodhound has been captured by the 'Devil Dragons' who live in a range of low black hills to the north. You ask what these 'Devil Dragons' are like, but they are superstitious and will not talk of them. When you ask them where they got their advanced weapons however, they tell you readily. The great pointed tower,' says Duke Leopold, waving in the direction of the great edifice which reaches towards the red moon. The Strange Ones gave us them so that we might protect ourselves/du Gueselin says, 'as flies to wanton boys are we to the Strange Ones, they use us for their sport.' An argument develops about whoever the Strange Ones are and the young knight, who calls himself Bertrand, comes to your table and beckons you outside. They plan to force you to use your home that travels from day to day to go to Heaven. They will kill you if you do not give it to them. You had better leave. Remember me, you can return with



the Strange Ones. I would fain travel with you, this place pleases me not.' Turn to **297**.

178

The Droids seem to hesitate. One of them grates, 'Voice identification verified. Section Chief Falcon - you are under arrest ... Prime Directive dichotomy - must obey verified operatives of TIME with clearance code Theta or higher.' There is a moment's silence as the two droids wait motionless, whirring and clicking. The other says mechanically: 'We will proceed to Section P - Storage 5 as directed. Please place yourself under arrest and await our return. Thank you, sir.' The two droids rise up on their holo-pads and glide away. Smiling to yourself, you run towards Falcon's Wing which stands in its bay, its bright silver and red markings gleaming in the lights of the Eiger Vault. Turn to **46**.

179

In a last desperate effort, your thought explodes into a maelstrom of mental energy all around you and the yellow shimmering fades, to be replaced by a gentle silver radiance that bathes you in light. Turn to **219**.

180

You wait for a few seconds, sweating with fear, as the tank is filled with an awful whining sound. Then the bullet slams into the gunner's chest and he collapses. You force the commander to tell the driver to turn the tank around as fast as possible. They seem familiar with mind control, Bloodhound must have given them a hard time. You ask one of them about Bloodhound, and he says, maliciously, 'If you're looking for your friend, you're too late - the Dragonmen took him, I expect he's long been made a meal of,' and he laughs. Moments later, the radio cackles into life, 'Otto, this is Meyer - what are you doing? Stop, I order you!' Poking your head out of the hatch you can see the other Tiger tanks in pursuit. One of them fires - a geyser of dust erupts with a dull crump nearby. Your tank begins to climb a ridge. You reach the top when there is an explosion and a flash of flames.

The tank shudders and slews to a stop, one of its tracks blown off. You leap out of the turret and scramble down the ridge. Turn to **396**.

181

You fly on for about two miles, then settle gently towards the dusty ground. You camouflage your flyer as best you can, smearing dirt all over it, and then walk back down the tracks towards the tank. As you emerge from behind a hillock you see a man on horseback, wearing a long corselet of metal rings and carrying a shield, some way away, who begins to canter in your direction. You walk to meet him. Turn to **271**.

182

Though the dull reverberation of the machinery seems to fill your mind, you have the uncomfortable feeling that something is on the ladderway above you, following you down into the subterranean depths of the tower. You climb on down the tunnel for two hundred feet or more before a glimmer of orange light filters up the vertical tunnel. Turn to **232**.

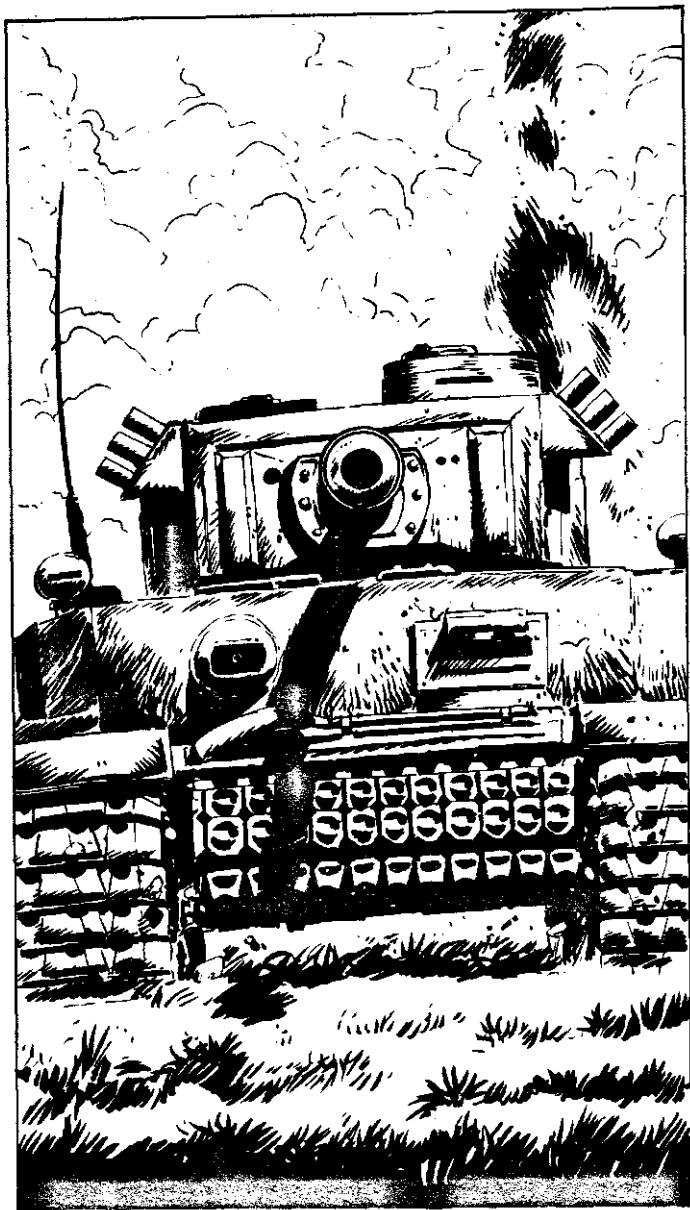
183

At the hillock you pause and survey the scenery. A steady chugging of heavy machinery causes you to turn and you see a large metallic vehicle lumbering towards you on caterpillar tracks. A turret on top of the main body carries a large projectile weapon, a barrel which locks onto you as the machine moves. A second and a third appear over a low rise. You recognise them as Tiger tanks, from a 20th century war, known as WWII. Their markings would seem to indicate an SS battalion. There is nowhere to hide out here in the open. Will you:

Go for your blaster?	Turn to 203
Await developments?	Turn to 213
Run down the other side of the hillock?	Turn to 396

184

The lever clicks up one notch and the dial for chamber two



returns well into the red once more with the other three dials. Will you:

Give up and make for the lift?

Turn to **144**

Depress the lever for chamber one a single notch?

Turn to **194**

185

The breeze drops completely as you stand before the smooth plasteel gateway. There is no handle, no electrolock that you can see, no track before it nor any indication that it has been opened within the last few thousand years. Is the tower a hollow coffin, the only moving thing within ancient machinery built to serve a race that has long ago dwindled and died out? Turn to **245**.

186

With a supreme effort of will you manage to throw off the effects of the droids' stun beam before they have reached you. Turn to **200**.

187

With the reflexes of a panther you scoop the boy up in your arms and back away towards the castle gate, telling the knights that you will set him free within sight of the castle if you are not followed. They swear to kill you if you do not keep your word. The boy starts to scream, but they let you go and you see no signs of pursuit, though one of the women beseeches her lord to save their son. The Lord smiles and says, as you duck outside the castle wall: 'The stranger may regret his choice of captive.' Turn to **287**.

188

You come to your feet, only to be greeted by a criss-cross pattern of green energy bolts, one of which takes you in the chest. You stiffen in pain and collapse, momentarily stunned. The droids speed towards you, hov engines humming. Desperately you try to force your body to obey you. Make a **Power of Will Roll**.

If you score 2-7, turn to **166**

If you score 8-12, turn to **186**

189

You struggle to summon up the strength to resist the yellow waves of paranoia which threaten to engulf you, but the strain of this strange environment is turning you insane. If you break and run in panic, turn to **209**. If you continue to exert your will, turn to **229**. Or do you:

Call for help?	Turn to 199
Try a desperate Thinkstrike?	Turn to 179

190

You have only a few moments in which to act before Fromm can reach you. Will you:

Try to control the soldier about to shoot you and make him fire at Meyer by using your Power of Will?	Turn to 280
Try to control Meyer and force him to order the guards to wait?	Turn to 368

191

The USAF fighter gives chase and fires a homing rocket which you will do well to evade. Make an **Evasion Roll**.

If you score 7-12, turn to **221**
If you score 2-6, turn to **231**

192

As you climb back up the rungs to the level of the two green points of light set close together they flicker once, then seemingly draw back into a dark recess. Will you:

Climb past them, out of the manhole then onto the gateway?	Turn to 205
Reach out questingly towards the lights?	Turn to 275

193

You hurl a directionless blast of mental energy, like an explosion of thought, into the swirling yellow vapours, but nothing

happens. In sudden panic you start to run blindly through the yellow luminescence. Turn to **381**.

194

Adjusting the impulse power to cylinder one, the master cylinder, produces the required effect. The needles on all four dials stabilise in the middle of the white NORMAL, OPERATIONAL band. The noise made by the piston descends to a more tolerable level. Turn to **204**.

195

As you descend into the darkness, unpleasant musty smells and dank clamminess conspire to make you feel claustrophobic. In the darkness you spot two pale green spots of luminous light shining from an area which you thought was a blank wall just to the right of the ladder. Will you:

Continue your climb down carefully?	Turn to 255
Climb up and out before walking to the gateway?	Turn to 205
Push away from the ladder to let yourself drop into the darkness?	Turn to 265
Reach out questingly towards the lights?	Turn to 275

196

You wait for a few seconds, sweating with fear, as the tank is filled with an awful whining sound. Suddenly, a hammerblow takes you in the leg and you spin around as your thigh burns with pain. The bullet has hit you. *Lose 6 Endurance points*. If you are still alive, the wound causes you to lose control of the commander - he and the gunner leap on you and within moments you have been clubbed into unconsciousness. Turn to **276**.

197

You hurl a thought at du Gueselin but nothing happens, then the sacred sword whines suddenly. 'Sorcerer!' cries one of the

women. The men point their disruptors at you. Will you:

Protest that you are not a sorcerer?	Turn to 217
Use your Power of Will to control Lord Leopold?	Turn to 227

198

The sergeant seems puzzled by your words, but you attempt to seize his mind before he can act. Make a **Power of Will Roll**.

If you score 7-12, turn to **376**

If you score 2-6, turn to **408**

199

You cry out for aid, strong pleas which belie your helplessness to begin with, but the mist deadens your voice, you are imprisoned in a soft tomb of soundlessness. Despairing that your pleas will go unheard, you cry again, your voice cracking with fear and effort; but there is no answer. The mist seems to close in around you, like the tendrils of some awful marsh eater plant from the Siltworlds. If you break and run in panic, turn to **209**. If you try to fight on against the madness, turn to **239**.

200

You come to your feet, blaster at the ready, as bolts of green energy fly past you, criss-crossing the air around you. They slam into the walls with a hiss. You unleash a blast of plasma at one of the droids, reducing it to its component parts with an incandescent flash. Molten metal sputters and bubbles. The other continues to fire at you, but another well-placed shot from your blaster burns it away. Falcon's Wing stands in its bay, its bright red and silver markings gleaming in the lights of the Eiger Vault. Turn to **46**.

201

The flyer slows and settles towards the ground. The fighter screams above you before beginning another banking turn to approach you again. As soon as the flyer has landed you jump out and begin to run. Seconds later there is an almighty

explosion behind you as a rocket fired by the fighter blows your craft to pieces. Debris flies all around you but you are mercifully unhurt. You decide to lie low for a time as the fighter screams overhead once more. After a time you strike out for a low, pock-marked hillock. Turn to **183**.

202

As you watch, momentarily transfixed with horror, strange human-like beasts lever themselves out of the manhole shaft and close in. They look like cadavers, with their sickly pale green skin and disk-like, pale, glowing eyes, but their movements are lithe and quick. They are grotesque travesties of the human form, over sized heads as if they had water on the brain, and many jointed, knobbled fingers make them look like the bizarre creations of a mad professor. Ten of them have closed in on you menacingly. Will you:

Run amongst them and attack?	Turn to 94
Try desperately to push the gate open?	Turn to 104
Slide the gate sideways?	Turn to 114

203

If you decide to open fire with your blaster at 1,000 yards, turn to **223**. If you decide to await developments, turn to **213**. If instead you decide to run away, down the hillock, turn to **396**.

204

As soon as you step away from the control platform a klaxon sounds and the air begins to shimmer all around it. It looks like a highly advanced force field. Before you can investigate your attention is claimed by a horde of misshapen humans, glowing a vile pale green, who run towards you. They have bloated heads and heavy, many-jointed hands, which they are waving about in a war-like fashion. You decide to hide in the lift. Immediately you step into it the door shuts and it hums upward. Turn to **234**.

205

Make a note of any special preparation or other action you decide to make before advancing to the gateway. Turn to **215**.



206

Make a **Power of Will Roll** as you try to control both their minds, a difficult task.

If you score 9-12, turn to **90**

If you score 2-8, turn to **68**

207

You summon up your will to subdue the mind of Lord Leopold but your mental attack does not get through. The sword whines eerily and frost drops from it to the ground. 'Sorcerer!' cries one of the women. The men point their disruptors at you. You protest that you are no sorcerer and the girl with two heads says twice, together, 'Throw the Infidel into the river, the Lord our God will show us what to do.' There is a chorus of assent and one of the knights steps forward to bind your hand and foot. Will you:

Try again to control the mind of Lord

Leopold?

Turn to **227**

Allow the knight to truss you like a turkey? Turn to **237**

208

There is a deafening report as the pistol goes off and the rest of the crew jump in fright. But the driver has missed and the bullet lodges in the commander's padded seat. He cries out, 'Mind trickery!' and there is a sudden sharp pain in the back of your head. Everything goes black. Turn to **276**.

209

If you have used your blaster to make a work of art in the dust, turn to **249**. If you still have your blaster, turn to **259**.

210

'Are you sure, sir - shouldn't we try to beat the timefarer into submission?' Meyer asks. Will you:

Make the colonel say, tiredly: 'No, no, Meyer. It doesn't matter any more. Execute the final solution?'

Turn to **50**

Make the colonel shout, 'You dare to question my orders, Meyer? You dare!! Get on with it or I'll have you shot for insubordination. We are still the SS!!?' Turn to **59**

211

As the fighter screams towards you, the flyer's radar picks up a transmission: 'Nine-oh-niner calling unidentified alien aircraft, do you read me? Identify yourself or I will shoot to kill.' The language is English, the accent, American, before FedSpeak was concocted. Will you:

Fly on regardless? Turn to **191**
Radio a message back? Turn to **301**

212

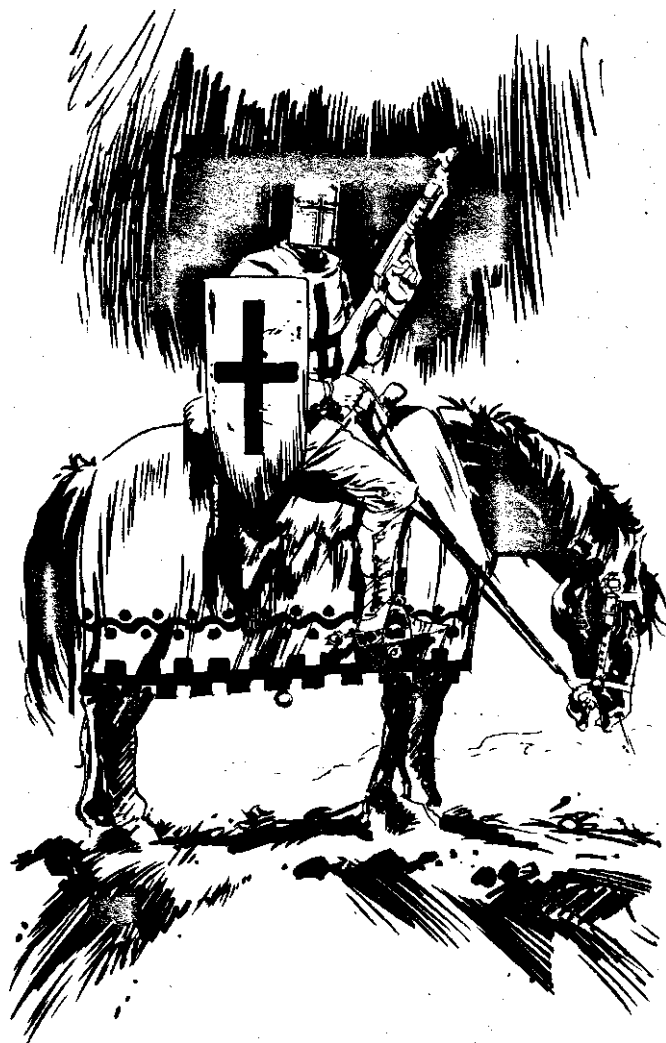
Dust and sand spatter across you and a dull ache numbs your shoulder and leg as the force of the bullets turn you over. *You lose 8 Endurance points.* If you are still alive, you decide it would be prudent to throw your blaster aside and raise your hands as the tanks close in. Note that you no longer have the blaster and turn to **293**.

213

The tanks draw together and stop thirty yards from you. Hatches are thrown back on top of the turrets and ten German soldiers climb down and fan out towards you. Some are carrying Luger pistols, others Schmeisser sub-machine guns. As you are about to use the powers of your mind, a sudden shrill whinny startles you. Turning, you see a knight on horseback, wearing a white surcoat with a broad red cross on it, looking down on you. He is carrying what looks like a very advanced particle disruptor. The German Senior Officer motions forward one of his men, a young fellow wearing glasses with round lenses and narrow metal rims. Turn to **343**.

214

The lift door hums shut behind you and you are bathed in the glow of lights of every conceivable colour. The entire walls of



the lift capsule are covered in lighted buttons - the lift must have thousands upon thousands of possible destinations. Suddenly all go dark save one flashing white light and the lift whooshes into motion. For a time you can hear the steady boom-boom of the piston, but the lift twists and turns through many shafts before coming to rest at least a mile up the tower. Turn to **224**.

215

Did you replace the manhole cover? If you did, turn to **225**. If you did not, turn to **366**.

216

You twist around and grab the rifle of the nearest soldier as Fromm begins to run out of his office, pistol in hand. However, Meyer and the guards expected you to resist and the other guard fires his rifle, taking you in the leg. *Lose 5 Endurance points*. If you are still alive, the shock causes you to lose control of Fromm. Just as Meyer and the guards are about to shoot you, Fromm shouts from the compound gate, 'No, Meyer, wait,' and he runs up. The Schweinhund was using mind tricks on me!' More soldiers run out from the compound to stand around you. The prisoner is to be taken away and reduced to a mewling simpleton. Break the timefarer's will! That is my final order and you are to do nothing else, even if I order it, until it is broken!' You are grabbed by several soldiers and carried back to the camp. Turn to **400**.

217

You protest your innocence and the girl with two heads says twice, together, 'Throw the Infidel in the river, the Lord our God will show us what to do.' There is a chorus of assent and one of the knights steps forward to bind your hand and foot. Will you:

Try to control the mind of Lord Leopold?	Turn to 227
Let the knight truss you like a turkey?	Turn to 237

218

You cautiously open the door, Bloodhound covering you from

behind. It's a storeroom for explosives! The walls are lined with racks of plasplode containers, each complete with detonator and timer. Plasplode is a powerful explosive used in asteroid mining. You may take two plasplode packs if you wish. With nothing else here to interest you, you both leave the dome. Turn to **326**.

219

The silvery radiance pulses as words form in your mind, put there by the intelligence of the cloud of mist itself. 'Congratulations, non-being, only once has a sub-life form endured my caresses before.' Will you:

Use your Psychic awareness to probe the mist's intelligence?	Turn to 339
Wait passively to see what it plans to do with you?	Turn to 349

220

You concentrate your mind and hurl a blast of psychic energy at the tank commander. He grunts and slumps backwards, unconscious. Before you can Thinkstrike again, the crew leap upon you, shouting, 'Mind trickery!' and you are clubbed senseless. Turn to **276**.

221

The gyro screeches in protest as you turn the flyer in a dizzying succession of rolls and the missile hurtles harmlessly past. The fighter is trying to close in once more, but the ion drive powered flyer is too fast for it and, after a couple of minutes, the plane's pilot turns back, leaving you to return peacefully to Falcon's Wing. CAIN has no further information other than to confirm that the missiles fired by the fighter are highly dangerous, so you decide to continue your explorations on foot. Turn to **131**.

222

The gate shuts behind you with a whirr of machinery. You move on down a featureless corridor into what is evidently a lift. Turn to **214**.

223

With a crack, a bolt of plasma discharges from your blaster and the familiar reek of ionised gas reaches you. Your first shot misses but you fire again and soon zero in on the ponderous tank. Unfortunately the blaster makes little actual impression on the machine's armour at this range. The turret's gun spits flame and a high explosive shell detonates some way behind you. The first tank stops and you see the gun barrel depress slightly as the other two tanks fan out in a pincer movement to either flank. Will you:

Fire again?

Turn to **233**

Throw your blaster aside and raise your hands,
as if surrendering?

Turn to **243**

224

The lift stops with no more warning than when it started. The door hums open to reveal a room in which every chair, screen and console is pure white and so are the people who are waiting to greet you. Clad in white, one-piece suits, their skin is purest white, so is their hair, and all their eyes are white, except for the pupils. There are eight of them all looking exactly alike, as if they were clones. They are evidently human except that the heads are massively bloated and the hands are large, the fingers many-jointed. 'Welcome to the tower at the end of the universe,' says one of the clones.

'Are you in command here?' you ask.

'No, the paranoids in the blue room command here, but they are too frightened to encounter you.' You begin to ask a stream of questions but one of them suggests it would be easier if he/she thought the knowledge you require into your head. Will you:

Let them do this?

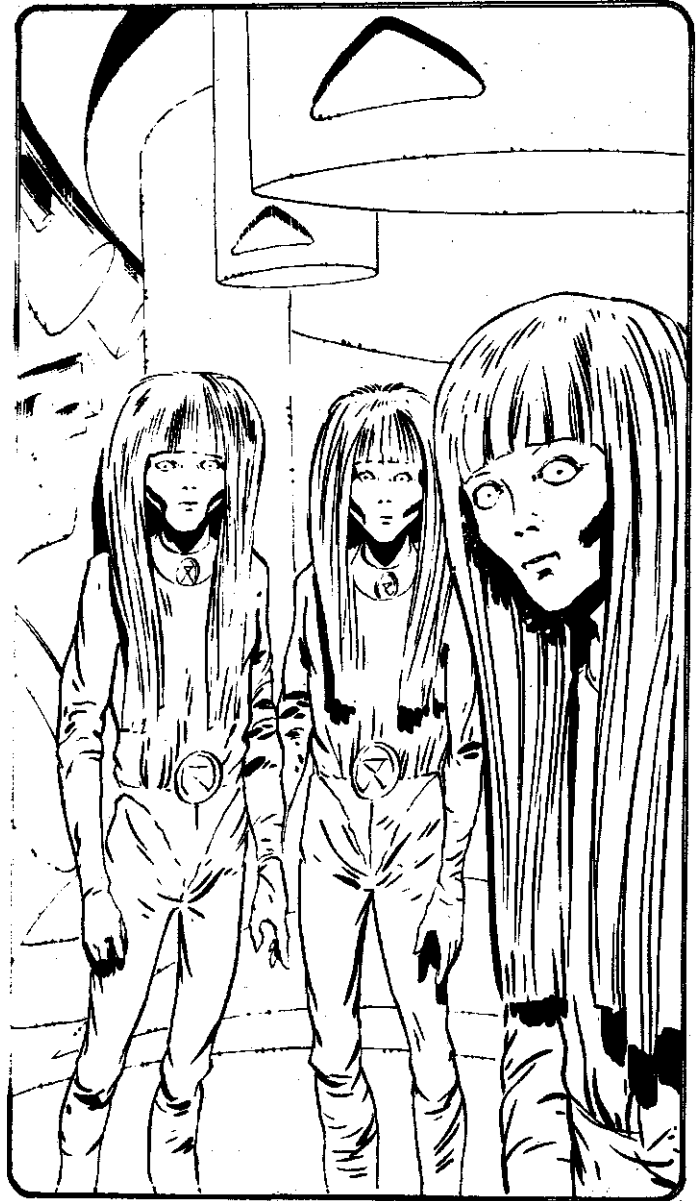
Turn to **244**

Try to dominate him/her with your will?

Turn to **254**

225

As you slide the manhole cover back into place, two luminous



points appear in the tunnel below. Not stopping to look you slide the cover home, but a strange cry - or was it just the wind whistling? - as you walk away prompts you to wonder whether those pale lights were eyes, or simply drops of phosphorescence you had not perceived at first. Turn to **185**.

226

You will have to get back to Falcon's Wing and hope that you find a way of operating the Variac Drive successfully. Do you have a compass given to you by a Lieutenant Kowalski? If so, turn to **88**. If not, turn to **374**.

227

As you summon up your will to subdue the mind of Lord Leopold, the sword whines again, and frost is shivered from it, dropping to the floor. The purple beams of several particle disruptors play over you, your body is atomised and spread across the fallen steeple of their church. It is the end of the timeline for you, Falcon.

228

Carefully you slide the door to one side and look in. It's a storeroom for explosives! The walls are lined with racks of plasplode containers, each complete with detonator and timer. Plasplode is a powerful explosive used in asteroid mining. You may take two plasplode packs if you wish. With nothing else here to interest you, you leave and head for the other door at the end of the dome. Turn to **340**.

229

The effort is too much for you, your mind is broken. All will to survive leaves you. The effort of will which was required for you to leave last time is now beyond you. The strange cloud settles all around and your life force is drawn inexorably into the chill incandescent mist.

230

You wait for a few seconds, sweating with fear, as the tank is filled with an awful whining sound. Then the driver grunts in



pain - he has been hit in the shoulder. The shock galvanises his mind and you lose control of him. The commander leaps upon you, to be joined by the rest of the crew and within moments you have been clubbed into unconsciousness. Turn to **276**.

231

The gyro screeches in protest as you turn the flyer in a dizzying succession of rolls, but you lose too much speed executing the manoeuvre and as you straighten out from a barrel roll, the missile hurtles into the back of your flyer. There is an almighty explosion and you lose consciousness. Turn to **241**.

232

At last you are at the bottom of the shaft. The ladder extends to the floor of a large underground complex, completely dominated by a cylindrical structure which is as large as a towering building in Alpolis. The dull booming noise which hurts your eardrums comes from this cylinder. Inside its transparent skin, you can see a colossal piston pumping steadily away. It appears to be an air pump which must supply the windowless tower with fresh air. On a platform nearby is a set of dials monitoring the huge pump. Beyond is a lift shaft where there is a lift waiting. Will you:

Step up to the platform?
Enter the lift?

Turn to **134**
Turn to **144**

233

Once again your blaster cracks out a bolt of white lightning. Make an **Attack Roll**.

If you score 7-12, turn to **253**
If you score 2-6, turn to **263**

234

The lift stops with no more warning than when it started. The door hums open to reveal a room in which every chair, screen and console is pure white and so are the people who are waiting to greet you. Clad in white, one-piece suits, their skin and hair is

purest white, and their eyes are all white, except for the pupils. There are eight of them all looking exactly alike, as if they were clones. They are evidently human except that the heads are massively bloated and the hands are large, the fingers many-jointed. 'Welcome to the tower at the end of the universe,' says one of the clones.

'Are you in command here?' you ask.

'No, the paranoids in the blue room command here, but they are too frightened to encounter you.' You begin to ask a stream of questions but one of them suggests it would be easier if he/she thought the knowledge you require into your head. Will you:

Let them do this?

Turn to **264**

Try to dominate him/her with your will?

Turn to **254**

235

He takes you towards Fromm's hut. As soon as you are both out of sight of the soldiers he whispers, 'This way!' and takes you off to the left, past a long, low, wooden building which Rudolf tells you is the kitchens. He leads you to a four wheeled combustion engined vehicle, which you recognise from your history lesson as a German military jeep or Kubelwagen. He unties your hands and you both get in. 'Crouch down out of sight. I'll drive slowly towards the gate, as if I was leaving on a trading run,' says Rudolf. He starts the engine and the car coughs into life, shuddering noisily. An uncomfortable and primitive way to get about, you think to yourself as the Kubelwagen rolls forward. Suddenly there is a loud cry of 'Halt!' and a gunshot. Rudolf accelerates hard and the Kubelwagen surges forward. 'It's Fromm, blast him - he's discovered you're missing.' Sitting up you see that you are hurtling at the gate. The two gateguards throw themselves aside and you and Rudolf surge out onto the sandy plain outside the compound. You are heading towards a ridge a few hundred yards ahead when you hear the roar of tank engines. Looking back you see several tanks and trucks, full of soldiers, in hot pursuit. The Tiger tanks begin to open fire and geysers of sand explode to either side of you. Turn to **330**.



236

He shouts in rage as he pushes aside your mental attack. 'You will pay for this, Schweinhund,' he cries. Take the filth away and reduce it to a mewling dog, Hauptsturmfuhrer - I want the dog obedient and willing. And under close guard, not least to prevent escape, but also to prevent a repeat of the Dragonmen's last bloody raid. We must not lose this one. Heil!

'Heil Hitler!' shouts the Hauptsturmfuhrer, and the guards grab you and carry you bodily out of the wooden cottage, taking great pains to ensure you are uncomfortable. Turn to **400**.

237

You are soon securely tied up and any efforts you make to use your mental powers prove fruitless. The Sacred Sword of Valois shines each time you try and you are pelted with stones for your pains. They harness you to a yoke pulled by a large carthorse and you are dragged towards the meandering grey-green river. A carnival mood seems to have gripped them all and the twin heads of the girl-child begin to laugh hysterically. You are pushed into a primitive round boat like a coracle and a sack full of rocks is tied to your feet. You struggle helplessly as they pole the boat out to the middle of the river and, to a cheer from the onlookers, throw you in. If you are wearing your environment suit, turn to **247**. If you are not, turn to **257**.

238

You pause, unsure as to the intention of the pilot of this strange plane. From your holovids it looks to you like a Starfighter from the early twenty-first century, actually an Atmospheric Interceptor Jet that could operate at the limits of the atmosphere. The cockpit canopy slides back and a man dressed in something not unlike your environment suit climbs out and approaches you. 'Hi there,' he says in English, with an American accent. 'I'm Lieutenant Kowalski of the United States Air Force,' and he extends a hand. You shake it. 'I'm from 2012 AD. I was on a routine mission when I suddenly ended up here. Some kind of time flux. Anyhow, you're in trouble, man! Those Nazi guys are mean. And so are the Knights of Saint John. I could help you ...'

and he gazes at you through narrowed eyes. 'I mean my Starfighter could really waste those guys, you know. But you gotta make it worth my while. It's not a good idea for me to mess with them - I'm on my own and they're a whole battalion! So you gotta promise to get me outta here. If I help you, you've gotta take me to your time, maybe even back to mine. Deal?' He smiles winningly. Will you:

Agree to take Kowalski with you?

Turn to **168**

Decide it might change the timelines to do so
and refuse?

Turn to **350**

239

It is as if you were floundering in a wallow of green slime without a bottom. Madness overwhelms you and you feel yourself no better than a despicable worm hated by all. This abyss of despair is too deep even for you to survive, all you can do is curl up to die - to live would be too painful. Your spirit will be absorbed into the mist being.

240

Two guards flank the doorway to the cottage. As you are led in they click their heels smartly and salute, with cries of 'Heil Hitler!' You are hustled into a small room. A portrait of a twentieth century dictator, Hitler, rests on the wall behind a large desk. Standing behind the desk is an immaculately dressed Colonel of the SS. He is tall with blonde hair and blue eyes, about forty years old.

After nodding a welcome at Hauptsturmführer Meyer, he orders the guards to strike you down the instant anything strange should occur. Then he speaks: 'Welcome to our little home from home, time traveller. I am Ernst Fromm, Standartenführer of this SS battalion. I have spoken at length with your compatriot, Bloodhound, before he was taken by the Dragonmen, an alien race that live on the other side of the towered domain of the other Earthpeoples, people from the future of even your own time, ah ... ?'

'Falcon, I am known as Falcon,' you supply.



'Well, Falcon, in 1944, myself and my battalion were heading for the Russian front when suddenly we disappeared, to find ourselves in this godforsaken place. You can imagine it took us a little while to find our bearings, indeed it took my conversation with Bloodhound to iron out what happened - incredible though it seems to us. Apparently, we passed through some strange flux in time, as have others from other places and times. Have you wondered why this planet does not rotate, Falcon? Well we are literally at the end of time. Time no longer "exists".' He smiles at you. 'Not quite the ignorant soldier you expected, eh?' he adds.

'What do you want with me?' you ask. Turn to **16**.

241

If you are wearing your environment suit, turn to **251**. If not, turn to **261**.

242

Your balance on the steel rung ladder is precarious and your normal striking hand is held in the monster's teeth, but you drive your other fist towards the luminescent spots of green that must be its eyes. Make an **Attack Roll**.

If you score 8-12, turn to **252**

If you score 2-7, turn to **262**

243

The tanks draw together and stop thirty yards from you. Hatches are thrown back on top of the turrets and ten German soldiers climb down and fan out towards you. Some are carrying Luger pistols, others Schmeisser sub-machine guns. As you are about to use the powers of your mind, a sudden shrill whinny startles you. Turning, you see a Knight on horseback, wearing a white surcoat with a broad red cross on it, looking down on you. He is carrying what looks like a very advanced particle disruptor. The German Senior Officer motions forward one of his men, a young fellow wearing glasses with round lenses and narrow metal rims. Turn to **353**.

244

You remain in possession of your own thoughts but a wave of understanding and knowledge immerses you as the eight clones think into your head. To the Earthers of your remote future, these people will be known as the Future People. It is a billion, billion years after the founding of the Earth Federation. The universe is contracting, its energy all but spent. Soon the universe will coalesce into a single ball of matter, eradicating all life, and explode apart again to begin a new cycle. These people are doomed. A device called the Time Destabiliser pulled them from their own time to this barren planet, but none of the entropists, people genetically designed to study ways of conserving energy, were transported with them. The tower was built, but life as they are used to it is becoming impossible to sustain. Already hundreds of them have 'gone green', for they are running out of the drugs which some need to prevent an unpleasant mutation that damages the intellect. When this happens people turn a sickly shade of pale green and become scavengers. You realise with a shock, that these people are looking forward to death as a new experience which they have not yet tried out. Turn to **284**.

245

There is no obvious way to open the plasteel door which towers four metres tall and two metres wide. It is set three inches back into the wall of the tower and does not appear to be hinged. Will you:

Call out loudly in the hope that someone will

open it for you?

Turn to **52**

Try to push it inwards?

Turn to **62**

Try to slide it sideways?

Turn to **72**

246

You have several options. You will be able to use your mind powers freely, even though you are blindfolded, as your psychic awareness enables you to identify the mental patterns of your

captors easily in this enclosed space. Will you:

Try to control the mind of the tank commander? Turn to **30**

Try to control the mind of the driver? Turn to **110**

Try to Thinkstrike as many of them as possible,
as fast as you can, beginning with the tank
commander? Turn to **220**

Try to control the minds of both the
commander and the driver? Turn to **206**

Slip off your blindfold and try to grab the
commander's Luger? Turn to **266**

247

There is plenty of oxygen left in your environment suit and you are able to saw through the hemp which binds you on a rough stone. You wait for an hour before moving downstream and surfacing not far from the bank. The people have returned to their tumbledown castle and you decide to press on towards the great edifice that towers upwards to a point in the distance. Turn to **277**.

248

It is almost upon you! You cry out in fear and fire the blaster. Your aim is good and the bolt of plasma slams into its chest, ripping it open and cauterising it at the same time. Blood, bone and viscera fly in all directions and the creature flies backwards to lie inert and smoking. Heaving a sigh of relief, you stand up. You notice a metal band around one of its forearms painted with three bands of colours, red, green and yellow. You dart past the body to the dome's entrance. You pause at the archway but all is quiet. Silently you glide into the dome. Turn to **316**.

249

It is impossible to see where you are going, but fear impels you to spring across the uneven sand. Red mist washes warmK around you, then your foot slips on a puddle of glass. You crash to the ground, impaling yourself on the spike of a model mercurian mountain, part of the work of art you created with your blaster. Your lung is perforated and hot blood bubbles from

your mouth. *Lose 10 Endurance points.* If you are still alive, turn to **269**.

250

You manage to seize control of the SS colonel's mind. He seems utterly insane, a complete psychopath to you. Will you:

Force him to order the guards to take you out
of the compound and release you? Turn to **130**

Force him to order Hauptsturmführer Meyer to
use one soldier, take you out of the
compound and shoot you? Turn to **70**

Force him to order Meyer to use two men, take
you out of the compound and shoot you? Turn to **210**

251

There is a metallic taste in your mouth. You can't see. Then you realise that your eyes are shut. Opening them reveals a barren world which seems to spin end over end with you at its centre. You cough, the metallic taste is your own dried blood. The environment suit is in tatters but the helmet and oxygen supply are intact. Every joint in your body aches sickeningly and you can hardly move. *You have lost 12 Endurance points.* The debris of the flyer is scattered for miles around you and you are buried in an immense pile of dust which has broken your fall. It is a miracle that you are still alive. After a while, strength returns and you heave yourself out of the dust and begin to walk across the featureless plain. Turn to **419**.

252

You hear the sound of splintering bone and what sounds distinctly like a spoken curse, but your hand is freed. The two points of light retreat into the recess. Will you:

Climb up to the manhole and out? Turn to **292**

Continue on down the tunnel? Turn to **272**

Swing your body into the recess? Turn to **282**

253

The blaster finds its mark, bathing the tank in a sheet of incandescent blue flame. A hatch in the gun turret is thrust open as the tank grinds to a halt and four men jump out and take cover behind it. The other two tanks are closing in on either side and the chatter of a machine gun sends you diving to the ground. At last you identify the source of the fire, it comes from the left-hand tank. As the machine gun opens up again you see the dust fly upwards in spurts, several each second. The spurts are getting closer and at the last minute you try to dive aside. Make an **Evasion Roll**.

If you score 6-12, turn to **273**

If you score 2-5, turn to **212**

254

Your attempt to dominate the beings' wills is crushed pitifully easily. These creatures are the product of a billion years and more of human genetic engineering. The powers of their minds are far beyond your own. You remain in possession of your own thoughts but a wave of understanding and knowledge immerses you as the eight clones think into your head. To the Earthers of your remote future, these people will be known as the Future People. It is a billion, billion years after the founding of the Earth Federation. The universe is contracting, its energy-all but spent. Soon the universe will coalesce into a single ball of matter, eradicating all life, and explode apart again to begin a new cycle. These people are doomed. A device called the Time Destabiliser pulled them from their own time to this barren planet, but none of the entropists, people genetically designed to study ways of conserving energy, were transported with them. This would have to be destroyed before escape from this place would be possible. The tower was built, but life as they are used to it is becoming impossible to sustain. Already hundreds or them have 'gone green', for they are running out of the drugs which some need to prevent an unpleasant mutation that damages the intellect. When this happens people turn a sickly shade of pale green and become scavengers. You realise with a shock that these people are looking forward to death as a new experience which they have not yet tried out. Turn to **274**.

255

Feeling for the rungs with your feet you climb down as quickly as you can. Once, looking up, you see two luminescent points of pale green light above. They go out, flicker, then come back on again. You look down once more and there is a high pitched screech above you. Will you;

Hurry on down?

Turn to **182**

Climb back up to where you saw the two points of light?

Turn to **192**

256

You dash out across the open sand. Looking back you see a tank cresting the skyline of the ridge. Desperately, you drive yourself onward, breathing hard. The tank swings down over the ridge, closely followed by another and the chatter of machine guns fills your ears. Sand is thrown up in spurts nearby. There is the dull crump, crump of the tanks' main guns opening up and shells explode around you. Then there is only blackness.

257

The heavy rocks cause you to sink to the bottom like a stone. Tied as you are you cannot even crawl to the bank. Within minutes you have drowned. It is the end of the timeline for you, Falcon.

258

You wait for a few seconds, sweating with fear, as the tank is filled with an awful whining sound. Suddenly, a hammerblow takes you in the leg and you spin around as your thigh burns with pain. The bullet has hit you. *Lose 6 Endurance points*. If you are still alive, the wound causes you to lose control of the driver - he and the gunner leap on you and within moments you have been clubbed into unconsciousness. Turn to **276**.

259

Make a **Chance Roll**.

If you score 6-12, turn to **279**

If you score 2-5, turn to **289**

260

He looks at you for a moment and then says: 'No, not anymore ... I am the compound's trader - I go to the other enclaves and barter for our supplies of crop seeds, tools and so on. I have traded with the people in the high tower that can be seen on the skyline. They are from Earth's future, far far in the future. There is a man that lives with them, or, rather they provide him with fuel for his plane. This man, Kowalski, is from the twenty-first century, a pilot of an American "Jet" he calls it, much more advanced than our own planes. Anyway, he told me much about my own time and what happened. About Hitler, about Himmler. The Jews and what the Nazis really stood for/He pauses for a moment, looking at the floor. 'I had heard the stories but I never believed them. Suchevil. Ah, well, I was young, blinded by patriotic fervour. Now I know the truth. And I am sickened by what I was, and by men like Fromm, fanatical madmen!' He looks you in the eye. 'So, I have come to help you escape - you cannot allow Fromm and his fascist bully boys to help the Nazis win the war!'

'Of course not. Thank you Rudolf, you are a good man,' you answer.

'I have told the guards that Fromm has sent me to take you to him - all we have to do is walk out of here as bold as brass.' With that he stands up and draws his pistol. 'I have to make it convincing of course,' he says, as he bends your hands behind your back and, holding the pistol to your head, shoves you out of the door. 'Move it, scum,' he shouts. You walk past the guards, who loll at the doorway. Turn to **235**.

261

There is a metallic taste in your mouth. You can't see. Then you realise that your eyes are shut. Opening them reveals a barren world which seems to spin end over end with you at its centre. You cough, the metallic taste is your own dried blood. Every joint in your body aches sickeningly and you can hardly move. *You have lost 16 Endurance points* and your limbs are so painful, the slightest movement is agonising. Your Attack and Evasion

Modifiers are reduced to -1 until you reach an Autodoc. The debris of the flyer is scattered for miles around you and you are buried in an immense pile of dust which has broken your fall. It is a miracle that you still live. After a while, strength returns and you heave yourself out of the dust and begin to walk across the featureless plain. Turn to **419**.

262

You miss your target and your arm flails wildly, causing you to lose your balance and you fall off the ladder, your hand ripping out of the clamped jaws painfully. Turn to **265**.

263

The blaster turns the sand in front of the tank to glass which solidifies and cracks when the tank grinds over it. At last you find your mark, but the other two tanks are closing in on either side and the chatter of a machine gun sends you diving to the ground. At last you identify the source of the fire, it comes from the left-hand tank. As the machine gun opens up again you see the dust fly upwards in spurts, several each second. The spurts are getting closer. At the last minute you try to dive aside. Make an **Evasion Roll**.

If you score 6-12, turn to **273**

If you score 2-5, turn to **212**

264

You remain in possession of your own thoughts but a wave of understanding and knowledge immerses you as the eight clones think into your head. To the Earthers of your remote future, these people will be known as the Future People. It is a billion, billion years after the founding of the Earth Federation. The universe is contracting, its energy all but spent. Soon the universe will coalesce into a single ball of matter, eradicating all life, and explode apart again to begin a new cycle. These people are doomed. A device called the Time Destabiliser pulled them from their own time to this barren planet, but none of the entropists, people genetically designed to study ways of conserving energy, were transported with them. The tower was

built, but life as they are used to it is becoming impossible to sustain. Already hundreds of them have 'gone green', for they are running out of the drugs which some need to prevent an unpleasant mutation that damages the intellect. When this happens people turn a sickly shade of pale green and become scavengers. You realise with a shock that these people are looking forward to death as a new experience which they have not yet tried out. Turn to **274**.

265

All is dark below. You fall for fifty feet before hitting the other side of the tubular tunnel. This bounces you into the ladder once more and you are mercifully unconscious before your brain is splattered across fifty square feet of plasmetal flooring two hundred feet below.

266

As quick as thought you rip off the blindfold and grab the tank commander's wrist. But the rest of the crew are too alert, leap upon you and you are clubbed into unconsciousness. Turn to **276**.

267

At first you enthusiastically tear the sleeve from your tunic and try to make smooth squares of material, but it is too tough to tear easily. Soon the idea of making a work of art loses its attraction and you wander through the mist. Which direction takes your fancy:

Towards an orange glow?

Towards a patch of purple haze?

Turn to **99**

Turn to **109**

268

The others stiffen in surprise, and you remove your blindfold. The gunner says, 'Otto, listen - its mind trickery. Fight back!'

'Shut up,' you say, 'or I'll have him shoot you.' You tell them to drop their weapons and then tie up the gunner and radio man. You force the commander to tell the driver to turn around as

fast as possible. They seem familiar with mind control - Bloodhound must have given them a hard time. You ask one of them about Bloodhound, and he says, maliciously, 'If you're looking for your friend, you're too late - the Dragonmen took him, I expect he's long been made a meal of,' and he laughs. Moments later, the radio crackles into life, 'Otto, this is Meyer - what are you doing? Stop, I order you!' Poking your head out of the hatch you can see the other Tiger tanks in pursuit. One of them fires - a geyser of dust erupts with a dull crump nearby. Your tank begins to climb a ridge. You reach the top when there is an explosion and a flash of flames. The tank shudders and slews to a stop, one of its tracks blown off. You leap out of the turret and scramble down the ridge. Turn to **396**.

269

Make a **Chance Roll**.

If you score 4-12, turn to **279**

If you score 2-3, turn to **299**

270

Your aim is off and the plasma crashes into the ground at the Saurian's feet, throwing up shards of shiny rock. The reptilian's reaction is almost comical as it leaps back in shocked surprise. It orientates on you immediately and utters a growling hiss. With remarkable speed it aims and fires its weapon. Make an **Evasion Roll** as you try to throw yourself behind the mud trough:

If you score 7-12, turn to **140**

If you score 2-6, turn to **298**

271

There is a monotonous drone of heavy machinery beyond the hillock behind you as you walk towards the mail clad Knight with his polished shield bearing the red cross of St George. As you approach, you realise that besides the sword which lies along his white charger's flank he carries a weapon looking remarkably like a particle disruptor. Will you:

Walk to meet him?

Return to the hillock?

Turn to **9**

Turn to **183**

272

You continue down once more. Any noise from above is lost in the booming of machinery, but you catch thoughts of rage, pain, hate and hunger from your assailant which seem both powerful and near human. As you descend so the strength of the thoughts fades. Turn to **182**.

273

Dust and sand spatter across you but you feel no pain, it seems the machine gunner has missed. The tanks close in and you decide to throw your blaster aside and put your hands up. Note that you no longer have your blaster and then turn to **293**.

274

They thank you, however, for saving the great machine in the tower's foundations. If it had exploded, everyone in the tower would have died. The green scavengers rule the lower levels and the paranoids of the blue room have commanded that no-one, not even the technicians, be allowed to service the machine, or leave the tower. They are more scared of going green than of death. 'Why allow "paranoids" to rule you?' you think. The reply is immediate. They are genetically designed to make cautious decisions, based on fear, to shepherd mankind through dangerous times. Now that their usefulness is over, no-one cares to overthrow them, not least because they surround themselves with sensors and traps, seeing no-one but their particular clone brothers. Out of gratitude for saving the machine which gives air and power to their tower, they answer your unspoken question. They tell you that Bloodhound has been taken captive by the Gra'ak; an intelligent and ferocious reptilian race. The Future People's orbital sensors allow them to see most of what takes place on this planet and they know that Bloodhound is still alive. They also know that you will need to destroy the time destabiliser that lies in the crater beyond the dwellings of the Gra'ak, if you are to return to your own time. Suddenly one of the white screens turns blue. Turn to **294**.

275

Your hand reaches out into a dark recess. Without warning the

two pale lights dart forward. Sharp needle-like teeth clamp onto your hand, and jaws of great power drive them to meet in the middle of your sinews and hand bones. *Lose 2 Endurance points.* If you are still alive, will you:

Strike at the twin green points of light with
your other hand?

Turn to **242**

Throw yourself backwards into the vertical
shaft?

Turn to **265**

276

You wake up spluttering, with one of the crew splashing water on your face. Your head aches abominably and there is a large lump at the back of your head. 'Come on,' says the commander brusquely, 'we have arrived.' You are manhandled out of the tank into the dull red light. Turn to **6**.

277

The red moon hangs motionless in the blackness as you forge on over the dusty plain. Away from the river, the ground becomes dry and cracked, but the atmosphere instead of being raspingly dry is humid. There is still no sign of pursuit but you are surprised to see a bank of low lying mist ahead of you. As you are looking at the sulphurous looking yellow mist, there is a horn call from the direction of the castle. Will you:

Hide yourself in the mist?

Turn to **317**

Take some time making a detour?

Turn to **327**

278

You cry out in rage as the steel cover slides over the console once more. The Gra'ak will be here within seconds. 'It's no good, Falcon, try to save yourself!' shouts Bloodhound.

'Never!' you reply, 'we can still fight our way out!' But just as the cover slides up again, several of the reptiles burst in. You try to fight but they are deadly quick, and there are too many of them. You are overwhelmed and torn limb from limb. It's the end of the timeline for you, Falcon.

279

It is impossible to see where you are going, but fear impels you to sprint across the uneven sand. Red mist washes warmly around you. Soon the mist is white again, all around you, but as fast as you run so the rolling bank of mist like a great breaker flows on, threatening to engulf you. As you are nearing a slight depression, it floods around you. You sprint on desperately, but all is whiteness, and then you are falling. Turn to **387**.

280

The man falls under your power easily. He spins and fires at Meyer, taking him by surprise. The shot rings-out across the featureless expanse and Meyer flies backwards to lie inert in the dust. The other soldier gawks in astonishment. You force the man under your power to turn to the remaining soldier and fire. Incredibly, he misses but the soldier has already taken to his heels, running for the compound. Quickly you knock out the last guard with a deft blow to the back of his neck. You can hear shouted orders from the compound and the revving of engines. Fromm is organising a pursuit. You turn and sprint away, making for a low ridge a few hundred yards away. Within a few minutes you are pounding up the side of the ridge. At its top you pause to look behind - several tanks and trucks, full of uniformed soldiers, are spewing out of the SS compound. Turn to **396**.

281

The yellow mist is having a strange effect on you, you feel an overpowering need to blame someone for your predicament. It seems unlikely that you will ever leave this planet - German tanks have probably destroyed Falcon's Wing by now, you think. Who do you blame for the position you have got into:

- | | |
|---|--------------------|
| Yourself? | Turn to 341 |
| Bloodhound, for failing to look after himself? | Turn to 361 |
| Jobanque for failing to send other agents to support you? | Turn to 371 |

282

As you swing your weight into the dark recess the unseen creature lunges at you with a metal bar. Make a **Chance Roll**.

If you score 1, 3 or 5, turn to **302**

If you score 2, 4 or 6, turn to **312**

283

You hurl a directionless blast of mental energy, like an explosion of thought, into the swirling yellow vapours and, to your surprise, the glowing luminescence dims and your mind becomes clear and decisive once more. Only now do you realise the extent to which an alien intelligence had distorted your thoughts. *Add 1 to your Thinkstrike Modifier* for affecting an alien mind. The luminescence remains on both sides, on one side the glow is green, on the other orange. Will you head for:

The green glow?

Turn to **415**

The orange?

Turn to **147**

284

A great machine in the tower's foundations maintains their life support systems. If it exploded, everyone in the tower would die. It seems it is close to that now. The green scavengers rule the lower levels and the paranoids of the blue room have commanded that no-one, not even the technicians, be allowed to service the machine, or leave the tower. They are more scared of going green than of death. 'Why allow "paranoids" to rule you?' you think. The reply is immediate. They are genetically designed to make cautious decisions, based on fear, to shepherd mankind through dangerous times. Now that their usefulness is over, no-one cares to overthrow them, not least because they surround themselves with sensors and traps, seeing no-one but their particular clone brothers. After some time you can sense that your well being means nothing to them. You are no more than an interesting diversion to pass the time with. Suddenly one of the white screens turns red and a human with four arms and hands, each of differing shape, in which tools are grasped, appears. It speaks: The machine is critical, prepare to die,' then

the screen goes blank once more. One of the white humans invites you to step into the lift so that they can return you to the outside before the tower explodes. Will you:

- | | |
|---|--------------------|
| Do as he/she says and step into the lift? | Turn to 314 |
| Remonstrate with them and ask them to help you? | Turn to 324 |

285

There is no obvious way to open the plasteel door which is four metres tall and two metres wide. It is set three inches back into the wall of the tower and does not appear to be hinged. The lolloping man creature is not far behind you. Will you:

- | | |
|--|--------------------|
| Call out loudly in the hope that someone will open it for you? | Turn to 122 |
| Try to push it inwards? | Turn to 132 |
| Try to slide it sideways? | Turn to 142 |

286

You depress the buttons rapidly, red, green then yellow. To your horror a steel cover slides over the console and an alarm begins to ring out. 'Wait! It'll activate again in a few minutes,' says Bloodhound. There may still be time.' You can do nothing but wait, spine tingling in anticipation. 'Come on, come on,' mutters Bloodhound. Looking out of the transparent dome you can see several Gra'ak running towards you from the direction of another grey dome. Then the cover slides back again. What sequence of buttons will you press this time?

- If you push green, red then yellow, turn to **358**
If you push red, yellow then green, turn to **278**
If you push yellow, green then red, turn to **148**

287

When you are some way from the castle, heading towards the great edifice that towers up to a point in the distance, you set the boy on his feet once more, having decided to let him run back to the castle from this point and bend down to tell him he is free to

go. As you look into his strange purple eyes, the pupils seem to dilate until you imagine your head is being drawn inside one of them. You become drowsy and struggle to fight off waves of sleep, to no avail. When you regain consciousness, the boy is nowhere to be seen, the red moon has not moved in the sky and you have no idea how long you have lain insensible in the dust. You decide to press on. Turn to **277**.

288

The SS colonel stares at you, lips pursed. He narrows his eyes and begins to shake with rage. Then he leaps up and explodes/If that's the way you want it, Untermensch, so be it. You will pay for this, Schweinhund,' he cries. Take the filth away and reduce it to a mewling dog, Hauptsturmfuhrer - I want the dog obedient and willing. And under close guard, not least to prevent escape, but also to prevent a repeat of the Dragonmen's last bloody raid. We must not lose this one. Heil!

'Heil Hitler!' shouts the Hauptsturmfuhrer, and the guards grab you and carry you bodily out of the wooden cottage, taking great pains to ensure you are uncomfortable. Turn to **400**.

289

You run blindly from the green glow through a haze of yellow into a chill and eerie blue incandescence. Turn to **149**.

290

It is almost upon you, its breath fetid, its gaping maw lined with razor edged teeth, its eyes like living orbs of madness. Make an **Attack Roll**.

- If you score 7-12, turn to **248**
If you score 2-6, turn to **410**

291

Bloodhound protests but you motion him to be quiet and come with you. As you creep carefully towards the coral Bloodhound's enfeebled leg gives way without warning and you both tumble from a low table of slate into a heap on the ground. You

roll aside, but even as you are considering your next action one of the Gra'ak is playing the beam of his laser rifle across you. Death is swift, but Bloodhound's will not be.

292

You climb speedily up the shaft. Any noise from below is lost in the booming of machinery, but you catch thoughts of rage, pain, hate and hunger from your assailant which seem both powerful and near human. As you climb, so the strength of thought fades and is blocked out completely when you stand on the surface once more and slide the manhole cover back into place. You turn towards the gateway. Turn to **185**.

293

Make a **Chance Roll**.

If you score 2 or 4, turn to **303**

If you score 1, 3, 5 or 6, turn to **313**

294

A blue human with a curiously flaccid brain case and twig-like appendages for arms squawks out of the screen. 'Terminate the thought transfer. Eject the primitive one.' The screen turns white once more but one of your hosts says that you must leave the tower or the paranoids will have you eliminated by their sentinel droids. They say that if you leave now they will send the lift to a weapon bay where you may obtain a cold lance that will be useful against the reptilians. Turn to **304**.

295

Your mind probe is successful straight away. The creature's thought patterns are surprisingly similar to your own. Then you realise, to your horror, that it is human. The other mind fills with hate and humiliation that you have seen its thoughts so easily and your mind is rejected just as one would spit out some unsavoury fungspread. The creature has used some kind of mind bar, a sophisticated defence against powers of the mind. Still it lollops towards you, its small mouth creased into a twisted



line of hate and disdain. Will you:

Run to the gate? Turn to **315**

Try to use your Power of Will to control it? Turn to **325**

296

You run forward. The creature pauses and then throws its weapon aside and growls in anticipation. It jumps forward, its massive legs enabling it to make a huge bound to appear before you. Its speed is whiplike and you cannot match it. It is faster, heavier, stronger and taller than any human could ever be. It rends you to shreds in a matter of minutes and feeds on you as, screaming, you struggle and kick.

297

'Would it be better to wait until it gets darker?' you ask.

The sun never sets,' says Bertrand, pointing at the red moon. What you took for a moon is one of the last suns left burning in the cosmos. Thanking Bertrand you make for the gate and run from the castle towards the great edifice that towers up to a point in the distance. Turn to **277**.

298

You are a fraction too slow and a single yellow ball of energy flies from the tip of the Gra'ak's weapon to explode at your shoulder, throwing you backward. Your shoulder is torn open. *Lose 8 Endurance points.* If you still live, at the sight of the blood dripping from your shoulder the Saurian goes into some kind of frenzy, its jaws snap wildly and it bounds towards you, howling horribly. The hackles on the back of your neck rise as you are gripped with instinctive fear, the prey's fear of the predator. Desperately you fire your blaster again, the creature is almost upon you, its breath foul and its gaping maw running with saliva. Make an **Attack Roll**.

If you score 7-12, turn to **248**

If you score 2-6, turn to **410**

299

You stumble upright, having dragged your body up off the sharp cone of glass which had impaled you, and stagger on. It is impossible to see where you are going, but fear impels you to spring across the uneven sand. Red mist washes warmly around you. Soon the mist is white again, but as fast as you run so the rolling bank of mist like a great breaker flows on, threatening to engulf you. As you are nearing a slight depression, it floods around you. You sprint on desperately, but there is nothing but whiteness and then you are falling. Turn to **309**.

300

If you spoke with the pilot and told him you were a time traveller, turn to **39**. If not, or if you didn't speak to him, turn to **80**.

301

The universal translator will translate your words into English but they will sound mechanical and grating. Will you:

Say you are a roboplane, programmed to carry
out a crop survey? Turn to **311**

Threaten to shoot the fighter down unless it
turns away? Turn to **321**

Identify yourself as an Earther time traveller? Turn to **331**

302

The bar crashes into your shoulder and knocks you back into the shaft. *Lose 3 Endurance points.* If you are still alive, you are lucky to catch a rung of the ladder in the darkness and climb out of range. Will you:

Try to climb up to the manhole and out? Turn to **322**

Try to climb down the tunnel? Turn to **272**

303

Even as you throw aside your blaster the turret on the right hand side tank is revolving and a burst of flame erupts from the barrel. Seemingly at the same moment a high explosive shell

explodes twenty feet to your right, blowing you ten feet into the air. Flying shrapnel embeds itself in you. If you are not wearing your environment suit, you *lose 10 Endurance points*. If you are wearing your environment suit you *lose 8 Endurance points*. Your suit is ruined and useless -note this on your agent profile. If you are still alive, you decide to lie prone as if dead. Turn to **323**.

304

As soon as you step into the lift the coloured lights go off and the door hums shut. A single amber light flashes as the lift accelerates down a series of twisting shafts and then stops. The door opens and a red skinned technician with four hands and arms, each different in shape, hands you a weapon. The door hums shut as you realise in surprise that you have been given a very advanced cold lance. Note that you have this on your agent profile. A green light flashes and the lift descends a long shaft. When the door hums open, you realise you are on the far side of the tower to that which you entered. A blue grey desert stretches as far as the eye can see. You head towards a large expanse of blue slab-like rock. Turn to **338**.

305

You concentrate all of your thoughts on overpowering the will of the strange green human-like creature but, to your dismay, it is able to blank out your attack. A mind-bar descends across its thoughts like a metal gate. It is immune to the powers of your mind and now it is almost upon you. You will have to engage it in unarmed combat. It utters a high pitched scream of malice and balls its huge hands into gourd-like fists, ready to smash your head. Make an **Evasion Roll**.

If you score 6-12, turn to **375**

If you score 2-5, turn to **385**

306

He manages to throw off your mental attack and then cries out in surprise and outrage: 'Trying your mind tricks like the other one, eh!' he bellows. Suddenly you feel a sharp pain in the back of your head and everything goes black. Turn to **276**.



307

'A sorcerer would not wish to pray - the sight of the cross would strike fear into his heart/ says a young Knight.

'Aye Bertrand, I think you have the right of it,' says Leopold. 'So be it, come, to the abbey, let us pray.' Turn to **127**.

308

The tank rumbles onward, and the journey passes uneventfully. The crew talk amongst themselves a little, but none of them say a word to you. You do overhear someone saying, 'Perhaps this one can take us home to the Fatherland,' and another replying: 'If the Dragonmen don't raid and take him away along with a score of the rest of us. Curse their filthy hides.' After a while there is a brusque, 'Come on, move,' and you are manhandled out of the tank into the dull red light. Turn to **6**.

309

For what seems like an eternity, you fall from the whiteness of the cloud into the blackness of a deep crevasse, but in reality it is scant seconds before you nose dive into a mound of bird droppings, collected over the uncounted centuries. If you are wearing your environment suit, turn to **319**. If you are not, turn to **329**.

310

There is a deafening report as the pistol goes off, but the bullet whistles past the commander's head. 'Down!' the commander shouts, as the bullet begins to ricochet dangerously around the interior of the truck. Make another **Chance Roll**.

If you score 1 or 3, turn to **258**

If you score 2, 4 or 6, turn to **230**

If you score 5, turn to **146**

311

'What crops?' comes the reply. You realise that you have no idea

whether there are crops of any type grown on this planet. Will you:

Continue on your course?

Turn to **191**

Land?

Turn to **201**

312

In the darkness you sense the danger too late. The bar crashes into your face, knocking you back to fall into the shaft. Turn to **265**.

313

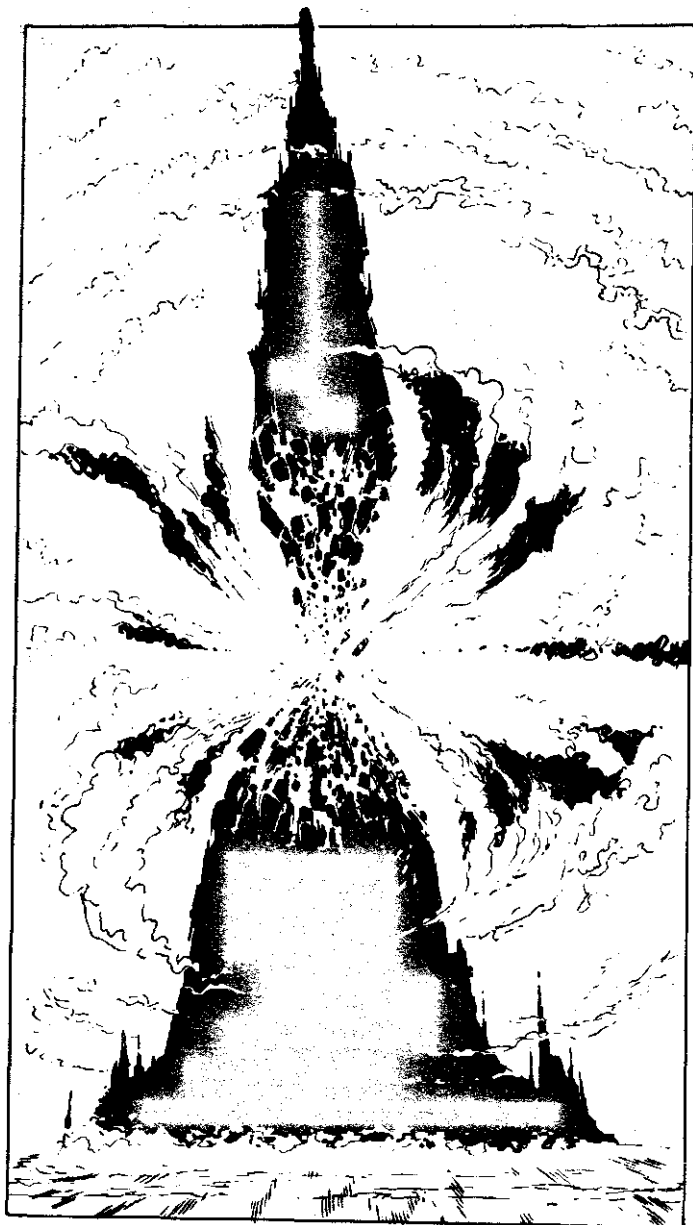
There is a dull thud inside the turret of the right hand tank as if the gun had misfired, and smoke pours out of the muzzle. The tanks grinding slowly on towards you come to a halt. Hatches on top of the turrets are flung open and four German soldiers, dressed in field grey and carrying Luger pistols and Schmeisser machine guns, fan out around you. You are about to use your powers of the mind when a new arrival to the scene claims your attention. Turn to **333**.

314

As soon as you step into the lift the coloured lights go off and the door hums shut. A single green light flashes as the lift accelerates, spiralling down a long shaft and then stops. When the door hums open, you realise you are on the far side of the tower to that which you entered. A blue grey desert stretches as far as the eye can see. You are only a mile or so from the tower when a blast wave flings you head over heels and there is a sound like a nuclear detonation. You catch sight of the tower collapsing in on itself, as if the middle was being sucked out into null-space. Soon all that remains is a monumental pile of rubble. You head towards a large expanse of blue slab-like rock. Turn to **338**.

315

There is no obvious way to open the plasteel door which towers four metres tall and two metres wide. It is set three inches back into the wall of the tower and does not appear to be hinged. The



lolloping man creature is almost upon you. Will you:

Call out loudly in the hope that someone will
open it for you?
Try to push it inwards?
Try to slide it sideways?

Turn to **152**
Turn to **162**
Turn to **172**

316

You walk through a thin corridor into the dome. You are in a long corridor-like chamber which stretches ahead of you. You judge the end to be the back of the dome. The walls are grey and tables and worktops litter the place. It is some kind of workshop. The heat in here is stifling. You notice a bookshelf (the Gra'ak keep their records in written form, though their script is bold and clumsy). Absently you note that they read from right to left. There is a door straight ahead of you and a door to your left. Will you go through:

The left hand door?
The door straight ahead of you?

Turn to **228**
Turn to **340**

317

The sound of galloping horses behind is muffled as you sprint into the opaque cloud of misty vapour. Even the scrape of your footsteps is deadened as you enter a cloud world of fleeting images, darting coloured lights and shadows like sinister shapes of monsters from planet Hel. Realising that the mist is thicker than you guessed, you stop to get your bearings, but when you try to retrace your steps to the mist's edge you realise that you are already lost in the swirling vapours. Three lights seem to appear a long way off - the vapour glows and shimmers like silken sheets of red, blue and yellow incandescence. On the left all is red, to the right, yellow, and ahead a blue glow advances towards you. Will you:

Move into the red?
Move into the yellow?
Let the blue glow envelop you?

Turn to **337**
Turn to **347**
Turn to **357**

318

It is almost upon you, its breath stinking, its gaping maw lined with razor edged teeth, its eyes like twin orbs of living madness. Make a **Thinkstrike Roll** as you marshal! your thoughts to blast its mind with energy.

If you score 7-12, turn to **120**

If you score 2-6, turn to **398**

319

You have buried yourself deep in the pile of soft droppings and, though unhurt, you begin to suffocate as you realise that the oxygen supply of your environment suit has ruptured, filling the breathing ducts and your lungs with dried, powdered excrement. Retching violently, you thresh towards the top of the dung heap, finding your way only by sensing the pull of gravity. You are coughing violently by the time you have discarded the suit. Note that your environment suit is unusable. You have suffered a *loss of 5 Endurance points*. If you are still alive, turn to **417**.

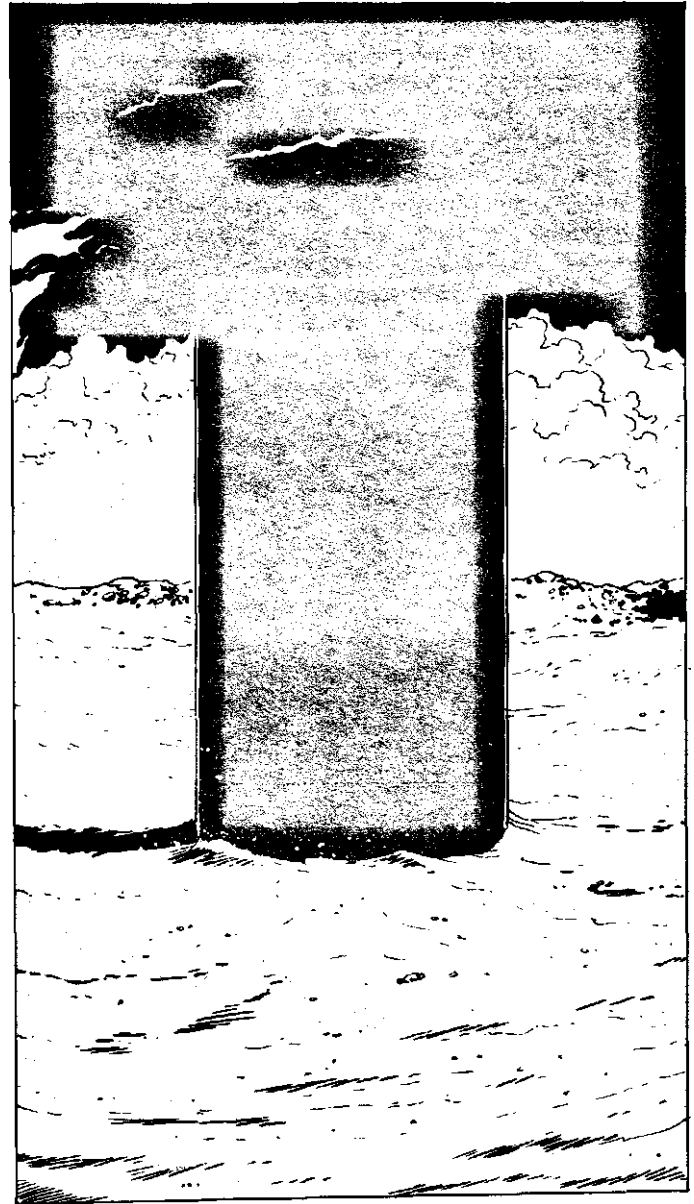
320

You ask Bloodhound if he knows anything about a Black Monolith. 'It's what is causing the time flux that sucks things to this lost place,' you say. 'It must be destroyed before we can leave.'

'Yes I have,' says Bloodhound excitedly. 'The Gra'ak spoke of it often. It completely perplexed them. It should be near the edge of their dwellings.' After a short rest, you start across the slate rock flats, around the reptile's home. After a time, you come to another bowl-shaped depression, almost as large as that which the Gra'ak lived in. But this crater is filled with dust. At its centre rises a dull black pillar. Turn to **334**.

321

The fighter screams past your right hand side then turns away. You watch it on the radar display and realise that it is flying in the direction of Falcon's Wing. You give chase at better than



mach four but the fighter has already fired a missile at your Time Machine before you catch it up. A column of dust plumes upwards into the air and, since you have no weapons on the flyer, you decide to land and check for damage to Falcon's Wing. Turn to **91**.

322

You scramble up the ladder towards the manhole as fast as you can, your efforts magnified when you catch thoughts of hate, anger and hunger from the beast which is now pursuing you. Rather than waiting to replace the heavy manhole cover, you race towards the gateway hoping to escape inside the tower. Then a sound from the manhole causes you to turn and look. Turn to **202**.

323

The shrill whinny of a horse startles you but you lie still and one of the German soldiers turns you over with his jackboot. You pretend to be unconscious and your translator enables you to understand a curt series of orders from the senior officer. 'Looks like another one of those from the future in the strange machines. Blindfold, shoot to kill on the slightest provocation and if any of you collapse suddenly or acts strangely, shoot as well. Beware trickery.'

'Yes Hauptsturmfuhrer.' To your astonishment, a Knight on horseback, wearing chainmail, is looking down at you, but one of the Germans blindfolds you with a piece of grey cloth and you are bundled into one of the tanks. Turn to **48**.

324

They listen to your pleas with great patience but the doings of mankind in a past separated from their own time by much more than a billion years cannot interest them. The lift door hums closed, shutting you in the room with them and the whole tower starts to shake as if its foundations had turned to jelly. Suddenly there is an enormous explosion and the tower collapses in on itself burying you in rubble for ever.

325

It does not take you long to realise that the mind bar which the pale green human is using against you is powerful enough to defeat your attempt to control it and it prepares to hurl itself on you, uttering a high-pitched shriek of malice. Will you:

Use your blaster, if you still have it?	Turn to 335
Defend yourself, using unarmed combat?	Turn to 345

326

Bloodhound is almost lame and it takes an agonising minute to cover the first thirty yards away from his prison dome. He leans heavily on you and is struggling to keep his hopping steps quiet, grimacing in pain whenever you have to step down from one pile of dark slate to another. The Gra'ak seem to be absorbed in what is happening inside the corral. A sudden keening cry curdles your blood, as though a being was suffering unimaginable torment. You both pale. The cry was human. Will you:

Attempt to spy on the Gra'ak corral?	Turn to 291
Hope to make good your escape without delay?	Turn to 81

327

You catch the sound of galloping horses behind as you hastily skirt the cloud of mist. You prepare to give it a wide berth but, imperceptibly at first, the mist's edge floats towards you, threatening to engulf you in an opaque cloud of misty vapour, although there is not the slightest breeze to disturb the dust underfoot. Will you:

Run directly away from the cloud?	Turn to 367
Allow it to engulf you?	Turn to 377

328

You reach out and try to seize its mind with your will. However, its thoughts are ferocious and single minded in its voracity - although intelligent, and technologically very capable, it has basic drives: to kill, eat and dominate. Its will is powerful and it

fight back. You are locked in a mental struggle. The Saurian desire to kill becomes the deciding factor. Slowly, very slowly, even though you strive to prevent it, the reptile brings up its energy rifle to fire at you. Within moments it will have achieved this. It is taking all your strength to fight this battle of wills and you will be an easy target. Your only chance is to release it and try something else. Your mind feels fogged and tired. As you do so, it staggers back for a moment in surprise and then aims its weapon. Will you:

- | | |
|---|--------------------|
| Try and Thinkstrike it? | Turn to 49 |
| Drop to one knee and fire your blaster, if you have it? | Turn to 189 |
| Charge in to fight it hand to hand? | Turn to 296 |
| Use the cold lance, if you have it? | Turn to 58 |

329

You have buried yourself deep in the pile of soft droppings and cough and splutter as the nauseating stench and slime overpower your senses. The effort has tired you and you *lose 3 Endurance points*. If you still live, retching violently, you thresh towards the top of the dung heap, finding your way only by sensing the pull of gravity. Soon after you reach the top of the dung heap the cloud passes from the lip of the crevasse and there is enough light to see by. You scrape the film of ordure from your clothes and look around. You can hear many horses approaching the lip of the crevasse but there is a cave in the rockside of the crevasse, just next to the pile of guano. Will you:

- | | |
|--|-------------------|
| Enter the cave? | Turn to 11 |
| Tackle the difficult climb to the lip of the crevasse? | Turn to 21 |

330

Suddenly there is a flash of light and an ear splitting explosion. The next thing you know is that you are lying sprawled in the sand. The Kublewagen is a mass of twisted metal, burning voraciously, sending up a pillar of black, oily smoke into the sky. There is no sign of Rudolf. He must have been killed, still inside

the wreck of the Kublewagen. The ridge is only a few feet away. You leap up and sprint for it whilst you have the chance - the smoke from the jeep is obscuring you from the pursuing tanks and trucks. Moments later you are at its top. Turn to **396**.

331

You tell the pilot that you are a time traveller. There is silence then you hear him shout excitedly: 'Holy Jackanapes! Salvation at last. Can you land that thing here or do you need a runway?' He sounds friendly enough so you tell him that you will land. As the flyer settles to the ground on top of a ridge he tells you that his plane is a VTOL: That's vertical take off and landing, in case you didn't know. I'll have to find a spot that isn't too dusty - the engines don't like it.' He lands some way away and you climb out of the flyer and wait for him. Turn to **351**.

332

Once more you are shocked to the core. *Lose 2 Endurance points*. If you are still alive you see that the gate is unmoved. Then the monster fist batters and bruises your hip and you *lose another 3 Endurance points*. If you are still alive, you will have to fight it out with this perverse parody of humanity. Turn to **352**.

333

A sudden shrill whinny surprises you. Turning, you see a knight on horseback, wearing a white surcoat with a broad red cross on it, looking down on you. He is carrying what looks like a very advanced particle disruptor. The German Senior Officer motions forward one of his men, a young fellow wearing glasses with round lenses and narrow metal rims. Turn to **353**.

334

Together with Bloodhound you jump over the edge of the crater and slide down the bank of dust, burying yourself up to your middle. It is hard going, sinking into the dust at every step, but after half an hour you stand before the black unreflecting monolith. Do you have some plasplode? If you do, turn to **344**. If not, turn to **354**.

335

Its huge hands are contracted into gourd-like fists, ready to smash your head. Make an **Attack Roll**.

If you score 5-12, turn to **355**

If you score 2-4, turn to **365**

336

The tank begins to change direction. Then the radio crackles into life. 'Otto, Otto, this is Hauptsturmführer Meyer - why are you turning round. Stop immediately!' Otto, your tank's commander, utters a gasp of astonishment and then cries: 'Mind trickery - Hans is a zombie!' Before you can act, there is a sharp pain in the back of your head and everything goes blank. Turn to **276**.

337

The red mist descends upon you like a blanket, its very colour makes you feel warm and you begin to feel better than you have yet felt on this cold and barren planet. You breathe the red mist in deeply, then blow little rings of red smoke out of your nostrils. Suddenly you begin to laugh, the red mist is affecting you like laughing gas. It occurs to you to make a painting on the sandy ground, but the only thing you can think of to use as paint is blood. Turn to **69**.

338

After some time you are walking across a flat-bed of bluish slate-like rock. The rock is warm - it seems of volcanic origin, for the whole place radiates heat from the ground. Eventually you find yourself at the lip of a large bowl-like depression, at the bottom of which lie several grey domes. You gasp involuntarily at what greets your eyes. One of the domes has another transparent dome, much smaller, attached to its rear. Inside you can see Bloodhound. His uniform is in tatters and he looks tired and worn, but essentially OK. He is held upright somehow. Most of the domes have single arches as doors - the dome with Bloodhound in is guarded by a strange beast. It is about seven feet tall, in appearance rather like a Tyrannosaurus Rex, the

carnivorous dinosaur of Earth's distant past. However, its head is crocodilian with an extended crested braincase that hangs down over its back. The hind legs are massive, the forearms smaller, ending in four fingered manipulative hands. It has rudimentary clothing, mostly belts and straps holding various items of indefinable equipment. In its hand it holds some form of weapon - possibly a laser rifle. Its jaw slavers continuously, its yellow lidded eyes flick constantly. These reptiles are probably cold blooded and need high temperature to maintain their metabolic rate. No other reptiles seem to be nearby but several of them are in some kind of corral on the other side of the bowl. You cannot make out what they are doing but there are many violent and savage movements and the squealing cry of some beast in pain. Feeding perhaps.

Realising you will have to get into the dome you climb down into the depression and crawl as silently as you can towards the dome, sweat breaking out on your forehead as you labour in the tropical heat of the depression. The heat seems to be held down here. You are about fifty yards away, crouched down behind a trough filled with hot bubbling mud. Its purpose is beyond you. The Saurian guard begins to sniff the air suspiciously. You will have to act now, or the guard will find you out in moments, using its obviously powerful sense of smell. Will you:

Fire your blaster at it, if you still possess it? Turn to **18**

Use a cold lance, if you have one? Turn to **58**

Thinkstrike the reptile? Turn to **118**

Try to control it with Powers of Will? Turn to **328**

339

The mist is indeed a strange, but highly intelligent life form, which has been distorting your thoughts and causing you to hallucinate and feel illusions. It is one of the Sossorri, or Cloud Beings, which float in the ether of their gas giant world even in 3034 AD. Now that you have proved yourself able to withstand the subtle mind attacks it has subjected you to, the Sossorri no longer wishes to absorb your life-essence and will not harm you. It flows gently past you until you are standing under the light of

the red moon once more. The great cloud of mist hovers nearby. Will you choose this moment:

To flee across the dusty plain?

Turn to **359**

Engage it in telepathic conversation?

Turn to **369**

340

You step through the door and find yourself in the transparent dome housing your old friend, Agent Bloodhound. He is held within a small personnel dome, standing on a steel pedestal, linked to a bank of instrumentation. He is looking rather the worse for wear, but he does not look badly injured - more tired, mentally. At the sight of you his jaw drops and his eyes light up with hope. His voice comes to you through the small air holes bored into the dome that covers him. 'Section Chief Falcon! You came! Thanks, sir. Good to see you again Falcon, that's for sure. I managed to destroy my Time Machine, so those Gra'ak couldn't try to use it - that's what these reptiles are called, from the planet Gra'akii, beyond the galactic rim. I thought I was marooned here.' As Bloodhound talks you are busily investigating the tube-like clear dome that imprisons him. 'They've been keeping me here, using mind probes on me, trying to force me to tell them how to build another machine, but I've resisted so far. It seems this is the end of time, Falcon, in fact time does not really exist anymore. People get drawn here by some strange force or temporal warp.' Bloodhound seems to be almost delirious. The mind torture has effected him.

'Listen to me. Blood, listen,' and you batter on the dome. He stops and stares at you, wild eyed. 'How do I get this open, Blood, there's not much time!' You cannot blast it for fear of hurting Bloodhound.

'Oh yes, Falcon - sorry, my head, it's ... That console there - those three coloured buttons. You have to press them in a certain sequence but I haven't been able to determine the correct sequence. I think if you get it wrong, an alarm goes off.' You



must try to get him out. Will you press the buttons in the following order:

Red, green then yellow?	Turn to 286
Red, yellow then green?	Turn to 346
Yellow, green then red?	Turn to 378

341

You have only yourself to rely upon now, and blaming yourself serves only to plunge you into dark despair. Jealousy of the other agents who do not have to bear the responsibility of being Section Leader, and envy of Jobanque who is no longer exposed to such danger now that he is a Lord of TIME, prey upon you. From somewhere the seed of suicide is planted and it begins to grow, crushing all hope like a many tendrilled creeper that poisons a tree. Will you:

Try to run blindly out of the cloud?	Turn to 381
Thinkstrike the cloud in case it has a mind of its own?	Turn to 391
Exert your Power of Will to snap out of your despair?	Turn to 401

342

As you touch the gate, a terrible shock jolts through you. *Lose 2 Endurance points.* If you are still alive, you see that the gate has started to slide open, enough for you to slip through into a lit passageway beyond. The boom-boom of the machinery buffets your eardrums. Just then the monster's fist smashes into your hip, bruising and battering it. You *lose 3 further Endurance points* but, if you are still alive, the force of the blow has knocked you through the gateway. Turn to **362**.

343

Your translator enables you to understand a curt series of orders from the senior German Officer, as he points at you. 'Looks like another one of those from the future in the strange machines. Blindfold, shoot to kill on the slightest provocation and if any of you collapse suddenly or act strangely, shoot as well. Beware mind trickery.'

'Yes Hauptsturmfuhrer.' Suddenly the Knight begins to speak and the young German stops in his tracks. Your translator works normally but you can recognise the language yourself as mediaeval Latin. If you have a sword with a freezing blade with you, turn to **363**, if not, turn to **373**.

344

Bloodhound sets the charge and when he is safely out of the way you detonate it. Shards of unreflective black crystal shower the crater, the pieces burying themselves. When the dust settles, every last trace of the monolith has disappeared. Nothing is left of the artefact that could rob great galleons from all places in all times. Feeling a tremendous sense of awe and achievement you begin the climb back to the rim of the crater. If you have:

A compass given to you by Kowalski you may use it,	Turn to 384
A device given by the Ardanni and wish to use it,	Turn to 364
Otherwise,	Turn to 374

345

The strange human's fists are bunched into huge pale gourd-like bunches of bone as it prepares to pound your head. Make an **Evasion Roll**.

If you score 6-12, turn to **375**
If you score 2-5, turn to **385**

346

You depress the buttons rapidly: red, yellow, then green. To your horror a steel cover slides over the console and an alarm begins to ring out. 'Wait! It'll activate again in a few minutes,' says Bloodhound. There may still be time.' You can do nothing but wait, spine tingling in anticipation. 'Come on, come on,' mutters Bloodhound. Looking out of the transparent dome you can see several Gra'ak running towards you from the direction of another grey dome. Then the cover slides back again. What

sequence of buttons will you press this time? Will you push:

Green, red then yellow?	Turn to 358
Red, green then yellow?	Turn to 278
Yellow, green then red?	Turn to 148

347

You stop as the yellow luminescence swirls all around you. You can see no way out of the opaque mist. You try to get your bearings, and doubts assail you. You realise you are hopelessly lost, the cloud closed in around you without any wind and as far as you know it could move with you so that you would never see the red moon of this world again. Turn to **281**.

348

The driver turns round and fires. Make a **Chance Roll**.

If you score 1, 3 or 5, turn to **208**
If you score 2, 4 or 6, turn to **310**

349

There is a commotion within the cloud, then it begins to flow past you until at last you are outside it and the motionless red sun glowers down on you once more. As the mist recedes at a startling rate you catch some of its thoughts. It is a Sossorus, a powerfully intelligent life form which is no more than a mist. Even in 3034 AD the Sossorri float freely in the gas cloud atmosphere of the red giant planet which is their home. You have missed the chance to learn something from this being for it is already lost to your sight. Shrugging disconsolately you walk on towards the great tower. Turn to **60**.

350

You refuse politely, saying that it might affect the course of history to take him back. His smile fades. 'Have it your own way, then,' and he turns on his heel and heads back to the plane. With a whine it revs up and then floats into the air before rocketing away. Just then, a group of horsemen ride out and a shout goes up at the sight of you. Some tanks come into sight at the same

time from around a low hill. You are caught in the open. A hail of machine gun fire peppers the rocky flat and you are cut down like ripe corn.

351

The fighter's nose dips, then rears skywards as the plane hovers, then descends gently to the ground on a table of windswept rock. Although the rock is comparatively free of dust the enormously powerful jets which rotate throw up a great plume of debris and silt which completely obscures the plane. You are waiting for the pilot to reappear when something nearby catches your attention. A steady chugging of heavy machinery causes you to turn and you see a large metallic vehicle lumbering towards you on caterpillar tracks. A turret on top of the main body carries a large projectile weapon, a barrel which locks onto you as the machine moves. A second and a third appear over a low rise. You recognise them from your history holovids as Tiger tanks, armoured war vehicles of the German army that were used to good effect in WWII. Their markings indicate an SS battalion. One of the tanks opens fire, scoring a direct hit on your flyer. The explosion rips it asunder. Obviously feeling vulnerable, the USAF pilot takes his fighter straight up into the air and roars away. There is nowhere to hide out here in the open. Will you:

Go for your blaster?	Turn to 203
Await developments?	Turn to 213
Run down the other side of the ridge?	Turn to 396

352

If you wish to use your Power of the Mind against this human beast, turn to 372. If not, you must fight on, turn to **382**.

353

Your translator enables you to understand a curt series of orders from the senior German Officer as he points at you: 'Looks like another one of those from the future in the strange machines. Blindfold, shoot to kill on the slightest provocation and if any of you collapse suddenly or act strangely, shoot as well. Beware mind trickery.'

'Yes Hauptsturmfuhrer.' Suddenly the Knight begins to speak and the young German stops in his tracks. Your translator works normally but you can recognise the language yourself as mediaeval Latin. If you have a sword with a freezing blade with you, turn to **383**, if not, turn to **373**.

354

The unreflecting black monolith denies all of your attempts to destroy it. Bloodhound's blaster makes no impression. In the end you are forced to scour the planet for explosives. When you reach the rim of the crater again, the black monolith slides gently out of sight below the dust, as if it knew your purpose. The dust ocean reaches five hundred feet to the floor of the crater and you know you can never reach the monolith. Falcon's Wing cannot jump back. You are doomed to a twilight life at the end of time.

355

The blaster's spurt of ionized plasma affects the pale green human just as it would affect yourself. Its bloated balloon head disappears in a cloud of vapour and the body threshes on the ground twice before becoming still. There are no other clues as to what the thing was except that its long digits are stained faintly red at their tips. You decide to press on to the gate. Turn to **185**.

356

The tank commander leans forward and starts to remove your blindfold. 'What are you doing, Otto?' says a voice. 'Otto, stop, you heard the Hauptsturmfuhrer's orders.'

Before you can do anything another voice shouts, 'Stop him, mind trickery!' Quickly you rip off the blindfold and leap up, but one of the men drives a rifle butt into your face and you stagger back. The pain causes you to lose control of Otto, and there is a sudden flash of pain in the back of your head and everything goes black. Turn to **276**.

357

A strange impression of peaceful serenity floods your mind as the incandescent blue gas cocoons you and then you shrink. Your size dwindles rapidly - and the ground surges up towards you until you are no larger than an ant perched between two grains of sand as large as small boulders. Uncannily the transformation barely perturbs you. The thought of scrambling across the sea of sand grain boulders seems too much trouble to contemplate. You settle down to rest. Turn to **31**.

358

You cry out in rage as the steel cover slides over the console once more. The Gra'ak will be here within seconds. 'It's no good, Falcon, try to save yourself!' shouts Bloodhound.

'Never!' you reply, 'we can still fight our way out!' But just as the cover slides up again, several of the reptiles burst in. You try to fight but they are deadly quick, and there are too many of them. You are overwhelmed and torn limb from limb. It's the end of the timeline for you, Falcon.

359

You walk hastily away, still in the direction of the strange building. The mist remains unmoving, even when a light breeze springs up. Turn to **60**.

360

Kowalski crumples but regains consciousness just as the hatch seals Bloodhound and yourself inside Falcon's Wing. The camera shows the jet take off as you are reaching back across the aeons for the Eiger Vault, Earth, in 3034 AD. Kowalski begins his attack run and still you cannot find the timehole. In panic you search for another timehole but the missiles from the star-fighter strike home. You are killed instantaneously.

361

Blaming Bloodhound causes you to remember your own courage in coming to this planet to save him and the feeling of despair leaves you. You will save your friend and fellow agent or die in the attempt. Turn to **411**.

362

As soon as you are through the gate it slides shut once more, with a whine of heavy machinery, cutting your assailant off from you. Sucking in great lungfuls of air, you walk down a short, featureless corridor to what is evidently a lift. Turn to **214**.

363

This prisoner I claim in the name of Leopold the Great and the Knights of St John.' The Knight's words carry the ring of firm resolve. The spectacled soldier translates the Latin for the Hauptsturmfuhrer and is instructed to reply that: 'He, the Hauptsturmfuhrer Meyer, claims the prisoner for the glory of the Fourth Reich,' on the basis that the tanks spotted you first. The Knight disagrees, saying that he has tracked you for some miles and he goes on: 'The stranger carries the sacred sword and has profaned the Lord.' He points the particle disruptor at the Hauptsturmfuhrer's head. The German hesitates for a moment and then orders his men back to their tanks, leaving you with the strange Knight. Turn to **7**.

364

After a long trek the device given you by the Ardanni leads you back to their burrows. One of the timid squirrel-like humanoids guides you back to Falcon's Wing, then vanishes chattering across the sand plain. Bloodhound follows you into your Time Machine and the Variac Drive sucks you into the nothingness of the void. Turn to **420**.

365

You have forgotten to flick off the safety catch and when you fire nothing happens. Perhaps seeing such a hideous malformation of humanity has unnerved you. You have only a split second to dodge the bunch of bones that is its fist. Make an **Evasion Roll**.

If you score 9-12, turn to **375**

If you score 2-8, turn to **385**

366

A slapping noise like raw meat on a marble slab in the Oldways life museum causes you to look back. A hideous apparition greets your gaze. It is humanoid but the hands and head are grossly distorted. The hands are like great splayed feet, with many jointed digits that claw the dust, whilst the head is swollen like a balloon. It is nude, evidently male and its skin and eyes are a sickly pale green in colour. It is chasing you, its gait ungainly as it lollops on all fours. Will you:

Run to the gate?

Turn to **285**

Probe its mind using Psychic Awareness?

Turn to **295**

Use your Power of Will to control it?

Turn to **305**

367

As fast as you run, so the rolling bank of mist like a great breaker flows on, threatening to engulf you. As you are nearing a slight depression, it floods around you. You sprint on desperately, but there is whiteness all around and then you are falling. Turn to **387**.

368

As quickly as you can, you try to take over Meyer's mind. Make a **Power of Will Roll**.

If you score 7-12, turn to **26**

If you score 2-6, turn to **160**

369

Will you ask the Sossorros:

Whether any beings live in the strange tower? Turn to **379**

How it came to be on this time forsaken

world?

Turn to **389**

Who the other non-being was who endured the mist's caresses?

Turn to **399**

370

You clamp the man's mind in a vice-like mental grip, dominating

his will. Will you force him to:

- | | |
|---|--------------------|
| Remove your blindfold? | Turn to 356 |
| Open fire on his comrades? | Turn to 390 |
| Cover them with his Luger and threaten to shoot them unless they do as you say? | Turn to 268 |

371

Blaming Jobanque will not help you now. You feel bitterly betrayed by your leader and envious of his position as a Lord of TIME, shielded from the dangers which are a part of your life. Your will to resist is lost in rancour and jealousy. Will you:

- | | |
|--|--------------------|
| Run blindly in an attempt to get out of the cloud? | Turn to 381 |
| Try to Thinkstrike the cloud in case it has a mind of its own? | Turn to 143 |

372

As you probe its mind to find a weakness you are 'stunned to realise that it has a psychic power of its own. A powerful mind bar thwarts your mental attack and the creature's fist begins to pummelyou. You have lost the initiative, *subtract 2 from your next 2 dice rolls* and turn to **402**.

373

This prisoner I claim in the name of Leopold the Great and the Knights of St John.' The Knight's words carry the ring of firm resolve. The spectacled soldier translates the Latin for the Hauptsturmfuhrer and is instructed to reply that: 'He, the Hauptsturmfuhrer Meyer, claims the prisoner for the glory of the Fourth Reich,' on the basis that the tanks spotted you first. The Knight disagrees, saying that he has tracked you for some miles.

'Why then, if you wished to capture the prey, did you not do so earlier?' queries the Hauptsturmfuhrer.

The Knight has no reply to this and says instead: 'I demand the right to question the stranger at length.'

'Very well,' comes the reply, 'come to the Stalag at the tenth hour tomorrow.' Satisfied, the Knight spurs his horse down the hillock and out of sight. Several soldiers rush you - you struggle but there are too many of them, despite your mind powers. You are blindfolded with a piece of grey cloth and bundled into one of the tanks. Turn to **48**.

374

Navigation across the dimly lit featureless plains of this world is very difficult. After a week's wandering you finally reach the dunghills near Falcon's Wing and soon spot the Time Machine. But, to your horror, it has been smashed. The tracks of German Tiger tanks surround the irreparable wreckage. You are doomed to a twilight life at the end of time.

375

Ducking and swivelling on the ball of your left foot you prepare to karate chop the pale green human's head. Make an **Attack Roll**.

- If you score 6-12, turn to **395**
If you score 2-5, turn to **405**

376

He falls under the sway of your will. 'Oh, I see Rudolf. OK, see you later/ you make him say. One of the guards looks at the sergeant quizzically, but that is all. Trying to look nonchalant, you walk towards the gate, concentrating on keeping the sergeant quiet. As you walk up to the guards, trying to think of a way of bluffing them, one of them says, 'Off to tend your lovely plants, eh, Rudolf - got some new seed from the Future People, eh?' his voice heavy with ridicule, and the other laughs. You nod tiredly as if used to putting up with their teasing. Thankful that Rudolf was interested in gardening you walk out onto the featureless expanse of dust. You head towards a ridge a few hundred yards away. Then a sentry shouts, That's the wrong way, Rudolf.' Unable to maintain your concentration at this range, the sergeant breaks your hold over him. You break into a run as a hue and cry goes up. You can hear the sound of engines revving and one of the sentries opens fire with his rifle. Bullets

whine through the air, throwing up dust nearby. Within a few minutes you are pounding up the side of the ridge. At its top you pause to look behind - several tanks and trucks, full of uniformed soldiers are spewing out of the SS compound. Turn to **396**.

377

The mist soon swirls all around you, eddying in whirlpools seemingly caused by spirits or demons. You have entered a world of fleeting images, darting coloured lights and shadows like sinister shapes of monsters from planet Hel. Realising that the mist is thicker than you guessed, you stop to get your bearings, but when you try to retrace your steps to the mist's edge, you realise you are already lost in the swirling vapours. Three lights seem to appear a long way off. The vapour glows and shimmers like silken sheets of red, blue and green incandescence. On the left all is red, to the right yellow, and ahead, a blue glow approaches. Will you:

- | | |
|--------------------------------|--------------------|
| Move into the red? | Turn to 337 |
| Move into the green? | Turn to 347 |
| Let the blue glow envelop you? | Turn to 357 |

378

You depress the buttons. Nothing happens for a moment. Then there is a humming sound and the capsule around Bloodhound splits and opens up like a blossom. Bloodhound steps out. 'I knew you could do it,' Bloodhound says. Supporting him with one arm, you re-enter the dome proper. You may open the door, now on your right, before leaving the dome, if you have not done so already. If so, turn to **218**. If you want to leave the dome immediately, turn to **326**.

379

In response to your question, the Sossorros replies: 'Such non-beings as yourself exist there, they are thinking sub-life forms but their instruments of making and doing lie idle.' You ask it to describe further these life forms, and a series of mental images flood your brain. They are human like you, and yet different,

some grotesquely malformed or mutated, but the Sossorros does not think of them as imperfect, merely highly adapted. They appear to be members of an advanced civilisation. Will you:

- | | |
|--|--------------------|
| Ask who the other non-being was who endured the mist's caresses? | Turn to 413 |
| Ask how the Sossorri came to be on this time forsaken world? | Turn to 5 |
| Choose this moment to flee from the strange mist entirely? | Turn to 359 |

380

Then the air is filled with a loud roar and a silvery jet fighter with the letters USAF on its side hurtles across the sky, banking sharply to fly overhead. It screams in low towards you as if on a strafing run and then decelerates fast. Sleek and very manoeuvrable, it starts to hover before slowly descending to the rocky flat, only a hundred yards from you. If you have seen this plane before, turn to **300**. If not, turn to **238**.

381

As fast as you run, so the cloud seems to move with you. The uneven ground causes you to pitch forward suddenly and you slither down the steep side of a gully, hitting jagged rocks at its bottom with bone cracking force. *Lose 4 Endurance points*. If you are still alive turn to **403**.

382

If you still have your blaster turn to **392**. If not, turn to **402**.

383

This prisoner I claim in the name of Leopold the Great and the Knights of St John.' The Knight's words carry the ring of firm resolve. The spectacled soldier translates the Latin for the Hauptsturmfuhrer and is instructed to reply that: 'He, the Hauptsturmfuhrer Meyer, claims the prisoner for the glory of the Fourth Reich,' on the basis that the tanks spotted you first. The Knight disagrees, saying that he has tracked you for some

miles and he goes on, 'The stranger carries the sacred sword and has profaned the Lord.' He points the particle disruptor at the Hauptsturmfuhrer's head. The German officer does not flinch. He orders the young soldier to say that you must be punished for attacking men of the First Starlight SS battalion and that even if he dies the Knight will be killed by his men. The Knight's face grows as red as the moon's. The Hauptsturmfuhrer ducks as the particle disruptor emits a purple beam that burns a hole into the ground. The Knight sweeps the area with the beam and the soldiers scream as parts of their flesh are atomised, but a shot from a Luger pistol startles the Knight's horse. In the mayhem you decide to make good your escape and charge down the other side of the hillock. Turn to **396**.

384

After a long trek the compass leads you back to the dunghills near Falcon's Wing, and then you spot the Time Machine itself. Beyond it stands a gleaming USAF starfighter, and Kowalski smiles in greeting. If you are happy to take him back with you to 3034 AD, turn to **394**. If you order Bloodhound to Thinkstrike the pilot, turn to **404**.

385

You dodge too late - the strange human's co-ordination is good and the knotted tangle of knuckles crashes onto your cranium, denting it somewhat. *Lose 4 Endurance points*. If you are still alive you are so dazed that you can but try feebly to dodge its next blow. Turn to **2**.

386

Fromm smiles expansively and says, 'Excellent, excellent, I'm so glad you're being sensible, so glad. Meyer, place the timefarer in solitary confinement under close guard.' Turning to you he continues, 'It is for your own safety, of course. The last time the Dragonmen came and plucked Bloodhound from our midst, leaving a trail of death and destruction as they did so, I might add. It will take a few hours to ready my men - once that is done, you will take us to your Time Machine and take us home. Goodbye for now, Falcon.' You are taken to another wooden

cottage, a square hut with a single door. It is spartanly furnished inside with a wooden bed, table and chairs - no windows. An electric bulb gives light. The guards push you in and lock the door. You are alone. Turn to **416**.

387

For what seems like an eternity, you fall from the whiteness of the cloud, into the blackness of a deep crevasse, but in reality it is scant seconds before you nose dive into a mound of bird droppings, collected over the uncounted centuries. If you are wearing your environment suit, turn to **397**. If you are not, turn to **407**.

388

Legs pounding like pistons you dash towards the rocky ground. Looking behind you can see a tank cresting the ridge. It topples forward and slews down the slope to the bottom, where it turns towards you, throwing up a spray of sand. Another comes over the top. You can see a truck close behind it, but this does not come down - the slope is too steep for it. Instead, soldiers boil out of it and scramble down the ridge. You are only yards from the cover of some low misshapen boulders, eroded and weather-worn, when the tanks open fire, shells exploding nearby as they try to find your range. Make an **Evasion Roll** as you dive for the safety of the boulders.

If you score 7-12, turn to **176**

If you score 2-6, turn to **156**

389

The Sossorros floods your mind with images of its own world, where thousands like it float free in the atmosphere of a great red gas giant of a world, in the freezing atmosphere, where the gravity is still so heavy that they are smaller in volume than the one which stretches for fifty metres to either side of you. The Cloud-Being tells you that a superior life form has used an instrument of planar travel to trap beings from many worlds and times on this world which teeters on the brink of

annihilation, at the dusk of time. Will you:

- Ask where this instrument of planar travel can
be found? Turn to **15**
- Ask who the other non-being was who endured
the mist's caresses? Turn to **25**
- Ask whether any beings live in the strange
tower? Turn to **35**
- Choose this moment to flee from the strange
mist entirely? Turn to **359**

390

The man under your control fires his pistol and you rip off your blindfold. There is a loud report and you see the radio man collapse with a bullet in his arm. The gunner, a rifle in his hand, shouts, 'Otto, no! He's controlling your mind!' but you force the one called Otto to fire at the gunner. However, he misses. The gunner immediately drops to the floor in a huddle and you can see the driver hunching down in his seat. The radioman curses fearfully as the pistol's bullet begins to ricochet dangerously around the interior of the tank. Make a **Chance Roll**.

- If you score 1 or 3, turn to **196**
If you score 2, 4 or 6, turn to **98**
If you score 5, turn to **180**

391

Your act is a desperate one for you have not identified the presence of alien thought within the cloud of mist. Make a **Thinkstrike Roll**.

- If you score 6-12, turn to **283**
If you score 2-5, turn to **193**

392

The blaster's spurt of ionised plasma affects the pale green human just as it would affect yourself. Its bloated balloon head disappears in a cloud of vapour and the body threshes on the ground twice before becoming still. There are no other clues as

to what the thing was except that its long digits are stained faintly red at their tips. You face the gate once more. Turn to **185**.

393

Once more you are shocked to the core. *Lose 2 Endurance points*. If you are still alive you see that the gate is unmoved. Will you:

- Call out for someone to open it? Turn to **52**
Risk touching it again in an effort to slide it
open? Turn to **72**

394

Kowalski and Bloodhound strap themselves to strong points inside the cramped Time Machine and the Variac Drive sucks you into the darkness of the void. Four hours later, you are already testing Kowalski to see if he is a prospective Special Agent for the TIME police. Turn to **420**.

395

Your blow strikes home. The neck which holds the bloated head is surprisingly tough. The blow would have felled any normal man, but your assailant merely staggers back before coming at you again. You decide to try to escape through the gateway into the tower. Turn to **12**.

396

The ground slopes downward below you. You leap forward and slide down through the sand, coming to your feet at the bottom. Looking straight ahead you can see a tall tower some distance away, pointing like a finger into the sky. The ground is flat and open between you and it. To the left, about three hundred yards away, is some rocky, broken ground, pockmarked with many crater-like depressions, rising to some low hills and gullies. There is not much of it, it is like an island in a sea of sand. Ochre coloured fern-like vegetation is scattered sparsely about the hills. Will you:

- Sprint, for the rocky ground? Turn to **388**
Run as fast as you can for the tower? Turn to **256**

397

You have buried yourself deep in the pile of soft droppings and, though unhurt, you begin to suffocate as you realise that the oxygen supply of your environment suit has ruptured, filling the breathing ducts and your lungs with dried, powdered excrement. Retching violently, you thresh towards the top of the dung heap, finding your way only by sensing the pull of gravity. You are coughing violently by the time you have discarded the suit. Note that your environment suit is unusable. You have suffered a *loss of 2 Endurance points*. If you are still alive, turn to **417**.

398

It roars in pain, but carries on unhurt. You howl in fear as it crashes into you. Teeth as sharp as razors sink into your shoulder, and taloned claws rake your back. You scream in agony and it begins to shake you in its jaws like a rag doll. Your shoulder comes away in its mouth and you collapse. Then it begins to feed on you. A gruesome and unpleasant end for you, Falcon!

399

The Sossorros fills your mind with the instantly recognisable image of a person. Bloodhound. A Bloodhound whose SAT uniform is tattered and torn, but it is definitely Bloodhound. Will you:

Ask where Bloodhound is?

Turn to **45**

How the Sossorros came to be on this time forsaken world?

Turn to **5**

Choose this moment to flee from the strange cloud entirely?

Turn to **359**

Ask whether any beings live in the strange tower?

Turn to **35**

400

They drag you across the compound to a low hut where you are hurled to the floor. A man dressed in a smart black uniform, sporting a monocle, smiles down at you chillingly. 'I was hoping Ernst would send you to me, Untermensch,' he whispers, his



voice laden with evil menace. 'I shall enjoy this.' With that he signals to the guards and before you have even collected your thoughts, they begin to beat you, methodically. There are too many of them and the pain is such that you cannot concentrate to use your mind powers. Time seems to stop - everything is pain. Finally, at last, you pass out. You have *lost 10 Endurance points*.. If you still live, you recover some time later, your body a mass of aches and bruises. It is all you can do to stop yourself from groaning loudly. You are in a small hut. There is only one door and no windows. You lie there quietly for a moment, knowing that if you announce your presence, they will start beating you again. Shortly, the door opens, causing your heart to beat in fear. A strange figure walks in. He is not dressed in regulation SS uniform but in a hotch potch of SS clothing and whatever else he has been able to get hold of. His head and face is heavily muffled by a red scarf, presumably to keep out the dust and he wears a forage cap. He offers you a bowl of steaming vegetable broth. It tastes indifferent, consisting of various beans and barley. He says he has come to fetch you and that his name is Rudolf Schindler and that he does all the trading with the other groups marooned here. Will you:

Thinkstrike him - perhaps you can dress in his
clothes and get out of here? Turn to **128**
Ask him if he is a Nazi? Turn to **260**

401

Your willpower has been strangely sapped by the glowing cloud but you muster as much strength of mind as you can, drawing on every ounce of experience gained since you joined the TIME police. Make a **Power of Will Roll**.

If you score 7-12, turn to **157**
If you score 2-6, turn to **51**

402

The monster chuckles maliciously as its surprisingly well co-

ordinated fists drive through the thin air at your head. Make an **Evasion Roll**.

If you score 6-12, turn to **412**

If you score 2-5, turn to **4**

403

The yellow mist still hangs above you, on one side it glows green, on the other orange. The climb is not difficult. Will you climb towards:

The green?
The orange?

Turn to **415**
Turn to **147**

404

Make a **Chance Roll**.

If you score 1, 2 or 3, turn to **414**
If you score 4, 5 or 6, turn to **360**

405

Your blow simply isn't powerful enough. The neck which holds the bloated head seems surprisingly tough and the huge fist pounds at your skull again. Turn to **22**.

406

The sounds of pursuit are closer now and you sprint out across the rocky flat onto the sand, heading in the direction of the tower. The soldiers run out of the rocks behind you, firing desultorily - several tanks round a low hill and rumble after you, accompanied by mounted knights. You are beginning to worry that the pilot has betrayed you when there is a screaming wail and the Starfighter hurtles from the skies like a bullet. Flares seem to ignite under its wings and then two rockets streak away from the fighter as it pulls up. One of them slams into a tank obliterating it completely, engulfing it in a ball of flame. Another explodes close to the first, blowing off a tank track. The horses whinny and rear uncontrollably. After another couple of

strafing runs, your pursuers have turned tail and fled, leaving behind several dead and three wrecked Tiger tanks. At last, free from pursuit, you slacken off the punishing pace of your running. The Starfighter screams past overhead, wings wagging and then soars away to the west. Turn to **60**.

407

You have buried yourself deep in the pile of soft droppings and cough and splutter as the nauseating stench and slime overpower your senses. Retching violently you thresh towards the top of the dung heap, finding your way only by sensing the pull of gravity. Soon after you reach the top of the dung heap the cloud passes from the lip of the crevasse and there is enough light to see by. You scrape the film of ordure from your clothes and look around. You can hear many horses approaching the lip of the crevasse but there is a cave in the rockside of the crevasse, just next to the pile of guano. Will you:

Enter the cave?

Turn to **11**

Tackle the difficult climb to the lip of the crevasse?

Turn to **21**

408

You have failed to control his mind, and you sprint for the gate. 'Stop! The prisoner is escaping - halt or we open fire!' Desperately you weave and zigzag. There is the chatter of a projectile weapon and the last thing you notice is the watchtower guns blazing away at you. Your body is riddled with bullets and you are hurled backwards to die in the dust of the compound.

409

After a while you set off walking aimlessly for no particular reason, stopping to shout challenges, and gesticulating wildly from time to time. By the time you have marched past an area of gravel chips to a pock-marked hillock, the strange feeling has left you. Turn to **183**.

410

In your panic, you miss the hideous carnivore. It crashes into

you and teeth as sharp as razors sink into your shoulder, while taloned claws rake your back. You scream in agony and it begins to shake you in its jaws like a rag doll. Your shoulder comes away in its mouth and you collapse. Then it begins to feed on you. A gruesome and unpleasant end for you, Falcon!

411

You decide to press on through the mist, determined to escape the strange, cloying vapours. All around you is a luminescent yellow glow, but on one it is tinged with green, on the other orange. Will you walk towards:

The green glow?

Turn to **415**

The orange?

Turn to **147**

412

Ducking and swivelling on the ball of your left foot you prepare to karate chop the pale green human's head. Make an **Attack Roll**.

If you score 6-12, turn to **14**

If you score 2-5, turn to **24**

413

The Sossorros fills your mind with the instantly recognisable image of a person. Bloodhound. A Bloodhound whose SAT uniform is tattered and torn, but it is definitely Bloodhound. Suddenly the mist begins to recede away from you at a great rate. Either it is bored by your questioning, or something has frightened it. Turn to **60**.

414

Kowalski crumples but regains consciousness just as the hatch seals Bloodhound and yourself inside Falcon's Wing. The camera shows the jet take off as you are reaching back across the aeons for the Eiger Vault, Earth in 3034 AD. Kowalski begins an attack run, his jet fighter screaming across the sky, but at last you locate the timehole and the Variac Drive sucks you into the nothingness of the void. Turn to **420**.

415

You hurry quickly into the embrace of the green flame-like mists and, before you know where you are, you are cocooned in a chill blue glow, where the blue and yellow mist meets the green glow is produced, you are now beyond it, cocooned in blue. A strange impression of peaceful serenity floods your mind and then you shrink. Your size dwindles rapidly - and the ground surges up towards you until you are no larger than an ant perched between two grains of sand as large as small boulders. Uncannily the transformation barely perturbs you. The thought of scrambling across the sea of sand grain boulders seems too much trouble to contemplate. You settle down to rest. Turn to **31**, unless this is the second time you have shrunk, in which case, turn to **149**.

416

After a time, the door opens, flooding the hut with dull red light, and a strange figure steps in. He is not dressed in regulation SS uniform but in a hotch potch of strange clothing and whatever else he has been able to get hold of. His head and face is heavily muffled by a red scarf, presumably to keep out the dust and he wears a forage cap. He offers you a bowl of steaming vegetable broth. It tastes indifferent, consisting of various beans and barley. He says he has come to feed you and that his name is Rudolf Schindler and that he does all the trading with the other groups marooned here. Will you:

Thinkstrike him - perhaps you can dress in his

clothes and get out of here?

Turn to **128**

Ask him if he is a Nazi?

Turn to **260**

417

Casting your useless environment suit aside, you scrape the film of ordure from your clothes and look around. You can hear many horses approaching the lip of the crevasse but there is a cave in the rockside of the crevasse, just next to the pile of guano. Will you:

Enter the cave?

Turn to **11**

Tackle the difficult climb to the lip of the crevasse?

Turn to **21**



418

The blast of plasma lands squarely on its massive head. It explodes in a mass of flame, brains and blood. The body flies backward, slamming against the wall of the dome where it slides to the ground twitching, its head simply burnt off. It is over in seconds. You pause to see if anything has heard you, but nothing happens. You dart forward towards the archway. Around one of the forearms of the beast is a band of polished metal, brightly painted with three bars of colour - red, green and yellow. You pause at the entrance but all is quiet. Silently you glide into the dome. Turn to **316**.

419

Your path takes you around a large area of gravel chips on towards a pockmarked hillock, and after a while obliquely across a set of tracks which stretch towards nothing to either side as far as the eye can see. They remind you of fish bones, a series of parallel indentations made by a very heavy vehicle, but there is no indication as to what drove it or whether it is a robot. You trudge on towards the hillock and realise that you are growing thirsty. Turn to **183**.

420

As you are resting in the recuperative wing of the TIME building, only a day after your return, you are summoned first to Jobanque's office and then ordered to attend the TIME Lords in the Hall of Honours. You wend your weary way to your Commanding Officer's office at the appointed time. Jobanque is standing behind his desk as you walk in. He nods a greeting somewhat frostily and then smiles and shakes his head. 'You never cease to amaze me, Falcon, and I am very glad you are back ... but you have overstepped the mark this time, I'm afraid. Well, more of that later - now it is my happy duty to award you the Golden Sunburst, for exceptional bravery in rescuing a comrade in the field, beyond the call of duty. Way beyond the call of duty,' he adds darkly. He leans forward and pins the medal on your chest - the most coveted medal of bravery there is. Thank you for bringing back Agent Bloodhound, Falcon, at the risk of your own life,' says Jobanque, shaking your hand.

Thank you sir,' you reply.

'Don't thank me yet, Falcon, now to the Hall of Honours.' Soon you are standing in front of the horseshoe-shaped desk in the Hall of Honours behind which sit the five Lords of TIME. Pilota, tall and gaunt; Silvermane, the Rigellian, massive and powerful; Jobanque of Earth; R'lllk, the lobster-like being of Kelados and Blackback of the Clyss, a fearsome insectoid. There is silence for a moment and then Jobanque stands up and speaks solemnly. 'For blatant disobedience in the face of direct orders from a Lord of TIME, the council of TIME Lords has decided, with all due consideration and debate, that Section Chief Falcon is to be stripped of his rank and title and reduced to Special Agent, Class I.' As you stand there stunned, he looks at you and says, 'I'm sorry, Falcon, but we cannot have a Section Chief setting such a bad example; it is a position of great responsibility.' And then he carries on in a solemn and official tone of voice. 'However, it is recognised that said Agent Falcon's service record is to remain Exemplary and that this demotion will not be noted on the said Service Record.' Jobanque sits down, a pained expression on his face. The other TIME Lords stare straight ahead, expressionlessly.

Jobanque gives you a compassionate look and says quietly/That will be all. Falcon.'

As you leave the Hall of Honours, utterly shocked, you pass Bloodhound on his way in. 'I'm sorry, old friend, really I am, but my hands are tied.'

As you move on you can hear Jobanque's voice from inside the Hall of Honours. 'Agent Bloodhound, you are henceforth promoted to Section Chief of the Special Agent Section...' Well at least that leaves you free to operate in the field without any worries once more, you think to yourself.