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STEVE JACKSON
AND IAN LIVINGSTONE

Robot Commando

22

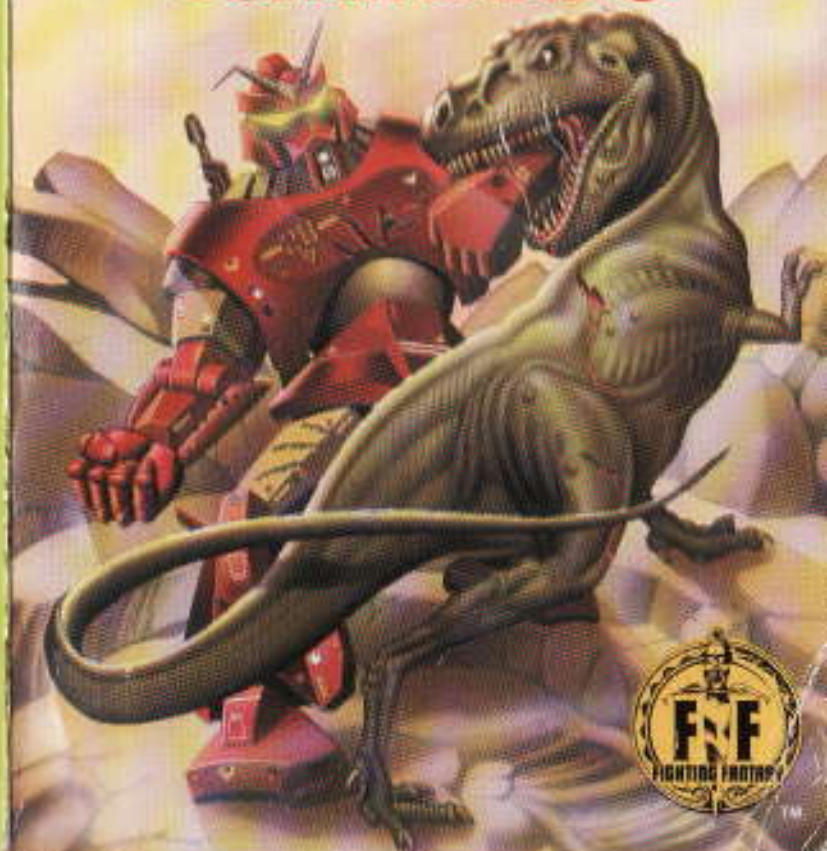
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Steve JACKSON AND
Ian LIVINGSTONE
PRESENT

ROBOT COMMANDO





PUFFIN BOOKS ROBOT COMMANDO

You are a rancher in the land of Thalos. Your people – and your enemies, the savage Karosseans – have built huge robots for many purposes: mining ore, erecting buildings, moving cargo, and herding the vicious dinosaurs that live on Thalos.

One morning you discover that all your colleagues have been overcome by a strange sleeping sickness and you are unable to rouse them. Then you hear a rumble overhead. In the clear blue sky you see the unmistakable shape of a Karossean robojet! You realize that the protection of your homeland against the deadly Karosseans and marauding dinosaurs is up to YOU alone!

Two dice, a pencil and an eraser are all you need to embark on this thrilling adventure, which is complete with its elaborate combat system and a score sheet to record your gains and losses.

Many dangers lie ahead and your success is by no means certain. It's up to you to decide which route to follow, which dangers to risk and which adversaries to fight!



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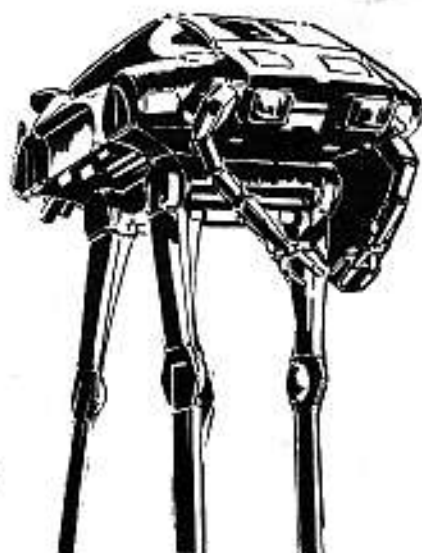
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ROBOT COMMANDO

Steve Jackson

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*Dedicated to my grandparents,
E. B. and Bonnie Lairmore*

*With special thanks to the playtesters:
Monica Stephens, C. Mara Lee, Jerry Self,
Norman Banduch, Jim Gould, Allen Varney,
Creede and Sharleen Lambard*

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INTRODUCTION

To play this game, you will need a pencil, an eraser, and two ordinary six-sided dice. You will also need the *Adventure Sheet* on pp. 22-3. You are advised either to use a pencil when writing on the *Adventure Sheet*, or to make photocopies of these pages to use in future adventures.

Skill, Stamina and Luck

Before embarking on your adventure, you must first determine your own strengths and weaknesses. You must use the dice to determine your *Initial SKILL, STAMINA and LUCK* scores. On the *Adventure Sheet* you will find boxes for recording each of these three scores.

Roll one die. Add 6 to this number and enter this total in the *SKILL* box on the *Adventure Sheet*.

Roll both dice. Add 12 to the number rolled and enter this total in the *STAMINA* box on the *Adventure Sheet*.

Roll one die. Add 6 to this number and enter this total in the *LUCK* box on the *Adventure Sheet*.

For reasons that will be explained below, *SKILL, STAMINA and LUCK* scores change constantly during an adventure. You must keep an accurate record

of these scores. For this reason, you are advised either to write small in the boxes or to keep an eraser handy. But never rub out your *Initial* scores. Although you may be awarded additional **SKILL**, **STAMINA** and **LUCK** points, these totals may never exceed your *Initial* scores unless something specifically occurs to change your *Initial* scores.

Your **SKILL** score represents your general fighting expertise, both with your own weapons and when you are piloting a robot. Your **STAMINA** score reflects your general constitution, your will to survive, your determination and overall fitness. Your **LUCK** score indicates how naturally lucky a person you are. The higher each of these scores, the better!

Robots

If you are familiar with the Fighting Fantasy Gamebook series, you know most of the rules. But robots will be new to you.

There are many different types of robot, and you will have a chance to pilot them all. You may use any robot you find. However, you may have only one robot at a time! Each robot's abilities are determined by several scores:

ARMOUR represents the robot's toughness and ability to take damage. This is like your own **STAMINA** score. A robot has an **ARMOUR** score *instead* of a **STAMINA** score.

SPEED tells how fast a robot can travel. This gives an

advantage in combat. A faster robot has a +1 bonus to its **SKILL** against a slower opponent. Robots may be Slow, Medium, Fast, or (for flying robots) Very Fast. If your robot is slower than the enemy you are fighting, you may never *Escape*, even if the page offers you that option!

COMBAT BONUS: When you use a robot, you fight with your own **SKILL**. But some robots are especially made for battle, and give you a **COMBAT BONUS** when you fight. Some robots are especially *unsuited* for battle, and you will have to *subtract* points from your **SKILL**!

SPECIAL ABILITIES: These are different for every robot. When you get a robot with a useful special ability, you should either make a note of it, or write down the number of the paragraph that describes the robot, so that you can double-check if need be.

Possessions

At the beginning of the adventure, your only Possessions are your sword and five medikits for curing wounds. As the adventure progresses, you will lose or use up some Possessions, and gain others. All Possessions should be recorded in the appropriate box on the *Adventure Sheet*.



Unless the description of an artefact says *specifically* that it must be mounted permanently on a robot, you may carry all artefacts with you when you leave a robot.

When you pick up an interesting artefact, you should make a note of the reference where you found it, just in case you have to check later to see exactly what it does. Note also that the *names* and *model numbers* of artefacts may contain clues. Always write down the full name and number of anything you pick up, including robots!

Individual Combat

You will often come across pages in the book which instruct you to fight a foe of some sort. An option to flee may be given, but if not – or if you choose to attack the foe anyway – you must resolve the battle as described below. This procedure is used when you, personally, face an opponent. (For battles you fight while piloting a robot, see below on Robot Combat.) It is the same system that is used in other Fighting Fantasy books; you can skip this section if you are already familiar with the rules.



First, record the foe's **SKILL** and **STAMINA** scores in the first vacant Encounter Box on your *Adventure Sheet*. The scores for each foe are given in the book each time you have an encounter.

The sequence of combat is then:

1. Roll both dice once for the foe. Add its **SKILL** score. This total is the foe's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current **SKILL** score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the foe, you have wounded it. Proceed to step 4. If the foe's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows. Start the next Attack Round from step 1 above.
4. You have wounded the foe, so subtract 2 points from its **STAMINA** score. You may use your **LUCK** here to do additional damage (see below).
5. The foe has wounded you, so subtract 2 points from your own **STAMINA** score. Again you may use **LUCK** at this stage (see below).
6. Make the appropriate adjustments to either the foe's **STAMINA** score or your own (and to your **LUCK** score if you used **LUCK** – see below).
7. Begin the next Attack Round by returning to step 1. This sequence continues until the **STAMINA** score of either yourself or your foe has been reduced to zero (death) – or until you *Escape*.

Robot Combat

These are the rules for battling dinosaurs and giant robots. Whenever you are fighting in your robot – and whenever the opponent has SKILL, ARMOUR and SPEED scores instead of just SKILL and STAMINA – then the rules for robot combat must be used. They are very similar to the normal combat rules, as follows:

1. Roll both dice once for the foe. Add its SKILL score. Add 1 if the foe is *faster* than your robot. This total is the foe's Attack Strength.
2. Roll both dice once for yourself. Add the number rolled to your current SKILL score. Add any COMBAT BONUS that was listed for the robot you are piloting. Add 1 if your robot is *faster* than the foe. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the foe, you have wounded it. Proceed to step 4. If the foe's Attack Strength is higher than yours, it has wounded you. Proceed to step 5. If both Attack Strength totals are the same, you have avoided each other's blows. Start the next Attack Round from step 1 above.
4. You have wounded the foe, so subtract 2 points from its ARMOUR score. You may use your LUCK here to do additional damage (see below).
5. The foe has wounded you, so subtract 2 points from your own robot's ARMOUR score. Again you may use LUCK at this stage (see below).
6. Make the appropriate adjustments to either the

foe's ARMOUR score or your own robot's ARMOUR score (and to your LUCK score if you used LUCK – see below).

7. Begin the next Attack Round by returning to step 1. This sequence continues until the ARMOUR score of either yourself or your foe has been reduced to zero (see below) – or until you *Escape*.
8. If your foe's ARMOUR is reduced to zero, you have won. If your own robot's ARMOUR is reduced to zero, it has been destroyed. But you are not necessarily dead, or even injured. You do not lose any of your own STAMINA unless the instructions specifically say so. You may have a chance to survive and continue your adventure in another robot.

Escaping

On some pages you may be given the option of running away from a battle should things go badly for you. However, if you do run away, the foe automatically gets one wound on you (subtract 2 STAMINA or ARMOUR points) as you flee. Such is the price of cowardice. Note that you may use LUCK on this wound in the normal way (see below). You may only *Escape* if that option is specifically given to you on the page, *and* if your robot is *faster* than your foe.

Fighting More Than One Foe

If you come across more than one opponent in a particular encounter, the instructions on that page will tell you how to handle the battle. Sometimes you must fight them all together; sometimes you will fight each one in turn.



Luck

At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky, you may call on your LUCK to make the outcome more favourable. But beware! Using LUCK is a risky business, and if you are *unlucky*, the results could be disastrous.

The procedure for using your LUCK is as follows: roll two dice. If the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current LUCK score, you have been Unlucky and you will be penalized.

This procedure is known as *Testing your Luck*. Each time you *Test your Luck*, you must subtract 1 point from your current LUCK score. Thus you will soon realize that the more you rely on your LUCK, the more risky it will become.

Using Luck in Battles

On certain pages of the book you will be told to *Test your Luck* and will be told the consequences of your being Lucky or Unlucky. However, in battles, you *always* have the option of using your LUCK, either to inflict a more serious wound on a foe you have just injured, or to minimize the effects of a wound the foe has just inflicted on you.

If you have just wounded the foe, you may *Test your Luck* as described above. If you are Lucky, you have inflicted a severe wound and may subtract an extra 2 points from the foe's STAMINA or ARMOUR score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to your opponent's STAMINA or ARMOUR (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the foe has just wounded you, you may *Test your Luck* to try to minimize the wound. If you are Lucky, you have managed to avoid the full effect of the blow. Restore 1 point of STAMINA or ARMOUR (i.e. instead of doing 2 points of damage it has done only 1). If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA or ARMOUR point.

Remember that you must subtract 1 point from your LUCK score each time you *Test your Luck*.

Restoring Skill, Stamina and Luck

Skill

Your **SKILL** score will not change much during your adventure. Occasionally, a page may give instructions to increase or decrease your **SKILL** score. An increase in **SKILL** may be general, affecting all combats, or it may affect only one type of combat. Your **SKILL** score can never exceed its *Initial* value. However, bonuses (from artefacts or robots with a **COMBAT BONUS**) can add to your **SKILL** no matter how high its level is.

At the beginning of the game, your **SKILL** is the same in all situations. However, various artefacts may increase your **SKILL** for one type of combat but not the other. For instance, a sword of high quality might increase your **SKILL** for personal combat but not for robot combat – the sword is of no use when you are piloting a robot!

Stamina

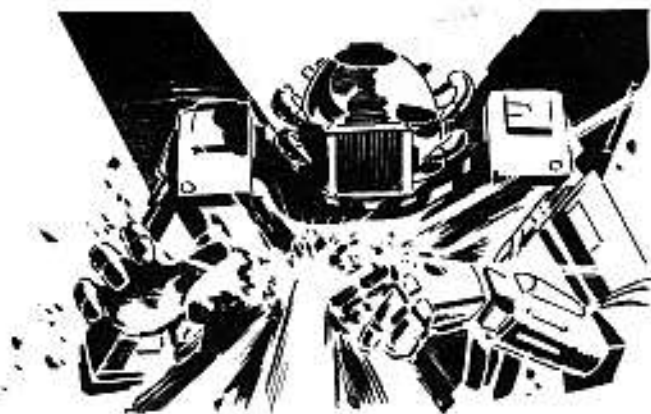
Your **STAMINA** score will change a lot during your adventure as you fight various foes and undertake arduous tasks. As you near your goal, your **STAMINA** level may be dangerously low and battles may be particularly risky, so be careful!

When you start your adventure, you will have five 'medikits'. Each medikit can be used to restore 1 lost point of **STAMINA**. Cross each one off your *Adventure Sheet* as it is used. You are assumed to carry

these with you at all times. However, they may not be used during a battle – only afterwards! Remember also that your **STAMINA** score may never exceed its *Initial* value.

Luck

Additions to your **LUCK** score are awarded when you have been particularly lucky, or when you do something deserving of luck. Details are given in the pages of the book. Remember that, as with **SKILL** and **STAMINA**, your **LUCK** score may never exceed its *Initial* value.



HINTS ON PLAY

In this book, you will become a lone guerrilla, fighting against a horde of invaders. There are three entirely different ways to defeat the invaders – one obvious, the others not so obvious! Each method requires a different path, different artefacts and different decisions.

You are advised to make faithful notes about the places you visit and the things you learn; they could save your life. You will sometimes have the chance to go back to a place you have already visited during the same adventure. In any event, your notes will be useful in further adventures, enabling you to pass rapidly on to unexplored places.

You may also want to make a map of the countryside as you pass through it. In particular, it will help you to learn the relative positions of the cities you visit.

Not every spot that you visit will be helpful; some contain only traps and foes which you will no doubt fall foul of. Many wrong turnings are possible . . . and, even if you reach the ultimate destination, you may not have everything you need to succeed.

It will be realized that the entries make no sense if read in numerical order. It is essential that you read only the entries you are instructed to read, starting

with the Background and entry 1, and continuing from there.

The one best path to victory may not be the obvious one – but it requires a minimum of risk. Any player, no matter how weak on *Initial* dice rolls, should be able to use any of the three strategies fairly easily once the best path has been discovered.

Good luck!

ADVENTURE SHEET

ENCOUNTER BOXES

SKILL Initial Skill =	STAMINA Initial Stamina =	LUCK Initial Luck =
------------------------------------	--	----------------------------------

POSSESSIONS
Sword
Five Medikits

YOUR ROBOTS

Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =
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Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =
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Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
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Skill = Stamina =	Skill = Stamina =	Skill = Stamina =
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Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =
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Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =	Armour = Speed = Combat = Bonus =
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BACKGROUND

You are a rancher in the land of Thalos. Your people (and your enemies, the savage Karosseans) have built huge robots for many purposes. With a skilled operator at the controls, a robot can replace a hundred men – to mine ore, erect buildings, – move cargo, or just about anything else.

The robots are also your best defence against the vicious dinosaurs of Thalos. Many years ago, the great lizards caused much destruction. But now mankind has learned to tame the beasts, and many of the folk of Thalos – like you – are dinosaur ranchers. The ranchers use Mark 5A utility robots, known as 'cowboys', to herd the dinosaurs! But



wild dinosaurs are still dangerous, and all robots have guns to defend themselves.

Early one morning, you are just finishing your breakfast when one of your assistants staggers into the kitchen. 'So sleepy,' he says. Then he sits down at the table, pillows his head on his arms and goes to sleep!



You shake him, but you cannot rouse him. Alarmed, you go for help. But everyone else you see is asleep.

You rush back inside and switch on a radio. But you can get only scraps of messages: 'Everybody asleep . . . Karossean attack . . . can't stay awake . . .' Soon there is nothing to be heard. You go outside again and pour cold water on several of your friends – but they just snore and mutter.

Then you hear a rumble overhead, like thunder out of the clear sky. You look up. Streaking overhead is the unmistakable shape of a Karossean robojet!

You realize what must have happened. Somehow, the Karosseans have managed to put everyone in Thalos to sleep . . . everyone but you. For some reason, you are immune.

Over the next few hours, you listen to the enemy communications and piece together the story. In the past, the Karosseans had steered clear of Thalos; with its brave warriors and its many robots, your land was too tough to attack. But Minos, their leader, hit on a clever plan. His spies spread capsules of a virulent sleeping sickness – and before long, all Thalos was asleep!

Soon you hear a broadcast from Minos himself, talking to his invading troops. An élite force of a thousand warriors, with hundreds of robots, has invaded Thalos. But this is only the beginning. With the population helpless, Minos plans to loot your country. Its riches and its robots will be his; its people will be sold as slaves! And only you can stop it . . .

You know what you have to do. You walk back inside and buckle your father's old sword to your waist. Food will be no problem – you know supplies will be easy to find – but you pick up a supply of five



medikits. Then you head for the robot parking-area. Alone, you must defeat the Karossean invaders and free your land!

NOW TURN THE PAGE



1

At the robot parking-area, you stop and look around. There are several robots there, but only two seem suitable for long-distance travel. You study them both. If you want to take a standard 'cowboy' walking robot, which is not fast, but sturdy and adaptable, turn to 24. If you would prefer a light flyer, which is very speedy and manoeuvrable, but not really intended for combat, turn to 47.

2

'Insufficient data,' replies the computer. 'Probability of Karossean trick 67 per cent. You have five seconds to change your course.' If you continue talking to give the computer guardian more data, turn to 357. If you turn your robot and go elsewhere, turn to 376.



3

Because you are not familiar with this type of robot, you do not get the normal **COMBAT BONUS** with it—in fact, your **SKILL** is 1 less than usual while you use it. You realize you had better get out of there while you can. Turn to 147.



4

The main encampment of the Karosseans is easy enough to find; they have taken over the city stadium. Even from a distance you can see flying robots wheeling overhead. If you approach in your robot, turn to 18. If you go on foot, turn to 32.

5

Your path takes you across a shallow swamp; the road is narrow, and the ground to either side looks soft and sticky. When you round a corner, you see a large dinosaur ahead of you. It is not a flesh-eater, but it does not seem disposed to get out of your way. If you fight it, turn to 239. If you leave the road, turn to 95.

6

A blast from the Supertank cracks the pilot's compartment of your robot and vaporizes everything within. You came close to winning and, even in defeat, you shattered the enemy invasion force – but your adventure is over.

7

You give the proper countersign. The Karossean sentry radios you back: 'Pass, friend!' You have fooled him! You can go about your work. Where were you when you were challenged:

The City of Knowledge?

Turn to 63

The City of Industry?

Turn to 132

The Capital City?

Turn to 222

8

The sea-coast is a narrow strip of sand, bounded on one side by the ocean and on the other side by steep cliffs. After a few minutes of travel, you see something ahead. It is a huge herd of Brontosaurus dinosaurs. Most of them are munching on seaweed thrown up by the storms, but a few are investigating something that glitters. If you investigate it yourself, turn to 84. If you turn around and go back to the city, turn to 144.



9

There are several robots here, all identical. They are similar to the Cowboy Robot that you used on your ranch, but more heavily armed and armoured, for use against the largest dinosaurs. These Super-Cowboy Robots move by walking. Each has weapons almost as powerful as those of a war robot.

SUPER-COWBOY ROBOT

ARMOUR 14 SPEED Medium

COMBAT BONUS +1

SPECIAL ABILITIES: This robot carries a 'Sonic Screamer' weapon designed to distract dinosaurs. Reduce the SKILL of any enemy dinosaur by 1 when you fight it in the Super-Cowboy. Unfortunately, the special weapon is no use against other robots.

You may take one of these robots if you like. If you had a robot already, make a note that this is where you left it. What will you do now:

Get in your robot and cross the
electro-fence?

Go to the Administrative Building?

Leave the Dinosaur Preserve?

Turn to 129

Turn to 85

Turn to 150



10

You decide to visit the Capitol Building, the seat of government of Thalos. If you go in your robot, turn to 42. If you travel on foot, turn to 71.

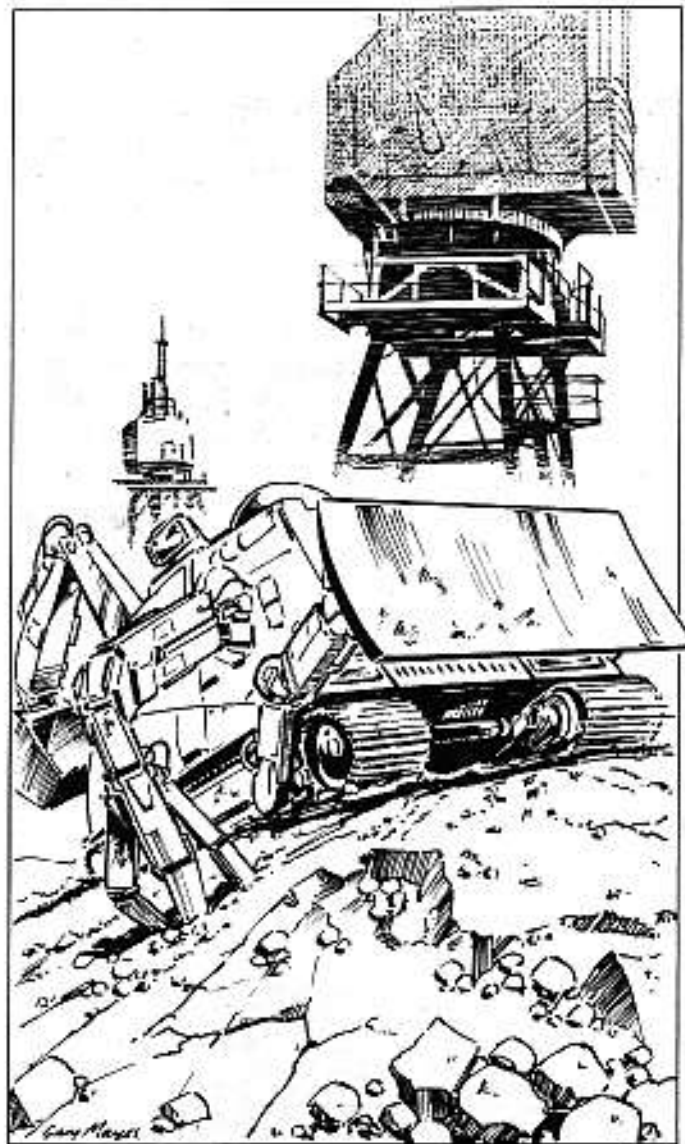


11

The hospital is crawling with Karosseans, both soldiers and doctors. By hiding and skulking, you manage to snatch two medikits. You cannot risk staying longer. Carefully, you slip out of the hospital and away. Return to 308.

12

You are now flying above the city. The storm is incredibly violent. You cannot control your flyer! Roll two dice. If the result is less than or equal to your SKILL, turn to 316. If the result is more than your SKILL, turn to 379.



13

You enter the village and investigate. You find one useful robot, a Digger Robot. This slow but powerful machine rides on treads. It has a bulldozer blade on the front, a scoop-shovel on the back, and two large claws for lifting.

DIGGER ROBOT

ARMOUR 16 SPEED Slow COMBAT BONUS 0

SPECIAL ABILITIES: The digger robot can try to strike with the scoop-shovel. This is a clumsy attack (-2 to your roll), but if it succeeds, the foe takes 6 points of damage!

If you do not have a robot, you take the Digger Robot. If you already have a robot, you may pick which one to continue with. You set your course once more for the City of Knowledge. Turn to 361.

14

You stay in your robot and travel to the huge Thalian Museum. This is the largest museum in all the land; it is full of exhibits on every imaginable subject. If you have been here before, turn to 160. If you have not been before, continue reading.



As you approach the museum, you keep a sharp watch, but you see no enemies. When you arrive, you park your robot in front of the building and walk up the steps, past a pair of carved stone dragons. The museum attendant is snoring, but the little Information Robot is alert. 'Can I help you?' it asks. What will you do:

- | | |
|---|-------------|
| Ask for military information? | Turn to 36 |
| Ask for information on sleeping sickness? | Turn to 80 |
| Ask for information on the Karosseans? | Turn to 58 |
| Leave the museum? | Turn to 102 |



15

The tunnel goes lower and lower into the earth. Then it opens into a wide, dimly lit vault. If you enter the vault, turn to 340. If you continue downwards, turn to 178.



16

You turn north through the deserted city. You see few people lying in the streets here; thinking of the jungle so close by, you shudder. You fear you know what has happened to the people here. Then, rounding the corner, you see that you were right. A Nothosaurus is coming towards you, long tongue flickering. This dinosaur walks on all fours or swims in shallow swamps. It is both a predator and a scavenger. If you flee immediately, turn to 331. Otherwise, fight the creature:

NOTHOSAURUS

ARMOUR 7

SPEED Slow

SKILL 9

If you kill the Nothosaurus, turn to 51. If your own robot's ARMOUR is reduced to 0, turn to 279. If you *Escape*, turn to 331.

17

If you know what you might find in this building, add 50 to its model number and turn to that paragraph. If this means nothing to you, return to 85.

18

If you fly towards the enemy encampment, turn to 55. If you travel on the ground, turn to 187.

19

You hear a crashing sound in the jungle, coming towards you. It is a low, armoured dinosaur, waving a club-like tail back and forth. It is coming straight at you. If you flee, turn to 115. If you attack the dinosaur, turn to 400.

20

The whole sixth floor of the Centre seems to be a cross between a laboratory and a gymnasium. In the middle of the room is a device like a suit of armour. Beside it is a sleeping fellow, somewhat battered around the face, in an athletic suit. After a little investigation, you find that the device on the floor is an experimental 'Amplifier Suit', designed to make its wearer almost as strong and fast as a robot. If you want to try it on, turn to 83. If you want to try another floor instead, turn to 333.

21

You flee in fear out of the temple. You can feel the disapproval of the Powers of Glory. Lose 1 LUCK point and 1 SKILL point for your cowardice. Return to 166; you may not visit this temple again.



22

You use the code-words you found with the map reference. 'Acceptable,' crackles the voice of the guardian computer. 'Entering at Clearance Level Zero.' Turn to 175.

23

Unfortunately, this experimental craft is different from all other robots you have handled. Its COMBAT BONUS of 2 does *not* count for you until you have been through two combats with it. Turn to 378.

24

This man-shaped robot is designed for dinosaur herding. It moves by walking. It has weapons for dealing with rogue dinosaurs, but they are not as powerful as those of a war robot.

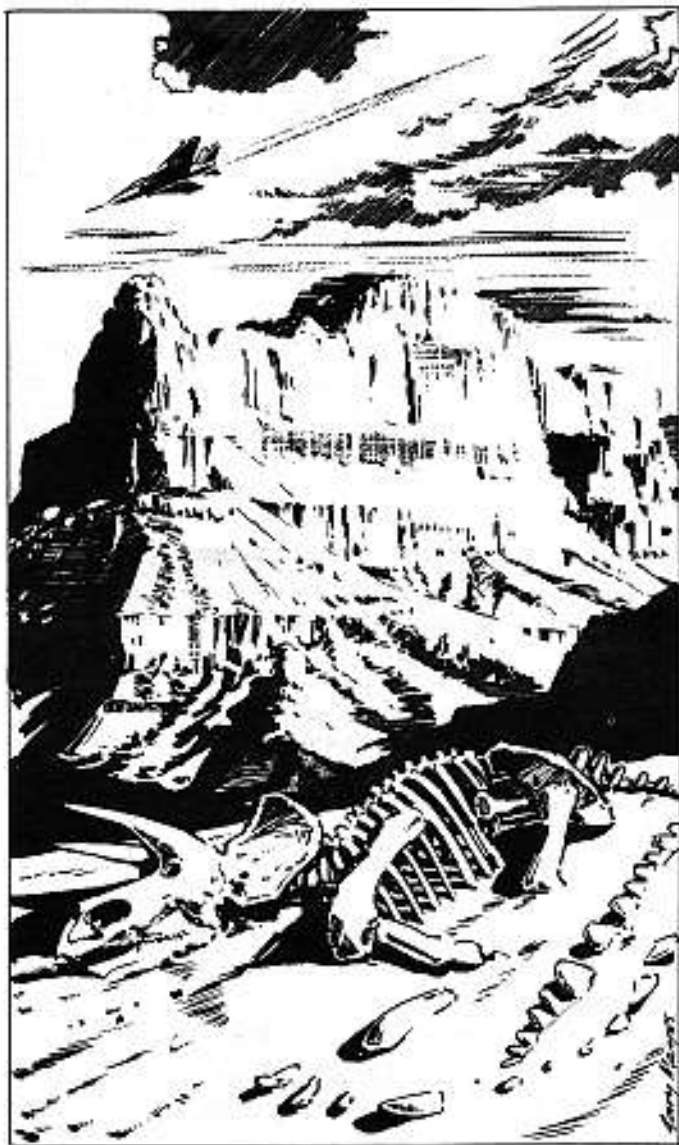
COWBOY ROBOT

ARMOUR 10 SPEED Medium
COMBAT BONUS 0 SPECIAL ABILITIES: None

Now you must choose a place to go: turn to 70. If you change your mind and want to take the flyer instead, turn to 47.

25

This is the Robot Experimental Centre. If you have been here before, turn to 251. If you have not been here before, keep reading. You know little about the Centre except its name, but you have heard rumours that top-secret work is being done here. Turn to 333.



26

You are being attacked by a Karossean Air-Fighter! This is a sleek, arrow-shaped robot. It can sprout legs to land on the ground, but it always fights in the shape of an aircraft.

AIR-FIGHTER

ARMOUR 7

SPEED Fast

SKILL 9

SPECIAL ABILITIES: None

If you defeat the Air-Fighter by reducing its ARMOUR to 0, turn to 113. If your own robot's ARMOUR is reduced to 0, turn to 136.



27

This Karossean robot is like nothing you have encountered before. It is a Crusher, a humanoid robot, but twice as large as those you have seen before. It has no guns, but was designed for destroying forts and trenches. It attacks by stamping with its huge feet.

CRUSHER

ARMOUR 14 SPEED Slow SKILL 8
 SPECIAL ABILITIES: Although the Crusher is not especially skilful, every time it hits it does *double damage*. Thus, it does 4 with a normal strike, or 2 if you use LUCK successfully, or 6 if you try LUCK and fail!

You cannot *Escape*. If you destroy the Crusher, turn to 275. If it reduces your ARMOUR to 0, turn to 384.

28

You quickly activate the controls to turn your robot into its flying form. The transition, usually so swift, seems incredibly slow in the face of the rampaging herd . . . but in the nick of time you swoop away. If you wait until the dinosaurs have dispersed, then land to see what they were looking at, turn to 62. If you go back to the city, turn to 144.



29

You put on the Cloak of Invisibility and explore the hospital. Although the building is full of enemies, the Cloak lets you pass among them without being spotted. You find a robot surgeon which heals your wounds: restore your STAMINA to its *Initial* level. You also find two medikits in an unguarded room. You find nothing else of any particular use. At length, your Cloak begins to flicker; you will not be able to use it again. You return to your robot. Turn to 308.

30

You have defeated the Tripods, but you hear more enemies on the way. You have time for only one choice. If you examine the wreckage of the Tripods, turn to 68. If you enter the fuel plant, turn to 132.

31

You decide to explore the streets of the Capital City. How will you travel:

Flying about?

Turn to 55

Ground travel, going left?

Turn to 153

Ground travel, going right?

Turn to 290

32

If you possess the Cloak of Invisibility and have not used it, turn to 90. Otherwise, turn to 103.

33

Giving the odd-looking plant a wide berth, you continue on your path. Turn to 237.



34

You decide to wander around and see what you can find. The streets are choked with huge vehicles, stranded where they fell or rolled when their pilots went to sleep. If you explore to the east, turn to 342. If you go west, turn to 195.

35

You have defeated the Karossean ambush. All three robots lie smashed and burning on the ground. What will you do:

Explore the city?

Explore the jungle?

Leave the city?

Turn to 366

Turn to 170

Turn to 298



36

'Well, that depends on what kind of information you need. Modern military information is classified, and you would have to ask at the War College. Historical military information is in Hall Beta. We have some wonderful exhibits.' If you go to Hall Beta to look at the military exhibits, turn to 146. If you ask for something else, turn back to 14.

37

Your prayer is quickly answered. A blanket of peace comes over you . . . the same peace that the other worshippers received. You feel yourself falling asleep. Perhaps the Powers of Peace will protect you from the Karosseans somehow, but your adventure is over.

38

If you are travelling on the ground, turn to 137. If you are flying, turn to 313.





39

After several hours of travel, you enter rocky terrain. The path narrows, and you are forced to use both of your robot's hands just to climb. You wish you were in a vehicle that could just fly over all this! Suddenly, you hear a roar. Looking behind you, you see a huge Tyrannosaurus sprinting through the rocks at you! Jaws agape, it lunges towards you, and robot and dinosaur fall to the ground, grappling fiercely. This huge meat-eater is the 'king of the dinosaurs', and attacks anything it sees to feed its savage appetite. You must fight it to the finish.

TYRANNOSAURUS

ARMOUR 8

SPEED Fast

SKILL 9

SPECIAL ABILITIES: None

You cannot *Escape*; the Tyrannosaurus is faster than you are, and it is familiar with the territory. If you defeat the Tyrannosaurus, turn to 235. If it reduces your robot's ARMOUR to 0, turn to 258.

40

You have returned to the City of Knowledge. In the distance, you see the towers of the College of Medicine. But you also see a Karossean air-fighter, closing fast! If you know a password with which to challenge the enemy, turn to that number. If you do not know the password, turn to 305.



41

At the airfield, you find dozens of pleasure craft of all sorts, none of which looks useful. But parked in an out-of-the-way corner is a small but deadly-looking fighting-machine. It is a sleek experimental fighter, called a Wasp Fighter. Only a few exist. It has very little armour, but it has good weapons and handles well.

WASP FIGHTER

ARMOUR 6 **SPEED** Very Fast **COMBAT BONUS** 2
SPECIAL ABILITIES: Whenever the Wasp's Attack Roll exceeds its foe's roll by 4 or more, it has literally flown circles around its foe! It automatically wins the next combat round as well - no rolls are necessary.

You may take it if you like. If you return here later, your old robot will be here instead of the Wasp. Return to 165.

42

The closer you get to the building, the more Karosseans you see. Soon you realize that your robot is making you far too conspicuous. Turn to 71.

43

You are leaving the City of Storms. Where would you like to go:

The City of Knowledge?

Turn to 361

The City of Worship?

Turn to 166

The City of the Guardians?

Turn to 1XX

Note that you cannot visit the City of the Guardians until you know the numbers to use in place of 'XX'.

44

The lift doors clang shut and it begins to descend. After about five minutes, it stops again. Outside is a corridor even dimmer than the area you just left. The door opens just wide enough for you to squeeze out. Will you press another button (turn to 269), or step out and go down the corridor (turn to 15)?

45

You return to the robot that brought you to the city. You collect your Possessions and climb out of the one you used in the jungle. Just as you reach the ground, you hear a thunderous explosion. You have been ambushed! Your old robot is going up in flames. Behind you, guns are firing at the one that took you through the jungle. If you climb back into that robot and fight, turn to 347. If you run for cover, turn to 159.



46

You charge to the attack! The Karossean controlling the other robot is caught totally by surprise. Roll two dice and do that much damage to the enemy robot before its pilot can react. If you roll 12, turn to 109. Otherwise, turn to 78, mark off the damage you did, and fight.

47

This flying robot, called a Dragonfly Model D, looks like a gigantic dragonfly, complete with buzzing wings. Its main advantage in combat is its speed.

DRAGONFLY MODEL D

ARMOUR 5 SPEED Very Fast COMBAT BONUS 0
SPECIAL ABILITIES: Because this craft is so manoeuvrable, you can escape from *any* opponent – even another ‘Very Fast’ one – if given the option to *Escape*.

Now you must choose a place to go: turn to 70. If you change your mind and want to take the Cowboy Robot instead, turn to 24.

48

You step over the fragments of the smashed robot and enter the laboratory. Inside, you find something very interesting: the prototype for a Seeker Missile. There is only one, but it looks very handy. It can be attached to the outside of any robot. It can be used only when you are piloting a robot – not in personal combat. It may be fired at any time, *between*

Attack Rounds. It will automatically hit its target and reduce its ARMOUR score by 10.

As you take your prize downstairs, you see another Guard Robot like the one you defeated. You hurry out of the lobby and back to your robot. You may install the Seeker Missile now, or save it for another robot. It may be moved from one robot to another, but it is lost if the robot carrying it is lost, or if it is fired. Turn to 206.

49

Which temple would you like to visit:

The Temple of Peace?	Turn to 365
The Temple of Fear?	Turn to 304
The Temple of Nothingness?	Turn to 249
The Temple of Glory?	Turn to 339

50

The Karossean troops, already nervous because of the reports of Thalian robots at large, don't hesitate. They set off a buried mine, placed beneath the gate as a precaution. Your robot is shattered. Your adventure is over.

51

You have destroyed the scavenging Nothosaurus. Add 2 LUCK points for protecting the sleeping people from this menace. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, turn to 137.



52

You've fought robots, and you've fought dinosaurs, but this hybrid foe is too much for you. The beating your robot took has injured you: lose 2 STAMINA points. As your battered robot pulls away, you hear the mechanical Tyrannosaurus give a mechanical scream behind you. You had best go elsewhere; you don't want to be here when the Karosseans come to find out what has happened! You leave; you may not return to the museum again. Turn to 63.

53

In a closet, you find what appears to be an unused coat-hanger – but when you pick it up, it is heavy! You have found the Cloak of Invisibility. Inside it are the instructions. When it is activated, it will cause light waves to pass around you, making you invisible for about an hour. But it will only work once without being recharged, and the instructions do not say how to recharge it. Return to 85.

54

You are at the College of Medicine. This is both the greatest hospital and the greatest medical laboratory of your entire nation. You approach cautiously, but see no sign of the Karossean invaders. You leave your robot near the front steps and enter the building. If you have been here before, turn to 232. If you seek treatment for your own injuries, turn to 77. If you look for information on sleeping sickness, turn to 126.

55

Your robot takes to the air, and you can soon see the enemy encampment. But the enemy air patrols are vigilant: two flying robots swoop to challenge you. They do not ask for a password, but open fire immediately. You must fight these two Myrmidon robots. The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane. These two are in plane form and will not try to change during the battle.

First MYRMIDON

ARMOUR 8 SPEED Very Fast SKILL 11

Second MYRMIDON

ARMOUR 8 SPEED Very Fast SKILL 9

SPECIAL ABILITIES: None

If you defeat the two Myrmidons, turn to 75. If they defeat you, turn to 125. If you *Escape*, turn to 98.



56

You have defeated the Ankylosaurus. Looking along the trail of destroyed vegetation that it left behind, you see a glint of metal. If you investigate, turn to 263. If you ignore it and go on, turn to 321.



57

Soon your robot is parked in front of the Temple of Fear. It is a huge, irregularly shaped building, built entirely from black stone. Within it are served the Powers of Fear. If you are having second thoughts about your visit, you may return to 166. If you wish to go inside, turn to 193.

58

'Oh, very good,' the little robot responds. 'We have a wonderful exhibition on Karossean history and culture in Hall Epsilon.' If you go to Hall Epsilon to study Karossean history, turn to 124. If you would rather ask for something more up to date, turn back to 14 and make another choice.

59

Before long, you have put the equipment to work on your own robot. Restore your robot's *ARMOUR* score to its *Initial* value. As you finish your work, the machines' programming powers them down. You try, but you cannot restart them. You may not return here for further repairs. You find nothing else of interest in the shop. Turn to 110.

60

You can tell that your robot is nearly done for. If you would like to bail out of your crippled machine, turn to 183. If you would rather fight to a finish, return to 341 and complete the battle.

61

Your luck can't last for ever, since you are without a robot in a hostile city. Eventually you are spotted and captured. When your countrymen awake, they join you in the slave-pens. Some day you may escape, but for now your adventure is over.



62

The dinosaurs were investigating a Cowboy robot – possibly belonging to their herder – which is half buried in the sand. The machine proves to be unsalvageable, but within its cockpit you find two medikits. You may add these to your Possessions and continue. You cannot return to the seashore. Turn to 144.

63

Where would you like to go:

The Thalian Museum?

Turn to 160

The College of Medicine?

Turn to 54

The College of War?

Turn to 277

The Dinosaur Preserve?

Turn to 66

Out of the city?

Turn to 380

64

You set off into the jungle – a brave move, but a foolish one! A prowling dinosaur snaps you up so quickly that you hardly have time to realize your danger. Your adventure is over.

65

You park your robot beside the door and enter the College of War. You are alert for other Karosseans, but apparently the sentry outside was the only one. The halls and rooms are littered with beribboned generals, fast asleep.

Following the signs, you head for the library to see what you can learn. But, just as you get there, you hear a roaring sound from outside. Looking out of the window, you see three sleek fighter-planes hurtle down, sprout legs and turn into robots like the sentry outside. The Karosseans are arriving in force!

You quickly look around the room. There are several volumes on the counter, as though someone was trying to check them out just before the sleeping sickness hit. The books are too large to carry, and you have time to look at only one. Which title will you choose:

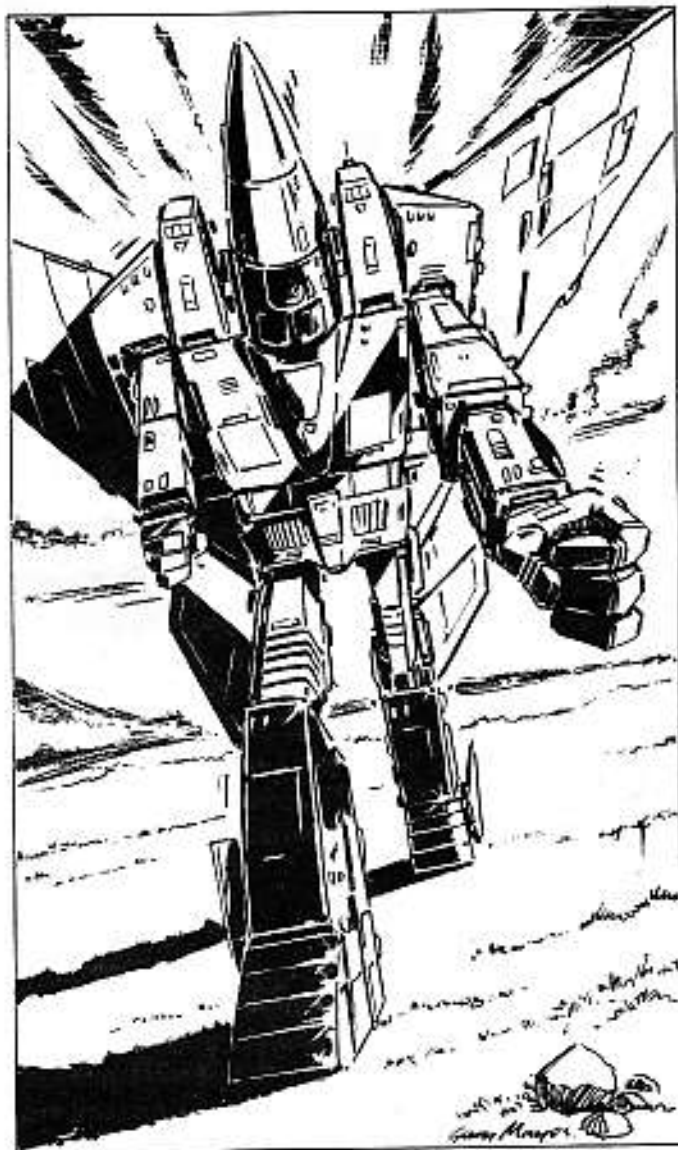
The City of the Guardians?
Emergency Procedures?
Karossean Military Robots?

Turn to 256
 Turn to 300
 Turn to 268

66

You are at the entrance to the Dinosaur Preserve, where some of the wildest and most vicious creatures of all Thalos are kept for study. If you have already been here, turn to 189. Otherwise, keep reading.

An electro-fence keeps the creatures from rampaging out. On your side of the fence is cool green grass;



on the other side is rank jungle. Also on your side of the fence are two buildings: the Administrative Building, and a huge, unmarked, barn-like structure. What will you do:

- | | |
|---|-------------|
| Leave your robot and go to the Administrative Building? | Turn to 85 |
| Leave your robot and go to the other building? | Turn to 171 |
| Stay in your robot and cross the electro-fence? | Turn to 129 |
| Leave the Dinosaur Preserve? | Turn to 150 |

67

Storm clouds are gathering as you approach. But even through the static on your radio, you can hear chatter in Karossean voices. Then you are challenged by several Karosseans in small robots. If you fight them, turn to 217. If you fly away from them, turn to 12.

68

You check the wrecked Tripods. You are in luck! Thanks to their modular design, one has a piece of undamaged armour-plate that will fit any robot. You can attach it now, or save it until later (though you may not install it during a battle). It will restore 1 point of **ARMOUR**, though this may not raise your robot's **ARMOUR** score above its *Initial* score. It may be used only once! Turn to 293.

69

You leave the building on foot. The smashed remains of your robot lie in the street outside; the ones you fought are nowhere to be seen. You will have to explore the city on foot in hope of finding something. You cannot go to another city until you find a robot; if you have to fight a dinosaur, you will be in trouble! Where will you go:

- | | |
|-----------------------------|-------------|
| The north part of the city? | Turn to 16 |
| The south part of the city? | Turn to 225 |
| The jungle? | Turn to 64 |

70

Now what are you going to do? You know that, although there are probably Karosseans everywhere, their base is at the Capital City. But you can't just charge in there and attack them with your little robot! You must prepare well before you make your move. Fortunately, there are many cities in Thalos. You will be able to search the whole country for help, if need be, before you confront the invaders. Two large cities are fairly close. If you want to go to the City of Knowledge, turn to 93. If you want to go to the City of Industry, turn to 209.



71

You decide to go on foot. If you possess the Cloak of Invisibility and have not used it, you may use it now: turn to 106. If you have already used it, do not possess it, or if you simply choose not to use it, turn to 134.

72

The tunnel continues on and levels out again. Lose 1 STAMINA point. Eventually it opens up into a large area filled with dimly visible hulks. Turn to 340.

73

Almost immediately the path forks again. To the left, a large sign reads 'Danger! Man-trap!' There is no sign by the right path. If you go left, turn to 128. If you go right, turn to 188.

74

If you seek treatment for your own injuries, turn to 219. If you look for information on sleeping sickness, turn to 395.



75

You have eliminated the two enemy robots – but at a cost. You are somewhat shaken up by the manoeuvres you have been forced to perform; lose 1 STAMINA point. More foes are approaching rapidly. If you press on towards the encampment, turn to 245. If you retreat, turn to 98.

76

You continue through the enemy encampment. Soon you can see the wide barrier separating the main encampment from the Karossean officers' territory. There are not many robots near by, but the ones you can see are formidable. One of them signals you. 'Halt! What's the password?' What will you do:

Reply 'Eighty-eight'?

Turn to 120

Attack immediately?

Turn to 264

Reply 'Minos'?

Turn to 145

77

You turn your steps towards the hospital section of the College of Medicine. Soon you find a medikit, which you may add to your Possessions. What will you do now:

Continue to search the hospital?

Turn to 185

Look for information on sleeping sickness?

Turn to 126

Leave the hospital?

Turn to 210



78

You fight the enemy robot. It is a Myrmidon, the standard Karossean combat robot. It has two forms - humanoid and fighter-plane. This one is in humanoid form and will not be able to change itself during the battle.

MYRMIDON

ARMOUR 12 SPEED Medium SKILL 10
SPECIAL ABILITIES: None for this battle

If you reduce the enemy's ARMOUR to 0, turn to 109.
If your own ARMOUR is reduced to 0, turn to 133.

79

You play for another twenty minutes. When the time ends, the machine goes dark; you will not be able to play it again. But the detailed simulation of combat in the Wasp 200 Fighter has added 1 to your SKILL (with robots only). Return to 288.



80

'I'm sorry,' replies the Information Robot. 'We have a general medical display in Hall Omicron, but for the kind of specific information you want, you would need to inquire at a hospital, or at the College of Medicine.' If you want to leave the museum, turn to 102. If you want to ask another question, return to 14 and make another choice.



81

You decide to investigate the Capital City hospital. If you want to stay in your robot, turn to 99. If you investigate on foot, turn to 152.

82

The junkyard is just as you left it, but the huge Ape is nowhere in sight. There is nothing that you can do here. Turn to 110.

83

You fit yourself into the Amplifier Device and activate it. When you take an experimental step, you jump a metre in the air! You reach for the instructions on a nearby table – and your fist goes through the table! You are delighted. You pick up a hundred-kilo file cabinet with one hand, toss it in the air and catch it. Then you try to jump. Maybe you can go over tall buildings with a single bound!

At that point, the suit goes out of control. You bounce off several walls, the floor, and once the ceiling. Eventually you come to a stop. You carefully deactivate the suit – then you just lie and rest. Lose 2 STAMINA points. Now you know why you never heard of this experiment, and why the tester in the sweatsuit looked so battered!

If you leave the building, turn to 206. If you want to investigate elsewhere, return to 333 and make a new choice.

84

The inquisitive dinosaurs totally surround your quarry. What will you do:

- | | |
|-----------------------------------|-------------|
| Shove your way in among them? | Turn to 387 |
| Fire a few shots to panic them? | Turn to 299 |
| Shout at them over your speakers? | Turn to 119 |



85

You are inside the Administrative Building. Everyone is asleep, of course. You see nothing of special interest. What will you do now:

- | | |
|--|-------------|
| Look for a specific object? | Turn to 17 |
| Search the whole office thoroughly? | Turn to 96 |
| Investigate the other building? | Turn to 171 |
| Get in your robot and cross the electro-fence? | Turn to 129 |
| Leave the Dinosaur Preserve? | Turn to 150 |

86

You summon your courage and confront the Powers of Nothingness. You may not know the meaning of life, but you know you have a mission. And suddenly, nothing feels strange. You stalk out of the Temple of Nothingness. You have gained nothing . . . and lost nothing. Restore the LUCK point that you lost when *Testing your Luck*, and return to 166.

87

If you are wearing an enemy uniform, turn to 177. If you do not have a uniform, *Test your Luck*: if you are Lucky, turn to 199; if you are Unlucky, turn to 223.



88

'Eighty-eight!' you bark at the Karosseans. 'Seven!' they reply to you. Aha! You have learned the countersign to their password! And because you gave the password, you are free to go about your business. Where were you when you challenged the enemy soldiers:

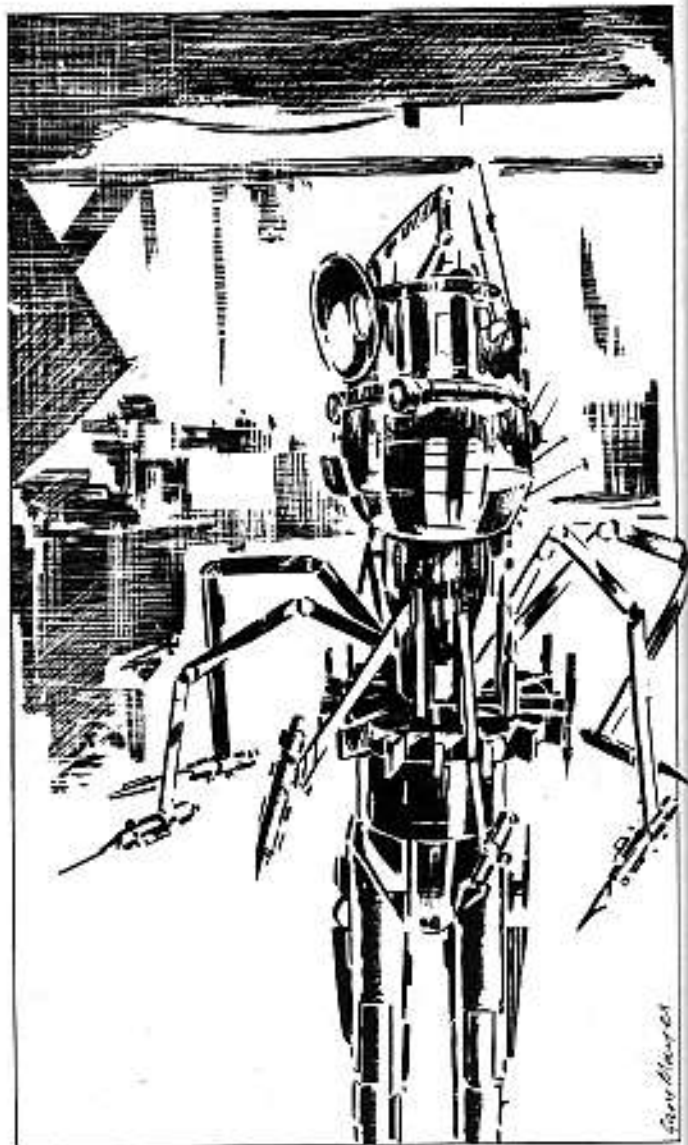
- | | |
|------------------------|-------------|
| The City of Industry? | Turn to 132 |
| The City of Knowledge? | Turn to 63 |
| The Capital City? | Turn to 192 |

89

Your captors discuss what to do with you. Eventually they toss you into a basement room and lock the door. All your Possessions are lost. If you try to escape now, turn to 315. If you bide your time and wait for a better chance, turn to 397.

90

Using the Cloak of Invisibility, you easily slip through the enemy lines and into their officers' camp. There you spy Minos himself! If you attack him by surprise, turn to 201. If you shed your Cloak and try another stratagem, turn to 103.



91

Fortunately, the problem seems to be nothing worse than a pair of crossed wires. You activate the robot surgeon and tell it you need treatment. Lights blinking and motors humming, it obliges. Restore all lost **STAMINA** points and 1 **LUCK** point. If you now look for information on sleeping sickness, turn to 126. If you leave the building, turn to 210.

92

There are no Karosseans left in sight, but you know you had better be off before more appear! Return to 308.

93

You head for the City of Knowledge. It is your people's greatest centre of learning. There, you hope, you will find information that will help you defeat the invaders. After about an hour of travel, you sight a flying dinosaur ahead of you. It dives aggressively towards you. You must fight it. It is a Pteranodon, a large, predatory flying dinosaur. It is lightly built, but speedy and aggressive.

PTERANODON

ARMOUR 3 **SPEED** Fast **SKILL** 9
SPECIAL ABILITIES: None

If you defeat the Pteranodon, or if you *Escape*, turn to 186. If the Pteranodon reduces your robot's **ARMOUR** to 0, turn to 116.

94

The stairway leads to a corridor which turns downward once again. Eventually, the corridor ends in a small alcove with a lift. Rather than retrace your steps, you enter the lift and push the button. Turn to 44.

95

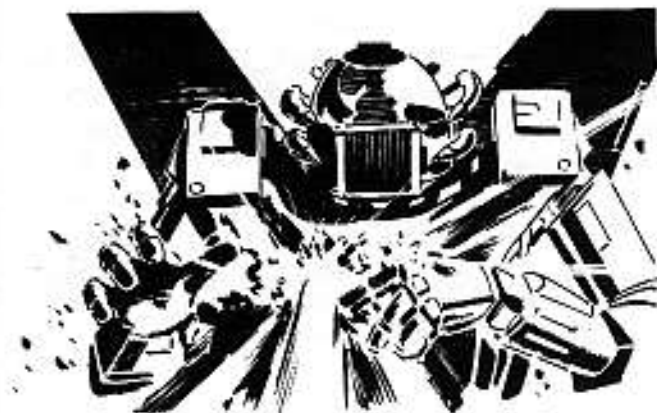
This is a fatal mistake: you quickly sink into the swampy goo. The dinosaur watches, bemused, as bubbles rise to mark your resting-place.

96

In trying to open an office marked 'Private', you activate a security system. An electric shock pins you to the door-frame. By the time you get free, you have lost 1 STAMINA point. Return to 85.

97

The battle is over. You have torn the Man-trap Plant into a thousand pieces. Nothing remains of the vicious vegetable except a damper spot on the marshy ground. Turn to 237.



98

You realize that you cannot win a dogfight against this many foes. Dodging and weaving between the buildings of the Capital City, you lose your pursuers. You have stirred up a hornets' nest now! You must press the attack before they hunt you down. What will you do:

Look elsewhere in the Capital City for help?

Turn to 308

Try to slip into the enemy camp on foot?

Turn to 32

Stay in your robot and attack on the ground?

Turn to 187

99

As you round a corner, you see a pair of Karossean robots coming your way! *Test your Luck*. If you are Lucky, turn to 130. If you are Unlucky, turn to 172.

100

When your instruments tell you that you have penetrated to the heart of the storm, you take the precious flask of Blue Potion and unstopper it. You quickly pour it through the ejection lock. It diffuses in the air around you. You smile; you know the storm will quickly carry it to every part of Thalos. But when you land, the people of the City of Worship are still asleep. Obviously, the Potion was not sufficiently potent. Turn to 166.



101

You have defeated the Tylosaurus. Small scavengers are already appearing in the water around you, drawn by the blood. If you return to the city, turn to 144. If you continue towards the spot where you saw the herd of dinosaurs, turn to 62.



102

If you possess an Amulet, turn immediately to 250. Otherwise, you leave the building the way you entered. You re-enter your robot. Turn to 396.

103

The enemy encampment is well patrolled. You are seized by Karossean guards. If you know something that might help you now, turn to the reference number that came with that information. Otherwise, turn to 228.



104

Looking at a hospital map, you see that the Research Lab is not far away. Carrying the book with you, you set off to find it, and soon arrive at a large chemical laboratory. As you walked, you heard strange squeaks and shuffling noises in the hallway, but saw nothing. You are somewhat disturbed to note that there are no sleeping doctors or researchers here! No one is here at all.

You bar the lab doors for safety and set to work. Fortunately, the instructions are clear and the lab is well stocked. Eventually, you have a one-litre flask of Blue Potion – all you can make with the materials at hand. Indeed, from the rarity of the materials you used, you doubt that another litre could be made in the whole of Thalos! But you also know from the book that one litre would be enough for everyone in Thalos. Nevertheless, there is a problem. The potion is so volatile that once opened, it will quickly evaporate; you cannot awaken people one at a time. You must find a way to treat your *whole nation* at once! So your quest is not over.

Outside, you hear the strange squeaking once again. If you leave immediately, turn to 394. If you remain in the laboratory, checking your work one last time, turn to 372.





105

You decide to visit the Fuel-refining Plant. This is where the radioactive ores that power the robots are processed. A single block of fuel will drive a robot for a year. As you approach, you realize that some of the robots standing around the plant are active! The Karosseans have sent a force to garrison this strategic point. What will you do:

- | | |
|-------------------|-------------|
| Proceed normally? | Turn to 236 |
| Attack? | Turn to 169 |
| Flee? | Turn to 135 |
| Try a ruse? | Turn to 197 |

106

You don the Cloak. It works like a charm: when you walk in front of a store window, you have no reflection! Soon the Cloak is put to a harder test: you walk in front of a Karossean patrol, but remain totally unseen. You enter the Capitol Building itself. There is no sign of the legislators; you assume they have been taken away as hostages. While you are investigating the building, you observe a pair of Karosseans standing guard over a huge display

case. You move closer and listen. 'That's right,' one is saying. 'Minos will come to take possession of this sword in a few hours. There'll be some kind of ceremony, I guess.' Looking in the case, you see that this is the Sword of State! You are reluctant to leave it where the tyrant can get it - but taking it would be a risk. What will you do:

- | | |
|---|-------------|
| Go on and look elsewhere in the Capitol Building? | Turn to 164 |
| Try to take the sword by stealth? | Turn to 190 |
| Attack the sentries and take the sword? | Turn to 215 |

107

You pray to the Powers of Peace to grant you and your people the peace that can only come from freedom. Somewhere you seem to hear bells chiming, and a feeling of well-being comes over you. Restore your LUCK to its *Initial* score. Return to 166; you may not visit this temple again.





108

Having provoked a battle, you must now finish it . . . The enemy robot turns and attacks. It is a Battleman, a heavy-duty Karossean combat robot.

BATTLEMAN

ARMOUR 11 SPEED Medium SKILL 11

SPECIAL ABILITIES: If the Battleman's roll exceeds your own roll by 4, it does 1 extra point of damage to you. LUCK rolls will not affect this extra point of damage.

If you defeat the Battleman, turn to 290. If your own ARMOUR is reduced to 0, turn to 61. You may not *Escape*.

109

The enemy robot falls, blasted to scrap. There is no sign of its pilot. If you want to examine the fallen robot more carefully, turn to 155. If you want to ignore it and enter the War College, turn to 65.

110

You continue to wander about the city for some time. You see many interesting sights, but nothing that looks as though it would help. At length you come to a large open area. At one side of the park is a large building marked 'Robot Experimental Centre'. Across the park is a sign that says 'Robots Working'. It looks like an open access to the city's tunnel system. Will you visit the Robot Experimental Centre (turn to 25), or leave your robot and enter the tunnel system (turn to 127)?



111

What will you do:

- | | |
|-------------------------------------|-------------|
| Challenge Minos to a personal duel? | Turn to 253 |
| Claim to be a message-bearer? | Turn to 267 |
| Use a password? | Turn to 173 |
| Try to fight your way out? | Turn to 283 |

112

In the 'Dinosaur Hunt' game, you are given a huge gun with which to fire at holograms representing dinosaurs of all kinds. You fire for a while, but the game is very unrealistic and boring. The dinosaurs seem to walk right past, unaware that they are targets.

You leave in disgust. But, as you do, you notice a plaque by the door. It reads, in part, '... this game is based on the prototype "Cloak of Invisibility" device, Model 3, now being tested at the Dinosaur Preserve.' Very interesting! If you want to play another game, turn to 288. If you would rather leave the arcade, turn to 165.



113

The enemy robot, trailing smoke, ploughs into the ground. Nothing could have survived that blast. You are free to go. Turn to 63.



114

You spy an open closet in an adjoining room. Inside you can see a medikit! You investigate; sure enough, the rest of your equipment is here! But as you are gathering it, a rifle-butt strikes your head from behind. Your adventure is over.

115

You hurriedly move to the side. The creature blunders past you and vanishes. You are on the outskirts of the City of the Jungle. If you re-enter the jungle, on the other path, turn to 73. If you want to go elsewhere, turn to 137.

116

If you have a flying robot, turn to 139. Otherwise, turn to 162.





117

You cross the electro-fence into the Dinosaur Preserve itself. Small lizards scurry about as your robot passes. For several minutes you explore, finding nothing of interest. Then you hear a coughing, trumpeting sound. Charging towards you are two huge, horned Triceratops. Underneath the jungle canopy, shape-changing robots cannot change to flying form; you will have to fight these foes on the ground.

First TRICERATOPS

ARMOUR 9 SPEED Medium SKILL 9

Second TRICERATOPS

ARMOUR 10 SPEED Medium SKILL 8

You must fight them both at once. Each dinosaur will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen foe each round as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater, you will not wound it. You must just count this as though you have defended yourself from it. However, if its Attack Strength is greater, it will damage your robot in the usual way. If you *Escape*, turn to 270. If you defeat the dinosaurs, turn to 291. If your robot is destroyed, turn to 310.

118

You flee down the stairs. If you ever return to this floor, the Guard Robot will still be there, with whatever damage it took during this battle. You find yourself back in the lobby. Turn to 333.

119

They ignore you totally. Turn to 84 and choose again.

120

'Wrong password, soldier!' comes the response. 'You're in officer territory. Wait! Stop! That's the *Thalian!*' But as the huge sentry robot attacks, you fire also. Turn to 27 and fight.

121

You run, but the Nothosaurus is faster. It gobbles you up in two gulps. Your adventure is over.

122

Your radio suddenly crackles to life with a mechanical voice. 'You are approaching the City of the Guardians. Please give your authorization.' If you have read a military volume on the City of the Guardians, turn to the map reference you were given there. If you have not read this volume, turn to 218.



123

You enter the temple, but soon find that nothing is what it appears to be. Indeed, nothing is happening here. You seem to have gained nothing by having come. But then, nothing would be served by your leaving! *Test your Luck.* If you are Lucky, turn to 86. If you are Unlucky, turn to 204.

124

You make your way to Hall Epsilon. The trip is a long one, and several times you hear odd, echoing sounds. You realize that you are not alone in the building! You press on, and find the exhibition on the history of the Karosseans. Studying it briefly, you see that it has nothing to do with their military abilities; it is all about their culture and customs. It will take an hour to study the material: if you want to do so, turn to 180. If you return to the front desk, turn to 224.

125

As your faithful robot disintegrates around you, you hit the 'Eject' button. *Test your Luck.* If you are Lucky, turn to 176. If you are Unlucky, the ejection system was destroyed in the fight, and your adventure ends here.

126

You follow the signs to the Medical Library. There, amid huge, dusty stacks of books, you begin your search. Finally, in an old textbook, you find a clue to help you. It describes a medicine that – so it says – will instantly cure all types of sleeping sickness. If you will try to compound this medication, turn to 104. If you would rather leave the hospital, turn to 210.



127

You park your robot outside the tunnel entrance and slip inside. You don't know what you expect to find here, but you have never been in this tunnel system, and its aura of secrecy attracts you. The tunnels are dimly lit, but you can see well enough. Soon you come to a turning. If you go right, turn to 15. If you go left, turn to 240.



128

Soon you arrive at a large clearing. In the middle of the clearing is a huge plant with many spiky leaves. In the centre of the plant, barely within reach, is a stalk bearing several huge red-and-yellow blossoms. What will you do:

- | | |
|---------------------------------------|-------------|
| Examine the plant more carefully? | Turn to 292 |
| Pick a flower? | Turn to 373 |
| Circle around the plant and continue? | Turn to 33 |

129

If you fly over the jungle of the Preserve, turn to 252. If you enter the jungle on the ground, turn to 117. Note that with some robots, you have a choice between flying or walking!





130

You draw back and freeze your robot into immobility, hugging the corner of a building. Amazingly, they walk right by! You hear a scrap of talk on the radio: '... around here somewhere...' When they have passed, you proceed to the hospital. Turn to 192.

131

If you are in the Wasp Fighter, turn to 359. If you are in any other robot, turn to 378.

132

Still in your robot, you enter the fuel plant and look around. The building is full of gleaming machinery and stacked canisters of fuel, each worth its weight in gold. But you see nothing that appears likely to help you in your struggle. Furthermore, since your robot was not designed to enter this dangerous environment, you lose 1 STAMINA point because of the radioactivity. Turn to 293.



133

Test your Luck. If you are Lucky, you manage to guide your crippled robot around the corner before it collapses. Turn to 289. If you are Unlucky, the last thing you see is the steel fist of the Karossean war machine . . .

134

You try your best to sneak in without being seen – but there are too many enemies about. If you have an enemy uniform and want to wear it for this trip, turn to 243. If not, turn to 266.

135

Quickly, you turn your robot. But you were seen. If your robot's speed is Very Fast, turn to 293. Otherwise, turn to 362.

136

The enemy fighter swoops around you, its guns hammering. Your canopy cracks. From somewhere behind you, you hear explosions. Then all is darkness. Your adventure is over.



137

You are in the City of the Jungle. If you have been to this city before, turn to 349 immediately. If this is your first visit (no matter how many places you have already been in the city) keep reading.

This is a relatively small city, a home for explorers, gatherers of valuable plants and lovers of the wilderness. Wild dinosaurs often walk the very streets of the City of the Jungle. What will you do here:

- | | |
|-----------------------|-------------|
| Explore the city? ✓ | Turn to 366 |
| Explore the jungle? ✓ | Turn to 170 |
| Leave the city? | Turn to 298 |

138

The Ape throws several large chunks of metal at you. Lose 2 ARMOUR points (if this reduces your ARMOUR to 0, turn immediately to 61). When you attack the Ape, it flees. You look around the junkyard, but the only useful things you see are too heavy for you to move, and the junkyard equipment is out of order. Turn to 110.

139

Test your Luck. If you are Lucky, you aim your valiant little robot right at the Pteranodon. A second before the crash, you bail out! Lose 1 STAMINA point for cuts and bruises. Your parachute brings you to earth not far from a small village. Turn to 13. If you are Unlucky, you cannot bail out in time. You and your robot spiral together to a fiery doom.



140

When your instruments tell you that you have penetrated to the heart of the storm, you take the precious flask of Lavender Potion and unstopper it. Quickly, you pour it through the ejection lock. It diffuses in the air around you. You smile; you know the storm will quickly carry it to every part of Thalos.

When you land, the people of the City of Worship are already awake. No Karosseans are in sight. Your radio picks up scraps of chatter . . . everywhere, your people are reviving and driving off the Karossean invaders. You have saved your people, and your adventure is over. You are a hero.



141

A claw-like leaf reaches in through a crack in the armour. You scream and strike at it with your sword, but to no avail. A mere human cannot hope to stand against the appetite of the Man-trap Plant! Your adventure is over.

142

Your mission is more important than this asinine robot. You will have to deal with it by force.

GUARD ROBOT

SKILL 8 STAMINA 10

Note that this robot is human-sized, and you fight it as though it were a human foe. You may *Escape* at any time by turning to 118. If you defeat the Guard Robot, turn to 48.





143

You enter the National Treasure House. Normally you would never be allowed inside – but now, who is to stop you? You feast your eyes on gold bars of all sizes, sacks of coins and bags of jewels. But you see nothing that looks like a weapon. However, in the warehouse area is a cargo-handling robot. You may take it if you wish. If you have no robot right now, you will certainly take it! This machine looks like a gigantic crab, and is called a Cargo Crab. It has eight legs, plus two huge claws for lifting cargo. Its armoured back opens up to carry heavy loads.

CARGO CRAB

ARMOUR 12 SPEED Slow COMBAT BONUS 0

SPECIAL ABILITIES: The Cargo Crab can carry large quantities of goods or equipment.

If you take the Cargo Crab, you must leave your other robot (if any) at the Treasure House. Now turn to 363.

144

You are in the City of Storms. This beautiful metropolis is on the sea-coast, and is often the site of spectacular thunderstorms. Where would you like to go:

The Weather Bureau?
 The coast?
 Another city?

Turn to 260
 Turn to 335
 Turn to 43



145

The sentry is not fooled. He fires immediately. Lose 2 **ARMOUR** points and turn to 27.

146

Hall Beta proves to be a long walk away, through great shadowed corridors. You soon realize that you are lost. Eventually you come to a curtained exhibit-room. The sign over the door reads 'Favours of Fortune'. But inside, you hear strange sounds - like something large moving about. If you enter, turn to 202. If you go on past, turn to 168.

147

You are leaving the College of War. Where will you go:

The College of Medicine?
 The Thalian Museum?
 The Dinosaur Preserve?
 Another city?

Turn to 54
 Turn to 14
 Turn to 66
 Turn to 380



148

Test your Luck. If you are Lucky, turn to 91. If you are Unlucky, turn to 161.

149

Suddenly, you find yourself outside the temple. Lose 1 **LUCK** point for your unwillingness to take chances. Return to 166; you may not visit this temple again.



150

What would you like to do now:

Visit the College of Medicine?
 Visit the College of War?
 Visit the Thalian Museum?
 Leave the City of Knowledge?

Turn to 54
 Turn to 277
 Turn to 14
 Turn to 380

151

You feel your robot tipping under you. A marshy spot! Instinctively, you put on a burst of speed to get past the danger. Turn to 237.



152

You move cautiously through the once busy streets. In the distance you see a pair of enemy robots striding along, but they take no notice of you. You reach the hospital safely. Turn to 192.

153

You go down a street of tall buildings and turn a corner. In front of you is a Karossean robot! But its back is turned to you. What will you do:

Leave quietly?
Attack it?
Challenge it?

Turn to 290
Turn to 311
Turn to 108



154

Lose 2 STAMINA points. Dazed and bleeding, you are pulled from the wreckage of your robot. 'This is the trouble-maker, all right!' you hear one Karossean say. You do not have time to use medikits right now! If you possess a Karossean uniform, turn to 241. If not, turn to 89.



155

You examine the smashed robot. Inside, you see its pilot; he does not appear to be wounded. But as you reach a metal claw towards his bubble, he stabs at a control. His machine self-destructs! Your own robot is thrown back several metres and you are shaken up: lose 2 ARMOUR points and 2 STAMINA points. If your ARMOUR has been reduced to 0, turn to 61. Otherwise, turn to 65.

156

The ground shakes, and from the shadows comes another enemy war machine to confront you. From within comes a radio transmission: 'Thalian! This is Minos! Now taste *my* wrath!' Your two robots hammer at each other. Around you the Karossean camp is going up in flames. You see a small fighter-robot smashed by a single stray shot. Then you can spare no attention for anything but the battle. The Supertank Minos is piloting is the biggest robot the Karosseans have. It looks like a vast, misshapen tank. A huge gun blazes in front; elsewhere are smaller weapons. Its arms are retracted for safety in the battle.

SUPERTANK

ARMOUR 16 SPEED Slow SKILL 12
 SPECIAL ABILITIES: Even on a round in which the Supertank *loses*, you will take 1 point of ARMOUR damage just from its smaller weapons!

If you defeat the Supertank and have some ARMOUR points left for your own robot, turn to 354. If it reduces your ARMOUR to zero (even if you defeated it at the same time), turn to 6.



157

The rusty lift clangs shut and begins to ascend. Higher and higher it goes. Then, with a shriek, the cable snaps. The lift descends again, much faster. When it stops, kilometres below the surface, your adventure is over.

158

If you possess the Sword of State, turn to 242. If you do not possess that sword, turn to 214.



159

Behind you, your other robot explodes. You dash into the nearest building and down into the cellar. To your surprise, the cellar is very large. In the centre rests a silvery machine with a large corkscrew at the nose. You jump in and close the hatch. The machine starts up. This Borer Robot was designed for travelling under the surface of the earth. It has no weapons or armour, and cannot be used in combat. As you tunnel into the earth, you hear the building collapsing overhead. All the better . . . they will be sure they have killed you. Turn to 338.



160

As you approach the museum, you see smoke rising from in front of the building. A confused babble of Karossean voices comes over the radio. If you continue, turn to 184. If you go elsewhere, turn to 63, but do not choose to return to the museum!

161

You carefully examine the Robot Surgeon. A pair of wires appears to be crossed. But when you switch them, the machine comes alive and grabs you! It seems to want to remove your appendix! Lose 1 STAMINA point immediately! You must fight the berserk machine.

ROBOT SURGEON

SKILL 6

STAMINA 8

The room is so small that you cannot *Escape*. If you defeat the Robot Surgeon, turn to 126 to look for information on sleeping sickness, or turn to 210 to leave the building.



162

Your robot crashes to the ground, destroyed. You hide in the wreckage until your assailant goes away. Lose 1 STAMINA point for cuts and bruises. Then you start hiking towards the small village you see on the horizon. Turn to 13.

163

In the Weather Bureau, you find banks of humming instruments. You also find a printout that explains the flags you saw outside. Apparently a huge storm is due to hit Thalos in a few hours. It will come ashore at the City of Worship, and die away as it rolls over the rest of the land. If you possess a flask of Potion, turn to 213. If not, turn to 144.

164

You wander about the Capitol Building until a flickering begins to warn you that the Cloak is running down. Quickly you head back to your robot. Turn to 308.



165

You are in the City of Pleasure. It is your country's vacation spot, where rich and poor alike come to partake of a thousand different amusements. What would you like to do:

Visit the arcades?

Turn to 288

Visit the airfield?

Turn to 41

Leave the city?

Turn to 131

166

You are in the City of Worship. If you have been to this city before, turn to 67 immediately. If this is your first visit to the city (regardless of how many parts of the city you have been to on this visit), then keep reading.

The whole of this metropolis is devoted to shrines, temples, churches, cemeteries and the like. It is always a quiet place, but you have never before seen it this quiet. Only the call of a sea-bird breaks the stillness. An uneasy thought occurs to you. If you are the only Thalian awake, then the attention of all the Powers must be focused on you personally. Your visit to the City of Worship might be rather . . . interesting. What would you like to do:

Visit one of the temples?

Turn to 49

Fly over the city (if you have
a flying robot)?

Turn to 227

Go to another city?

Turn to 244



167

You have chosen a versatile but powerful humanoid robot, a Trooper XI. This is the standard Thalian combat robot. It has two forms: it can shape itself into a giant metal warrior, or into a sleek combat plane.

TROOPER XI

Human Form

ARMOUR 12 SPEED Medium
COMBAT BONUS +2

Plane Form

ARMOUR 10 SPEED Very Fast
COMBAT BONUS +2

SPECIAL ABILITIES: In human form, the Trooper XI carries a gun in one hand and a shield in the other. On an Attack Strength roll of 18 or better, even if the enemy hits it, the robot gets the shield in the way and takes no damage. In plane form, the robot has no special combat abilities.

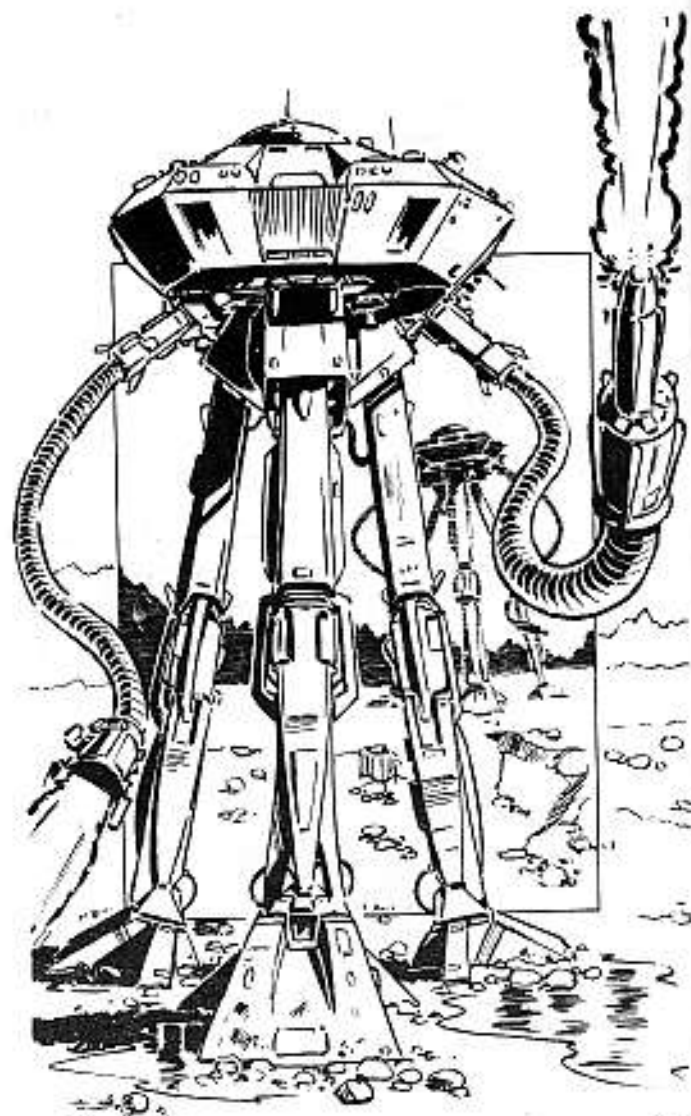
It takes one combat turn to change forms. During that turn, the robot makes its normal combat roll, but if it wins, it does no damage to the foe – it just defends itself. The shield does *not* protect it on this turn.

You may take one of these robots if you like (there are many here). If you take one and leave, turn to 376. Or, if you would prefer a tank robot instead, turn to 247.

168

You continue on your way towards Hall Beta and the military exhibition. When you arrive, it proves to be ancient history. The strange sounds from the building are making you nervous, and you have no desire to read about catapults and other ancient devices. You go back to the main desk. Return to 14.





169

You must fight the enemy robots. There are two of them, both Tripod Robots. These speedy machines walk about on three legs; they have metal tentacle-arms that can carry guns or other devices. You recognize them as handling-machines belonging to the fuel plant. The Karosseans have taken them over as guard robots! You must fight them both at once.

Each Tripod will have a separate attack on you in each Attack Round, but you must choose which of the two you will fight. Attack your chosen foe each round as in a normal battle. Against the other you must throw for your Attack Strength in the normal way, but even if your Attack Strength is greater, you will not wound it. You must just count this as though you have defended yourself from it. However, if its Attack Strength is greater, it will damage your robot in the usual way.

First TRIPOD

ARMOUR 7 SPEED Fast SKILL 8

Second TRIPOD

ARMOUR 7 SPEED Fast SKILL 10

SPECIAL ABILITIES: None

If you *Escape*, turn to 293. If you defeat both Tripods, turn to 30. If your robot is defeated, turn to 336.



170

How are you equipped for this trip:

- | | |
|---------------------|-------------|
| A flying robot? | Turn to 285 |
| A non-flying robot? | Turn to 356 |
| No robot at all? | Turn to 64 |

171

If you have already opened this building, turn immediately to 231. Otherwise, keep reading. You walk around the barn-like building and examine it. The walls are built of heavy metal, and the only door you can find is huge. A sign on the door reads, 'DANGER! KEEP OUT!' What will you do:

- | | |
|---|-------------|
| Open the door? | Turn to 212 |
| Go to the Administrative Building
(if you have not already done so)? | Turn to 85 |
| Get in your robot and cross the
electro-fence? | Turn to 129 |
| Leave the Dinosaur Preserve? | Turn to 150 |



172

You're spotted! One of them raises a huge weapon and points it at you. 'What's the password?' it broadcasts. What will you say:

- | | |
|-----------------|-------------|
| 'Seven'? | Turn to 262 |
| 'Two-oh-three'? | Turn to 203 |
| 'Eighty-eight'? | Turn to 88 |



173

You give one of the passwords you have learned. But it is of no use. Soon, you are chained to a wall, awaiting the pleasure of Minos. Your adventure is over.

174

You cautiously search through the building. *Test your Luck*. If you are Lucky, turn to 259. If you are Unlucky, turn to 114.

175

The computer guides you to the main building of the City of the Guardians. You get out of your robot to investigate. Unfortunately, you soon learn that 'Level Zero' means your security clearance is very low. The Guardian Computer cannot or will not give you full access to the secrets of the base. However, it does seem willing to let you exchange your current robot for a high-powered war robot. (If you do so, make a note of the fact that your old robot remains here.) Will you select a slow, powerful tank robot (turn to 247), or a speedy shape-changing humanoid/plane robot (turn to 167)? If you prefer to keep your current robot, turn to 376.

176

You pop out of the doomed flyer a second before it explodes. The enemy robots shoot past, without seeing you. You feel a tug on your harness – and over you spread the wings of a parasail! You find you can guide it as you please. If you steer for the heart of the enemy encampment, where a crowd of men are looking up at you, turn to 205. If you steer away and try to lose yourself in the buildings, turn to 226.

177

Your trick is successful. The enemy pilot sees your uniform and lets you go without asking for the password. He ignores you as you go past him peacefully. Turn to 65.

178

The tunnel seems to descend for ever. You feel fatigued. Lose 1 STAMINA point. Eventually, it reaches a landing. You take the stairway up: turn to 94.

179

An hour into your trip, a powerful storm strikes. If your robot is a flying type, turn to 280. Otherwise, you ride out the storm safely on the ground and then resume your journey: turn to 144.

180

Just as you are about ready to give up, you stumble across an interesting book on the duelling customs of the Karosseans. Apparently the ancient Karosseans would settle a tribal dispute by choosing champions – one from each tribe – instead of allowing a battle between the whole tribes. The reference number of the book is 111. Make a note of this and turn to 224.

181

Roll two dice. If the result is less than or equal to your SKILL, turn to 28. If the result is greater than your SKILL, turn to 318.



182

When you leave the lift on the third floor, you immediately spy a man-sized Guard Robot standing in the hallway. 'Sorry. No admittance,' squawks its mechanical voice. What will you do:

Try to reason with the robot?

Turn to 295

Attack the robot?

Turn to 142

Go to another floor?

Turn to 333

183

You push the 'Eject' button. To your surprise, your cockpit separates and takes off on its own! A second later, the rest of your robot explodes. Seeing the explosion, the Wasp loops away and disappears. You take stock of your new craft: the cockpit of your robot has grown stubby wings and short grasping arms. It is a tiny flying robot, just big enough to hold you - but enough to get you to your destination.

ESCAPE ROBOT

ARMOUR 1 SPEED Very Fast COMBAT BONUS 0

Turn to 137.



Grant Meyers



184

You continue towards the museum. When you arrive, you see a strange sight! Two Karossean utility robots are lying wrecked in front of the building. Several Karossean soldiers are also sprawled unmoving. A huge, gleaming, metal Tyrannosaurus is walking in jerky circles in front of the museum. You recognize it as the robot dinosaur that was part of the museum's prize exhibit. The Karosseans must have meddled and activated it!

You are tempted to leave it alone to harass the foe. On the other hand, it is likely to cause damage to the buildings and your sleeping countrymen as well. If you attack the Robot Tyrannosaurus, turn to 207. If you leave it alone and go elsewhere, turn to 63, but do not choose to return to the museum!

185

Soon, you spot a sign saying 'SURGERY'. Following it, you see a robot surgeon over a table. But it is marked 'OUT OF ORDER'. If you will try to find what is wrong and repair it, turn to 148. If you leave it alone and look for information on sleeping sickness, turn to 126.



186

Not long ago you passed a village. There might be something useful there. If you want to check, turn to 13. If you want to press on to the City of Knowledge, turn to 361.

187

You have not gone far before you have to pass through a narrow gate that leads into the outer part of the stadium. There, you are challenged by a group of robots. 'Eighty-eight!' comes the password. If you know the countersign, turn to that number. If not, turn to 50.

188

Your path narrows; the ground underfoot seems marshy. Roll two dice. If the result is less than or equal to your SKILL for robot control, turn to 151. If the result is greater than your SKILL, turn to 312.

189

Everything seems to be as you left it. The Karosseans have no interest in this area, and no desire to get any closer to the monsters than they have to! What will you do:

- Leave your robot and go to the Administrative Building? Turn to 85
- Leave your robot and go to the other building? Turn to 171
- Stay in your robot and cross the electro-fence? Turn to 129
- Leave the Dinosaur Preserve? Turn to 150

190

Test your Luck. If you are Lucky, you can get behind the case and remove the sword without either guard being the wiser. You hide it under your Cloak and leave the Capitol Building (turn to 296). If you are Unlucky, one of the guards notices the sword seemingly hanging in mid-air. Turn to 215 and fight.

191

If you had a robot, lose 1 STAMINA point as you are thrown from the wreckage. If you are still alive, you flee on foot as the Nothosaurus demolishes your robot. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, you flee into the jungle (turn to 64).



192

You arrive safely at the Capital City hospital. You can see that you will have to be careful; you hear voices echoing through the halls. If you possess the Cloak of Invisibility and have not used it, you may use it now (turn to 29). If you have already used it, do not have it, or simply choose not to use it now, turn to 74.

193

You enter the huge black building. You feel a tremor of uncertainty. As usual, you see sleepers everywhere - but are they really asleep? They look dead! You lift the wrist of the nearest one and check for a pulse. You feel nothing! You look wildly around you, but see nothing. Yet you are terrified . . .

Screaming, you run back outside into the sunlight. When you escape from the temple, the irrational fear vanishes as quickly as it came. But you are still shaking. Reduce your SKILL by 1. If you get hold of yourself and re-enter the grim temple, turn to 327. Otherwise, return to 166.

194

The other robot's control bubble springs open, and out flies the Karossean soldier who was piloting it! His unfamiliarity with the controls was fatal: he hit the ejection lever by mistake! He falls under the wheels of his own machine and is lost. If you wish, you can take the Construction Robot instead of your current robot. Its COMBAT BONUS is 0. Whether or not you take it, turn back to 308.



195

At the outskirts of the city, you find a huge robot junkyard. If you have been here before, turn to 82. Otherwise, keep reading. As far as the eye can see, scrapped and damaged robots and pieces of robots are standing, sitting and lying on the ground. But out of the corner of your eye, you see motion. Something seems to be watching you from behind a pile of scrap! If you investigate the junkyard, turn to 370. If you leave, turn to 110.

196

You soon outdistance the stampeding dinosaurs. You return to the city. Turn to 144.

197

If you have already been challenged by Karossean soldiers using a number as a password, and you remember that number, turn to that reference. Otherwise, turn to 236.

198

Just in time, you realize that the lobby is full of Guard Robots like the one you fought before. You quickly return to your robot and leave the area of the Centre. Turn to 206 and make a new choice.



199

Your gamble is successful. The enemy pilot has no reason to believe that any Thaliens are awake, so he assumes you must be a friend. He ignores you as you go past him peacefully. Turn to 65.

200

Because of the practice you got in the arcade game, you know how to handle this robot properly. Turn to 378.

201

You watch carefully. When your chance comes, you strike! The tyrant falls dead! You attack the other nearby officers. With your Cloak of Invisibility, you are like an avenging demon among them. But there are dozens of them, and they are brave fighters. Eventually, though they can see only your blade, they pull you down by sheer numbers. Your adventure is over. You destroyed the tyrant, but your land is still enslaved. You have failed . . . but it was a glorious failure!



202

To your relief, the sounds you heard were merely the snoring of a very fat man, asleep in a chair. The room is dedicated to exhibits having to do with good and bad luck. You pause to look around. Then your eye is drawn by a display-case at the far end of the room. It must be important – there were two guards beside it! They are still there, fast asleep.

The case contains a jewelled necklace, rather crudely made. But according to the sign on the case, it is a genuine, scientifically proven good-luck charm. This looks as though it might be worth borrowing! You open the case and take the Luck Amulet. Somewhere, you hear an alarm go off, so you hurry away. But the charm is real. Increase your LUCK score (and your *Initial LUCK*) by 1. You go on towards Hall Beta. Turn to 168.

203

'Wrong, Thalian!' comes the enemy voice. Then both robots attack. Amazingly, one misses! Still, you lose 2 ARMOUR points. Turn to 281.

204

Why bother, indeed? There seems to be no reason to do anything, and every reason to do nothing. After a while you leave the temple, since nothing is there. When you see the sun again, some of your energy comes back. But you still feel drained. Reduce your STAMINA to 4, if it was higher than 4. Return to 166.



205

You steer right for the crowd. Amazingly, no one attacks you! You make a creditable landing in the middle of a circle of gaudily uniformed Karosseans. You know that your only chance now is to put on as good a show as possible. If you know something that might help you now, turn to the reference number that came with that information. If not, turn to 228.



206

You are back in your robot. If you want to explore elsewhere in the City of Industry, return to 265 and pick a new destination. If you want to go to another city, turn to 309.

207

You decide to fight. The Robot Tyrannosaurus is an intricate device, shaped just like a Tyrannosaurus, but all gears and metal – and tougher than a real dinosaur. It has no pilot, but runs on a pre-set (and very destructive) program.

ROBOT TYRANNOSAURUS

ARMOUR 11

SPEED Fast

SKILL 10

If you defeat it, turn to 230. If it defeats you, turn to 255. If you *Escape*, turn to 52.





208

It looks like a gigantic snake! But as you approach, you see it is actually a robot, a Serpent VII. This unit was designed to track and hunt dinosaurs. It has no legs; its gripper-arms fold against the body when not in use. Its shape gives it good mobility in the jungle.

SERPENT VII

ARMOUR 9

SPEED Fast in jungle; Medium elsewhere

COMBAT BONUS +1

SPECIAL ABILITIES: Any time the Serpent's Attack Roll is 16 or better, it can coil around its foe. From then on, it automatically does 1 *extra* point of damage each combat round, regardless of who wins, until it flees or one combatant is destroyed. This does not apply to flying foes.

If you like, you can take the Serpent VII. If you already have a robot, make a note of the fact; that robot will be here should you return. If you have not already explored to the north, you may do so by turning to 16. Or you may leave off exploring the city and turn to 137.





209

You set a course for the City of Industry, a place of great factories and machinery. There, you reason, you might find a robot or invention that would give you an advantage over the invaders. If you are in the Dragonfly Robot, turn to 265. If you are in the Cowboy Robot, turn to 39.

210

You decide to leave the College of Medicine. You climb back into your trusty robot. Where will you go now:

- | | |
|---------------------------|-------------|
| To the College of War? | Turn to 277 |
| To the Thalian Museum? | Turn to 14 |
| To the Dinosaur Preserve? | Turn to 66 |
| Out of the city? | Turn to 380 |

211

You quickly pass the flower in through a port. You unstopper your flask of Potion and drop the flower in. The Potion changes colour to lavender. But, as you put the Lavender Potion safely away, you hear a scratching noise from outside. Turn to 248.

212

You have a hunch that the barn-like building may contain something of importance. But the door is far too heavy for you to budge. Getting back into your robot, you use its strength to slide open the huge door. Inside you see more robots! Turn to 9.

213

You realize that this may be just the chance you have been looking for! If you released your Potion into the heart of the storm, it would soon be distributed all over Thalos. But to do this, you will require a flying robot, and you will have to get to the City of Worship. Return to 144.

214

Minos is a huge, burly man with a curling black beard. His uniform is gold-encrusted and ornate. He studies you with amusement. 'Duel you?' he says. 'Why should I duel you, Thalian vermin?' 'I'm the only Thalian awake!' you reply. 'You *have* to duel me! I demand it!' Around Minos, the other officers mutter. *Test your Luck*. If you are Lucky, turn to 314. If you are Unlucky, turn to 297.



215

The guards are not prepared to fight an invisible opponent. Normally crack troops, their SKILL is low for this fight because of their surprise. Fight them one at a time:

First GUARD	SKILL 5	STAMINA 8
Second GUARD	SKILL 4	STAMINA 9

Because of your Cloak, you can *Escape*, if need be, without taking a wound. If you grab the sword and *Escape*, turn to 296. If you defeat the guards, turn to 334.

216

Lose 1 LUCK point for cowardice. Return to 308.



217

Fight them as a single enemy:

MINI-ROBOTS

ARMOUR 9	SPEED Fast	SKILL 10
SPECIAL ABILITIES: None		

If you *Escape*, turn to 278. If you defeat the Mini-robots, return to 166 and choose from the options given there. If your ARMOUR is reduced to 0, the Karosseans swarm over you, and your adventure ends here.



218

You realize that you have stumbled on to a top-secret military base. Frantically, you tell the computer what has happened. *Test your Luck*. If you are Lucky, turn to 337. If you are Unlucky, turn to 2.

219

If you are wearing a Karossean uniform, turn to 303. If not, turn to 11.

220

Since your robot is not designed for cargo, you can carry only a small amount of gold. If you want to load up what you can, turn to 287. If you leave empty-handed, turn to 308.





221

You sit down in the seat. Instantly, you find yourself at the controls of a sleek fighter – the experimental Wasp 200! For twenty minutes you seem to fly through the skies, pursuing enemy robots. Then a timer buzzes and you find yourself back at the Arcade. In front of you, a screen is blinking 'Advanced Game Ready!' You have earned extra time. If you decide to play the extra time, turn to 324. If you leave this game, turn to 288.

222

'Pass, friend!' the sentry robot transmits. 'But don't go past the next ring. That's officer country.' If you continue in your robot, turn to 76. If you enter on foot, turn to 32.

223

From within his robot, the Karossean sentry challenges you. Your reply does not satisfy him. You must fight! Turn to 78.



224

You leave the military display and take a short cut through a hallway overlooking a huge gallery. As you look down, you are surprised to see devastation! A huge area of exhibits has been demolished. Two black-clad Karossean soldiers are lying there, dead or wounded, and a trail of devastation leads right through a huge hole in the wall. You hear shouts from below. If you would like to go down and investigate, turn to 374. If you would rather avoid the area and head back towards the information desk, return to 14.

225

You go south through the deserted city. Small lizards scuttle about. You remember that you are not far from the edge of the jungle here. Ahead you see a long, gleaming shape, like a huge length of mottled pipe. What will you do:

Investigate it?

Turn to 208

Turn around and search the north (if you have not done so already)?

Turn to 16

Abandon your city exploration?

Turn to 137



226

You steer towards an area of wooded parkland, hoping to escape. But they are tracking you. When you land, you are surrounded almost before you can remove your harness, and taken off to prison. A good try - but not good enough. Your adventure is over.

227

A violent storm is coming from over the ocean; it will strike land in minutes. If you fly into the storm, turn to 12. If you fly inland, away from the storm and the city, turn to 244.

228

If you try to bluff your way out of this situation, turn to 267. If you try to fight your way past, turn to 283.

229

On the tenth floor, you find an incredible confusion of cubbyholes, and nothing that looks like a robot or device. There are tall bookshelves everywhere, and more books on the floor and the desks. If you continue to investigate, turn to 360. If you return to the lobby, turn to 333.

230

You have defeated your strange foe. It falls, a smoking wreck. Regain 2 LUCK points for defending your people from this unusual menace. You know the battle will soon draw Karossean attention, and you had better not come back here. You leave; you may not return to the museum again. Turn to 63.

231

The barn-like building where you found the robots is also as you left it. Your old robot is there – you may take it back if you like. Or you may get another Super-Cowboy Robot. What will you do now:

Walk over to the Administrative Building?

Turn to 85

Get in your robot and cross the electro-fence?

Turn to 129

Leave the Dinosaur Preserve?

Turn to 150



232

As you walk down the corridors of the hospital, you hear a strange squeaking and rustling noise coming from all around you. You see by the signs that you are in the Research Lab section. The noise does not sound human – but it is certainly no robot! You feel better with your sword in hand.

You step through a pair of double doors, into a room full of large wire cages. You see that some are opened. Then you realize what the sounds were. The hospital's experimental animals have escaped . . . and they are hungry!

You turn to run, but your way is blocked. You are facing three Giant Lizards! Backing into the corner of the room, you may fight them one at a time, in order. You cannot try to *Escape* until you have slain the first two.

	SKILL	STAMINA
First GIANT LIZARD	7	4
Second GIANT LIZARD	6	6
Third GIANT LIZARD	7	5

If you defeat all three Giant Lizards, or if you successfully *Escape*, turn to 254.

233

If your robot is a humanoid type, turn to 351. Otherwise, turn to 318.



234

You speak calmly to the Ape, and it begins to caper and grunt. It is a pet, kept to help around the yard! You look around the junkyard, but the only useful things you see are too heavy for you to move, and the junkyard equipment is out of order. Then the Ape, which has been watching you, lends a hand. Deftly, it takes apart the robot you have been studying, and carries the parts as you indicate. With the help of the Ape, you may repair up to 4 ARMOUR points on your robot, if that many had been lost. Turn to 110.

235

Your robot is scratched and dented, but you have won. Lose 1 STAMINA point for the bruises you took when the monster knocked your robot over. You continue on your way towards the City of Industry. Turn to 265.

236

Over the radio comes a challenge: 'Eighty-eight!' If you know the countersign that is required for that password, turn to the number of the countersign. If you do not know the proper response, turn to 389.



237

You continue through the jungle. It is hard going; hidden pits and logs take their toll on your robot. Reduce its **ARMOUR** by 2. (If this reduces its **ARMOUR** to 0 or less, leave its **ARMOUR** at 1.) Eventually, the city comes into view; you are relieved! But, as you enter it, you twice see flying Karossean robots patrolling overhead. Each time you hold your own robot motionless and they overlook you. But you realize that this city is no longer safe; there are Karosseans everywhere. If you came to this city in another robot and you would like to switch back to it, turn to 45. If you stay in your current robot to leave the city, turn to 298.

238

You eject from the battered robot and run for your life. *Test your Luck*. If you are Lucky, you evade pursuit: return to 308 (without your robot!). If you are Unlucky, your adventure ends here in capture and defeat.



239

You attack the Iguanodon that is blocking your way. This plant-eating dinosaur walks on two legs. It is tough and heavy-set, and its spiky 'thumbs' are good weapons.

IGUANODON

ARMOUR 5 **SPEED** Medium **SKILL** 9

You cannot *Escape*. If you defeat the Iguanodon, turn to 137. If your robot's **ARMOUR** is reduced to 0, turn to 306.

240

The tunnel winds until you have lost all sense of direction. Then it forks. One fork seems to go up; the other turns downward. If you go up, turn to 72. If you go down, turn to 15.

241

Your captors do not even discuss what to do with you; they stand you against a wall and shoot you as a spy. Your adventure is over.

242

Minos is a huge, burly man with a curling black beard. His uniform is gold-encrusted and ornate. He studies you with amusement. 'Duel you?' he says. 'Why should I duel *you*, Thalian vermin?' 'I'm the only Thalian awake!' you reply. 'And I have the Sword of State! That makes me the representative of all Thalos! You *have* to duel me!'

Around Minos, the other officers mutter. 'He's right,' says one. 'It's the law,' you hear another say. Others agree with them. Minos frowns angrily. Then he laughs. 'Very well, since you insist!' he says. 'We will fight. Right now!' The Sword of State is returned to you. You may now fight Minos himself! Turn to 330.



243

With the uniform, you try to bluff your way in. But soon a beribboned officer calls to you, 'Sergeant! Over here!' You have no hope of bluffing it out. You dash around a corner, rip the uniform off and keep running. By the time a patrol rounds the corner, you are across the street, feigning sleep. But you will not be able to enter the Capitol Building. Lose 1 point of STAMINA. You return to your robot. Turn to 308.



244

You are leaving the City of Worship. Where would you like to go:

The Capital City?	Turn to 308
The City of Knowledge?	Turn to 361
The City of Storms?	Turn to 144

245

You are blasted out of the sky. Your adventure ends here.

246

As you jet through the water, you see a huge shadow swimming to intercept you. It is a Tylosaurus, one of the most feared of marine dinosaurs. This monster looks like a cross between a huge, toothy lizard and a shark; it has finny paddles instead of legs. It normally lives on fish, but is willing to try a robot for variety!

TYLOSAURUS

ARMOUR 9 SPEED Medium SKILL 10

Note that, in the water, your robot's speed is also Medium, so neither of you has a disadvantage. If you lose this battle, you will be drowned or eaten, if not both. If you win, turn to 101.

247

You have chosen a powerful Robotank. This fearsome war machine looks like a human from the waist up. From the waist down, it is a huge tank, with terrible twin guns. It is one of the few 'battle-line' machines your land possesses.

ROBOTANK

ARMOUR 18 SPEED Slow

COMBAT BONUS +2

SPECIAL ABILITIES: The Robotank contains a special Sonic Gun in one hand. It cannot be used by any other robot. It may be fired once per combat turn, in addition to the Robotank's regular attack. However, it may be used only three times in all; then it is useless. When fired, the Sonic Gun is instantly deadly to unprotected humans. Against a robot, roll one die to see how many ARMOUR points the target loses. Against a dinosaur, roll two dice to see how many ARMOUR points the target loses.

There are three of these robots here. You may take one and leave (turn to 376), or, if you prefer, you may turn to 167 to take a faster robot.



248

The spiky leaves reach towards you, and the flower stalk pulls back to show a fanged mouth. The plant is hungry!

MAN-TRAP PLANT

ARMOUR 8 SPEED see below SKILL 9

Since the Man-trap Plant has caught hold of you before the battle starts, differences in Speed do not matter. You cannot *Escape*. If you defeat the Man-trap Plant, turn to 97. If it reduces your ARMOUR to 0, turn to 141.

249

You decide to visit the Temple of Nothingness. You have never been there before, and you have no idea what to expect. When you arrive, you see the usual sprawled forms on the sidewalk in front. Several were carrying signs and placards. Were they protesters? You look at a sign; it reads, 'Nothing is wrong.' If you would rather not get involved with this strange bit of business, you may return to 166. If you want to go inside, turn to 123.

250

You wave to the robot and start to leave . . . but as you do, alarms go off and lights flash. 'I'm very sorry,' says the robot, 'but museum property has been removed without authorization. You cannot leave.' Its metal arms reach out towards you. Roll two dice. If the number you roll is less than or equal to your SKILL, turn to 272. Otherwise, turn to 294.

251

You have returned to the Robot Experimental Centre. If you acquired the Seeker Missile on a previous visit, turn to 198. If not, turn to 333.

252

You soar over the jungle of the Dinosaur Preserve, but see nothing of interest. You don't know what you expected to find out here, anyway! You decide to leave. Turn to 150.



253

You demand the right, as a representative of your people, to duel Minos. The officer in charge shakes his head. 'Search him!' he orders his men. Your heart sinks. You are stripped of all your Possessions (including medikits). But then the sentries take you directly to Minos himself. Turn to 158.

254

Near by you hear more squeaking and shuffling. There were many more than three opened cages in the lab. If you search through the lab, turn to 276. If you leave the College of Medicine, turn to 210.

255

Your robot falls, torn by the shining steel teeth of the mechanical enemy. Lose 2 STAMINA points. As soon as your robot stops moving, your foe loses interest and goes tramping away. When it is gone, you investigate your surroundings. You find that one of the wrecked Karossean robots is still just usable. You get in and check it out. It is a general-purpose Karossean robot, humanoid in shape. It has been badly battered, so your COMBAT BONUS is *negative* while you are in it.

UTILITY ROBOT

ARMOUR 4 SPEED Slow COMBAT BONUS -2
SPECIAL ABILITIES: None

Your only thought is to get away as quickly as possible. You know that your unsuccessful battle will soon draw Karossean attention, and you had better not come back here. You leave; you may not return to the museum again. Turn to 63.

256

The book gives you the location of the City of the Guardians, the secret base that is the headquarters of the army of Thalos. The map reference is 22. Make a note of this number. Substitute it for 'XX' when you are given the option to visit the City of the Guardians. You may find another use for the map reference, as well. For now, of course, you must deal with the Karosseans outside the building you are in! Turn to 368.

257

You try the advanced game . . . but it is far too hard for you. Over and over you are shot down. When your time is up, you emerge, shaking. That machine was too realistic! Lose 1 point of STAMINA. Return to 288.

258

The dinosaur is not satisfied with its victory. Ripping and tearing, it demolishes your robot completely. It knows that the robot isn't good to eat, but it smells meat somewhere! *Test your Luck*. If you are Lucky, turn to 282. If you are Unlucky, turn to 391.

259

You spy an open closet in an adjoining room. Inside you can see a medikit! You investigate; sure enough, the rest of your Possessions are here! You hastily collect them all and escape through a convenient window. Turn to 69.





260

Flying over the Weather Bureau are the two red flags that you know mean 'STORM WARNING!' Parked outside the building you see another robot, a Walker Robot. Designed primarily for travel, this robot has four jointed legs that carry it swiftly over any terrain.

WALKER ROBOT

ARMOUR 6 SPEED Fast COMBAT BONUS -1
SPECIAL ABILITIES: None

If you like, you may exchange this robot for your own. If you come back to this spot after exchanging, your own robot may still be here; make a note that this is where you are leaving it. If you go inside the Weather Bureau, turn to 163. If you go on past, turn to 144.

261

You turn aside and leave your own robot in order to examine this one. It is low-slung and seems spiky. You see that it is bristling with weapons, which is what gives the Hedgehog Robot its name. It was designed for air defence against flying dinosaurs, but it is equally effective against flying robots.

HEDGEHOG ROBOT

ARMOUR 8 SPEED Slow
COMBAT BONUS 0 OR +3

SPECIAL ABILITIES: Against flying foes, the Hedgehog has a COMBAT BONUS of +3, which more than cancels out its disadvantage in speed.

If you like, you may exchange your present robot for this one. If you do so, make a note that your old robot is now parked here instead of the Hedgehog. If you go on towards the Temple of Fear, turn to 57. If you return the way you came, turn to 166.

262

There is a brief buzz of conversation between your enemies. Your answer seems to have confused them. If you decide to attack immediately, turn to 281. If you stand your ground without attacking, turn to 203.

263

It is a large Crawler Robot. The crew, of course, is asleep, and you do not want to take their robot and leave them to the jungle. But within the robot is an interesting piece of equipment, like nothing you have ever seen. Reading the Crawler pilot's orders, you see the following: '... experimental Tangler Field works on flying machines - but not always. Your orders are to test it against flying dinosaurs immediately.' Beneath this is written, in large red letters, 'NO GOOD!'

You may add the Tangler Field to your Possessions and continue. If you explore the other path of the jungle, turn to 73. If you want to go elsewhere, turn to 137.



264

Your attack catches the enemy by surprise. Turn to 27, but you automatically win the first combat round without rolling!



265

You are in the City of Industry. Normally, it is busy and bustling, but now you see no life anywhere. Everyone is asleep... everyone but you. Where will you go in your quest for useful artefacts:

The Fuel-refining Plant?	Turn to 105
The Robot Experimental Centre?	Turn to 25
The tunnels underneath the city?	Turn to 127
Just explore?	Turn to 34
Leave the city?	Turn to 309

266

The building is crawling with Karosseans. There is no point in even thinking about entering. You return to your robot. Turn to 308.

267

'I've got an important message for Minos himself!' you shout. 'You've got to let me through!' But your bluff does not work. They drag you away and throw you into the slave-pits. Your adventure is over.

268

It is a complete book of instructions on handling all types of enemy combat robots! You laugh, thinking of the surprise you can now give the Karosseans, if you get the chance. Turn to 368.

269

Which button will you press:

Green?

Red?

Blue?

Turn to 369

Turn to 157

Turn to 44



270

You are shaken up; lose 1 STAMINA point. Because of the narrow jungle trails, your robot takes 3 points of damage as it escapes. If this is enough to bring its ARMOUR to 0, turn to 310. Otherwise, you flee the jungle: turn to 189.



271

Well, this is war. You circle behind the hapless sentry - then rush him. Your sword swings silently and he is dead. Turn to 143.

272

You dodge underneath the mechanical arms with which it is trying to stop you, and through the door. You quickly climb into the control seat of your robot. Turn to 396.



273

You find nothing else of interest in the shop. As you leave, the hammering noise continues behind you. The repair shop is awake, even if its masters are asleep. Turn to 110.

274

If you are flying, turn to 341. If you are travelling on the ground, turn to 5.

275

Your battle has caused great confusion. Stray shots are wreaking havoc among the Karosseans and their lesser robots. But now a group of sleek fighter-craft swoop out of the sky to challenge you. If you have the Tangler Field and wish to activate it, turn to 301. If you do not have this device (or do not wish to use it), turn to 326.

276

This is a fatal error. Minutes later, you are trapped in a dead-end corridor by dozens of hunger-maddened laboratory animals, many of which are mutations – a most embarrassing end for a hero . . .



277

The College of War is easy to find; it is a huge five-sided building built all of brick. If you have been here before, turn to 332. If you have not been here before, keep reading. A robot of unfamiliar design is standing in front of the building. You recognize it as a Karossean military robot. What will you do:

Attack immediately?	Turn to 46
Try to pass as one of the invaders?	Turn to 87
Leave before you are noticed?	Turn to 147

278

What will you do now:

Fly into the storm (if you have a flying robot)?	Turn to 12
Leave the city, travelling on the ground?	Turn to 244
Explore the temples?	Turn to 49

279

Test your Luck. If you are Lucky, turn to 191. If you are Unlucky, turn to 121.



280

Roll one die. If you roll 1 or 2, turn to 122. If you roll 3, 4, 5 or 6, turn to 144.

281

Fight the two enemy Myrmidon robots, one at a time. The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane. These are in humanoid form and will not try to change during the battle.

First MYRMIDON

ARMOUR 11 SPEED Medium SKILL 10

Second MYRMIDON

ARMOUR 12 SPEED Medium SKILL 9

SPECIAL ABILITIES: None in this combat

If you defeat the two robots, turn to 192. If they reduce your robot's ARMOUR to 0, turn to 238. If you *Escape*, turn to 308.



282

While the Tyrannosaurus is tearing up the robot's torso, you dodge out of the cockpit, grab your backpack with your supplies and run into the shelter of the boulders. Lose 3 STAMINA points for your injuries. You carefully depart, and gradually the sounds of roaring and destruction fade into the distance. Turn to 367.

283

You fight bravely, but there is no way you could possibly prevail against such numbers. Though you take several invaders with you, you are slain.



284

Flying over the sea-coast, you see nothing of interest except a huge herd of dinosaurs. They are clustered around something, but you cannot make out what it is. If you return to the city, turn to 144 and make another choice. If your robot can change shape to a land-going form, you may land and investigate the sea-coast: turn to 8.



285

You realize that a flying robot is the wrong type for jungle exploration. What will you do:

Transform your robot into a walking shape (if you can) and enter the jungle?

Leave the city?

Explore the city?

Turn to 356

Turn to 298

Turn to 366



286

'Then face your foe!' comes the answer. In front of you appears a Karossean soldier, armed like yourself. You must fight him.

SOLDIER

SKILL 10

STAMINA 10

If you *Escape*, turn to 21. If you defeat him, turn to 352.

287

In the middle of your labour, you hear a grinding noise – and look up to see three huge tanks and a dozen grinning soldiers. Resistance would be useless. And, to add insult to injury, they do not treat you as a prisoner of war, but a common criminal. You are sent to a life of hard labour in the Karossean slave-pits. Your adventure is over – and it was not a heroic ending.





288

You are in the Arcade building, with your robot parked outside. It is a madhouse of sound and coloured lights. Each arcade game is wilder than the next. Which one will you play:

- | | |
|--------------------|-------------|
| Wasp Fighter? | Turn to 221 |
| Dinosaur Hunt? | Turn to 112 |
| Zap the Karossean? | Turn to 393 |
| None of these? | Turn to 165 |

289

As your robot falls, you pop out of the hatch and roll safely away. You crawl under a bush near the wall and wait. The great steel foot of the enemy robot lands close to your head as it charges in pursuit. But it merely puts a few more shots into your wrecked robot and continues past, without seeing you. As you lie in hiding, you hear other robots arrive, as well as troopers on foot. But they seem to be looking for an invading force, rather than a single fugitive. Eventually, most of them go inside the building - leaving one of their war robots standing empty, a stone's throw from your hiding-place! If you make a dash for the robot, turn to 345. If you stay in hiding, turn to 61.

290

You clank through a small park and down a short street. In front of you, you see a crowd of Karossean soldiers, looting a shop. If you turn and flee, turn to 216. If you fight them, turn to 343.

291

You have defeated both the Triceratops. Lose 1 STAMINA point due to the stress of the fight with the great horned dinosaurs. You realize that entering this area was a mistake; you will find nothing here but more danger! You quickly retrace your steps. Turn to 189.

292

As you examine the plant, you get the uneasy feeling that it is examining *you* too. Turn to 248.

293

At your best speed, you leave the area of the Fuel-refining Plant. You may not return to this site. Turn to 265.



294

The robot catches you. You must fight it as though it were a human opponent; this is a small robot, not a monster like the ones you have piloted, so your sharp sword may be enough to deal with its spindly arms!

INFORMATION SKILL 6 STAMINA 10
ROBOT

If the robot reduces your STAMINA to 2, turn to 344.
If you defeat the robot, turn to 320.

295

While you are arguing with the machine, it picks you up – none too gently – and tosses you back into the lift. Lose 1 STAMINA point. If you leave the floor, turn to 333 and make a new selection. If you attack the robot, turn to 142.



296

You escape easily. The guards have no idea what has happened. You have captured the Sword of State – a large, ornate blade. To your surprise, it is sharp and well balanced. When you use it to fight a foe, increase your SKILL by 1. Turn to 358.



297

The tyrant shakes his head. 'Just because you're a Thalian doesn't mean I have to duel you. Take him away!' You have done your best, but it wasn't enough. Your adventure is over.

298

You are leaving the City of the Jungle. Where will you go:

The City of Industry? ✓
The City of Knowledge? ✓
The City of Pleasure? ✓
The Capital City?

Turn to 265
Turn to 361
Turn to 165
Turn to 308



299

You aim your weapons over their heads and fire a few times, hoping to herd them away from you. This is a mistake! They panic and run in all directions – and the narrow beach funnels many of them right at you. You are in the path of several hundred tonnes of frightened dinosaur! What will you do:

Take off (if your robot can
also fly)?
Try to outrun them?
Head for the water?

Turn to 181
Turn to 371
Turn to 233

300

It proves to be a useless volume of obscure military regulations. You cast it aside in irritation, but you have no time to examine another book. Turn to 368.

301

You quickly activate the Tangler Field. The attacking flyers veer wildly. Two collide; several others crash into the ground. The survivors streak away in panic, and the sky is clear. Turn to 156.



302

As you leave the research labs, you hear once again the strange shuffling and squeaking. You step through a pair of double doors, into a room full of large wire cages. You see that some are opened. Then you realize what the sounds were. The hospital's experimental animals have escaped . . . and they are hungry! You are facing a trio of red-eyed Giant Lizards. If you fight the creatures, turn to 328. If you turn to flee, turn to 350.

303

You round a corner – and run right into three Karossean doctors! They look at you keenly. What will you do:

Pretend to faint?

Turn to 323.

Attack them?

Turn to 353

Apologize and go on your way?

Turn to 375

304

You decide to visit the Temple of Fear. On your way there, you see an unusual robot parked in an open space. If you stop to investigate it, turn to 261. If you go straight to the temple, turn to 57.



305

Over the radio, the Karossean challenges you: 'Eighty-eight!' If you know the proper countersign for a response, turn to that number. If not, you will have to fight: turn to 26.

306

You bound out of the wrecked robot and into the swamp, where the beast cannot follow. Turn to 95.

307

The lift shoots quickly upward. The force of its acceleration almost knocks you down – and it continues for a long time! Suddenly the lift doors pop open. You are in the lobby of the Robot Experimental Centre. If you cross the square and re-enter your robot, turn to 206. If you investigate the Robot Experimental Centre, turn to 25.



308

You are in the Capital City – the seat of government of Thalos. It is a noble city, full of white marble buildings. It is also the main base of the invaders, and you know you must be very careful!

Below, you have five options. Some of them will eventually return you to this paragraph. You may not make the same choice twice; each time you return here you must make a new selection. Where will you go:

- | | |
|------------------------------|-------------|
| The city hospital? | Turn to 81 |
| The Capitol Building? | Turn to 10 |
| The National Treasure House? | Turn to 385 |
| The enemy encampment? | Turn to 4 |
| Just explore? | Turn to 31 |



309

You are leaving the City of Industry. Where will you go now:

- | | |
|----------------------------|-------------|
| The City of Knowledge? | Turn to 361 |
| The City of Pleasure? | Turn to 165 |
| The City of the Jungle? | Turn to 38 |
| The City of the Guardians? | Turn to 1XX |

Note that you may not go to the City of the Guardians unless you have learned the way and know the numbers to substitute for the 'XX'.



310

Trapped in the Dinosaur Preserve, without a robot to carry you, you have little hope. *Test your Luck* twice in succession. If you are Lucky both times, turn to 329. Otherwise, turn to 348.

311

Test your Luck. If you are Lucky, turn to 325. If you are Unlucky, turn to 108.



312

You feel your robot tipping under you. A marshy spot! Instinctively, you put your machine in reverse. Too slow . . . You sink slowly into the marsh. You try to fire your ejection seat, but it fails to function. You are doomed to a lingering death in the muck.

313

Roll one die. On a roll of 1, 2 or 3, turn to 137. On a roll of 4, 5 or 6, turn to 341.

314

The tyrant shakes his head. 'Just because you're a Thalian doesn't mean I have to duel you.' But, hearing his men grumble, he adds: 'Until you prove yourself, that is. If you can defeat one of my officers, that will prove you are worthy to face me.' Instantly, one of his followers – a big, scarred brute – leaps out with drawn sword. Your sword is returned to you. You will have to fight the Karossean officer.

OFFICER

SKILL 11

STAMINA 11

If you win, turn to 377.

315

You smash several pieces of furniture against the door, but to no avail. Your prison seems solid. Lose 1 STAMINA point. Turn to 397.

316

You regain control of your flyer, though the buffeting is terrible. Lose 1 STAMINA point. If you have a flask of liquid in your possession, count the letters in both words of its name, multiply that number by 10, and turn to that reference. If you have no flask, turn to 166.

317

You step cautiously inside, ready to fight if need be. But the sounds were being made by an automated repair facility, hard at work stamping out armour-plate. There is no sign of anyone awake. You leave your robot and investigate the controls of the repair shop. They seem simple enough. If you would like to attempt repairs on your robot, turn to 59. If your robot needs no repairs, or if you do not choose to attempt repairs, turn to 273.

318

Unfortunately, your attempt fails. You are too slow to get out of the way. No matter how big your robot, the terrified beasts are bigger. Your adventure ends here, as you and your machine are both crushed into tin foil by a rampaging herd of dinosaurs.

319

This is almost too easy! You proceed past the sentry as though everything were all right - then, at the last second, you change course. The last thing the sentry sees is the huge hulk of your machine looming over him. Turn to 143.

320

One by one, you chop off the robot's arms. At last it is helpless. You feel a bit sorry as you run out of the door; the robot was only doing its duty. As you leave, it is still hooting mournfully, 'Return the museum's property, please!' You quickly climb into the control seat of your robot. Turn to 396.

321

If you explore the jungle on the other path, turn to 73. If you want to go elsewhere, turn to 137.

322

You reach for the controls. The enemy pilots are still not in sight. If you want to try to destroy the other robots, turn to 381. If you just want to leave, turn to 399.

323

The doctors pick you up and hoist you between them to a treatment room. Soon a robot surgeon is working on you. Restore your STAMINA to its *Initial* level. As soon as you are left alone in a recovery room, you take your leave. Unfortunately, your uniform is gone. You borrow suitable clothes from a sleeping man in the hallway and continue. If you look for information on sleeping sickness, turn to 395. If you leave the hospital and return to your robot, turn to 308.

324

Test your Luck. If you are Lucky, turn to 79. If you are Unlucky, turn to 257.



325

The enemy robot's control bubble explodes in a cloud of greasy black smoke. Small fragments clatter and ring off the pavement and your own armour. The headless body stands for a moment, then collapses in a pile of junk! One Karossean down, a thousand to go. Turn to 290.

326

There are far too many of them to fight. The area is littered with smoking wreckage before you are through. You have dealt a severe blow to the invaders, but you did not defeat them. Your adventure is over.

327

You grit your teeth and summon up your courage – and go back inside. But it is worse than before. The Powers of Fear are all around you. Whatever help they may be able to give, you want none of it! Lose another SKILL point and return to 166.





328

You are facing three Giant Lizards! You back into the corner of the room, so that you may fight them one at a time. You cannot try to *Escape* until you have slain the first two.

	SKILL	STAMINA
First GIANT LIZARD	7	4
Second GIANT LIZARD	6	6
Third GIANT LIZARD	7	5

If you defeat all three, or if you successfully *Escape*, turn to 254.

329

Torn and bleeding after several encounters with small dinosaurs, you stagger out of the Dinosaur Preserve. Lose 3 STAMINA points, one at a time (so, if you have medikits, you can cure each one as it is lost). If you have already investigated the unmarked building, turn to 364. If you have not investigated that building, turn to 383.

330

Minos draws a huge, jewelled sword. You know he did not become Tyrant of Karosseia by being soft or weak. But you didn't get this far by being weak, either. 'Defend yourself, Karossean!' you shout. A murmur – could it be approval? – rises from the watching officers. You battle Minos – to the death!

MINOS

SKILL 12

STAMINA 12

If you win, turn to 355.

331

You flee from the Nothosaurus. If you are in a robot, turn to 382. If you are on foot, turn to 279.

332

As you approach the War College, you see two Karossean robots guarding it, and black-clad foot soldiers milling about. Fortunately, you were cautious in your approach, and they have not seen you. There can be nothing here worth entering that hornets' nest for! You quickly change course. Turn to 147.





333

You are in the lobby of the Robot Experimental Centre. You read the directory, and see that different sorts of work are being done on different floors of the building. Several seem interesting. Where will you go:

Second floor: Interface

Mechanisms?

Turn to 392

Third floor: Weapons Development?

Turn to 182

Sixth floor: Amplifier Project?

Turn to 20

Tenth floor: Deteronics?

Turn to 229

Leave the building?

Turn to 206

334

You have defeated the guards. Other soldiers are running from all directions, but they cannot see you. You have captured the Sword of State, a large, ornate blade. To your surprise, it is sharp and well balanced. When you use it to fight a foe, increase your SKILL by 1. Turn to 358.



335

You pilot your robot along the sea-coast. If you are flying, turn to 284. If you are not flying, turn to 8.

336

Your robot falls and you lie stunned in the wreckage. The tentacles of a Tripod pull you out. You are a prisoner of the Karosseans! You have failed in your mission. Your adventure is over.



337

'Correct,' replies the computer. 'All Thalian personnel have been disabled by Karossean attack using Sudden Sleeping Sickness. My sensors show no other citizen of Thalos still awake. You are granted base entry at Level Zero.' Turn to 175.

338

You have no control over the Borer Robot's path. For hours it tunnels underground; then it turns upward again. Eventually it reaches the surface, and you open the hatch into daylight. You seem to be in a small town. You will need to find new transportation; the Borer Robot will not stir from its new site.

The only robot you can find to take you there, unfortunately, is an ancient, rattling Stilter. This is a very tall, thin robot, apparently designed for painting the upper storeys of buildings or something of the sort. Its arms and legs are very long. You hope this tired, creaky machine will make the trip safely.

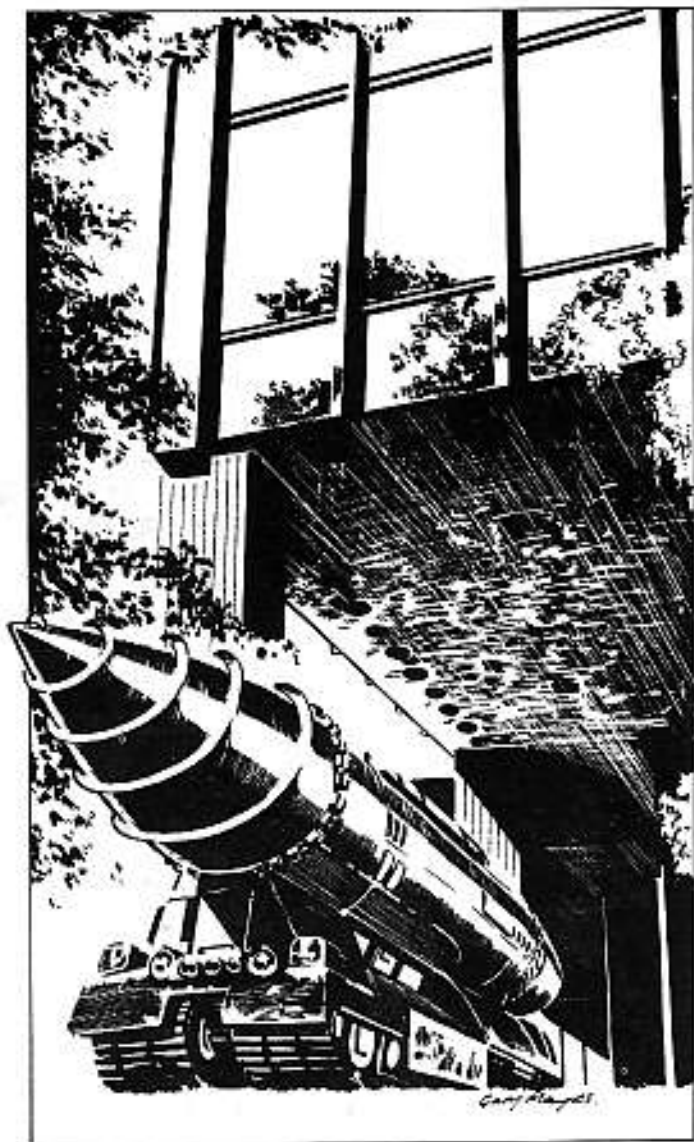
STILTER

ARMOUR 4 SPEED Medium

COMBAT BONUS -1

SPECIAL ABILITIES: None

You are midway between two cities. If you will go to the City of Knowledge, turn to 361. If you will go to the City of Worship, turn to 166.





339

You decide to visit the Temple of Glory. After all, glory is what you will earn if you can drive off the Karosseans! The temple is large and stately, with multicoloured mosaics of battle scenes on the outer walls. You enter and approach the altar. You feel the presence of the Powers of Glory very strongly. A voice seems to ring in your head: 'Are you willing to risk all for glory?' If your reply is 'Yes', turn to 286. If it is 'No', turn to 149.

340

This area proves to be full of rusting, abandoned robots. At the other side of the vault is a huge lift. The control panel has three coloured buttons, but none is marked. The lift contains a huge robot; in the dimness, you cannot make out what type it is, but it has treads and claws. If you enter the lift and push a button at random, turn to 269. If you take the small corridor beside the lift, turn to 398.



341

As you speed over the jungle, your instruments warn of an enemy approaching. It is a single Karossean in a captured fighter-craft. He has somehow identified you as a foe; he is already attacking. His robot is a Wasp Fighter, a sleek experimental machine. Only a few exist. It has very little armour, but it has good weapons and handles well.

WASP FIGHTER

ARMOUR 6 SPEED Very Fast SKILL 11

SPECIAL ABILITIES: Whenever the Wasp's Attack Roll exceeds its foe's roll by 4 or more, it has literally flown circles around its foe! It automatically wins the next combat round - no rolls are necessary.

You cannot *Escape*. If you defeat the Wasp, turn to 137. If your ARMOUR is reduced to 2, turn to 60. If your ARMOUR is reduced to 0, you will die in the wreckage of your craft.

342

Down a side-street you hear the sounds of purposeful action. Peering cautiously around the corner, you see that the sounds - banging, clanging noises - are coming from a shop marked 'Robot Repair'. The shop door, naturally, is big enough for a robot to enter, and is invitingly open. If you enter and investigate, turn to 317. If you go on your way, turn to 110.



343

They scatter in fear – all but one. He climbs into a large Construction Robot near by and pilots it towards you. If your own robot is faster than Slow, you can *Escape* (turn to 216). If you would rather fight, turn to 386.



344

The robot overcomes you and takes the Amulet of Luck away from you. Muttering to itself, it rolls off to be repaired. You lie on the floor, unable to fight further. Lose 2 LUCK points, and reduce your *Initial LUCK* back to its starting score. You struggle back outside to your own robot and climb in. Turn to 396.

345

Laughing, you scramble into an enemy combat robot! The Myrmidon is the standard Karossean combat robot. It has two forms – humanoid and fighter-plane.

MYRMIDON

Human Form

ARMOUR 12 SPEED Medium

COMBAT BONUS +1

Plane Form

ARMOUR 10 SPEED Very Fast

COMBAT BONUS +1

SPECIAL ABILITIES: The Myrmidon can change shape – from humanoid to aircraft, and back.

The Myrmidon takes one combat turn to change forms. During that turn, the robot makes its normal combat roll, but if it wins, it does no damage to the foe – it just defends itself. If you are not in combat, the robot can change shapes freely, with no penalty of any kind – except that if the robot is in humanoid shape and has 2 or less ARMOUR points, it will fall apart if it changes to a plane!

The controls are unfamiliar. If you have read the manual on Karossean robots, turn to 322. If not, turn to 3.





346

With the Cargo Crab, you can carry hundreds of pounds of gold. If you load it up, turn to 287. If you leave the Treasure House empty-handed (and empty-clawed), turn to 308.

347

Seconds after you climb back into the robot, it too explodes. Your adventure is over.

348

Your adventure ends here, in the stomach of a dinosaur . . .



349

You have run into a group of Karosseans patrolling the city! They do not have war machines, but have taken over several of the city's own robots. If your own speed is 'Very Fast', you may escape them *before the battle starts* by leaving the city (turn to 298). Otherwise, you must fight them one at a time, in order:

STREET CLEANER

ARMOUR 4	SPEED Slow	SKILL 7
----------	------------	---------

TOWING ROBOT

ARMOUR 6	SPEED Medium	SKILL 7
----------	--------------	---------

TRAFFIC COPTER

ARMOUR 3	SPEED Fast	SKILL 8
----------	------------	---------

None of these robots has any special abilities. Once the battle starts, you may not *Escape*. If you defeat all three robots, turn to 35. If your own robot's ARMOUR is reduced to 0, turn to 154.



350

Test your Luck. If you are Lucky, you make it back to your robot without incident. If you are Unlucky, you trip and fall on the precious flask of Blue Potion. It is broken and lost. You arrive back at your robot just ahead of the pursuing beasts. Turn to 210.



351

You dive into the water, activating the 'jets' that let your machine swim. You are still in danger - the herd is not just on the land, but thundering through the shallow water as well. But, in the nick of time, you escape them. If you return to the city, turn to 144. If you try to swim around the herd and investigate the spot where they were originally clustered, turn to 246.

352

You have defeated your foe. His body vanishes as though it had never existed. Though the temple is silent, you seem to hear victory trumpets. Restore your STAMINA to its *Initial* score, and increase your SKILL and your *Initial* SKILL by 1 (for personal combat only). Return to 166; you may not visit this temple again.

353

You may fight them one at a time:

	SKILL	STAMINA
First DOCTOR	7	5
Second DOCTOR	6	7
Third DOCTOR	6	5

You cannot *Escape*; you must silence them quickly. If you defeat them, you had better leave the hospital: turn to 308, collecting your robot on the way, if you have one.

354

You have defeated Minos and his Supertank. Around you is devastation; the few smaller robots you can see are fleeing in panic. The invasion force is routed and broken. You know that in a week or so, your people will recover on their own, and you will be a hero. But right now, all you want is some rest. With none to oppose you, you turn your robot homeward. Your adventure is over . . . and you are victorious!

355

You have slain Minos in fair combat! By ancient custom of the Karosseans, his tribe – the whole Karossean nation – must now submit to your judgement. Needless to say, you order that they awaken your people, and leave your country with all their men and machines. And they do! Before you know it, things are back to normal. Almost . . . One little thing is different. The day on which you defeated Minos is now a national holiday – named after *you*. You are, truly and for ever, a hero.



356

You set off into the jungle, along a path wide enough for a robot – or a dinosaur. Soon the path forks. If you go right, turn to 19. If you go left, turn to 73.

357

In the middle of a sentence, your explanations are stilled for ever by the fire from hidden guns. The computer has made a fatal mistake . . . fatal for you as well. Your adventure is over.

358

The Cloak of Invisibility is beginning to flicker. You will not be able to use it again. Before it expires, you make your way out of the Capitol Building and back to your robot. Turn to 308.

359

If you know the Wasp Fighter's model number, turn to that reference number. If not, turn to 23.

360

You poke around, looking for something useful. You find nothing, but a huge book falls from a high shelf and hits you on the head. Lose 1 STAMINA point. The other bookshelves are teetering ominously. You leave in disgust and return to the lobby. Turn to 333.

361

You are in the City of Knowledge. If you have already been here, turn to 40. Otherwise, keep reading. Here are all of Thalos's greatest universities and museums. This is the home of those who most value learning. Here, you hope, you will find something to help you in your lone struggle. You have a wide choice of possible destinations within the City of Knowledge. Where will you go:

The College of Medicine?	Turn to 54
The Thalian Museum?	Turn to 14
The Dinosaur Preserve?	Turn to 66
The War College?	Turn to 277
Out of the city?	Turn to 380

362

You cannot escape in time. A blast nicks your robot's armour. Lose 1 ARMOUR point and wheel to fight your foes. Turn to 169.



363

As you prepare to leave, it occurs to you that a few bars of this treasure – or, perhaps, more than a few – would be a fair compensation for your troubles so far. If you have taken the Cargo Crab, turn to 346. If not, turn to 220.

364

Fortunately, you left the robot building open. You may now return there and get a robot. Turn to 9.

365

You decide to visit the Temple of Peace. It is a relatively small building in this city of great temples, but easy to find; it is surrounded on all sides by a cool green park. You leave your robot at the edge of the park and walk towards the temple, rather than take a war machine to the Temple of Peace. Somehow, you feel certain that nothing will harm you. The temple is full of sleeping worshippers – but they all wear gentle smiles, and you are sure their dreams are untroubled. You feel moved to pray. What will you pray for:

Complete peace?	Turn to 37
Strength in battle?	Turn to 390
Freedom?	Turn to 107

366

You decide to explore the city. If you explore the northern portion, turn to 16. If you explore to the south, turn to 225.

367

Undaunted, you continue towards the City of Industry on foot. *Test your Luck* again. If you are Unlucky, you lose another 3 STAMINA points to exposure. If you are Lucky, you find shelter and water in the wasteland. Eventually, you find a little robot car and finish the trip to the City of Industry. The robot car is a small four-wheeled vehicle, designed for pleasure, but definitely not for combat!

ROBOT CAR

ARMOUR 0 SPEED Fast COMBAT BONUS 0
 SPECIAL ABILITIES: This little machine is totally unsuited for fighting! If it is attacked by anything faster, it automatically loses. If attacked by something slower, it can *Escape* if given the chance.

Your car passes through the gates of the City of Industry. Turn to 265.

368

You realize that you must leave quickly. Looking outside, you see that the Karosseans have entered the building. The fools have left their robots outside and unguarded, parked near yours. You spring out of the window and run for them. If you get back into your own robot, turn to 322. If you get into a Karossean robot instead, turn to 345.



369

The lift doors shudder, and the lift drops half a metre and stops. The lights flicker on, and then off. If you push another button, return to 269 and choose again. If you leave the lift and enter the corridor beside it, turn to 398.

370

You look around the junkyard, and see several things that might be of use. But then you are confronted by a huge creature with the remains of a collar around its neck. It is a Giant Ape, carrying the leg of a robot as though it were a club! At the moment, it seems curious rather than angry. What will you do:

Flee?

Turn to 110

Speak to the Ape?

Turn to 234

Attack the Ape?

Turn to 138

371

If your robot is Very Fast or Fast (ground speed only), turn to 196. If it is Medium or Slow, turn to 318.

372

You read through the book one last time . . . and discover an alarming footnote. One of the ingredients you used was Essence of Man-trap Flower. But, according to the footnote, this essence loses its power over time. It may be that the material you used was weak or even totally worthless! The only way to be absolutely certain of success would be either to find some brand-new essence, or to acquire a fresh Man-trap Flower and add it to your flask of Potion. But you have no idea where to look for fresh essence, and the flower itself grows only in the deepest jungle. You pack the fragile bottle of Blue Potion carefully, and set out for your robot. Turn to 302.



373

You stretch a robot arm to its fullest extension and pluck one of the flowers. The plant shudders. If you possess a Blue Potion, turn to 211. Otherwise, turn to 248.



374

You find a stairway and head down. You find that both the Karosseans are dead. One was about your size; you quickly strip off his uniform and put it on yourself. It may come in handy later! You check the signs. The demolished exhibit was labelled 'Tyranosaurus'. The shouts from outside are coming closer, so you duck out of a convenient door and return to the front desk. Turn to 14.

375

As you walk down the hallway, you sense eyes boring into your back. Then the doctors run down the hall away from you, shouting! Evidently your accent gave you away. You cannot catch them; you hurriedly flee from the hospital and back to the place where you left your robot (if you have a robot). Lose 1 STAMINA point. Turn to 308.

376

You are leaving the City of the Guardians. If you decide to go to the City of Storms, turn to 144. If you decide to go to the City of Industry, turn to 265.

377

Your opponent falls, mortally wounded. A gasp goes up from the circle of officers watching the battle. As you reel back, one of them catches you. You see Minos dusting off his hands and drawing his sword. 'Here! Drink this!' says the Karossean officer who kept you from falling. If you drink the flask he offers, turn to 388. If you decline, turn to 330.

378

You are leaving the City of Pleasure. If you would like to go to the City of Industry, turn to 265. If you would like to go to the City of the Jungle, turn to 274.

379

To your horror, you are caught in a downdraught! Your robot falls, spinning. You are thrown against the side of the cockpit. Around you, metal shrieks. Lose 2 STAMINA points; your robot loses 2 ARMOUR points. If either STAMINA or ARMOUR is reduced to 0, you are dead. If not, you have a chance to regain control. Turn to 12.



380

You are leaving the City of Knowledge . . . hopefully, wiser than when you came. Where will you travel now:

The City of Industry?	Turn to 265
The City of the Jungle?	Turn to 137
The City of Storms?	Turn to 179
The City of Worship?	Turn to 166

381

Without their pilots, the other robots are defenceless. Your own machine quickly hammers them into junk. But as you attack the last one, it fights back! Evidently it was left on autopilot. Your own robot loses 3 ARMOUR points before you can destroy that last foe. You leave the War College at top speed, with the Karossean pilots shouting angrily behind you from the windows. But you have lost part of the advantage of surprise; the Karosseans now know that at least one person remains awake to oppose their scheme! Turn to 147.

382

Lose 2 LUCK points for abandoning the sleepers to the tender mercies of the hungry dinosaur. If you have not already explored the south of the city, you may do so (turn to 225). Otherwise, turn to 137.



383

You wander around for hours, but the Administration Building is useless, and the other building is tightly locked and you cannot enter it. You must leave the Dinosaur Preserve and see what you can find. Unfortunately, the Dinosaur Preserve is far away from the rest of the City of Knowledge. After an hour of walking, the best you have been able to find is a battered old Farm Robot.

FARM ROBOT

ARMOUR 7 SPEED Medium COMBAT BONUS 0

SPECIAL ABILITIES: None

But it is better than nothing, so you take it. Turn to 150.



384

You are caught in the remains of your robot as the Crusher's enormous foot comes down one last time. Your end is mercifully quick.

385

You have arrived at the National Treasure House. A great, grey building, it is the repository of all Thalos's gold. To your surprise, it is guarded only by a single Karossean sentry, standing in front of the building. If you have a robot, turn to 319. If you are on foot, turn to 271.





386

The enemy Construction Robot raises huge claws and moves towards you. It rolls on eight vast wheels. It has only a few guns, to protect against attacking dinosaurs, but it has four huge arms mounted all around.

CONSTRUCTION ROBOT

ARMOUR 9

SPEED Slow

SKILL 6

SPECIAL ABILITIES: None

Fortunately for you, the Karossean soldier inside does not really know how to use this robot. If the two dice you roll for the Construction Robot ever total 6 or less, turn to 194. If you *Escape*, turn to 216. If you defeat the Construction Robot, turn to 92. If your own robot's ARMOUR is reduced to 0, turn to 61.

387

The placid beasts are quite familiar with robots; they honk and hiss, but move over to let you through. Turn to 62.



388

You drink. A tingling goes through your body. 'You put up a good show!' says the officer in a whisper. 'By law, you shouldn't have to duel Minos until you can rest, but he's coming for you right now. This will even the odds.' You thank him for his sportsmanship. Obviously not all Karosseans are totally bad! The officer's healing drink gives you 4 STAMINA points, or restores you to your *Initial* STAMINA, whichever is less. Turn to 330.

389

The Karosseans fire on you. Lose 1 ARMOUR point and fight. Turn to 169.

390

The room somehow seems colder. The feeling of peace evaporates (lose 1 LUCK point). Quickly you rise and walk back to your robot. You realize that your request was inappropriate. Return to 166; you may not visit this temple again.

391

Your luck has run out! The Tyrannosaurus spots you and gobbles you up in a second. Your adventure is over – and a short one it was, too.



392

Exploring the second floor, you find several prototype models of an odd-looking helmet. According to the files you read there, it is an Interface Transponder. While you wear one of these helmets, increase your SKILL by 1 when using a robot, up to a maximum SKILL of 11. That is, if your SKILL is already 11 or 12, it does not help you. It does not affect other combats. If you leave the Centre and return to your robot outside, turn to 206. If you want to explore further, return to 333 and make another selection.

393

You step into the game and pick up the toy ray-gun that comes with it. A light comes on and you see yourself in a mirror – but a holographic trick has clothed your reflection in a beard and a Karossean uniform. You laugh and fire at it. Unfortunately, with all the repairmen sleeping, this machine is out of order. When you fire, you receive a severe electrical shock. Roll one die. On 1, 2 or 3, you lose 1 point of SKILL. On 4, 5 or 6, you lose 1 point of STAMINA. If you want to play another game, turn to 288. If you want to leave the Arcade, turn to 165.

394

You pack the fragile bottle of Blue Potion carefully, and set out for your robot. Turn to 302.

395

You dash down the hallway, following the signs marked 'Library'. You turn a corner and run headlong into a Karossean guard! You finish him off before he can summon aid, but he wounds you slightly: lose 1 STAMINA point. Once at the library, you ransack it for information on sleeping sickness. But you find nothing; the relevant volumes are all missing. You realize this has been a wild-goose chase. Carefully, you slip out of the hospital and away. Return to 308.



396

You are leaving the Thalian Museum. Where would you like to go now:

The College of War?
 The Dinosaur Preserve?
 The College of Medicine?
 Out of the city?

Turn to 277
 Turn to 66
 Turn to 54
 Turn to 380



397

After a few hours, the door opens and a soldier tosses in a package of rations. Desperately, you grab his arm before the door closes! The Karossean tumbles to the floor. He has no chance against your berserk rage. You leave him unconscious, at a cost of 2 STAMINA points to yourself. In an adjoining room, you find your sword lying underneath a table, but there is no sign of your other Possessions. If you search for them, turn to 174. If you leave immediately, turn to 69.

398

The corridor levels off and passes a small alcove. Within the alcove is a small lift, just big enough for one person. If you want to get in the lift and press the button, turn to 307. If you continue along the corridor, turn to 178.

399

You speed away. Behind you, the Karossean pilots come charging out of the building, heading for their robots. But you know the city better than they do; though they hunt for you, your head start is enough to see you safely away. But you have lost part of the advantage of surprise; the Karosseans now know that at least one person remains awake to oppose their scheme! Turn to 147.

400

You fight the Ankylosaurus. This small but powerful dinosaur is studded with armour-plate. Its tail is tipped with a huge ball of bone which it swings like a mace.

ANKYLOSAURUS

ARMOUR 12 SPEED Slow SKILL 9

SPECIAL ABILITIES: If your robot has two or four legs and the Ankylosaurus hits you, it will knock you off your feet. This does no extra damage. However, on the next turn, if you hit the Ankylosaurus you will do it no damage. You have only defended yourself against it.

If you *Escape*, turn to 115. If you defeat the Ankylosaurus, turn to 56. If your robot is destroyed, you are lost in the jungle and your adventure is over.



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