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FALCON 1: THE RENEGADE LORD

FALCON 2: MECHANON

FALCON 3: THE RACK OF BAAL

FALCON 4: LOST IN TIME

FALCON 6: AT THE END OF TIME

Falcon 5: The Dying Sun

MARK SMITH AND JAMIE THOMSON

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TRADE
MARK



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Set in Andover

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

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

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

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

Earth, using Hyperdrive, faster-than-light travel, has estab-

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

How to Travel in Time

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

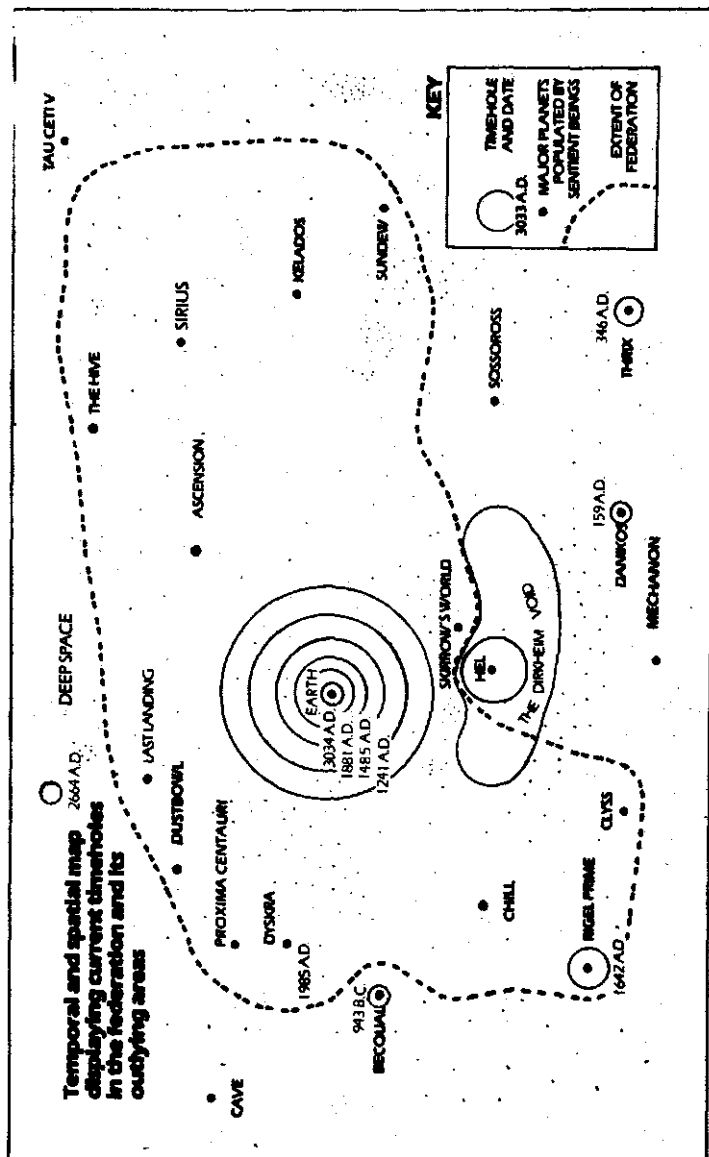
The timeholes are formed when the fabric of time is damaged by unknown forces. They can be larger, but are usually less than five miles across. Timeholes come and go as new damage occurs and older timeholes close up naturally. The Monitoring Section is responsible for keeping the map of current timeholes. At least

one hole has been there for a long time - the Eiger Vault, near the TIME building in the Alps. It is thought to be a permanent timehole and your Time Machine, Falcon's Wing, is kept there along with those of the Lords of TIME and other Agents. Some timeholes are safer than others and it is possible to go back in time only to find that the hole through which you travelled has closed up, trapping the unfortunate traveller in the past. Time passes at the same rate in all timeholes as on Earth. If you begin a journey to a timehole ten minutes after somebody else does you will arrive ten minutes later than them. Only those with Psychic Awareness can navigate across null-space.

Game Rules

ATTACK

In certain paragraphs you will have the chance to attack an



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

ATTACKMODIFIER

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

EVASION

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

CHANCE

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

POWERS OF THE MIND

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

PSYCHIC AWARENESS

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

ENDURANCE

You, Falcon, start the adventure with 20 points of Endurance. If you are wounded in combat, suffer something unpleasant such as an acid atmosphere without a space suit, or become

exhausted, you will lose Endurance points. A running total of your Endurance should be kept on your Agent Profile. If at any time you fall to zero Endurance or less you are dead and your adventure is over. Endurance points can be regained by visiting the Autodoc in your Time Machine (see equipment list) and you will be told when you can use your Autodoc.

Equipment

Standard Issue for TIME Special Agents

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

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

The six hydraulic legs which support the machine are extended when it materialises in a new Timehole, to provide stability on uneven ground. The Main Access is operated by invisible Tractor Beams (energy beams that can be used to grip and lift) that will draw the Time Traveller up into the cabin, to rest on the Access Disc. This disc is matter but is changed to air as you move through it by the Molecular Converter (see Item 4). The pressurised cabin is lined with instruments and gadgets. The crash-couch is moulded to fit your shape and can be moved up to the command console or up into the Flyer (see Item 6).

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

ITEM 2: HOLOGRAM GENERATOR

Each Time Machine is equipped with a Hologram Generator - very important if the First Law of TIME is to be obeyed. The Generator changes the appearance of the Machine by casting a hologram around it, so the computer can make the Machine

look like a small wood, hayrick or grassy hill etc, which is very lifelike unless you are within two metres of the Machine itself. This stops people in history being curious at the sight of a highly technological machine.

ITEM 3: HOLO-DETECTOR

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

ITEM 4: MOLECULAR CONVERTOR

Each Time Machine is equipped with a Molecular Convertor, a device which uses the rarest of all elements, Polybdenum, as its fuel. Small articles, placed in the Convertor, are transformed into whatever the computer decides. In this way, Time Travellers have disguises which allow them to pass undetected amongst the intelligent beings of other times. CAIN, your computer, carries information about the Timeholes shown on your map, so that the blueprints required by the Convertor to make the disguises accurate, are usually available. Your Psionic Helmet, for instance, can be turned into a legionary's helmet, while keeping its modern powers.

ITEM 5: AUTODOC [see accompanying specifications]

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

ITEM 6: FLYER [see accompanying specification]

Your crash-couch swivels up onto the platform of your flyer when you wish to use it. The flyer is a small hover raft which is catapulted out of the Time Machine through the Launch Doors, two sections on top of the hull that slide apart. Once safely away from the Machine the Ion Drive can be cut in, giving the flyer a top speed many times the speed of sound (Mach 6). It can hover which allows you to use it as an observation platform, but it is too small to carry a Hologram Generator and should only be used when strictly necessary. Fortunately, its Ion Drive is

almost soundless. You are also issued with a Homing Beacon, which, when activated, will make the flyer move to its location as quickly as possible. The flyer is then piloted by its micro computer. The Beacon is magnetic, and about the size of a die.

ITEM 7: CAIN [Cybernetic Artificial Intelligence Nexus]

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

ITEM 8: BLASTER [see accompanying specifications]

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

ITEM 9: PSIONIC ENHANCER [see accompanying specifications]

This helmet helps your Powers of the Mind by damping all other thoughts. It senses when you want to use your power and activates automatically.

ITEM 10: ENVIRONMENT SUIT [see accompanying specifications]

A light, pressurised suit for use in vacuum, inhospitable atmospheres and extreme ranges of temperature which monitors your life signals such as pulse and temperature. It is compatible with your Psionic Enhancer.

Personal Background

Special Agent (TIME)

Codename: Falcon

For three years you have studied at the Academy as a cadet attached to TIME: the Temporal, Investigative and Monitoring Executive, and you have passed the difficult training programme with flying colours. You have been selected from the

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

You are expert in survival - including combat - armed and unarmed. History and detective powers of deduction have also been major subjects of study. You are now an Agent in the Time Police, whose job is to guard the Timelines of the past and to ensure that no one tampers with past events in any way that would change things as they are now.

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

The Executive is divided into four sections: Administrative, Research, Monitoring and the Special Agent Section (or SAS). The Monitoring Section, headed by Section Chief Jobanque, is responsible for noting any disturbances in the past, or Timelines, of the planets in the Federation. The Research Section, headed by Section Chief Skirrow, is responsible for all equipment used by Special Agents and is also examining the possibilities of travel into the future, as yet impossible. Your own Special Agent Section is headed by Section Chief Agidy Yelov, a Sirium humanoid from the Federation member planet, Sirius Secundus. Agidy Yelov and others have told you the

importance of the First Law of TIME when on active service: 'A TIME Agent must, in all cases, act naturally according to the time in which he is currently operating, thus minimising any disruption of the Timelines his or her presence might be causing'. As Yelov once said to you: 'There's no point in coming back to 3033 AD if you have left an atomic hand gun near Hitler's bunker, because this would change the present - in fact, you'd probably find you had never existed!' As with all Special Agents, your bloodline has been traced back, in your case to the French Revolution in 1789 AD. Should any one of your ancestors fail to produce the next in line it would be as if you had never existed.

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

A Brief Historical Update

In *Book 1: The Renegade Lord*, you, as Falcon, after a desperate chase across time thwarted the evil plans of the renegade Lord of TIME. Falcon also discovered that the then Section Chief of the Special Agents, Agidy Yelov, was in league with the Renegade Lord and was a traitor. Falcon killed the Renegade Lord and captured Yelov. Jobanque was given Yelov's old post.

In *Book 2: Mechanon* Yelov escaped and swore revenge against Falcon and the Federation. Using the massed wardroids of the factory planet, Mechanon, Yelov planned to conquer the galaxy. But Falcon penetrated Mechanon and killed Yelov in a titanic battle. However, Yelov's last act was to set into motion a series of events that would completely destroy Earth. The only way Falcon could save Earth from annihilation was by changing the past, thus creating a paradox in time in which prior events never took place. The Earth was saved, but Yelov was alive and still at large - Falcon never killed him.

In *Book 3: The Rack of Baal* Baal, a cosmic supervillain with god-like powers escaped from his bonds (the Rack) imposed upon him by an ancient civilisation aeons ago. Falcon tracked down the Rack

of Baal, that had been scattered across time and space and was able to imprison the super powerful being known as Baal - just. For this and prior services Falcon was promoted to Section Chief, Jobanque's old position. He in turn was made a TIME Lord. However, Yelov was still at large ...

In *Book 4: Lost in Time* Skirrow of the Research Section had come up with a way of travelling into the future - never before attempted successfully. Falcon volunteered. A future trip was made but in attempting to return home Falcon was hopelessly lost amid the myriad timeholes of the space time continuum, cast adrift on the winds of time. After many strange adventures Falcon was able to activate a Stasis Field, thousands of years in the past, and wait, frozen in time, until the 31st century. Upon returning, Falcon was given a holiday on the pleasure dome of Titan - but not for long. Yelov has been seen once more, this time with powerful allies ...

Mission Brief

Rested and revitalised after experiencing the exotic delights of the pleasure dome on Titan, Jobanque's summons to join him in his office for your next mission briefing sends a tingle of excitement through you.

Jobanque's smile, as welcoming as ever, matches the twinkle in his eye as he enquires after your welfare. Your ordeal following the attempt at future travel which lost you in time left you tense and fatigued at your last meeting, but you are able to assure the Lord of TIME that you have regained your enthusiasm for the job. He laughs out loud when you ask, in mock apprehension, whether Section Chief Skirrow of the Technical Section has any new inventions for you to try - it was his addition to the Variac Drive of Falcon's Wing that sent you into a parallel universe in

Jobanque soon becomes serious: 'I expect you'll enjoy this mission, Falcon. Search and Destroy. Your target is your mortal enemy, Yelov. Find him and kill him. We cannot afford to allow him to live. You may use all available agents as long as someone is delegated to police the timelines. Lynx is still out, recuperating after her last brush with Yelov, and Bloodhound has disappeared unaccountably. We simply cannot trace him, we've tried everything - he could be anywhere in time and space ... Talk about an amoeba in a funspread vat...'. Jobanque spreads

his hands and shrugs. 'There are three graduates who have recently passed out of the Academy, none is ideal, but they are a talented group. You may recruit one as Bloodhound's replacement. They will be in your office, ready for you to interview, at noon today.

'One of our moles in CYBERNET tells us that Yelov has made contact with the criminal underworld on the exile-planet, Barbarossa. He has recruited three of their most dangerous operatives, the Thaccoid, Dark Star and the Symbiont. I suggest you examine the Enforcement Executive files on them before you select your new agent. Yelov is planning to use them in some insane scheme, but we don't know what yet - perhaps to kill you. Agent Leopard is on Barbarossa at the moment; you may recall him if you wish. The files on the Academy graduates are available now, I suggest you study them right away. That's all. Falcon. Good hunting.'

Turn to 1.

AGENT PROFILE:

CODENAME



SECTION CHIEF: Head of
Special Agent Section (SAS)

SECURITY CLEARANCE CODE:
THETA

ENDURANCE

20

ATTACK MODIFIER

0															
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EVASION MODIFIER

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

PSYCHIC ABILITIES

THINKSTRIKE MODIFIER

0															
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POWER OF WILL MODIFIER

0															
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STANDARD ISSUE
FIELD EQUIPMENT

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

SPECIAL ITEMS

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NOTES

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REFERENCES

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1

As you return to your office you mull over the news that Yelov has linked up with CYBERNET, the powerful crime syndicate. The enforcement executive conceded long ago that it could not destroy CYBERNET. Drugs, bodybroking, organised smuggling, stealing technical secrets, extortion, violence and countless other activities have allowed CYBERNET to infiltrate all levels of most societies. In all probability they are simply using the insane Yelov for his Time Machine, but if CYBERNET succeed, the danger to the Federation is ten times greater than the threat posed by Yelov alone and he remains a shrewd and lethal adversary. It will be imperative that you strike quickly. As your office door slides open you resolve to choose your new agent as quickly as possible. A message on your screen alerts you to a recent happening in the vicinity of the 1743 star cluster. A new and hostile civilisation has been discovered and three navy probes to 1743 have failed to return. You decide that this information is not personally relevant at this moment and switch to file mode. You have two hours in which to study the files before the interviews begin. Turn to 19.

2

You hit the rocky ground hard and slide across its surface, cutting yourself painfully and knocking the breath out of yourself. *Lose 4 Endurance points.* If you are still alive, you look up to see the Symbiont running on. Nobody is nearby so you aim your blaster and fire. Make an **Attack Roll**.

If you score 2-6, turn to 24

If you score 7-12, turn to 40

3

Some hours later you are sitting in the Central Office of the Siriun Enforcement Agency. It seems that Sparrowhawk used her powers as a Special Agent of TIME to smuggle Yelov into the black solar racer, then she kidnapped you and forced you to take part in the mistaken belief that Yelov would be able to kill you. The ship which rescued Yelov was a high speed freighter controlled by CYBERNET, and Sparrowhawk followed it soon afterwards in a hijacked scoutship from the Siriun navy. The Siriun commissioner of Enforcers is very apologetic and ashamed that Sparrowhawk was able to beat his security so easily, but she was a trusted part of it. The Siriun navy tracked the course of her ship and the CYBERNET freighter and it is

97.797% likely that they are heading for the exile-planet Barbarossa. The Siriun commissioner places his fastest deep-space fighter at your disposal with which to follow them. As it is probable that they have a Time Machine on Barbarossa, you decide to travel to that dangerous planet. Turn to **9**.

4

Yelov looks up and spots you just as you level your blaster at him. His reactions are like lightning and he spins back into the Control Room out of harm's way. You couldn't help noticing the hate and loathing in his eyes, the eyes of a madman. 'Curse you, Falcon, you have come to plague me again, but this time I will be revenged. I have changed the course of the Ark and even if you manage to redirect it, you will be marooned here forever!' With that he opens fire with his laser pistol, criss-crossing the entrance to the Control Room with streaks of ruby light, making it impossible for you to get in. A minute later you can see two large metal legs materialising in the room in front of you. You recognise them as belonging to a Model A3 Time Machine, the rest of it blocked from view by the small corridor. There is a shout of triumph from Yelov, but he keeps up his laser fire, delaying you further. Then he ceases. You charge in only to be greeted by the sight of the Time Machine phasing out again, disappearing into null-space. Add another X to your list. If you have eleven Xs, turn to **190**. If not, turn to **26**.

5

The jetcar's airshield has been blown off and, standing up, you see Sparrowhawk squinting down the sights of a lightweight percussion rifle that could blow your head off at a thousand paces. She is dressed in a scarlet uniform similar to that of a hussar of Napoleonic times on Earth. Her long black hair is held up by a psionic damper circlet which you recognise as that given to Agidy Yelov by the Hivers when he conspired with the Renegade Lord to conquer the Federation. 'So you're in league with Yelov?' you ask.

'You always were quick off the mark, Falcon,' Sparrowhawk replies.

'But why? He's insane!' you say.

'Because I love him and I can cure him.' You can tell that she is in deadly earnest and you cannot assail her with your psychic

powers for the damper circlet protects her. As a Special Agent of TIME she is unlikely to be bested by a weaponless attacker while armed with a percussion rifle.

What are you going to do with me?' you ask.

Walk up that ramp behind you, Falcon,' she orders. You turn to do as she bids. Turn to **13**.

6

You grope for the door of the hovcar, but the jetcopter screams overhead, firing continuously. An energy pulse explodes on the back of your thigh and the shock and pain cause you to lose control of the man with the cannon. He immediately fires it, blowing the hovcar into bits and you with it.

7

FILE

ENFORCEMENT EXECUTIVE

Criminal Dossier Library

Security Access Code: THETA

SUBJECT: THE THACCOID

Security Classification: Extremely Lethal Psychopathic (T.O.)

LIFE HISTORY: The only inhabitant of planet Thaccos to have crossed the Earth Federation boundary, the Thaccoid was captured, illegally, on its homeworld by zoo-stockists from Rigel Prime. The race of Thaccoids is believed to be cunning, carnivorous and incapable of reasoned restraint. While the Thaccoid shows understanding, attempts to placate it have proved ineffective.

The Thaccoid escaped from its storage cell on a Rigellian freighter when the ship was attacked by Phocian pirates, and broke ship at Barborossa where it was recruited by CYBERNET and has proved most successful in inspiring terror in securoguards and enforcers alike. The Thaccoid's actions, so extreme in disregard for other life-forms, compelled the Enforcement Executive to raise a Termination Order despite the fact that it is the sole ambassador of its race.

APPEARANCE: Similar to a Terran wolf-spider, with a lizard-like head and eye-stalks, four metres tall and extremely strong. Known to have a web-spinning capability usable in combat.



LOCATION: The Ariadne arm, tenth sub-quartile.

HOMEWORLD: THACCOS (text taken from Rigellian interrogation report). A planet with gravity slightly lower than our own, sparsely vegetated, with many gigantic life-forms. Mixed atmosphere. Rich in natural resources. Dominant life-forms: dangerous and warlike.

END OF FILE

8

You breathe a sigh of relief when the plexiform couch in your office moulds around your form. If you are wounded, you order 3 TIME medtech orderly to apply some field first aid to your wound, whilst you call your secretary, Ameena, for an update on the current situation. If you were wounded you may *restore up to 2 lost Endurance points*. If you went to 1194 BC, turn to **18**. If you went to the timehole in space, turn to **42**.

9

If you are to seek Yelov and Sparrowhawk on Barbarossa, a planet whose denizens make the criminals of the Earth jail, Chicago, look like volunteer Medtechs, you will need some support from your team of Special Agents. If the CYBERNET raid on a starport warehouse was successful, turn to **23**. If not, turn to **29**.

10

Note down who you decide to send to the spaceport and to the timehole in space. You can send Chameleon and your new agent to one and Leopard and Sparrowhawk to the other. You also have time to pick up three of the Weptech items in your office for instance two of the grenades and one mini-laser. Refer back to paragraph 100 if you wish to re-read the description) before heading to the Eiger vault and Falcon's Wing, your Time Machine. Within half an hour you have issued your orders to your Speical Agents and are sitting in Falcon's Wing. You tell CAIN to set co-ordinates for the timehole in 1194 BC. There is a familiartingle up your spine as you shift into null-space. Soon it is rematerialising in real space but nearly 4,000 years in the past. CAIN tells you he has disguised the ship with a hologram of a clump of trees, and switches on the external cameras. You are on a range of hills, looking down. On your left is a broad plain leading to the sea with sandy beaches. Set back from the beach

and on your right is a hill on top of which lies an ancient city, its adobe walls bright in the sunlight. Between the city and the sea lies a raised mound with a tall pillar on top of it. Beached at the sea's edge are three rows of wooden ships with lateen sails, long and low. They have been there for some time, huts have been built around them and tents are stretched between them. The ships are surrounded by a wooden stockade with gates set in it at intervals. In the encampment are men and women going about their business, cooking and so on. At the furthest end of the encampment from you, a large group of men are playing dice or lying about, their armour and weapons by their side. This strikes you as odd, for near the pillared mound a battle is raging. Two lines of warriors face each other and sections join together to fight briefly, then draw back. The warriors wear bronze breastplates, greaves, and bronze crested helmets, many full faced with curving cheekguards. Their thighs seem unprotected. Most of them carry shields, swords and thrusting spears. Some are slingers and others archers. Some, generally nobles and their picked men, or so it seems, ride light chariots of wood and bronze, with sides of wickerwork. Each carries a driver and one other. Some fight from their chariots, others dismount to fight.

Amidst the battle you can pick out ritualised duels between opponents. You ask CAIN what is going on. 'I have consulted my data banks, Falcon. The city is Troy. The walled encampment and the ships belong to the Achaeans or Greeks, led by Agamemnon, their High King. It is said that Paris, the son of Priam, the King of Troy, stole Helen, the wife of the Achaean king, Menelaus, and that the Greeks have come to take her back, but the prospect of great plunder, for Troy was a wealthy city, is more than likely the Achaeans' prime motivation, for they were seaborne raiders. The group of men lying idle in the Greek encampment would be the Prince of Phthia, Achilles' men. Achilles has argued with Agamemnon and refuses to fight. The mound behind the Achaean lines is the Mound of Ilus, where Ilus, the founder of Troy, is said to be buried. The river is the Scamander.'

Thank you, CAIN,' you say. You will have to go out to the battlefield and find who or what it is that has travelled to Troy illegally. It is impossible to tell what changes in history could be caused by, say, the prevention of Troy's destruction at the hands of the Achaeans, but scientists at TIME have theorised about

the snowball effect. This theory suggests that the further back in time one goes, the smaller the change necessary to influence the future.

You notice that some of the Trojans have a leaping fish symbol painted on their shields, presumably denoting them as men of a Trojan prince, or one of their allies. You instruct CAIN to activate the molecular convertor and provide you with the armour of a bronze-age warrior. You decide to have the leaping fish symbol emblazoned on your shield and go disguised as a Trojan warrior. Finally, you take some plasnet field dressings, hiding them in your shield, just in case. Turn to 22.

11
FILE
ENFORCEMENT EXECUTIVE
Criminal Dossier Library

Security Access Code: THETA

SUBJECT: DARK STAR

Security Classification: Very Dangerous, Kleptomaniac

LIFE HISTORY: Born Cestos, on Phocis in 2945 AD. At the age of fifteen flew with her father on pirate raids against the Keladi and commanded her own ship when he was killed by an Earth Navy Cruiser's 'warning shot'. She swore undying hatred of Earthers and disrupted space traffic to the colonies for several years until her ship's drive was disabled and she was taken and incarcerated in the Earth prison, Chicago. Her unsuspected psychic talents allowed her to escape Chicago, one of a handful ever to have accomplished this. She has been stealing and killing humans ever since. She obtained passage to Barbarossa when recruited by CYBERNET and is now one of their top operatives.

APPEARANCE: Typical hawk-head Phocian humanoid, moves with bird-like grace and can be distinguished by red and purple cheek feathers. She has the ability to teleport using the power of thought, is extremely elusive and a skilled space-pilot.

ADDFILE / /1
THE PET

Dark Star stole an organism from the genetic experimentation laboratories in Orleans which she calls the Pet. It was the most successful product of the TERRORISE programme to develop



highly lethal terrestrial combat organisms.

APPEARANCE: Classified Access Code ORANGE

END OF FILE

12

You hit the ground shoulder first and roll, losing your body's velocity and come to a stop, breathless and shaken but unhurt. You look up to see the Symbiont running on. Nobody is nearby so you aim your blaster and fire. Make an **Attack Roll**.

If you score 2-6, turn to **24**

If you score 7-12, turn to **40**

13

The ramp leads up a dark tunnel into a covered bay near the starport. At the top of the tunnel is a silver solar racer, one of the special racing ships due to take part in the Solar Racer Grand Prix around the dying sun, Sirius, tomorrow. Sparrowhawk orders you to climb in. There is room inside the cramped cockpit for only one. Will you:

Climb in?

Turn to **21**

Jump off the ramp to the floor of the bay ten feet below and try to hide beneath the spaceship?

Turn to **37**

14

Yelov looks up and recognises you instantly, his eyes filling with hatred and malice, the eyes of a madman. As quickly as you can, you hurl a Thinkstrike and he is caught unawares. He howls in pain and staggers back, only his insane hatred of you keeping him conscious. Desperately he begins firing his laser pistol wildly at the corridor as he struggles for control of his mind and body. His continual shots fill the entrance with streaks of ruby light, pinning you down in the corridor. Suddenly two metal legs materialise in the Control Room, you recognise them as belonging to a model A3 Time Machine, the rest of it blocked from view by the small corridor. There is a shout of triumph from Yelov and the laser fire ceases. You charge in but only catch a glimpse of Yelov holding his head in pain as he is drawn up into his machine. Then it dematerialises back into null-space. Turn to **26**.

15
FILE
ENFORCEMENTEXECUTIVE
Criminal Dossier Library

Security Access Code: THETA

SUBJECT: SYMBIONT

Security Classification: Dangerous, sadistic psychopath

LIFE HISTORY: Born Coin Helm, in Joburgopolis, Earth, 2988 AD. Helm joined the space navy and served with distinction on the Phocian borders, rising to become an Assault Leader among the elite starship marines. He won the Cross of Gold for his bravery during the second Hiver war. After the war he demobbed and became a Singleship Scout. He followed Skirrow to planet Hel in 600 AD where an unfortunate accident befell him.

Helm was able to return his ship to the nearest Earth colony (Lastlanding), but the being that stepped down from the singleship was a tortured travesty of the battle hero who had so intrepidly explored planet Hel. Fused into his back was a parasite, resembling the blood-wet lobes of a giant liver, which had thrust black veins beneath his skin. Helm had become the Symbiont.

The parasitic infestation from Hel appears to feed on the psychic waves produced by mental suffering. Helm is forced to inflict this on others or suffer the effects of a painful poison which the parasite releases into his blood system when hungry. Helm's strong will has been eroded by the pain and horror of his circumstances and CYBERNET have been able to recruit him in exchange for 'safe' victims.

APPEARANCE: From the front the Symbiont appears as a physically strong and resourceful Singleship Scout, showing signs of extreme stress. From behind he appears as a grotesque hunchback, whose liver-like flesh has erupted from beneath his skin. The parasite quivers gently in time with his pulse, the details of its sensory apparatus are unknown but Helm has shown unusual strength since his return from planet Hel. It is thought the parasite has psychic powers and augments Helm's mind enabling him to use an 'Ego Whip', a psychic attack of great power that causes intense mental pain in the victim, allowing the parasite to feed.

END OF FILE



16

He staggers back momentarily, but your Thinkstrike has failed. He raises his laser cannon and fires. The orange and white hovcar erupts into a fireball and you with it, blown into nothingness.

17

The Silver Dart rotates slowly as you try to dive towards the sun, but you are too slow. Horror fills you as you catch sight of the object hurtling towards your sail - it is a contact mine and you are powerless to stop it destroying your lightsail. The blast rocks the Silver Dart and it wrenches free from the debris of the sail, but you haven't enough fuel to escape the gravity of the giant sun. The ship accelerates until the hull begins to shudder. Your skin blisters and begins to smoke, then the heat shields overload and you are vapourised.

18

If you sent Agents Sparrowhawk and Leopard to the timehole in space, turn to **54**. If you sent them to deal with the CYBERNET raid on the polybdenum warehouse, turn to **68**.

19

Your plexiform couch moulds itself to the contours of your body as you enter your security clearance code THETA into the TIME Executive Computer. Will you:

Ask for a link to the Enforcement Executive

Computer to study the files on Yelov's
supervillain associates?

Turn to **31**

Study the files of the three graduates from the

Academy who you will soon be interviewing? Turn to **49**

Remind yourself of the agents presently under
your command?

Turn to **63**

20

[Score an X]

Concentrating your mental faculties, you hurl a blast of psychic power at the raging predatory mind of the Thaccoid. There is a moment's hesitation but it seems unhurt, either its mind is of too alien a nature or it is invulnerable to Thinkstriking. The Web is hurtling towards you and time is running out. Decide whether you will fire at the Thaccoid (turn to **352**) or fire at the web itself (turn to **32**), but subtract two from your Attack modifier for that attack only because you are hurried.

21

Once you are crammed inside the cockpit of the solar racer, Sparrowhawk begins to explain. The authorities are just beginning to worry about you, Falcon. I controlled the mind of the Enforcers sent to collect you from the sterilisation dome and brought you here. Agent Leopard tried to stop me, he had a nasty accident.' She pauses to look around, then continues: 'As you can see, you are in a solar racer. You're going to take part in the Grand Prix tomorrow, Falcon, and so is Agidy Yelov. If you are skilful enough to survive the race Agidy will make sure you die. I'd kill you myself, but Agidy wants the pleasure. Your racer has as good a chance as any. Oh, yes ... I nearly forgot. The lascom unit doesn't work. You will be just another casualty of the most dangerous sport in the galaxy, burnt up in the dying sun, nobody will ever know what happened to Falcon, the saviour of Earth.' She activates the airlock and you are entombed in darkness. Turn to **79**.

22

Soon you are dressed in a bronze breastplate, a crested helmet, greaves and a pleated white kilt, and leather sandals. A hiltless sword hangs in a leather scabbard at your belt. A round shield is slung on your arm and you hold a spear in your right hand. You may take a CSX gas grenade, a hunter/seeker and a mini-laser if you wish, but obviously not the harpoon/grapple gun. You may also take your blaster. Note down which, if any, weapons you have taken. When you are ready you step out in the sun of bronze-age Turkey. You activate your hologram detector, but it doesn't register the presence of another machine's hologram. Of course, whoever is here may not be trying to disguise his or her Time Machine. In any case, you cannot see it.

You descend to the plain below, travelling in a wide arc so that you appear behind the left flank of the Trojan lines, near to the mound of Illus. The battle surges all around you. It is a fierce and Woody struggle, their bronze weapons inflicting horrible wounds. You hang back, scanning the area with your Psychic Awareness, hoping to find your target, but all you can pick up is fear, blood lust, a simple wish to survive or sometimes, the lust for 'glory'.

Suddenly the Trojans in front of you begin to give ground and you hear cries of 'Diomedes, it is Diomedes.' A chariot rides into the Trojan line, and a young bearded Achaean, lithe and



muscular, is hurling spears from it with deadly accuracy. The Trojans in his immediate vicinity fall back away from him. A group of Achaeans is following close behind its leader in a charge. The chariot bursts through the Trojan front line. You are taller than most in this time period and Diomedes cannot help noticing you. With one swift movement, he hurls a spear at you. Will you:

Try to take it on your shield?
Try to dodge aside?

Turn to **34**
Turn to **50**

23

As you are preparing to board the Siriun deep-space fighter a holophone message from Jobanque, the Lord of TIME, comes rough. 'Congratulations, Falcon, I hear you've given up your duties with TIME and become a solar racer.' You laugh and he goes on: 'But you've left one small problem here on Earth that needs looking after. Please detail one of your agents to follow up the attack on the starport warehouse. We must recover the polybdenum. Terminating holo-contact. Falcon. Good luck.'

Seeing Jobanque's face reminds you of Leopard whose brain has been placed in a nearby resuscitation tank. He has suddenly recovered consciousness and his mind shouts out to yours: 'For space's sake get me out of here and inside a tin-can body, Falcon.'

Don't worry, you'll be back in the Health Executive hospital in Alpolis tomorrow,' you think back, and his mind leaves yours. You decide to detail your least experienced remaining agent, not Chameleon, to track down the polybdenum and send a holophone order to that effect. Turn to **39**.

24

A bolt of plasma hurtles towards the running man but your aim is off and it crashes into the earth some feet to his left, throwing up a shower of dirt and stones. You run after him but he outstrips you fast. He runs up into the hills until he comes to a Time Machine you recognise as Yelov's stolen model A3. The Symbiont has not even bothered to disguise it with a hologram. You follow, gasping for breath, having run at full pelt for some time. You can do nothing as the Symbiont dematerialises, bound for some other timehole. Despondent at the Symbiont's escape, you return to Falcon's Wing. It looks like the Symbiont's incursion to Troy had no real purpose - probably a diversion

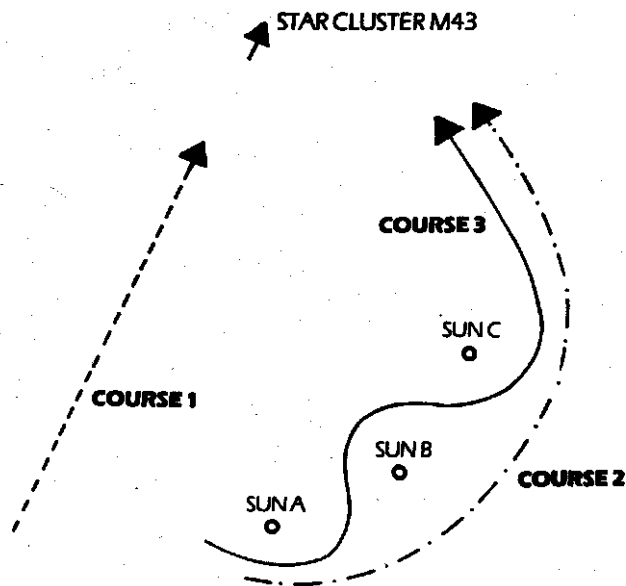
you think, and you hurry to return to your office. You set co-ordinates for the Eiger Vault, 3034 AD, and soon you are tumbling through the grey nothingness of null-space bound for home. You may rest in your Autodoc during your journey and regain up to 12 points of lost Endurance. Turn to **130**.

25

The Silver Dart rotates excruciatingly slowly as you try to dive towards the sun. Horror fills you as you catch sight of the object hurtling towards your sail. It is a contact mine and if it hits, your sail will be destroyed. The sail flexes as you turn more sharply and the mine misses its edge by a few yards. When you regain your course, the black and yellow racer has moved some way head of you. Turn to **131**.

26

You hurry over to the ship's navigation computer, knowing you must set its course back to the original, or risk the possible destruction of the Federation. You run a systems check. Your heart sinks - not only has Yelov changed the ship's course, but



he has drastically slowed up the ship's speed, using up some of its precious fuel to do so. You call up the star chart. The original destination of the Ark was the M43 star cluster. Which course will you direct the computer to take:

Course 1?

Turn to **80**

Course 2?

Turn to **92**

Course 3?

Turn to **118**

27

Chameleon drops Dark Star with a plasma bolt even as you open fire, but Sparrowhawk's blaster knocks Squirrel to the floor and she shouts, 'Tell Falcon to surrender or you die.' You turn to fire at Sparrowhawk but a sudden yearning to protect poor Squirrel overpowers you. In her panic she is using her powers of influencing emotion to dictate your behaviour. Chameleon watches dumbstruck as you throw down your blaster and Sparrowhawk uses hers to wipe your head neatly from your shoulders. Chameleon falls to Yelov's blaster and the Sirium madman will hold history to ransom.

28

He throws his head back and grunts before slumping to the ground in a heap. Just then a loud roar fills the air. Swooping low over the hovcar park towards you is a plain, unmarked jetcopter, which is illegal. At its side is mounted the vicious looking snub turret of a pulse laser, also illegal, of course. It almost certainly belongs to CYBERNET. Only they would have the resources to deploy such equipment. It opens fire, spitting pulses of energy, strafing the hovcar park, the small explosions getting nearer and nearer to you. Will you:

Open fire at the jetcopter?

Turn to **36**

Try to get into the orange and white hovcar and fly away?

Turn to **46**

29

You order Agent Chameleon to accompany you to Barbarossa; he will board a ship from Earth that will dock with yours in orbit above the exile-planet. Which Agent did you choose to join your force of TIME police:

Squirrel (Sosquilla)?

Turn to **85**

Blade (Yellowblades)?

Turn to **107**

Cobra (The Bounty Hunter)?

Turn to **115**

30

You try to fight it, but you can't prevent the total agony that wracks your mind. You scream in pain, sinking to your knees, and the hump on the Symbiont's back pulses faster, feeding from your psychic anguish. Through the haze of pain, you sense the Symbiont walking forward, preparing to finish you off with the sword he has drawn. Make another **Power of Will Roll** as you try to force your body to run, despite the agony that threatens to reduce you to a quivering mass.

If you score 2-7, turn to **272**

If you score 8-12, turn to **286**

31

Your link with the Enforcement Executive computer, the largest in Alpolis, is open; you are at liberty to investigate the files of known CYBERNET Operatives. The holoscreen flashes a message.

ENTER FILE NAME TO BE VIEWED

Will you type in:

THE THACCOID?

Turn to **7**

DARK STAR?

Turn to **11**

THE SYMBIONT?

Turn to **15**

Note this paragraph number and once you have read the file of your choice return here. You may consult these files at any time during your adventure.

If you wish to begin the interviews, turn to **111**. If you would like to examine a new set of files, turn back to **19**.

32

You unleash a blast of superheated plasma at the fast approaching web-net. Make an **Attack Roll**.

If you score 5-12, turn to **44**

If you score 2-4, turn to **56**

33

As you steadily overhaul the solar racer ahead, you strain to identify it visually. It turns slightly and you see its colours, black with red flames licking backwards from its nose as if the fire of

Sirius itself had kindled it. Suddenly your attention is distracted. The deep radar has picked up a small object falling through space towards you from the back of the black and red racer, but it is too small to see. Anything hitting your sail at two-tenths the speed of light would destroy it utterly, but it will not be easy to take evasive action with the cumbersome lightsail ship you are now flying. Make an **Evasion Roll**.

If you score 7-12, turn to **25**

If you score 2-6, turn to **17**

34

You whip your shield up to protect yourself, but the spear hits it with such force that it bursts through the bronze and pricks your upper arm. *Lose 2 Endurance points.* The spear weighs down your shield and as you hurriedly pull it out, Diomedes leaps nimbly from his chariot, another spear in his hand. Nearby, Trojans and Diomedes' men fight on. Another chariot bearing a slim-built wiry man, older than Diomedes, approaches from the Achaeans lines. You gather from the shouts of the Achaeans that his name is Odysseus. Diomedes is readying himself to attack you again. Will you:

Thinkstrike him?

Turn to **102**

Hurl your spear at him?

Turn to **116**

Turn and run?

Turn to **82**

Draw and fire your blaster at Diomedes if you are carrying it?

Turn to **94**

35

You find it too difficult to aim in free fall and the military laser is damaging your sails so you pull yourself back into the Silver Dart to wrestle with the controls once more. Turn to **93**.

36

Drawing your blaster, you aim at the plexi-glass cockpit and fire. Make an **Attack Roll**.

If you score 2-6, turn to **66**

If you score 7-12, turn to **58**

37

As you tense to leap, Sparrowhawk reads the signs of your tautening muscles. She flips the switch on the percussion rifle to

half power and blows your feet out from under you. You somersault through the air like a doll and crash down to the glasteel floor of the bay. *Lose 7 Endurance points.* If you are still alive you decide to do as Sparrowhawk says and climb into the narrow confines of the solar racer's cockpit. Turn to **21**.

38

The bolt of superheated plasma impacts near his feet, hurling him across the Control Room. He cries out in pain and rage, his legs badly burnt, but he is coming to his feet. Just then a shape begins to materialise between you and him. It is a model A3. You recognise it as Yelov's stolen Time Machine. Yelov gives a shout of triumph: 'The Symbiont! At last.' As you move to open a line of sight between you and Yelov, he begins firing his laser pistol indiscriminately in your direction, forcing you to keep your head down. He continues firing wildly as he is drawn up into the Time Machine. Moments later, it dematerialises, phasing out into null-space. Turn to **26**.

39

Which agent did you choose to join your force of TIME police:

Squirrel(Sosquilla)?	Turn to 45
Blade (Yellowblades)?	Turn to 65
Cobra (The Bounty Hunter)?	Turn to 77

40

A bolt of plasma hurtles towards him and strikes the ground, inches from his feet, throwing up a shower of dirt and stones. The Symbiont is lifted into the air and hurled forwards to land in a heap. His shield flies away from him. You are up and running after him but he is not seriously hurt for he staggers to his feet and sprints on. You run up to his shield and discover the gun with the homing missiles hidden inside it. It has one rocket left. Upon closer examination you see that the hunter/seeker type pistol rocket detects a person's body heat and homes in on it. You run after the Symbiont but he is outstripping you fast. He runs up into the hills until he comes to a Time Machine which you recognise as Yelov's stolen model A3. The Symbiont has not even bothered to disguise it with a hologram. You follow, gasping for breath, having run at full pelt for some time. You can do nothing as the Symbiont dematerialises, bound for some other timehole. Despondent at the Symbiont's escape, you return to Falcon's Wing. It looks like the Symbiont's excursion

to Troy had no real purpose - probably a diversion you think, and you hurry to return to your office. You set co-ordinates for the Eiger Vault, 3034 AD and soon you are tumbling through the grey nothingness of null-space bound for home. You may rest in your Autodoc during your journey and *regain up to 12 points of lost Endurance.* Turn to **130**.

41

Squirrel is insane - meeting the Symbiont was too much for her to take. So you must send your only remaining Agent, Chameleon, to track down the polybdenum stolen from the starport. You will have to travel alone. Your sojourn on the exile-planet, Barbarossa, is but brief. You land in a quiet corner of Smugglers port, but step into a cunningly disguised mantrap designed to catch Earther Enforcers. With no-one there to release you, a painful death claims you as metal spikes slowly but inexorably inch together through your stomach and back.

42

If you sent Sparrowhawk and Leopard to deal with the Cybernet raid on the polybdenum warehouse, turn to **140**. If you sent them to the timehole in 1194 BC, turn to **152**.

43

Your blast slices through Sparrowhawk's legs as she spins to fire at you and she falls, lifeless, to the floor. Dark Star knocks Squirrel onto her back, but Chameleon finishes the job which Squirrel started and Dark Star breathes no more. You look past the scene of carnage to the Time Machine. Yelov and the Symbiont are being drawn up inside it together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a different timehole. There is nothing you can do but dashback to Falcon's Wing and chase him across time and space. Squirrel is too badly wounded to accompany you - you will have to leave her behind. You lose no time and within minutes arrive safely back at the spaceport where Falcon's Wing awaits. Turn to **89**.

44

[Score an X]

The jet of superheated plasma cuts through the net, the intense heat shrivels it like burning hair and in a few seconds it has completely gone. Your translator renders the Thaccoid's

strange clicking as an expression of frustrated rage. However it still has you pinioned between two of its massive legs and it begins to draw you down to its hideous gaping maw, its eyes black pools fixing you in a seemingly blank, expressionless stare. Will you:

- Fire your blaster at the Thaccoid mouth area? Turn to **64**
- Fire at one of the legs that hold you? Turn to **76**
- Try to control the Thaccoid using your Powers of Will? Turn to **52**

45

If you ordered the Ardann agent, Squirrel, to Troy, turn to **41**. If not, she can track down the polybdenum from the starport. You order Chameleon to board an Earther navy ship which will dock with the Siriun craft and will carry you in orbit above the exile planet. Turn to **129**.

46

You are at the door of the hovcar when a stream of energy pulses slam into you. Your thigh, back and shoulder erupt with explosive force and the hovcar bursts into flames. Your battered body is hurled into it and you are burnt alive.

47

You have already lost time picking up your lightsail and the course you have chosen is too slow. You fall behind and struggle to shorten your orbit, but tacking against the sun's rays with your sail is not easy and the neutron shields overload as you pass around the far side of Sirius. You begin to vomit and bleed from the nose and mouth but soon, mercifully, oblivion takes you.

48

Yelov, reflexes like lightning, dives to the side. The bolt of superheated plasma streaks past him to crash into the wall of the Control Room in a shower of flaming sparks. Lying prone, he aims his laser pistol at you. Make an **Evasion Roll**.

- If you score 2-6, turn to **70**
- If you score 7-12, turn to **60**

49

As your fingers hover over the keyboard in your desk top, a

message flashes onto your holoscreen. Pressing the receive button brings an array of characters into the air before you. It is the Academy's report on the three candidates you are to interview.

Name	Yellow-blades	Sosquilla	Bounty Hunter
Reflexes	8	7	7
Sim-Combat Skill	8	7	10
Unarmed Combat Skill	10	2	7
Deadliness	9	2	8
Intelligence (General)	7	10	7
Speed of Thought	7	9	8
Powers of Logic	6	9	6
Resistance to Stress	9	5	9
Leadership	7	5	4
Survival	8	6	8

(maximum score 10)

PSYCHIC POWERS

POW	very good	good	good
Thinkstrike		good	good
Psychic Awareness	good	good	good
Other		Emotion enhance-ment	Invulner-able to mental attack

Note this paragraph number in case you wish to call up this information again before making your decision. Turn to **53**.

50

The spear streaks towards you. Make an **Evasion Roll**.

- If you score 2-6, turn to **62**
- If you score 7-12, turn to **74**

51

Your Thinkstrike does not fell the Symbiont but it does free Chameleon from the Ego Whip which had held him helpless. Then all three of you open fire together and Dark Star and Sparrowhawkdie in a storm of plasma. You look beyond the carnage as a bolt from the Symbiont's weapon knocks Blade into his back. Yelov and the Symbiont are being drawn up into

the Time Machine together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a different timehole. There is nothing you can do but dash back to Falcon's Wing and chase him across time and space. Blade is too badly wounded to accompany you, you will have to leave him behind. You lose no time and within minutes arrive safely back at the spaceport where Falcon's Wing awaits. Turn to **89**.

52

Your mind reaches out in attempt to control the Thaccoid but all that you find is a single consuming thought - to kill and eat you. You find nothing to control although you do find some form of reasoning mind, but its prime motive seems to be to eat and survive, no other considerations enter into its thought processes. It seems to understand what is happening however, for it conjures up images of you screaming and kicking, being devoured alive. It is pulling you closer to its mouth. You have no choice but to use your blaster. You decide to try and shoot at one of the legs holding you. Make an **Attack Roll**.

If you score 2-7, turn to **96**

If you score 8-12, turn to **86**

53

Which file will you call up:

File 55: Yellowblades?

File 57: Sosquilla's?

File 59: The Bounty Hunter's?

Turn to **55**

Turn to **57**

Turn to **59**

Note this paragraph number and once you have read the file of your choice, return here. You may consult these files at any time during your adventure.

If you wish to begin the interviews, turn to **111**. If you would like to examine a new set of files, turn back to **19**.

54

Suddenly everything goes black before your eyes and you blink out of existence. It was as if you had never existed. Sparrowhawk and Leopard have failed to deal with whatever situation they found at the timehole in space and the past has been changed so that you were never born.

55

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Yellowblades

POSITION: Graduate of the Academy, SAT training course

SPECIES: Rigellian

BORN: Rigel Prime, 2944 AD

LIVES: Centridome, Asteroid Belt, Sol system

PERSONAL HISTORY

Yellowblades is, even by Rigellian standards, a splendid physical specimen. Reigning champion of the tribal arena, he is the hero of Rigel Prime. Discovery of his latent psychic abilities, which have since been developed at the academy, by Time Lord Silvermane, made him a natural candidate for the SAT agent training course. Lord Silvermane, who is of the same tribe, is his sponsor, and has provided a character reference which is summarised here: 'Yellowblades is possessed of superb reflexes, great courage and the quickness of thought necessary to triumph in the arena of Rigel Prime. He has become a keen student of history and his powers of the mind are developing strongly. His natural arrogance is diminishing as he realises the varied demands that will be made on him if he becomes a Special Agent.'

HOMEWORLD

Rigel Prime is a large, high-gravity world covered by farmland ranges. The population is 30.131 billion. Yellowblades' tribe is in power but occasional differences are settled through ritual combat, no longer to the death, between chosen tribal champions. The Rigellians' culture is based upon the code of the warrior and physical strength is still prized.

DIPLOMATIC HISTORY

The Rigellians developed space travel in the 1890s and first contacted an Earther spaceship in 2152 AD. There was a long history of minor frontier wars as both Rigel and Earth staked claim to various barren planets useful only for the easily mined asteroids which surrounded them. These were eventually settled after the Battle of the Flying Coffins, notable because less than ten percent of the personnel involved survived it. Rigel



Prime joined the Federation soon afterwards. The Rigellians assisted the Earthers in the great Hive War and without their help the war might have been lost.

END OF FILE

56

The blast of plasma hurtles past the web into the bulkhead beyond, with a thunderous flash. You have missed and the web slaps onto you. Instantly you are stuck fast in its gluey embrace. You thresh wildly but it only serves to enmesh you further. The Thaccoid spins the net around, bundling you up in the web, cocooning you. You can do nothing as it draws you to its mouth and begins to eat you alive.

57

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Sosquilla

POSITION: Graduate of the Academy SAT training course

SPECIES: Ardann

BORN: Arden

LIVES: Spiro's Ringworld

PERSONAL HISTORY

Sosquilla was brought to the notice of one of our intrepid singleship scouts by tales of her extraordinary mental powers. She could not, at first, be induced to leave Arden, until ordered to do so by the Ardann Elders. Physically timid, she has adapted to life inside the Earth Federation tolerably well, but her powers of the mind are largely responsible for this since she can manage the degree of any emotion felt by whoever she meets. She is also a genius, learning bio-mechanics, electronics and servo biofeed-back theory in only a few months. She has a strong desire to succeed and is aware that, as ambassador of the Ardann, she must acquit herself nobly. Her high level of self control allows her inclination to absolute privacy to be overcome so that normal working relationships may be established.

HOMEWORLD

Arden is an Earth type planet covered in luxuriant vegetation.



lakes and forests. Food is abundant and life is easy except during the polar cycles which last for ten years in every forty. The Ardann are highly intelligent and civilised but have not developed any significant reliance' on technology or machinery.

DIPLOMATIC HISTORY

Arden was discovered by a Rigellian trader in 2804 AD but the Rigellians visited it seldom for the Ardann were not interested in trade. They remain timorous and anxious to avoid contact with spacefarers, although the Elders have recognised the possible advantages, particularly in terms of safety, offered by joining the Federation, and have duly sent Sosquilla to Earth. Her family see this as a sacrifice rather than an opportunity.

END OF FILE

58

A lancing bolt of superheated plasma strikes the cockpit of the jetcopter. It explodes, killing the pilot instantly. The jetcopter lurches and then drops out of the air to crash to the hovcar park where it erupts into flames. Then a Citpol jetcopter siren wails nearby - the Enforcers have arrived. Suddenly a streak of ruby light cuts the prone body of the man who held the cannon, killing him instantly. He has been shot by the sniper in the communication Tower, presumably to prevent him from falling into your hands and revealing too much. An Enforcer jetcopter hurtles past, headed for the Communication Tower, whilst another lands on the hovcar park. Two Enforcers in blue and gold uniforms step out. They cover you with their lasguns. 'ID - come on, move!' shouts one rudely. You hand him your ID chip and he inserts it into a wrist terminal. 'Ah, er, Section Chief Falcon eh? Well, what's been going on here, Sir?' he asks. You tell him and he nods. 'We'll have to have a full report later.' With that he steps back into the jetcopter and leaves, bathing you in exhaust fumes. TIME is not popular with the Enforcers. Using a public holophone, you call the TIME Building and ask for a security hovcar to come out and pick you up. Soon you are back in the High Security Wing of the TIME building. Turn to 8.

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: 'The Bounty Hunter'

POSITION: Graduate of the Academy SAT training course

SPECIES: Earther human

BORN: Ascension

LIVES: Apogee Palace Hotel, Alpolis, Earth

PERSONAL HISTORY

The man who calls himself the Bounty Hunter stowed away on a space freighter at the age of fourteen and escaped repatriation for five years. The experience he gained allowed him to work as a highly paid bodyguard until he was wealthy enough to buy his first single-ship, a Cobra class all-purpose fighter. He gradually armed the ship with the most advanced weaponry available and became the most feared Bounty Hunter Earth-side of the Cygnus Cluster. Brave to the point of recklessness and a loner, he has so far responded well to authority. He has an obsessive dislike of criminals and space pirates, having retired many CYBERNET operatives. Seven years ago CYBERNET offered a Bauhaus designed lancer cruiser to anyone who could terminate the Bounty Hunter. He still lives and this alone is sufficient testimony to his survival skills.

HOMEWORLD

Ascension. An Earth colony which fulfils all the criteria for habitability but whose atmosphere encourages a fast rate of mutation, with the effect that new diseases break out regularly, wiping out many of the people of Ascension before new antidotes can be found. Society has fragmented and people seldom risk close contact with strangers.

DIPLOMATIC HISTORY

Ascension has its own defences against would-be attackers and benefits from its easily assumed neutrality to trade with other species using hermetically sealed roboships.

END OF FILE



60

You roll aside as a streak of ruby light lances past you. Yelov curses and aims again. Just then a shape begins to materialise between you and him. It is a model A3. You recognise it as Yelov's stolen Time Machine. Yelov gives a shout of triumph, 'The Symbiont! At last.' As you move to open a line of sight between you and Yelov, he begins firing his laser pistol indiscriminately in your direction, forcing you to keep your head down. He continues firing wildly as he is drawn up into the Time Machine. Moments later, it dematerialises, phasing out into null-space. Add another X to your list. If you have reached eleven Xs, turn to 190. Otherwise turn to 26.

61

As you settle into your new course and Sirius glows redly before you, one of the racers begins to drop back towards you. Will you:

Change course closer to the red giant of a sun? Turn to 103
Hold steady as she goes? Turn to 33

62

The spear is too fast for you and it slams into your breastplate, piercing the bronze armour, and bites into the fleshy part of your shoulder. *Lose 6 Endurance points.* Blood flows down your front, red and sticky, as you pull out the spear. You stagger back, gasping in pain. With a cry of triumph Diomedes leaps nimbly from his chariot, another spear in his hand. Nearby, Trojans and Diomedes' men fight on. Another chariot bearing a slim-built, wiry man, older than Diomedes, approaches from the Achaean lines. You gather from the shouts of the Achaeans that his name is Odysseus. Diomedes is readying himself to attack you again. Will you:

Think strike him? Turn to 102
Hurl your spear at him? Turn to 116
Turn and run? Turn to 82
Draw and fire your blaster (if you are carrying it) at Diomedes? Turn to 94

63

The holoscreen flashes up a list of the agents currently under

your command. You are invited to enter a file number to view the personnel file of each agent.

File 67: Agent Bloodhound	Turn to 67
File 69: Agent Lynx	Turn to 69
File 71: Agent Chameleon	Turn to 71
File 73: Agent Leopard	Turn to 73
File 75: Agent Sparrowhawk	Turn to 75

Note this paragraph number. Once you have read the file of your choice, return here. You may consult these files at any time during your adventure.

you wish to begin the interviews, turn to 111. If you would like to examine a new set of files, turn back to 19.

64

You unleash a blast of superheated plasma and it takes the Thaccoid full in the mouth. There is a high-pitched scream of agony and it scuttles backwards, but it doesn't drop you. You are amazed to see that although hurt it is essentially undamaged, marvelling at its innate toughness, enabling it to withstand even a plasma blast you are horrified to see that it is drawing you closer to its steaming mouth. You have no choice but to try and shoot out one of the legs holding you. Make an **Attack Roll**.

If you score 2-6, turn to 96
If you score 7-12, turn to 86

65

You order Blade to track down the polybdenum from the Starport and Chameleon to accompany you to Barbarossa, telling him to board an Earther navy ship which will dock with the Sirian craft, carrying you, in orbit around the exile planet. Turn to 129.

66

The bolt of plasma streaks past the incoming jetcopter to dissipate in the skies above Alpolis. It swoops low and a stream of energy pulses explode all around you. The hovcar bursts into flames and you are hit in the legs, chest and face, the force of the pulse hurling you backwards onto the flaming car, where you are burnt to death.

67

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Paparestis, Giorgio (Agent Bloodhound)

POSITION: Agent First Class, Special Agent Section, TIME

SPECIES: Earther Human

BORN: Calgary Starport, 2953 AD

LIVES: TIME Headquarters, Alpolis, Earth

PERSONALITY

Brave, calm and quick-thinking under pressure. Bloodhound was the first Special Agent recruited from the Academy and remains its most experienced. He has proven himself in countless operations across time and space, showing the ideal capacities called for in a member of the TIME Police. He was unlucky to have been passed over by Agent Falcon, who was chosen ahead of him to replace the traitor Agidy Yelov as Head of the Special Agent section, but retains a good working relationship with his new superior.

Agent Bloodhound volunteered to attempt to move forward in time in Falcon's place but Falcon refused this. While Falcon was lost in time, Bloodhound sustained a serious injury, losing two fingers and the use of an arm while policing the Phocian timeline. After recuperating he set off on a mission to guard a timehole on Rigel Prime and has not been heard of since. He seems to have vanished without a trace.

HOMEWORLD

Earth

DIPLOMATIC HISTORY

(Homeworld Earth)

END OF FILE

68

A report on the polybdenum raid is flashed up on the screen for you. It seems the Dark Star and her pet led a team of CYBERNET agents on a raid about an hour ago. Dark Star used her teleportation powers to break into the warehouse, despite

extensive security. About twenty CYBERNET agents, extensively equipped and well trained, an elite squad, raced into the warehouse. The Enforcer squad were overwhelmed and a battle ensued between the Dark Star and agents Sparrowhawk and Leopard. Leopard began to get the upper hand, stunning her pet, but the Dark Star teleported behind Leopard and blew his leg away. Leopard is currently undergoing repairs and will be operational again very soon, once his new bionic leg has been fitted. Sparrowhawk reports that she launched a powerful mental attack, but was repulsed by strong psychic defences. Interestingly, Leopard has left an unofficial message for you in which he says he felt Sparrowhawk did not try hard enough with the Dark Star. However, the official Enforcer report states she was responsible for getting several of their men out of the warehouse alive, and that she caused many casualties among the CYBERNET team. However the survivors escaped with twenty-four rods of polybdenum. Note down that the polybdenum raid was successful.

If you sent Agent Chameleon and Agent Squirrel (Sosquilla) to the timehole in space, turn to **78**

If you sent Agent Chameleon and Agent Blade (Yellowblades) to the timehole in space, turn to **88**

If you sent Agent Chameleon and Agent Cobra (the Bounty Hunter) to the timehole in space, turn to **98**

69

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Sydney, Harlo (Agent Lynx)

POSITION: Agent First Class, Special Agent Section, TIME

SPECIES: Earther Human

BORN: Proxima Centauri, 2971 AD

LIVES: TIME Headquarters, Alpolis, Earth

PERSONALITY

Cool and efficient, quick-thinking and reliable, Agent Lynx was the third agent recruited to the Special Agent Section, shortly after agent Q who was killed investigating a disturbance on the

Kelados timeline. She was trained in combat by Agidy Yelov and is the most deadly of the SAS Agents. Like Bloodhound she has acquitted herself nobly in operations throughout time and space. She recently tracked the traitor Yelov down to the battlefield of Gettysburg where she bravely attempted to serve the Termination Order on him single-handed. She was severely wounded and is presently unavailable for active service, recuperating in the Health Executive Hospital, Alpolis.

HOMEWORLD

Earth

DIPLOMATIC HISTORY

(Homeworld Earth)

END OF FILE

70

You roll away to the side, but Yelov is too accurate. A streak of I ruby light lances into the side of your abdomen, burning a neat hole straight through your body, but cauterising the wound as it I does so. You gasp in agony. Lose *16 Endurance points*. If you are still alive, Yelov laughs mockingly as he aims again. Just then a shape materialises between you and Yelov. You recognise Yelov's stolen Model A3 Time Machine. The Symbiont!' he cries, 'It is time to leave, but perhaps, Falcon, you will never make it back to your Time Machine before the Ark leaves this timehole!' With that he begins firing indiscriminately, forcing you to keep your head down whilst he is drawn up into the Model A3. Soon it dematerialises, phasing out into null-space. You stagger to your feet, fighting back the pain of your wound. Yelov has escaped again, indeed he almost killed you. Add another X to your list. If you have eleven Xs turn to **190**. Otherwise, turn to **26**.

71

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Spapseeps, Blute Torris (Agent Chameleon)

POSITION: Agent, Special Agent Section, TIME

SPECIES: Illusion Master

BORN: Phalang

LIVES: TIME Headquarters, Alpolis, Earth

PERSONALITY

Agent Chameleon is a dependable and resourceful member of the TIME Police. In complete control of his changing outward appearance and able to dissemble with a skill surpassing that of any other species, he remains totally inscrutable. Nothing is known about his motivations but he professes absolute loyalty

TIME and his actions support this. He is in occasional communication with his home world Phalang and Time Lord Pilota has suggested that armed with the knowledge Chameleon has gained, the Illusion Masters might, if they chose, overrun the Space Federation. It is thought that Chameleon does not know of Lord Pilota's scepticism, although he is telepathic and may have caught an unguarded thought.

HOMEWORLD

Phalang. Nothing whatsoever is known of this planet, its colour and size appear different whenever an Earther pilot flies by. The Illusion Masters can force a visitor to see only what they choose. They are telepaths but it is thought they have no other mental powers, other than that of illusion and shape changing.

DIPLOMATIC HISTORY

Phalang's only contact with the rest of space is through Chameleon who was given his place as an agent of TIME due to his ability to change his form to that of any being of a similar or even larger size at will, his Psychic Awareness and history of honourable behaviour.

APPEARANCE

Chameleon has always maintained that seeing him in his true shape would turn a human insane. He appears to his fellow agents as an athletic, smooth-headed man with a costume, or skin, of deep sea green decorated with blue circles.

END OF FILE

72

You instruct CAIN to set co-ordinates for the timehole on Earth in 1881 AD, murderous thoughts running through your mind as you regard the Bounty Hunter. He stares ahead impassively.

You may lie in your Autodoc and *regain up to 12 points of lost Endurance*. Unfortunately the Autodoc in Falcon's Wing is specific to humanoids and, if Chameleon is wounded, as an Illusion

Master he will be unable to receive any treatment. Soon you have materialised on Earth and CAIN switches on the external cameras saying that Falcon's Wing has been disguised as a ramshackle, disused barn. The view shows a town about a mile away, baking in the glare of a hot summer's day. The town consists of many wooden buildings, some grand, others simply dirty warehouses and stables. It looks odd to your eyes - all around it stretches an empty expanse of parched grass, as if the town had been dropped randomly from the skies. You are used to vast sprawling cities. An ancient looking steam locomotive is puffing towards the town, following along two iron rails. It is pulling several brightly painted carriages and dull dirty cattle wagons.

You ask CAIN for an historical update. This is the town of Tombstone in the state of Arizona, in the United States of America, Falcon. In a month's time the famous "Gunfight at OK Corral" will be fought between the Earp gang and the Clanton gang. Virgil Earp is currently the Marshal of the town and will soon deputise his brothers Wyatt and Morgan, and Doc Holliday. No doubt you will have seen old 20th Century entertainment vids on the subject. I will run off some suitable clothing for you in the Molecular Convertor, including some of the local money, which may be of use to you. I advise against taking any hi-tech weapons, Falcon, as the danger of them being seen or falling into the hands of anyone in this time period is far more likely to force changes in the future than in most time-periods you have visited.' Turn to **353**.

73

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Duran, Borak (Agent Leopard)

POSITION: Agent, Special Agent Section, TIME

SPECIES: Earther Human

BORN: Proxima Centauri

LIVES: TIME Headquarters, Alpolis, Earth

PERSONALITY

Duran was discovered by a psychic talent when his own latent psychic powers asserted themselves after his command of Assault Troopers had been pinned down and wiped out in the

Last Hive war. He had lost the use of all his limbs, and communications contact, but the raw strength of his mind's call for help was his salvation. His body useless, he was loaded into a cydroid shell and is now a living brain in a robot body. His psychic powers and combat experience rendered him a natural choice for the Special Agent training course at the Academy, from which he graduated with honours. His mental adjustment to his android condition has been relatively smooth but his inability to enjoy certain simple pleasures has left a gap which is filled by intense dedication to his work.

HOMEWORLD

Earth

DIPLOMATIC HISTORY

(Homeworld Earth)

END OF FILE

74

You twist aside and the spear rushes past you, embedding itself in the stony ground. Cursing, Diomedes leaps nimbly from his chariot, another spear in his hand. Nearby, Trojans and Diomedes' men fight on. Another chariot bearing a slim-built wiry man, older than Diomedes, approaches from the Achaean lines. You gather from the shouts of the Achaeans that his name is Odysseus. Diomedes is readying himself to attack you again.

Will you:

Thinkstrike him?

Turn to **102**

Hurl your spear at him?

Turn to **116**

Turn and run?

Turn to **82**

Draw and fire your blaster (if you are carrying it)
at Diomedes?

Turn to **94**

75

FILE

TIME EXECUTIVE

Personnel File Library

Security Access Code: THETA

SUBJECT: Anatol, Yvlana (Agent Sparrowhawk)

POSITION: Agent, Special Agent Section, TIME

SPECIES: Sirian

BORN: Sirius Secundus, 2966 AD

LIVES: TIME Headquarters, Alpolis, Earth

PERSONALITY

Her self-confidence and decisiveness flourished under the tutelage of her Sirian mentor, Agidy Yelov. She is now a resourceful and capable agent with well developed powers of the mind. Since Yelov's disgrace, however, her confidence has suffered and she has been seconded to support duties, which she has fulfilled adequately. It is to be hoped that the new head of the SAT Section, Falcon, can re-harness the abilities of this most valuable agent so that she may be deployed to full effect. Her affection for Yelov was well known and not based entirely on hero-worship although he was a very charismatic and able leader. She is reputed to have a strong mind.

HOMEWORLD

Sirius Secundus. Population 12.576 billion. Sirius Secundus is an Earth type but cool world, rich in minerals and with a strong economy. As the sun, Sirius, gradually wanes, the Sirians are beginning to emigrate in increasing numbers from their dying world.

DIPLOMATIC HISTORY

The Sirians are fiercely independent members of the Space Federation, which they joined in order to gain the secrets of space travel. Trade between Sirius and other worlds is now flourishing.

END OF FILE

76

You aim and fire at one of the two massive black legs holding you. Make an **Attack Roll**.

If you score 2-6, turn to **104**

If you score 7-12, turn to **86**

77

You order Cobra to track down the polybdenum from the starport and Chameleon to accompany you to Barbarossa, telling him to board an Earther navy ship which will dock with the Sirian craft carrying you in orbit above the exile planet. Cobra replies, 'Listen Section Chief, I've been hunting CYBERNET agents for years. I know Barbarossa. If the polybdenum is anywhere it's there. I can be of use, let me go with you.' If you confirm your order for Cobra to start his

search from the Starport, turn to **129**. If you decide to let Cobra come to Barbarossa with you and Chameleon, turn to **115**.

78

Suddenly everything goes black before your eyes and you blink out of existence. It was as if you had never existed. Chameleon and Squirrel (Sosquilla) have failed to deal with whatever situation they found at the timehole in space and the past has been changed so that you were never born.

79

As you wait in your dark tomb you turn over in your mind all you know about the sport of solar racing. The small vessel you are in will be towed to the start near the red giant, of a sun, Sirius, and set free with those of the other competitors at one tenth of light speed. Then you will have to jockey for position using the small amount of fissionable fuel carried in your solar racer and fly into the middle of a huge lightsail. When you have docked, with the enormous span of silver panels like a great spider's web in space, you will have turned your small ship into an immense sailing galleon, curving around terrifyingly close to the sun and then accelerating away towards Sirius Secundus once more, blown by the solar wind of photons or particles of light from the sun. If you sail too close to Sirius you will risk being enveloped in a solar flare, a tongue of burning hydrogen flung up from the surface of the sun thousands of miles into space which would reduce you to atoms. If you sail too far away from the sun, it will take too long to make the orbit, the racer's neutron shields will overload and you will suffer a painful radiation death. If you fail to dock with a lightsail you will hurtle or to die in deep space for the racer does not carry enough fissionable fuel for a return to Sirius Secundus. Turn to **87**.

80

You type in the most direct route to the M43 Cluster. Immediately the computer flashes up a message on the screen:

COURSE REJECTED

ARK FUEL INSUFFICIENT

Unable to maintain Ark
systems after 750 years

Add another X to the list. If you have now noted eleven Xs, turn **190**. If not, return to paragraph **26** and choose again.

81

The black-suited Siriun falls to the floor and his laser pistol skims across the glasteel towards you. Fielding it you aim at the medtech. She looks completely surprised and scared by the sudden violence and when you probe her mind using your Psychic Awareness, you can tell that she is entirely innocent. Anxious to begin your search for Yelov you force her to let you out of the sterilisation dome, swearing her to secrecy. Turn to **251**.

82

Not wishing to break the first law of TIME, you turn and dash for the rear of the Trojan line. Diomedes shouts, 'You cowardly Trojan dog!' and you hear him grunt with effort. Make a **Chance Roll**.

If you score 2-6, turn to **126**

If you score 7-12, turn to **134**

83

As you settle into your new course and Sirius glowers redly before you one of the racers begins to cut across your bows, then drops back towards you. Will you:

Change course closer to the red giant of a sun? Turn to **103**
Hold steady as you are? Turn to **33**

84

You instruct CAIN to set co-ordinates for the timehole on Earth in 1881 AD.

You may lie in your Autodoc and *regain up to 12 points of lost Endurance*. Unfortunately the Autodoc in Falcon's Wing is specific to humanoids and if Chameleon is wounded, as an Illusion Master he will be unable to receive any treatment. Soon you have materialised on Earth and CAIN switches on the external cameras saying that Falcon's Wing has been disguised as a ramshackle disused barn. The view shows a town about a mile away, baking in the glare of a hot summer's day. The town consists of many wooden buildings, some grand, others simply dirty warehouses and stables. It looks odd to your eyes - all around it stretches an empty expanse of parched grass, as if the town has been dropped randomly from the skies. You are used to vast sprawling cities. An ancient-looking steam locomotive is

puffing towards the town, following two iron rails. It is pulling several brightly painted carriages and dull dirty cattle wagons.

You ask CAIN for an historical update. This is the town of Tombstone in the state of Arizona, in the United States of America, Falcon. In a month's time the famous "Gunfight at OK Corral" will be fought between the Earp gang and the Clanton gang. Virgil Earp is currently the Marshal of the town and will soon deputise his brothers Wyatt and Morgan, and Doc Holliday. No doubt you will have seen old 20th Century entertainment vids on the subject. I will run off some suitable clothing for you in the Molecular Convertor, including some of the local money, which may be of use to you. I advise against taking any hi-tech weapons, Falcon, as the danger of them being seen or falling into the hands of anyone in this time period is far more likely to force changes in the future than in most time-periods you have visited.' Turn to **179**.

85

If you ordered the Ardann agent, Squirrel, to Troy she is insane - meeting the Symbiont was too much for her and Chameleon will be your only companion. You order him to board an Earther navy ship which will dock with the Siriun craft which is to carry you in orbit above the exile planet. Turn to **123**. If you did not order Squirrel to Troy, she too can accompany you, turn to **139**.

86

A lancing white bolt of superheated plasma takes the Thaccoid's leg at one of the chitinous joints. There is a burning flash, but somehow its leg withstands the plasma. However, the Thaccoid shrieks, scuttling back and its leg twitches reflexively, releasing its hold on you. You drop to the floor, gasping in pain as your environment Suit begins sealing itself. Wishing you had the same ability you turn to the Thaccoid ready to attack. Do you:

Draw your blaster and fire at it?	Turn to 278
Fire at the grille it is standing on?	Turn to 340
Blast a hole in the bulkhead of the ship, opening the B Deck up to space?	Turn to 318
Thinkstrike it?	Turn to 290
Try to control it using your Power of Will?	Turn to 132
Hurl a CSX Gas Grenade, if you have one?	Turn to 300
Launch a hunter/seeker at it, if you have either	

the Reptilian or the Insectoid version? Turn to **310**
Run back down the corridor to the storage area
and try to hide in ambush? Turn to **328**

Do not choose any options you have tried once before.

87

Like you the other competitors will have been sealed into their racers and are now waiting in darkness. You rack your brains to find a way out, but the airlock switch seems to have been disconnected. You begin to reconnect the circuit, but the air is filled with a gas which sends you to sleep. Sparrowhawk has prepared well for your surprise trip to the sun. A loud buzzing like a swarm of bees enters your dreams and slowly you reawaken to find that the racer's computer is unscrambling a lascom broadcast. With a start you strain upward against a pull of several G which soon presses you back into the crash couch. Outside all is in darkness, relieved only by the pin pricks of the stars. You are being towed towards the sun. The broadcast is being made by one of the Intelfax sports commentators.

'... for this, the climactic race in this year's four race series. Strong favourite to win the title again is the reigning champion from Lastlanding, Lord Pilota of the Time Executive. Her closest rivals are Remo Benedetti, the Farther from Romopolis in the "Scarlet Bird" and the Insectoid Clyss in the "Indigo Swarm". Her other adversaries include Skyseeker, the Rigellian; the veteran solar racer, Singleship Sly from Acension, and a newcomer to the sport, Greta Erikson, until recently a pilot in the Federation navy. The Phocian Goldwing will race in his magnificent golden craft as usual, and the local hero, the young Siriun, Vladislav Petrov, racing in the "Silver Dart". A surprise second entry from Sirius Secundus has been received, number 1. The pilot's identity is a closely kept secret but he flies in a black craft with painted flames licking backward from its nose.'

The name of your craft is inlaid in silver above your head. The Silver Dart'. You have been imprisoned in the ship which should have been raced by the young Siriun, Vladislav Petrov. The commentator's voice whines on.

'... and now the freighter is about to set the racers free, the race is about to begin ...' Turn to **99**.

88

You ask your secretary for Chameleon and Blade's report. She tells you Yellowblades is on-line and you ask Ameena to put him through on the holovid. Yellowblade's massive form seems to appear before you. There is a fresh scar on his shoulder. Normally Autodoc treatment leaves no scars - it seems Yellowblade prefers to keep his battlescars - presumably a Rigellian form of battle honours. He looks pleased and begins to tell you what has happened. It appears the agents materialised in a large colony ship without hyperdrive that was filled with colonists frozen in deep sleep to be awakened when the ship reached its destination. Its course had been changed. As they headed for the Control Room of the ship, they were attacked by the Thaccoid, but they were able to kill it. 'It was a magnificent battle. Unfortunately Chameleon was hurt early on, but I was able to slay the beast. It was a formidable opponent,' he says, and then continues: 'Yelov was found at the Control Room but the Symbiont appeared in his Time Machine and they escaped. Apparently Yelov had redirected the Colony ship towards the recently discovered hostile alien sector of the Galaxy. The ship would have alerted them of the Federation's presence 200 years ago and the likely outcome would have been a devastating attack whilst the Federation was still weak. Chameleon and I put the ship back on course.'

How is Chameleon?' you ask.

He is recuperating in hospital - only an overnight stay. He is a brave warrior and I was honoured to fight with him.' You commend Blade on his prowess and, visibly, he swells with pride. At least his morale is riding high, you think to yourself as you break holo contact. Yelov has been thwarted, anyway, although you failed to prevent the polybdenum raid. Turn to **296**.

89

You take Chameleon up into your Time Machine, Falcon's Wing, and deliver a quick report to Jobanque. He is extremely pleased that you have terminated Sparrowhawk and Dark Star, but you know that your most difficult adversary, Yelov, and the Symbiont are on the loose somewhere in the past. At last a report reaches you from the monitoring section to the effect that there has been a disturbance in the timehole on Earth, 1881 AD. You decide to investigate, it can only be Yelov and his Time Machine. Turn to **84**.

You will have to shoot it out at the Lucky Horseshoe. Soon you are leaving Tombstone behind you, following the dusty track that leads to a dilapidated cluster of buildings about two miles from Tombstone. A strong breeze starts up and tumbleweeds begin to roll across your path. Eventually you come to a battered wooden fence with a broken gate. Across the top, suspended between two poles is a sign with 'Lucky Horseshoe' painted on it. The old barns, outhouses and the ranchhouse seem to beckon menacingly. Everything is quiet, save for the rustling breeze and the monotonous creak, creak of the sign blowing in the wind. The sun beats down mercilessly and you wipe the sweat from your face and neck with the red bandana draped around your throat. Nerves tingling and senses alert for the first sign of danger the three of you walk into the Lucky Horseshoe, Chameleon on your left and the Bounty Hunter on your right. To the left stands a barn, an old hitching post outside it. An empty water trough, filled with dust now, lies ten feet ahead of you. On the right is a log cabin and beyond that a stable. Opposite the stable is a row of dilapidated sheds. At the far end, directly ahead of you, is a fine mansion-like house, but now its timbers are rotten, its windows smashed, its doors hanging off their hinges. Suddenly Yelov, his face plate gleaming in the sun, steps out with the Symbiont from behind the stable about fifty feet ahead of you. The three of you tense expectantly but no move is made. Yelov is dressed in smart black trousers, tailed jacket and black hat with a white frilled shirt, like a 19th century riverboat gambler. His coat is pushed back over the butt of his pistol that hangs at his hip. His hand hovers near it. You can make out the bulge of another weapon on his other hip. The Symbiont is dressed in buckskin trousers and a checked shirt, looking like a hunchbacked cowboy. He holds a Winchester rifle in his hands and has a Navy Colt .44 at his hip. Turn to **114**.

The medtech is completely startled by the appearance of the black-suited figure and you easily control her mind, but this will not help you as a ruby ray connects the tip of the laser pistol to your naked chest, searing through your heart in an instant. You have been betrayed. As you fall dying to the floor, Agent Sparrowhawk strolls into the room, smiling sardonically. She has found Yelov and you will never know what mischief they will make together.

Youtype in the course. The computer flashes up a message after a second or two:

COURSE REJECTED

ARK FUEL INSUFFICIENT
Slingshotaccelerationinsufficient

Unable to maintain Ark
systems after 600 years

Add another X to the list. If you have now noted eleven Xs, turn to **190**. If not, return to paragraph **26** and choose again.

Desperately you turn towards the sun to avoid the death-dealing laser. Yelov must have had it fitted, for it can only be he who is cutting your sails to ribbons. Great sections of silver mesh shear away from the Silver Dart and plunge towards the sun. Yelov is still too far away to be affected by the powers of your mind and as he turns away towards space you realise you haven't enough fuel left to escape from the giant sun's gravity. The hull begins to shudder, your skin blisters, the heat shields overload and you are vapourised.

Knowing that you are breaking the First Law of TIME by displaying the power of your blaster, you aim and fire at Diomedes. Make an **Attack Roll**.

If you score 2-6, turn to **142**

If you score 7-12, turn to **154**

Your course takes you very close to the sun, its rolling surface is like a great field of flame stretching as far as the eye can see. The neat shields glow white hot as they struggle to damp out the effects of the sun's rays. You are closer to the sun than anyone else and you will take the lead in the race soon if you continue as you are. The deep radar shows that two of the blips have turned closer to the flaming sea of Sirius to give chase. Will you:

Hold on your present course?

Turn to **227**

Move out to 12,000 miles above the surface of
Sirius?

Turn to **237**

96

The bolt of plasma crashes past the Thaccoid's black and hairy leg, exploding into the bulkhead beyond. You have missed and there is no time left for you. You utter a shriek of horror as it draws you to its mouth and begins to feed off you, taking your arm and shoulder in the first bite. Mercifully death is not long in coming.

97

Your aim is true, but at this range you must still call it a lucky shot which rips into the lightsail of Yelov's solar racer, slicing a chunk out of it and sending him careering off course. You dodge back into the airlock and then wrestle with the Silver Dart's controls once more. She is damaged but you can still carry on. Yelov's racer careers out towards deep space and just when you are wondering if his solar racer is to become his tomb, a fast moving blip appears on the deep radar display and docks with his racer. He has been saved but you can't tell who has picked him up. You are forced to continue the race or die so you move back on course. Soon you have completed your orbit and sight the pale green planet Sirius Secundus and accelerate away from the sun on the wings of the solar wind. You are in radio contact once again and can hear the Intelfax commentator's report on the race. Singleship Sly has crashed into the sun and the commentator assumes that the pilot of Yelov's craft is dead too. You finish in sixth place, ahead of Greta Erikson, but Pilota has won again. The freighter arrives to tow you in. Turn to 3.

98

Make a **Chance Roll**.

If you score 2-4, turn to **110**

If you score 5-12, turn to **122**

99

There is a slight jolt as the drag line is pulled away from the Silver Dart. The race has begun. You are hurtling towards the great red sun at a tenth of the speed of light and you haven't enough fuel to 'turnover'. That is to stop the ship and return the way you have come. You will have to try to dock with one of the lightsails. You consult the deep radar display which shows the other eight racers clustered around you and only eight huge lightsails, each two miles across, a mere thousand miles ahead.

Beyond these are four more to be used by anyone failing to dock with one of the nearer lightsails, but anyone forced to do this will lose time. Turn to **109**.

100

Returning to your office you find that the Weptech unit of the Research Section has sent some sample items for you to look over with a view to issuing them as standard equipment for Special Agents. There are three CSX Nerve Gas Grenades, two mini-lasers (strapped to the wrist, fired by a flick of the wrist, with three charges each), one Harpoon/Grapple Backpack enabling the wearer to launch a harpoon/grapple with explosive force, enough to embed the titanium harpoon into steel, very useful for climbing and can be used as a weapon) and four hunter/seekers (thin missile-like devices that can be tuned to a target and released and over short distances they home in unerringly. They are fitted with four knock-out drug applicators, supposedly effective against different kinds of animal - Insectoid, Humanoid, Marine and Reptilian). As you are considering these items your holovid bleeps signifying an incoming message. The figure of Po-Ling, head of the Monitoring Section, seems to fill the room, his smart black suit contrasting sharply with the bright clean whiteness of your office. His round, thickly moustachioed face breaks into a smile. Hello and Good Morning, Section Chief Falcon, how are things going? Settled in I hope.

This is not merely a social call I presume, Po-Ling, hurry it up,' you reply.

Oh, yes, of course, ah yes. We have discovered some disturbances in the timelines Chief, occurring almost simultaneously. These are at the timehole on Earth 1194 BC - apparently where the ancient city of Troy is supposed to lie, and a timehole in space itself, 2665 AD, although I can't imagine what would be happening there.

We have also received a message from Interstellpol. Apparently they have a deep-cover agent in the Cybernet organisation. Dark Star and a team of Cybernet agents are planning to raid the polybdenum warehouse stores at the space port in Alpolis. Their ally, Yelov, probably requires more polybdenum for his stolen Time Machine. Well that's it, Falcon. Good luck. 'And his

image fades. AH three situations will have to be investigated as you will have to investigate one of them yourself. Will you:

Go to Troy?

Turn to **10**

Go to the timehole in space?

Turn to **202**

101

You reach forward and take the pilot's laser pistol, then slip it inside your uniform. Note that you have a Siriun Enforcer's laser pistol on your agent profile. As you reach for his percussion rifle, you sense a mental presence behind you. You spin round but an anaesthetic needle buries itself in your arm and you seem to see a familiar cat-like face, a woman's, swimming before you as you sink into sleep. When you awake you are alone in the car except for the brain of Agent Leopard. All of your weapons apart from the laser pistol have been taken. There is a loud report behind you. Turn to **5**.

102

You summon up the power of your mind and hurl a blast of mental energy at Diomedes. Make a **Thinkstrike Roll**.

If you score 2-6, turn to **168**

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

103

As the Silver Dart settles onto its course 5,000 miles above the sea of flame that is the surface of Sirius, your deep radar display shows that most of the other competitors are on orbits which take them between 10,000 and 15,000 miles above the surface of the sun so you decide to move out to the same altitude. You are lucky as a sudden solar flare, a great geyser of flame, erupts 10,000 miles into space just behind you. You begin to overhaul the leaders, flying quite close to one of those disputing the lead and you catch sight of the blue and white hull of Lord Pilota's craft. Will you:

Dive inside her and by flying closer to the sun
take the lead?

Turn to **227**

Continue on your course?

Turn to **249**

104

The bolt of plasma streaks past the leg that grips you, missing it by inches and goes on to explode into the steel wall of the bulkhead behind the Thaccoid. It clicks in triumph and hauls you

closer to its mouth. You have one chance left to hit one of the as before you are devoured. Make another **Attack Roll**.

If you score 2-7, turn to **96**

If you score 8-12, turn to **86**

105

Realising, as the black and yellow racer approaches, that its laser will soon cut your flimsy sail to shreds you decide to fight back. Quickly you struggle into the young Siriun's space suit. He must be tall and thin because it doesn't fit too well, but it will do.

Taking the laser pistol, you manage to open the minute airlock and, hanging on tightly, peer round the outside of the Silver Dart and take aim. Make an **Attack Roll**.

If you score 5-12, turn to **97**

If you score 2-4, turn to **35**

106

You head for the opening leading out of the storage hold. You pass a Maintenance Droid standing inactive, waiting for the order from the ship's computer to repair any damage. It may have been waiting there silently, patiently for decades. Leaving the storage area you come to a wide corridor stretching ahead of you. It is lit by a dim green glow, coming from the walls. In fact, the walls consist of hundreds of tanks stacked in neat rows, each labelled with a name, function, rank and so on. These are the colonists of the Ark, lying in cryogenic suspended animation, waiting in dreamless limbo for the day when they will be re-awakened to begin new lives on a planet far from troubled Earth. A soft thrumming hum fills your ears. You continue on, the sound growing louder, until you notice the floor is different. It consists of large iron grilles placed together to form a walkway. Looking through the grille you can see a mass of complicated machinery far below, presumably C Deck, the Engineering Deck. It is from here that the sound emanates, the engines, life support system and so on are housed there. You press on, your footfalls echoing loudly around the eerie green emptiness of the Ark. You come to a four-way intersection. Some way up ahead you can see the corridor ends in a simple steel door, unmarked. Will you:

Carry straight on towards the door?

Turn to **224**

Turn left?

Turn to **212**

Turn right?

Turn to **236**

107

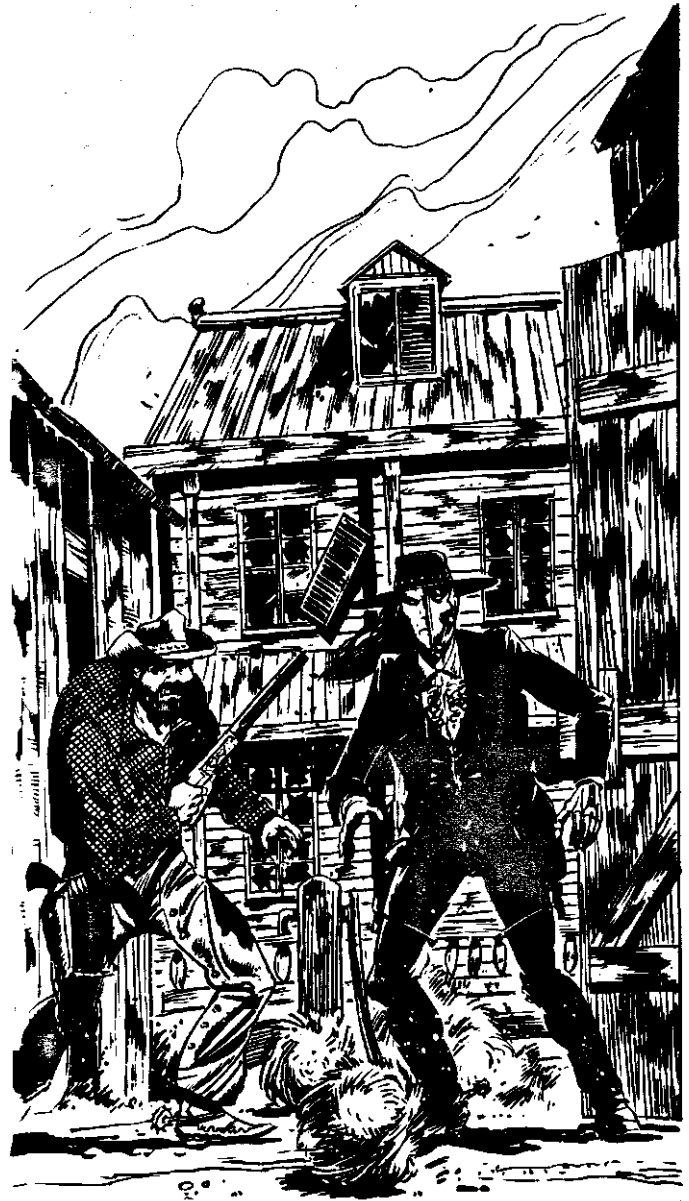
You order Blade and Chameleon to board an Earther navy ship which will dock with the Siriun craft which is to carry you in orbit above the exile planet. You will make a three-strong team turn to 147.

108

You will have to shoot it out at the Lucky Horseshoe. Soon you are leaving Tombstone behind you, following the dusty track that leads to a dilapidated cluster of buildings about two miles from Tombstone. A strong breeze starts up and tumbleweeds begin to roll across your path. Eventually you come to a battered wooden fence with a broken gate. Across the top, suspended between two poles is a sign with 'Lucky Horseshoe' painted on it. The old barns, outhouses and the ranchhouse seem to beckon menacingly. Everything is quiet, save for the rustling breeze and the monotonous creak, creak of the sign blowing in the wind. The sun beats down mercilessly and you wipe the sweat from your face and neck with the red bandana draped around your throat. Nerves tingling and senses alert for the first sign of danger the two of you walk into the Lucky Horseshoe, with Chameleon on your left. To the right is a log cabin and beyond that a stable. An empty water trough, filled with dust now, lies ten feet ahead of you. To the left stands a barn, an old hitching post outside it. Opposite the stable is a row of dilapidated sheds. At the far end, directly ahead of you, is a fine mansion-like house, but now its timbers are rotten, its windows smashed, its doors hanging off their hinges. Suddenly Yelov, his face plate gleaming in the sun, steps out with the Symbiont from behind the stable about fifty feet ahead of you. The two of you tense expectantly but no move is made. Yelov is dressed in smart black trousers, tailed jacket and black hat with a white frilled shirt, like a 19th century riverboat gambler. His coat is pushed back over the butt of his pistol that hangs at his hip. His hand hovers near it. You can make out the bulge of another weapon on his other hip. The Symbiont is dressed in buckskin trousers and a checked shirt, looking like a hunchbacked cowboy. He holds a Winchester rifle in his hands and a Navy Colt .44 at his hip. Turn to 120.

109

The other racers are too far away for you to see them with the naked eye. You have only a few seconds to manoeuvre towards one of the lightsails, using the ship's rockets and you will be



competing with the skilful pilots of the other ships. Will you try to dock with the lightsail at:

A?
B?
C?

Turn to **119**
Turn to **127**
Turn to **135**

SIRIUS

light sails

SECOND LINE

FIRST LINE

light sails



The Silver Dart

☆-Position of the other races

110

Suddenly everything goes black before your eyes and you blink out of existence. It was as if you had never existed. Chameleon and Cobra (the Bounty Hunter) have failed to deal with whatever situation they found at the timehole in space and the past has been changed so that you were never born.

111

You relax and compose yourself, mulling over the task of terminating Yelov, then the face of Ameena, your secretary, fills the holoscreen: 'Welcome back, sir, are you well?' You return the greeting and are told that the first two candidates have arrived. You switch to the holoivid camera in the foyer outside your office and the strong contrast between the two figures sitting there strikes you immediately. They are side by side but one is four times as large as the other. It is the blue-skinned Rigellian, Yellowblades, undisputed champion of the arena, a

magnificent figure of mercurial power. Next to him sits a slim and unimposing figure at once reminiscent of a squirrel, but humanoid. Her paw-like hands are clasped together under her chin. The gigantic Rigellian turns to her and wishes her good fortune. Sosquilla replies by bobbing her head and saying that she hopes Yellowblades will become the new Special Agent. It is noon, and the Bounty Hunter has not yet arrived. Who will you call for interview first:

Sosquilla the Ardann?
Yellowblades the Rigellian?

Turn to **121**
Turn to **133**

112

[Score an X]

A bolt of white-hot plasma crashes into it, shadows flicker and flare as the Engineering Deck is lit by the flash. The Thaccoid shrieks ear-splittingly and shudders but then it brings its bloated body sac around, impossibly contorted, and produces from its end a thin stream of web-like thread, which hurtles towards you. Desperately you try to dive aside. Make an **Evasion Roll**.

If you score 2-6, turn to **148**
If you score 7-12, turn to **136**

113

When you arrive back at the Siriun space craft. Cobra is waiting for you. 'I got him,' he says proudly. 'Tane Gamil - he's dead. I stopped him warning anyone about us. How did you fare?' Will you:

Tell Cobra that he will never work for you
again and maroon him on Barbarossa?
Continue your mission with him?

Turn to **89**
Read on

You take Chameleon and Cobra up into your Time Machine, Falcon's Wing, and deliver a quick report to Jobanque. He is extremely pleased that you have terminated Sparrowhawk and Dark Star, but you know that your most difficult adversary, Yelov, and the Symbiont are on the loose somewhere in the past. At last a report reaches you from the monitoring section to the effect that there has been a disturbance in the timehole on Earth, 1881 AD. You decide to investigate, it can only be Yelov and his Time Machine. Turn to **72**.

114

The Symbiont titters madly, drawing a black look from Yelov. 'So you have come, and you've brought your lackeys with you. Do not think they will save you from my vengeance, Falcon, you Arcturan slime-worm.'

'I'm going to move to the right,' whispers the Bounty Hunter. Chameleon sends you a telepathic message telling you he intends to go for the Symbiont. Will you:

- Stay where you are and go for a straight draw
with Yelov? Turn to **144**
- Dive to cover behind the old water trough, firing
your Winchester on the run at Yelov? Turn to **162**
- Thinkstrike Yelov and then go for your
Peacemaker? Turn to **128**

115

You order Cobra and Chameleon to board an Earther navy ship which will dock with the Siriun craft which is to carry you in orbit above the exile planet. You will make a three-strong team, turn to **157**.

116

You draw your arm back and throw, sending the spear arcing through the air towards him, However, you are not well versed in the use of the spear. Make an **Attack Roll**.

- If you score 2-8, turn to **240**
- If you score 9-12, turn to **252**

117

As soon as you direct your thoughts at one of the Clyss, his feathery antennae and those of his four companions begin to vibrate slightly. A sonic wave almost knocks you unconscious. They are somehow disrupting your thought patterns in a way that is so horrible, it leaves you weak and trembling and your heart starts to miss beats. *Lose 4 Endurance points*. If you are still alive, you decide to try the mind of a different alien. Will it be:

- A native Barbarossi? Turn to **309**
- One of the ant-like Hiver beings? Turn to **275**

118

You type in the course co-ordinates, A few seconds pass and then the computer flashes up a message on the screen:

COURSE CHANGE INITIATED

DESTINATION: M43 star cluster
ETA: 500 years

Sending the ship around a sun will enable it to utilise the sun's gravity to increase the speed of the ship in a 'Slingshot' effect. Sending it through two suns causes a 'double slingshot', enough power to accelerate the ship to the required speed without using up any more fuel. You have saved the Ark and probably the Federation. Breathing a sigh of relief, you race back to the storage hold and to Falcon's Wing. Quickly you instruct CAIN to set course for the Eiger Vault in 3034 AD, before the Ark takes you out of the timehole. Falcon's Wing fades into the grey nothingness of null-space. You are on your way home. During the journey you may lie in your Autodoc and *regain up to 12 points of lost Endurance*. Turn to **130**.

119

You gun the Silver Dart forward towards the nearest lightsail and looking left and below you see another ship converging on the same lightsail at the same speed. It is the blue and white racer of the reigning champion, Lord Pilota of the TIME Executive. As you catch up the floating lightsail you are momentarily enraptured by its fragile magnificence, a great arcing span of silver, looking as if it must buckle and fall apart at any moment. Pilota's craft edges closer to your own. You will have to slow down if you are to avoid damaging the lightsail when you dock with it, but if Pilota brakes later she will arrive at the lightsail first. Will you:

- Brake gently and allow her to take the sail,
turning instead to one of the lightsails in the
second line? Turn to **143**
- Hold on as long as you can and then brake when
you feel it is still safe? Turn to **151**
- Try to outbrake Pilota and risk a collision with
the lightsail? Turn to **159**

120

The Symbiont titters madly, drawing a black look from Yelov. 'So you have come, and you've brought your lackey with you. Do not think he will save you from my vengeance, Falcon, you Arcturan slime-worm.'

Chameleon sends you a telepathic message telling you he intends to go for the Symbiont. Will you:

Stay where you are and go for a straight draw with Yelov? Turn to **146**

Dive to cover behind the old water trough, firing your Winchester on the run? Turn to **156**

Thinkstrike Yelov and then go for your Colt Peacemaker? Turn to **192**

121

The Bounty Hunter enters the foyer at one minute past noon, as you are ushering Sosquilla to a seat. Yellowblades greets him jovially but the taciturn man's reply is curt, if polite, as he sits opposite the Rigellian and eyes him darkly. You switch off the holovid and greet the Ardann, conscious that the outcome of this interview will probably have far-reaching influences on the diplomatic ties with the Sylvan Ardann. Turn to **211**.

122

A report is flashed up on your holoscreen. It appears the agents materialised in a large colony ship without hyperdrive that was filled with colonists frozen in deep sleep to be awakened when the ship reached its destination. Its course had been changed. As they headed for the Control Room of the ship, they were attacked by the Thaccoid, but they were able to kill it, mainly through the expertise of Cobra. Yelov was found at the Control Room but the Symbiont appeared in his Time Machine and they escaped. Apparently Yelov had redirected the Colony ship towards the recently discovered hostile alien sector of the Galaxy. The ship would have alerted them of the Federation's presence 200 years ago, the likely outcome would have been a devastating attack whilst the Federation was still weak. Chameleon and Cobra put the ship back on course. Both Chameleon and Cobra are currently recuperating in hospital, the battle with the Thaccoid was close. You notice a final addition to the report, a request from Cobra: 'I think the Federation owes me head money for fulfilling the termination order of the Thaccoid. It

will, of course, be shared with Chameleon. I'm officially putting my claim in.' You shake your head. Typical of the Bounty Hunter, you think. Yelov has been thwarted, anyway, although you failed to prevent the polybdenum raid. Turn to **296**.

123

When the two ships have docked above the orange, gas-wreathed planet Barbarossa, Agent Chameleon, looking like a handsome Earther in a green costume with blue circles, meets you on the bridge. You confer together and come up with a plan. Chameleon will change his appearance to look like a member of the criminal underworld of Barbarossa and together you can penetrate a public gathering place to search for information as to where, near the starport, Yelov's Time Machine is hidden. You decide to make disabling the machine your top priority.

The area surrounding the starport is called Smugglers Port and it contains many warehouses in which a Time Machine could be easily hidden. Your own Time Machine, Falcon's Wing has been freighted to Barbarossa under Chameleon's directive and will be kept on the Siriun ship under armed guard. Sparrowhawk and Yelov arrived on Barbarossa some hours earlier but the TIME beacon has not registered any disturbance of the time flux so Yelov's machine is still nearby. Turn to **215**.

124 [Score an X]

You lean in to the hole and fire at the web-like thread up which the Thaccoid is crawling. Make an **Attack Roll**.

If you score 2-6, turn to **172**

If you score 7-12, turn to **160**

125

Your fire slices through Sparrowhawk's legs as she spins to fire at you and she falls lifeless to the floor. Dark Star knocks Blade onto his back but Chameleon finishes the job which Blade started and Dark Star breathes no more. You look past the scene of carnage to the Time Machine. Yelov and the Symbiont are being drawn up inside it together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a

different timehole. There is nothing you can do but dash back to Falcon's Wing and chase him across time and space. Blade is too badly wounded to accompany you - you will have to leave him behind. You lose no time and within minutes arrive safely back at the Spaceport where Falcon's Wing awaits. Turn to **89**.

126

Suddenly, something slams into your back, hurling you headlong to the ground. 'A fine throw, Diomedes!' you hear a voice shout. You can feel your back hot and sticky with blood. Diomedes has hit you with a spear. *Lose 12 Endurance points*. If you are still alive, a Trojan helps you up, taking the spear from your back. 'You are lucky to live. His spear has only just penetrated your armour - you are one of the few to survive Diomedes' full attention.' Then he turns, pointing and shouts, 'Look, help is at hand.' Turn to **414**.

127

You line up on one of the lightsails at the end of the first line. Glittering silver mesh fills your vision as you hurtle towards the central hub of the sail. Two other racer's come into sight, one to your right-hand side and another below and slightly behind you. The latter ship, which boasts green and turquoise markings, turns away towards a sail that is not too hotly contested. The ship to your right is bright scarlet and shaped like a bullet, the craft belonging to Remo Benedetti of Romopolis. It comes ever closer as you converge on the hub of sail together. You are momentarily enraptured by the sail's fragile magnificence, a great arcing span of silver looking as if it must fall apart at any moment. You will have to slow down if you are not to damage the lightsail when you dock with it, but if Remo brakes later than you he will arrive at the sail first and claim it for his own. Will you:

- Brake gently and allow him to take the sail,
turning instead to one of the lightsails in the
second line? Turn to **213**
- Hold on as long as you can and then brake when
it is still safe? Turn to **223**
- Try to outbrake Remo and risk a collision with
the lightsail? Turn to **233**

128

You concentrate your mind and hurl a blast of mental energy at Yelov.

If you score 2-7, turn to **248**

If you score 8-12, turn to **262**

129

When the two ships have docked above the orange, gas-wreathed planet Barbarossa, Agent Chameleon, looking like a handsome Earther in a green costume with blue circles, meets you on the bridge. You confer together and come up with a plan. Chameleon will change his appearance to look like a member of the criminal underworld of Barbarossa and together you can penetrate a public gathering place to search for information as to where, near the starport, Yelov's Time Machine is hidden. You decide to make disabling the machine your top priority.

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130

Falcon's Wing rematerialises in its bay at the Eiger Vault. You step out and catch the hoverail to the centre of Alpolis and your office in the TIME building. Sitting in the hoverail car, the breathtaking panorama of the sprawling mega-city is spread below you. You are high above the city. After a half hour you arrive at the Alpolis terminus. From here you will have to take a lift to one of the lower levels and take a city hoverail car to the TIME building. Much to your disgust you find that the lift has just broken down. You will have to take the stairs. Turn to **138**.

131

As you watch, the huge silver sail of the black racer begins to rotate. Its pilot, whoever it is in there, has given up the race. Instead, the black craft with red flames is heading straight for you. Suddenly a red beam unites it with the Silver Dart, the beam of a military laser. It has done little damage as yet at this

range but the two ships are closing fast. If you have a Sirium Enforcer's laser pistol, turn to **105**. Otherwise, turn to **93**.

132

Your mind reaches out in attempt to control the Thaccoid but all that you find is a single consuming thought - to kill and eat you. You find nothing to control although you do find some form of reasoning mind but its prime motive seems to be to eat and survive, no other considerations enter into its thought processes. It seems to understand what is happening however, for it conjures up images of yourself being devoured alive, screaming and kicking, by it. You draw back, horrified. Suddenly the Thaccoid whips up the two longest of its legs and, to your horror, you notice a silvery web stretched between them like a net. With a swift stabbing motion it whips its legs forward trying to trap you in the net-like web. Make an **Evasion Roll** as you try to dodge its attack.

If you score 2-6, turn to **276**

If you score 7-12, turn to **264**

133

At one minute past noon, you see the Bounty Hunter arriving in the foyer as Yellowblades enters your office. Sosquilla greets him nervously and you do not quite catch his brusque reply. He gazes darkly into space as you switch off the holovid and greet the Rigellian thinking as you do so that it would probably be good for your career; it would certainly make you popular with Lord Silvermane, if you gave the blue-skinned warrior a place on your squad. Turn to **141**.

134

Diomedes' spear hurtles past you to skitter along the rough ground ahead of you. Turning your head, you see him curse and shake his fist at you before some Trojan Warriors cut him off from view. Turn to **414**.

135

The Silver Dart changes course towards the second line of sails and the deep radar display shows that all of the other racers, with the exception of one, are moving to dock with lightsails in the first row and they turn towards the sun, now bearing a two-mile span of silver mesh with them, like spacefaring Portuguese Men O'War. The craft near you is in visual range; it is a snub-

nosed green ship, that of Greta Erikson, the navy pilot. You stake your claim to one of the glittering spans of wire mesh and the green racer chooses a different one. You turn on the retros to brake the ship and dock neatly with the sail, then turn towards the great red orb of the sun. Turn to **299**.

136

[Score an X]

You throw yourself back and the thread rushes past you to hit the ceiling of the corridor where it sticks with a slap. You pick yourself up as the Thaccoid crawls out of the hole, its jointed legs moving with remarkable speed for something of such bulk. you prepare to attack again as its roving eyes orientate on you and it spins around to face you on its eight legs. Will you:

Draw your blaster and fire at it? Turn to **278**

Blast a hole in the bulkhead of the ship, opening the B Deck up to space? Turn to **318**

Thinkstrike it? Turn to **290**

Try to control it using your Power of Will? Turn to **132**

Hurl a CSX Gas Grenade, if you have one? Turn to **300**

Launch a hunter/seeker at it, if you have either the Reptilian or the Insectoid version? Turn to **310**

Run back down the corridor to the storage area and try to hide in ambush? Turn to **328**

Do not choose an option you have chosen once before.

137

As the Ardann leaves, you switch on the holovid once more. The Rigellian and the Bounty Hunter are exchanging notes on the combat simulator. The Bounty Hunter is obviously an expert, and Yellowblades is listening to what he has to say with interest. He springs up when summoned and you wave him to a chair in front of you. Turn to **141**.

138

You descend the stairway. It is dirty and unused. Soon you arrive at a stairwell, surrounded by a chest-high wall that is open to the air. The view is dramatic, all around you tower the many buildings of Alpolis. To your left a thin Maintenance Droid walkway arcs through the air to the hovambulance landing tower on one of the city's hospitals - its highest peak. To the right stretches a hovcar landing park. Beyond it lies a hovrail

terminal from which a monorail curves slowly down to the lower levels, supported by huge stanchions that disappear into the bustling city below. A hundred feet above your head a hovrail car hums past, following another monorail that spans the whole length of Alpolis. Straight ahead of you, about fifty feet up, is the highest flyover in Alpolis, Highway 1232. Ground cars race along it and pedestrians, mostly sightseers, amble along its edges. It is supported by massive pillars, ringed all the way down by many floors, bearing restaurants, shops, offices and so on. Some are open to the sky, others are encased in glass, glittering brightly in the sun. From the nearest stanchion one of the city's communication towers rises up above Highway 1232. Looking down you can see hovcars floating through the air, the whole scene criss-crossed with monorails and highways, descending in many levels to the bottom of the city, where the low-lifers live. It is a beautiful sight. But this is, of course, the wealthy end of the city, elsewhere it is not so pretty or so clean and well developed.

Suddenly there is a flash of ruby light and a laser shot drills into the concrete by your foot with a flash of incandescent heat. You are shocked out of your reverie in an instant. Someone is trying to kill you, no doubt a CYBERNET assassin sent by Yelov. Will you:

- Duck down and stay where you are, so you can
find out where your would-be assassin is? Turn to **150**
- Run down the stairs? Turn to **158**
- Leap over the wall and try to find cover behind
one of the hovcars in the hovcar park? Turn to **166**
- Climb onto the Maintenance Droid walkway
and duck down behind the stairwell wall? Turn to **178**

139

When the two ships have docked above the orange, gas-wreathed planet Barbarossa, Agents Chameleon and Squirrel meet you on the bridge. Chameleon is in the form of a handsome Earthier in a green costume with blue circles, Squirrel looks as pretty as ever in a trim grey jacket and stretch pant; You confer together and come up with a plan. Chameleon will change his appearance to look like a member of the criminal underworld of Barbarossa, Squirrel will not look out of place in Barbarossa which is a real melting pot of races and types. Together you can penetrate a public gathering place to search



for information as to where, near the starport, Yelov's Time Machine is hidden. You decide to make disabling the machine your top priority.

The area surrounding the starport is called Smugglers Port and it contains many warehouses in which a Time Machine could be easily hidden. Your own Time Machine, Falcon's Wing, has been freighted to Barbarossa under Chameleon's directive and will be kept on the Sirium ship under armed guard. Sparrowhawk and Yelov arrived on Barbarossa some hours earlier but the TIME beacon has not registered any disturbance of the time flux so Yelov's machine is still nearby. Turn to **163**.

140

A report on the polybdenum raid is flashed up on the screen for you. It seems that Dark Star and her pet led a team of CYBERNET agents on a raid about an hour ago. Dark Star used her teleportation powers to break into the warehouse, despite extensive security. About twenty CYBERNET agents, extensively equipped and well trained, an elite squad, raced into the warehouse. The Enforcer squad were overwhelmed and a battle ensued between the Dark Star and agents Sparrowhawk and Leopard. Leopard began to get the upper hand, stunning her pet, but the Dark Star teleported behind Leopard and blew his leg away. Leopard is currently undergoing repairs and will be operational again very soon, once his new bionic leg has been fitted. Sparrowhawk reports that she launched a powerful mental attack, but was repulsed by strong psychic defences. Interestingly, Leopard has left an unofficial message for you in which he says he felt Sparrowhawk did not try hard enough with the Dark Star. However, the official Enforcer report states she was responsible for getting several of their men out of the warehouse alive, and that she caused many casualties among the CYBERNET team. However, the survivors escaped with 24 rods of polybdenum. Note down that the polybdenum raid was successful. If you sent:

- | | |
|---|--------------------|
| Agent Chameleon and Agent Squirrel (Sosquilla)
to 1194 BC | Turn to 164 |
| Agent Chameleon and Agent Blade
(Yellowblades) to 1194 BC | Turn to 174 |
| Agent Chameleon and Agent Cobra (the
Bounty Hunter) to 1194 BC | Turn to 184 |

141

Yellowblades waits, composed and still, for you to begin the interview. You decide to begin affably and then become more tough as the interview progresses. To begin with you apologise for not greeting him immediately and he smiles non-committally. You briefly go over his fine performance at the Academy, praising his combat skills and he begins to relax. Will you:

- | | |
|---|--------------------|
| Ask him why he feels that he is the best
candidate to become a Special Agent of
TIME? | Turn to 149 |
| Ask him what he feels the duties of a Special
Agent involve? | Turn to 155 |

142

A bolt of superheated plasma leaps towards him, but your aim is off and it crashes into a nearby Achaean, tearing his shield apart and hurling him into the air. He slams to the ground, quite dead. At this there is a furore from all around you. Cries of 'The gods go up, and Odysseus says, 'The gods are against us, Diomedes, we can do nothing against them.' Already the Achaean warriors are falling back in fear and the Trojans seem revitalised as they cry, 'The gods are with us!'

Incredibly, Diomedes does not seem cowed, rather he shakes his fist at you saying, 'I know not who you are, Trojan, the gods may aid you now but you shall feel the mettle of Diomedes' spear before this battle is over!' With that he jumps into his chariot and follows the fleeing Achaeans. As he rides away, a figure steps out from behind a tall stone pillar. He wears rich and ornate armour and holds a bow and arrow. He aims and fires the arrow and it arcs through the air into Diomedes' chariot, hitting his foot. He turns, in pain and surprise. The archer laughs, but Diomedes shouts, 'Paris, you cowardly archer, if you came down here to face me, you would find your bow of little use. The blows of a coward and a weakling such as you are the blows of a woman. Not such are my blows.' Paris laughs again, but comes down from the mound and runs on to another area of the battle. In any case, Diomedes, without the support of his men, is forced to fall back. You notice the battle is turning against the Greeks and they are being forced slowly back to their wooden ramparts. Turn to **404**.

143

The Silver Dart describes a gentle curve towards the second line of lightsails as Pilota's sleek racer docks safely with the sail then turns towards the great red orb of Sirius. Turn to **417**.

144

You whip out your Colt as fast as you can and all hell breaks loose. The Bounty Hunter dives to the right, a gun suddenly in his hand, like magic, and rolls to his feet in the doorway of the log cabin. Chameleon drops to one knee and aims his rifle at the Symbiont. Yelov's speed is legendary and he beats you to the draw and fires, the sound reverberating like a thunderclap. You feel a hammer-like impact in your leg and you are spun round. *Lose 5 Endurance points.* Desperately you throw yourself to the ground as Yelov fires again. Your mind registers the fact that the Symbiont has not moved - Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip. Make an **Evasion Roll** as you try to scramble out of the path of Yelov's bullets.

If you score 2-6, turn to **194**

If you score 7-12, turn to **208**

145

Your fire slices through Sparrowhawk's legs and she falls lifeless to the floor. Chameleon's attack on Dark Star is similarly successful and you race past the scene of carnage into the warehouse. Sparrowhawk's dying act was to think a warning to Yelov, her lover, and you arrive to see the other Siriun, Yelov, and the Symbiont being drawn up inside the Time Machine together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a different timehole. There is nothing you can do but dash back to Falcon's Wing and chase him across time and space. You lose no time and within minutes arrive safely back at the Spaceport where Falcon's Wing awaits. If you brought Cobra to Barbarossa, turn to **113**. If not, turn to **89**.

146

You whip out your Colt as fast as you can and all hell breaks loose. Chameleon drops to one knee and aims his rifle at the Symbiont. Yelov's speed is legendary and he beats you to the

draw and fires, the sound reverberating like a thunderclap. You feel a hammer-like impact in your thigh and you are spun round. *Lose 5 Endurance points.* Desperately you turn to face your opponents as Yelov prepares to fire again. Your mind registers the fact that the Symbiont has not moved - Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip. Will you:

Try and dive for cover before Yelov fires? Turn to **214**

Fire at the Symbiont in an attempt to release
Chameleon from the Ego Whip? Turn to **220**

147

When the two ships have docked above the orange, gas-wreathed planet Barbarossa, Agents Chameleon and Blade meet you on the bridge. Chameleon is in the form of a handsome Earther in a green costume with blue circles, while the heavy Rigellian is dressed in golden battledress. You confer together and come up with a plan. Chameleon will change his appearance to look like a member of the criminal underworld of Barbarossa, Blade will not look out of place on Barbarossa which is a real melting pot of races and types. Together you can penetrate a public gathering place to search for information as to where, near the starport, Yelov's Time Machine is hidden. You decide to make disabling the machine your top priority.

The area surrounding the starport is called Smugglers Port and it contains many warehouses in which a Time Machine could be easily hidden. Your own Time Machine, Falcon's Wing, has been freighted to Barbarossa under Chameleon's directive and will be kept on the Siriun ship under armed guard. Sparrowhawk and Yelov arrived on Barbarossa some hours earlier but the TIME beacon has not registered any disturbance of the time flux so Yelov's machine is still nearby. Turn to **323**.

148

You were taken by surprise and you are too slow. Before you can act, a sticky strand of silvery thread strikes you full in the chest. Desperately you try to pull it off but your actions only serve to enmesh your hands and arms in the thread. You begin to panic. Suddenly there is a massive yank and you are pulled down through the hole and left to fall a thousand feet to the deck below. You are smeared like jam across the engines of the Ark.

149

The Rigellian replies in the booming voice of his species that he cannot tell whether he is the best candidate but that he would welcome the chance to place his skills at your disposal. He pauses, then adds, 'It may be that you will not find a superior combat organism living in the galaxy.'

That may well be,' you reply, 'but there is a great deal more to life in the SAS than killing.' Will you go on to ask:

Whether Yellowblades' allegiance lies with
Rigel Prime or the Federation? Turn to **161**
How he views the role of Special Agents as
diplomats? Turn to **169**

150

You crouch low. Gingerly you peer over the wall of the stairwell. A glitter of sunlight on steel draws your attention to a figure in the Communications Tower over Highway 1232. He is too far away for your plasma pistol to be effective, but you are well in range of his las-rifle. He spots you and aims his rifle. Make an **Evasion Roll**.

If you score 2-6, turn to **362**
If you score 7-12, turn to **350**

151

Ahead of you is glistening silver mesh, filling your vision. As the two ships converge on the central hub of the lightsail you wait to see if Pilota will concede defeat, but her ship hurtles on, ever closer to your own. At the last second you realise that her iron nerve isn't going to give way and you brake. Incredibly she waits even longer before nipping in before the Silver Dart to dock with the firmament-spanning lightsail. The Silver Dart trails in her wake as she steers the lightsail and her ship towards the huge red orb of the sun. It is too late to try and dock with another of the sails in the first line so you turn away towards the second line. Turn to **175**.

152

A report flashes up on your screen. Sparrowhawk and Leopard arrived in 1194 BC at the siege of Troy. There was much fighting outside the city between the bronze clad, spear wielding Achaeans and Trojans. Sparrowhawk and Leopard, dressed as

Achaean warriors, wandered the battlefield in search of the cause of the timehole disturbance. They were attacked by the Symbiont who used his mental Ego Whip on Leopard, reducing him to virtual paralysis by the mental pain. Sparrowhawk launched a Thinkstrike against the Symbiont, but there was no apparent effect. Then inexplicably, the Symbiont left the scene, in a Time Machine which Leopard was able to recognise as Yelov's. It seems Yelov has trained the Symbiont to use it. Leopard is currently staying overnight in hospital for rest. He is a little shaken by his experience, but is very resilient and should be fit for action tomorrow. The report ends. Who did you send to deal with the CYBERNET raid on the polybdenum warehouse:

Agents Chameleon and Squirrel (Sosquilla)? Turn to **206**
Agents Chameleon and Blade (Yellowblades)? Turn to **226**
Agents Chameleon and Cobra (The Bounty
Hunter)? Turn to **284**

153

The blast of plasma that flies from your weapon misses Sparrowhawk and erupts against a wall, but her answering shot is not so wild. You fold up, your stomach ripped out by her blast, and die, moaning at her feet. Chameleon is no luckier than you and Yelov is free to hold history to ransom.

154

A bolt of superheated plasma leaps towards him, and his shield explodes. Diomedes is hurled into the air and he crashes to the ground, twitching feebly. The battle ceases in the immediate area for a moment and pandemonium breaks out. Cries of The gods, the gods are against us,' and 'Diomedes is slain!' go up from his men and they begin to flee in disorder. Odysseus stays to help Diomedes' charioteer, as they lift the body of Diomedes, who still lives, into the chariot. Odysseus bravely fends off the revitalised attacks of the Trojans, but takes a spear thrust in his side. However, they manage to escape in their light, fast-moving chariot. The tide of battle is turning against the Achaeans now and they are being slowly forced back to their wooden ramparts. A large-looking warrior with a magnificent horse hair crest leads the Trojan assault, but a last ditch defence focuses around another large Achaean warrior who carries a great shield, almost as large as he is, giving time for the Achaeans to fall back on order. Turn to **404**.

155

'Policing the timelines, preventing changes in history, and behaving so as to minimise any disruption caused by being there out of your own time.'

'Is that all?' you ask.

'Well ... no ... an agent will be called on to do an enormous range of tasks, placing beacons ... er ...' The Rigellian has dried up and you decide to come to his aid. Will you go on to ask:

Whether Yellowblade's allegiance lies with

Rigel Prime or the Federation?

Turn to **161**

How he views the role of Special Agents as diplomats?

Turn to **169**

156

You dash for the water trough readying your Winchester to fire from the hip and all hell breaks loose. Yelov draws his pistol and fires at you with lightning speed, the sound of his gun echoing around the deserted ranch like a thunderclap. But it is difficult to hit a moving target and he misses you, dirt spurting up from the ground at your feet where the bullet landed. Suddenly Chameleon sinks to his knees in agony, the subject of the Symbiont's Ego Whip. Will you fire:

At the Symbiont?

Turn to **332**

At Yelov?

Turn to **320**

157

When the two ships have docked above the orange, gas-wreathed planet Barbarossa, Agents Chameleon and Cobra meet you on the bridge. Chameleon is in the form of a handsome Farther in a green costume with blue circles. You confer together and come up with a plan. Chameleon will change his appearance to look like a member of the criminal underworld of Barbarossa, Cobra will not look out of place - his slim, whip-like figure looks for all space like a CYBERNETHired killer. Together you can penetrate a public gathering place to search for information as to where, near the starport, Yelov's Time Machine is hidden. You decide to make disabling the machine your top priority.

The area surrounding the starport is called Smugglers Port and

it contains many warehouses in which a Time Machine could be easily hidden. Your own Time Machine, Falcon's Wing, has been freighted to Barbarossa under Chameleon's directive and will be kept on the Siriun ship under armed guard. Sparrowhawk and Yelov arrived on Barbarossa some hours earlier but the TIME beacon has not registered any disturbance of the time flux so Yelov's machine is still nearby. Turn to **333**.

158

You dart down the stairs. Rounding a corner coming up the stairs is a man dressed in ordinary office clothes, but his face is masked and he holds a portable laser cannon in his hands. A power pack is strapped to his back. He looks as surprised to see you as you are to see him. However, he points the cannon up the stairs at you. Desperately you scramble upward trying to avoid the worst of what you know is about to come. Make an **Evasion Roll**.

If you score 2-6, turn to **378**

If you score 7-12, turn to **388**

159

Ahead of you is glittering silver mesh, filling your vision as the two ships converge on the central hub of the lightsail and you wait to see if Pilota will concede defeat, but her ship hurtles on, ever closer to your own. At the last second you realise that her iron nerve isn't going to give way. The moment for safe braking comes and passes as you streak towards the silver hub. Make a **Chance Roll**.

If you score 6, turn to **195**

If you score 1, 2, 3, 4 or 5, turn to **207**

160

A bolt of white lightning streaks from your pistol, shadows flicker and flare as the Engineering Deck is lit by the flash. It shears through the thread, like a hot knife through funge spread, the tendrils shrivelling apart in the heat. There is a bubbling shriek and the Thaccoid begins to fall back into the vast emptiness below. It launches another stream of web-like thread, but it appears to have used its web reserve already, for it doesn't reach the floor of B Deck. A second or two later and you can hear the awful squelching splat as it hits the ground. That is one Federation Termination Order that has been fulfilled. Collect-

ing your wits, you turn to the steel door at the end of the Cryogenic corridor and open it. Turn to **242**.

161

Your question throws the Rigellian slightly. His cheeks turn a sickly green and he tenses - you catch yourself fearing that you may have transgressed Rigellian customs in the most serious way. Pulling yourself together you remember that this blue-skinned race has yellow blood - Yellowblades is blushing. He booms out, 'I am loyal to my tribe, my tribe rules Rigel Prime but by serving TIME to the best of my abilities I am serving the interests of all Rigellians. Are we not members of the Federation, did we not fight together ship by ship against the Hivers?' You nod and decide to exploit Yellowblade's discomfort by becoming more tough. Will you:

- Ask him what an oversized killing machine can offer the TIME police? Turn to **181**
- Accuse him of being a Rigellian spy and probe his mind using your Psychic Awareness? Turn to **187**

162

You dart for the trough, readying your Winchester to fire from the hip and all hell breaks loose. Yelov draws with lightning speed and fires, the sound reverberating like a thunderclap but it is difficult to hit a moving target and he misses you. The Bounty Hunter dives to the right, a gun suddenly in his hand like magic, and rolls to his feet in the doorway of the log cabin. Chameleon drops to one knee and aims his rifle at the Symbiont. Yelov fires again. Your mind registers the fact that the Symbiont has not moved - Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip. You squeeze the trigger of your Winchester and it kicks violently in your hand, going off with an explosive crash.

- If you score 2-6, turn to **288**
- If you score 7-12, turn to **298**

163

Barbarossa is an anarchy world, without Enforcers. It is a haven for any criminal, sadist, bully or cheat who cares and dares to make it his home. An offworlder, as they refer to new arrivals, is always in danger, all the more so if he or she is an Enforcer. Barbarossa is CYBERNET's stronghold from which the

tentacles of the underworld reach out to poison the galaxy.

You are smuggled out of the Starport inside a large gas cylinder from which you emerge into the slum of Smugglers Port. The buildings are a bizarre mixture of crude and crumbling archaic designs and occasional modern plasteel blocks funded by CYBERNET blood money. You are on your guard but the street you are in, Lasgun III, is deserted. Just as Chameleon is about to change his form into one of the stout tripedal Barbarossi, the ground gives way beneath you and sheets of spiked metal slam shut on your stomach and back. The spokes move to meet each other inexorably driven by an unseen engine. *Lose 3 Endurance points*. Luckily Chameleon is able to transform himself into a Reprnid and force the trap apart through sheer strength. The horrifying form of the Reprnid shimmers and ripples and Chameleon stands before you as a handsome Earther once more. 'Designed to catch Earther Enforcers,' he says, pointing at the trap. You mutter your thanks and walk warily on. Turn to **349**.

164

Chameleon and Squirrel arrived in 1194 BC at the siege of Troy. There was much fighting outside the city between the bronze clad, spear wielding Achaeans and Trojans. Chameleon and Squirrel, dressed as Achaean warriors, wandered the battlefield in search of the cause of the timehole disturbance. They were attacked by the Symbiont who used his mental Ego Whip on Chameleon reducing him to temporary paralysis from intense mental agony. Squirrel attempted to manipulate the emotions of the Symbiont. Unfortunately the parasitic being feels only onething, pleasure in feeding off mental pain. Her attempt only served to increase the Symbiont's need to inflict pain. Chameleon, recovering, witnessed Squirrel suffering a terribly painful Ego Whip attack. Rather than being unable to stand the pain, it seems she was unable to stand the fact that another creature could feel and act in such a cruel and sadistic fashion. It drove her insane. Then inexplicably, the Symbiont left the scene in a Time Machine which Chameleon was able to recognise as Yelov's. It seems Yelov has trained the Symbiont to use it. Chameleon carried Squirrel back to their own machine and returned to the Eiger Vault. Squirrel is currently residing in the mental wing of the TIME ward, in a catatonic state. She has withdrawn completely into herself and has been retired from active service. The report ends, you have lost Squirrel. Note this fact on your Agent Profile. Turn to **296**.

165

Your blast sears the Narc-bar roof behind the Phocian and you see the ultralaser glow a blinding violet in the instant before it erases your head and upper torso. You will never know how Chameleon fared.

166

You leap over the wall into the hovpark and roll to your feet. A flash of light catches your eye up in the Communication Tower on Highway 1232. It is the sunlight reflecting off the laser rifle of your would-be assassin. A second or two later there is a loud explosion which fills the stairwell where you had been. As the smoke clears, a man appears in the stairwell from below. His face is masked and he carries a portable laser cannon. He looks around, trying to spot you. However, the man in the Communication Tower knows exactly where you are - you dive for the cover of a parked hovcar. Make an **Evasion Roll**.

If you score 2-6, turn to **382**

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

167

As soon as you direct your thoughts at one of the Clyss, his feathery antennae and those of his four companions begin to vibrate slightly. A sonic wave almost knocks you unconscious. They are somehow disrupting your thought patterns in a way that is so horrible, it leaves you weak and trembling, your heart starts to miss beats. *Lose 4 Endurance points*. If you are still alive, you decide to try the mind of a different alien. Will it be:

A native Barbarossi?

Turn to **185**

One of the ant-like Hiver beings?

Turn to **197**

168

Diomedes jerks his head back in pain, but your Thinkstrike has failed to fell him. He shakes his head and darts forward, thrusting his spear overarm at you. Will you:

Turn and run?

Turn to **82**

Try to charge forward under his spear thrust and slam your shield into him?

Turn to **186**

Try to parry his thrust with your shield and attack him with your own spear?

Turn to **198**

169

The Rigellian pauses for some time and you decide to let him stew. At length he says that he would do his best to avoid causing diplomatic incidents and rely on his personal code of honour to ensure that he behaved correctly. 'But let us suppose,' you butt in, 'that the species with which you were dealing lived by a very different code, what then?' Once again the Rigellian seems briefly at a loss before saying that he would of course study local customs before mixing with a new culture. There is not always time for such luxuries,' you reply. Yellowblades seems unsure about his own powers of diplomacy. You ask him whether he has mixed with the other students at the Academy and it seems he has seen little of them outside curriculum hours, preferring weapon practice to company. You decide to be a little more tough. Will you:

Ask him what an oversized killing machine can offer the TIME Police?

Turn to **181**

Accuse him of being a Rigellian spy and probe his mind using your Psychic Awareness?

Turn to **187**

170

Yelov grunts in pain but he is strong willed and he manages to resist your Thinkstrike. You whip out your Colt as fast as you can and all hell breaks loose. Chameleon drops to one knee and aims his rifle at the Symbiont. Yelov's speed is legendary and he seats you to the draw and fires, the sound reverberating like a thunderclap. You feel a hammer-like impact in your leg and you are spun around. *Lose 5 Endurance points*. Your mind registers the fact that the Symbiont has not moved - Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip. Turn to **214**.

171

Your fire slices through Sparrowhawk's legs and she falls lifeless to the floor. Chameleon's attack on Dark Star is similarly successful and you look past the scene of carnage to the Time Machine. Yelov and the Symbiont are being drawn up inside it together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a different timehole. There is nothing you can do but dash back to Falcon's Wing and chase him across time and space. You lose no time and within

minutes arrive safely back at the Spaceport where Falcon's Wing waits. If you brought Cobra to Barbarossa, turn to **113**. If not, turn to **89**.

172

A bolt of white lightning streaks from your pistol. Shadows flicker and flare as the Engineering Deck is lit by the flash. But the stream of plasma hurtles past the thread to be lost in the vastness beyond. The Thaccoid brings its bloated body sac around, impossibly contorted, and produces from its end a thin stream of web-like thread, which hurtles towards you. Desperately you try to dive aside. Make an **Evasion Roll**.

If you score 2-6, turn to **148**

If you score 7-12, turn to **136**

173

Your blast wipes away the bird-like head of the Phocian and the ultralaser is flung to the floor at your feet. Chameleon's blaster drops the last of your assailants and you both arm yourselves with ultralasers before retiring to a dark alcove to take stock and salve your wounds. Turn to **221**.

174

A report flashes up on your screen. Chameleon and Blade arrived in 1194 BC at the siege of Troy. There was much fighting outside the city between the bronze clad, spear wielding Achaeans and Trojans. Chameleon and Blade, dressed as Achaean warriors, wandered the battlefield in search of the cause of the timehole disturbance. They were attacked by the Symbiont who used his mental Ego Whip on Blade, reducing him to virtual paralysis by the mental pain. Chameleon launched a Thinkstrike against the Symbiont, but there was no apparent effect. Then inexplicably, the Symbiont left the scene in a Time Machine which Chameleon was able to recognise as Yelov's. It seems Yelov has trained the Symbiont to use it. Blade is currently staying overnight in hospital for rest. He is very shaken by his experience, never having experienced any mental pain before. But he is very resilient and should be fit for action in a short while. The reports ends. Turn to **296**.

175

The Silver Dart lances through space towards the second line of sails and the deep radar display shows that all of the other

racers, with the exception of one, have docked with lightsails in the first row and have turned towards the sun, now bearing a two-mile span of silver mesh with them, like space-faring Portuguese Men O'War. The exception is just ahead of you, the snub-nosed green racer of Greta Erikson, the navy pilot. You watch as she uses her retros to slow her down and docks with one of the sails. You manage to copy her and there is a grinding and a jolt as the nose of your ship slides into place in the hub of the sail, then you follow in Greta's wake, towards the great red orb of the sun. Turn to **299**.

176

Diomedes throws his head back and keels over, hitting the ground with a ringing crash. Diomedes' charioteer stares in amazement and Odysseus looks around for the slinger whom he believes to be responsible for this. A cry goes up amongst Diomedes' men: 'Diomedes is dead! Diomedes is dead!' and losing heart they begin to fall back. Odysseus stays to help Diomedes' charioteer. They lift the body of Diomedes into the chariot. Odysseus bravely fends off the revitalised attacks of the Trojans, but takes a spear thrust in his side. However, they manage to escape in their light, fast-moving chariot. The tide of battle is turning against the Achaeans now and they are being slowly forced back to their wooden ramparts. A large-looking warrior with a magnificent horsehair crest leads the Trojan assault, but a last-ditch defence focuses around another large Achaean warrior who carries a great shield, almost as large as he is, giving time for the Achaeans to fall back in order. Turn to **404**.

177

Your Thinkstrike does not fell the Symbiont but it does free Chameleon from the Ego Whip which had held him helpless. you both open fire together. If you are using ultralasers, turn to 171. Otherwise make an **Attack Roll**.

If you score 8-12, turn to **171**

If you score 2-7, turn to **153**

178

You slither over the wall as quickly as you can as another laser-shot drills into the wall beside you. The maintenance walkway is only five feet wide; looking down fills you with vertigo. Carefully you peer over the edge of the wall. A flash of light

catches your eye up in the Communication Tower on Highway 1232. It is a reflection off a laser rifle. You can see your assassin but it is too far to make out his features. Unfortunately, he *is* out of effective range of your plasma pistol. It is also too far to target a hunter/seeker, if you have one. The man in the Tower fires again and you duck down, the laser beam boring into the wall. Suddenly there is an explosion and the stairwell is filled with a blinding flash. You recognise the effects of a portable laser cannon. You can hear the sound of pounding footsteps, another man is running up the stairs, presumably the wielder of the laser cannon. If you have a harpoon/grapple gun and wish to use it, turn to **188**. Otherwise will you:

- | | |
|---|--------------------|
| Stay where you are? | Turn to 210 |
| Run across the maintenance walkway to the hospital? | Turn to 222 |
| Stand up and use your blaster on the man running up the stairs? | Turn to 234 |

179

Soon you are dressed in typical clothes of the period - high, narrow leather boots with pronounced heels, simple trousers and a cotton shirt and leather waistcoat. A hat rests on your head, and you have a scarf. Around your waist is buckled a leather belt lined with bullets. In a holster at your hip lies a Colt .45 'Peacemaker', a revolver or 'six-gun'. In your left hand you hold an 1873 Winchester repeating rifle with fifteen cartridges. Moving the trigger guard lever down and back moves a fresh shell into the chamber and ejects the old one. Chameleon is dressed much as you are. You decide to follow CAIN's advice and leave your 31st century weapons behind.

'Ready, Chameleon?' you ask.

He nods. You descend onto the parched earth and walk towards the town, side by side. After a twenty minute walk you enter Tombstone along its dusty main street. Horse-drawn chuck wagons and buggies drive past you and cowboys and well-dressed gentlemen mill about on the boardwalks that line the street. Wooden buildings, saloons, stables, stores and so on rise up on either side. Billboards and signs add a little colour to the drab-looking habitation. You are walking down the street 'listening' with your mind for signs of Yelov, when a dishevelled young boy runs up to you and says, 'Hey, are you the one they

call the Falcon?' Instantly alert Chameleon looks around, scanning the rooftops and shadowed alleys as you nod your head, not looking at the boy but all around. 'I got a message fer you then,' and he hands you a note saying: The old Lucky Horseshoe ranch's outta town, thattaway,' and he points at the far end of Tombstone. You take the note. It is written in Galactic.

I know you're coming, Falcon. The Symbiont and I will be waiting for you at the deserted Lucky Horseshoe ranch. Let us finish this once and for all, for I am going to kill you.

Your Implacable Enemy
Yelov

You look up and the boy is still there, uncomfortably shifting from foot to foot. After a minute's silence he says, 'The man with the long hair and funny face said you'd give me a silver dollar, mister.' Resignedly, you take one of the coins CAIN gave you and pass it to the boy. Without a word he snatches it and scampers gleefully away. Turn to **108**.

180

Suddenly there is a crackling sound and a lancing ruby light burns through the trough and into the ground beside you. Yelov has a laser weapon! Before you can react another bolt slices through and grazes your arm. *Lose 2 Endurance points*. If you are still alive, the Bounty Hunter leans out and begins pouring a volley of shots at the stable corner and Yelov is forced to pull back. You pop up and train your Colt at the corner ready to fire at the first sight of Yelov. The Bounty Hunter stops firing and everything goes quiet. He looks at you expectantly. Will you:

- | | |
|--|--------------------|
| Stay where you are and await events? | Turn to 218 |
| Tell the Bounty Hunter to cover you and make a dash for the sheds opposite the stable? | Turn to 230 |

181

Yellowblades seem to have expected something like this. There is no anger in his voice as he replies, 'You will find me dependable, trustworthy and careful. There is more to me than a mere killing machine.' You believe you have a good idea now of exactly what Yellowblades has to offer so you tell him a little more about the responsibilities of a Special Agent before indicating that the interview is over. Turn to **201**.

182

Drawing your blaster you dash down the corridor and dive headlong into the room. 'Falcon! Curse you, you filth/ you hear as you roll to your feet. Unmistakably it is the voice of your ancient enemy, Yelov the arch-traitor, the man who has sworn to kill you. He is already firing and a lancing bolt of ruby light takes you in the upper arm as you come to your feet, spinning you around and burning a neat hole in your environment suit and your arm. Lose 8 *Endurance points*. If you are still alive, you drop to your knees instinctively, aiming your blaster at Yelov. He is armed with a laser pistol, the bionic side of his face gleaming brightly in the glare of the control room lights, his eyes filled with malice and his face contorted in a grimace of hate. You squeeze the trigger. Make an **Attack Roll**.

If you score 2-6, turn to **48**

If you score 7-12, turn to **38**

183

Blade stands guard over your table. All eyes are turned your way as you confer quietly in the alcove. In some cases this means many more than two per individual. The native Barbarossi are squat, yellow barrel-shaped beings with three legs, two eyes set in a face just above their stomachs and a third on top of a brown hump which is where an Earther's head would be. The Bequal wallows nonchalantly in its clinging pile of wet silk and the insectoid Clyss appear to be staring at you defiantly, but it is difficult to tell where their compound eyes are focused. Chameleon suggests that you choose a mind to probe. If anyone in Smugglers Port knows where Yelov's hide-out is, they might well be among those lounging in the Narc-bar. Whose mind will you probe:

The mind of a native Barbarossi?

Turn to **309**

The mind of one of the fearsome-looking Clyss insectoids?

Turn to **117**

The mind of a Hiver?

Turn to **275**

184

A report flashes up on your screen. Chameleon and Cobra arrived in 1194 BC at the siege of Troy. There was much fighting outside the city between the bronze clad, spear wielding Achaeans and Trojans. Chameleon and Cobra, dressed Achaean warriors, wandered the battlefield in search of the



cause of the timehole disturbance. They were attacked by the Symbiont who used his mental Ego Whip on Chameleon. He fell to the ground, temporarily paralysed from the intense mental agony. The Symbiont tried the same on Cobra but he was able to shrug the attack off. The Cobra proceeded to take the Symbiont 'apart', (his own words) and was soon chasing him about the battlefield of Troy. Chameleon is able to verify this. However, eventually the Symbiont was able to escape in a Time Machine which Chameleon was able to recognise as Yelov's. It seems Yelov has trained the Symbiont to use it. Chameleon is currently staying overnight in hospital for rest. He is a little shaken by his experience, but is very resilient and should be fit for action tomorrow. The report ends. Turn to **296**.

185

You choose one of the nearest Barbarossi and, using your Psychic Awareness, probe his mind. He starts as he feels the touch of your thoughts, but is soon cowed by a veiled thought-threat. He knows where two Siriuns have recently hidden a large container in a CYBERNET warehouse and you can read the location from his mind. You Thinkstrike to stop him talking until you are well on your way and leave with Chameleon before anyone realises anything is amiss. Turn to **415**.

186

Diomedes, experienced warrior though he is, is caught unawares by your sudden counter charge. His spear thrust passes down over your shoulder and you smash your shield into him, throwing him backward onto the ground. He is up in an instant however, but two men, hacking at each other with swords, come in between you. Not wishing to risk your life in needless battle you move back. Then a figure steps out from behind a tall stone pillar on the mound of Ilus. He is of slight build, with rich and ornate armour and holds a bow and arrow. He takes aim and looses the arrow, and it pins Diomedes' foot to the ground. He cries out in pain and surprise. The archer laughs, but Diomedes snaps off the arrow and shouts: 'Paris, you cowardly archer, if you came down here to face me, you would find your bow of little use. The blows of a coward and a weakling such as you are the blows of a woman. Not such are my blows.' Paris laughs again, but comes down from the mound and runs on to another area of the battle. In any case, Diomedes' wound is enough to force him to retire from the battle. You notice that the battle is turning against the Greeks, they are being forced

back to their wooden ramparts. A large-looking warrior with a magnificent horsehair crest leads the Trojan assault, but a last-ditch defence focuses around another large Achaean warrior who carries a great shield, almost as large as he is, giving time for the Achaeans to fall back in order. Turn to **404**.

187

Your accusation surprises Yellowblades and you can read his mind like an open book. There is a trace of guilt there but only in so far as he will always be a patriot who puts his tribe before all else at heart, but his motives for joining TIME seem honest. He knows that he will be extending Rigellian influence in the Federation by joining but he genuinely wishes to become, a heroic agent. He feels that his life would acquire more meaning as a guardian of civilisation than as a champion of the Rigellian arena. You believe you have a good idea now of exactly what Yellowblades has to offer so you tell him a little more about the responsibilities of a Special Agent before indicating that the interview is over. Turn to **201**.

188

You fire the harpoon at the hospital wall. It embeds itself with a loud crack. Without hesitation you jump into space, swinging through the air on the harpoon's steel hawser. You arc down, hurtling towards the hospital's entrance on a lower level. People stare at you in astonishment from the pedway that runs up to the hospital. Using your legs and hands you roll with the impact as you strike the hospital, cushioning yourself from any serious damage. Casually you unclip the harpoon and drop to the floor below, ignoring the astonished group of onlookers. Entering the hospital reception area you call the TIME building, ordering a security hovcar to come and pick you up. A little later you are back in the High Security wing of the TIME building. Turn to **8**.

189

The blast of plasma that flies from your weapon misses Sparrowhawk and erupts against a wall, but her answering shot is not so wild. You fold up, your stomach ripped out by her blast, and die, moaning at her feet. Chameleon and Blade are no luckier than you and Yelov is free to hold history to ransom.

190

The Remote Access Terminal on your wrist lights up and a message arrives from CAIN in Falcon's Wing: 'We have just left

the timehole, Falcon. I'm afraid we are marooned on this ship. We will never leave it/There is nothing you can do now. In a few months you will begin to age rapidly, a side effect of remaining in the past for long periods of time. CAIN sends another message: 'I will run out of power before the Ark reaches its destination, so I am shutting myself down. I do not relish the thought of going on with only you for company. Goodbye Falcon.'

You are doomed to die of old age if madness does not take you first.

191

As you sit down, all eyes are turned your way as you confer quietly in the alcove - in some cases this means many more than two per individual. The native Barbarossi are squat, yellow barrel-shaped beings with three legs, two eyes set in a face just above their stomachs and a third on top of a brown hump which is where an Earther's head would be. The Bequal wallows nonchalantly in its clinging pile of wet silk and the insectoid Clyss appear to be staring at you defiantly, but it is difficult to tell where their compound eyes are focused. Chameleon suggests that you choose a mind to probe. If anyone in Smugglers Port knows where Yelov's hide-out is they might well be among those lounging in the Narc-bar. You are about to make your choice when one of the Barbarossi sidles over to you and in a strange sucking and whistling voice says, in Fedspeak 'My clients want the female humanoid. If you overpower her, you may leave freely.' You ask who his clients are and he motions with one of his three arms towards a group of four insectoid Clyss. Turn to **243**.

192

You concentrate your mind and hurl a blast of mental energy at Yelov. Make a **Thinkstrike Roll**.

If you score 2-6, turn to **170**

If you score 7-12, turn to **302**

193

You wait outside in the disused hovrail tunnel as Chameleon makes pitiful burbling noises before turning back into the form of a human. The warehouse door opens and you are suddenly faceto face with Dark Star and Sparrowhawk, both armed with



blasters. Sparrowhawk fires with blinding speed, knocking Blade onto his back. You fire and slice through Sparrowhawk's legs and she falls lifeless to the floor. Chameleon's attack on Dark Star is similarly successful and you race past the scene of carnage into the warehouse. Sparrowhawk's dying act was to think a warning to Yelov, her lover, and you arrive to see the other Sirium, Yelov, and the Symbiont being drawn up inside the Time Machine together. You open fire but it is too late. Seconds later the machine dematerialises. Once more Agidy Yelov has slipped through your grasp. He has jumped to a different timehole. There is nothing you can do but dash back to Falcon's Wing and chase him across time and space. Blade is too badly wounded to accompany you, so you will have to leave him behind. You lose no time and within minutes arrive safely back at the Spaceport where Falcon's Wing awaits. Turn to **89**.

194

Before you have hit the ground a bullet smashes into your arm - *lose 6 Endurance points*. If you are still alive, your rifle flies from your hand to skitter along the ground behind you and you scramble to cover behind the old water trough, Yelov's shots ricocheting all around you. Then, to your horror, the Symbiont fires his rifle twice and Chameleon throws his arms up and falls back, either dead or incapacitated. Seconds later, the Bounty Hunter fires with deadly accuracy. A bullet thuds into the Symbiont's shoulder. He staggers back and another takes him in the stomach. He doubles up, dropping his rifle and a third bullet slams into his chest and he is knocked backward to the ground where he lies, a bloody mess, all in the span of three seconds. Yelov curses and darts into cover behind the stable's far corner.

'You all right, Falcon?' shouts the Bounty Hunter.

'OK,' you reply. You look back. Chameleon is dragging himself to the barn, leaving a trail of milky translucent blood. He slumps in the doorway, sending you a feeble mental message, saying he cannot fight any further. Then he passes out. He needs urgent medical attention - you will have to finish this quickly. Suddenly there is a crackling sound and a lancing ruby light burns through the trough and into the ground beside you. Yelov has a laser weapon! Before you can react another bolt slices through and grazes your arm. *Lose 2 Endurance points*. If you are still alive, the Bounty Hunter leans out and begins pouring a volley of shots at the stable corner and Yelov is forced to pull back. You pop up

and train your Colt at the corner ready to fire at the first sight of Yelov. The Bounty Hunter stops firing and everything goes quiet. He looks at you expectantly. Will you:

Stay where you are and await events? Turn to **218**
 Tell the Bounty Hunter to cover you and make
 a dash for the cover of the sheds opposite the
 stable? Turn to **230**

195

As the lightsail looms towards you at frightening velocity you brake together and Pilota's craft cannons into your own before tearing through the flimsy lightsail and on into space. The hull of the Silver Dart has been cracked and the air seeps out to be replaced with vacuum at absolute zero temperature, -273°C. You are chilled to death before your body can be sucked out through the narrow crack.

196

[Score XX]

All is quiet. If you have marked eleven or more Xs, turn to **190**. Otherwise, turn to **200**.

197

As soon as you probe the mind of one of the six identical Hivers, beings like giant black ants, you realise your mistake. Together they make up a group or Creche which share a mind-link. They have powers of the mind and you are locked in a battle of wills with all six of them as they try to dominate you. Make a **Power of Will Roll**.

If you score 7-12, turn to **203**

If you score 2-6, turn to **217**

198

You try to parry his spear thrust, but Diomedes is an experienced and mighty warrior, an expert with the spear. His first thrust is a feint, and his second takes you in the side of the deck, just where the bronze breastplate ends. *Lose 14 Endurance points*. If you are still alive, you stagger back, blood flowing from your wound. Diomedes gives a cry of triumph and you hear the voice of Odysseus say: 'An excellent thrust Diomedes!' Your legs give way beneath you and you drop to your knees. You can barely move, as dimly you watch Diomedes walk up to you,

ready to administer the *coup de grace*. You are too disorientated to use your mental powers for the moment. Will you:

Wrap your arms around his knees in supplication
in the attitude of one begging for mercy? Turn to **204**

Try to pull out your plasma pistol and blast
him? Turn to **216**

Try to slam your shield into his knees and bowl
him over? Turn to **228**

199

You are too slow and the violet beam of the Phocian's ultralaser takes your life. You will never know how Chameleon fared.

200

A voice rings out from the Control room, 'Thak! Where are you, it is almost time for the Symbiont to arrive in the Time Machine!' The voice is unmistakably Yelov's. You tense as you recognise the voice of your ancient enemy, the arch-traitor Yelov, the man who has sworn to kill you. You hear him stepping towards the corridor. 'Crazy spider,' he mutters to himself. He steps into the corridor ahead of you. A laser pistol hangs at his side and the bionic half of his face flashes brightly in the glare of the light. Will you:

Fire your blaster at Yelov? Turn to **4**
Try and Thinkstrike him? Turn to **14**

201

If you have not yet interviewed the Rigellian, you decide to talk to him next: turn to **137**. If you have not yet interviewed Sosquilla, turn to **205**. If you have already interviewed Yellowblades and Sosquilla, turn to **301**.

202

Note down who you decide to send to Troy and to the space port. You can send Chameleon and your new agent to one and Leopard and Sparrowhawk to the other. You also have time to pick up three of the Weptech items in your office (for instance two of the grenades and one mini laser- refer back to paragraph **100** if you wish to re-read the description) before heading to the Eiger Vault and Falcon's Wing, your Time Machine. Within half an hour you have issued your orders to your Special Agents and are sitting in Falcon's Wing. You tell CAIN to set co-ordinates for the timehole in the Galactic fringe.

There is a familiar tingle up your spine as Falcon's Wing shifts into null-space. Soon it is rematerialising in real space but in the year 2665 AD. CAIN activates the external cameras but the sight that greets you is not that of endless blackness as you expected. You are looking out on a large hangar-like area of dull, grey steel. Crates and all kinds of machinery are stacked in orderly rows. Most of it seems to be agricultural and building machinery, tractors, diggers, cranes and the like. A dimly lit corridor of steel leads out of the enormous hangar. There is a thick layer of dust everywhere as if the place had been undisturbed for centuries.

It is only logical to assume we have materialised on a ship, although we are far from the boundaries of known space even for our own time, Falcon,' chimes CAIN. 'I have run a scan on ships in this area in 2665 AD and we must have materialised in a storage hold of the Ark. The Ark was a colony ship without hyperdrive sent out from Earth on a five hundred year journey in search of habitable planets. On board are four thousand people all in deep sleep in cryogenic tanks, to be awakened by the computer brain of the ship when it has found a suitable planet. It hasn't yet reached its target, the M43 star cluster, in 3034 AD, Falcon, but hyperdrive ships have checked on its progress in 3032 and all was well. However, my instruments tell me that the Ark is now on a different heading. It is on course for the star cluster where our probes disappeared in 3034 AD, where it is thought a highly aggressive, very hostile alien race exists. If this ship were to reach there, and it is only two hundred years away, then this race would discover humanity and may well move against the Federation before we could have known they existed. The Federation could be wiped out, Falcon. Yelov must be or have been here and changed its course. You will have to go to the Systems Control Deck and set the Navigation Computer to rights.'

Give me a deck plan of the Ark, CAIN,' you ask and a map appears on the screen in Falcon's Wing. You are at the rear of the ship on B Deck. You will have to travel the length of the ship past the storage holds, through the cryogenic storage racks, which comprises most of B Deck to the ladder that leads to the systems Control on A Deck.

You will have to hurry, Falcon,' chimes CAIN, 'the Ark is rapidly nearing the edge of the timehole, carrying Falcon's Wing

with it. If we are taken out of the timehole we will be marooned on the Ark forever.'

Whilst you are on the Ark, you will occasionally turn to paragraphs marked with an X. Make a note each time you finish a marked paragraph on your Agent Profile. When you have noted eleven Xs, turn to **190**. Now you don your environment suit in case there has been any atmospheric leakages due to meteors or asteroid damage and leave Falcon's Wing. Turn to **106**.

203

The battle rages on for some time. Chameleon lends his own mental strength to the fray and when the Hivers have seen into your mind and realise that you mean them no harm, their attack ceases. You decide to probe the mind of a different alien. Will it be:

One of the insectoid Clyss?
A native Barbarossi?

Turn to **167**
Turn to **185**

204

It is all you can do to put your arms around him, head bowed in supplication, the blood drenching your breastplate. Diomedes pauses, your spine tingles and a cold sweat breaks out all over you in fear and anticipation. 'Few would have the courage to face me as you have, Trojan. I will spare your life. You will be taken and sold into slavery. Let it not be said that King Diomedes does not show mercy.' He steps back and signals for some of his men to come and take you. The shock and pain of your wound is wearing off now and you can tell it is only a flesh wound, although a serious one, and bleeding badly. Taking a plasnet field dressing from your shield, you apply it to your wound, staunching the flow of blood. Before any of Diomedes' men can reach you, there is a rousing shout from the Trojan warriors nearby and Diomedes turns away from you, racing back to his men as the Trojans, revitalised, press forward past you. Turn to **414**.

205

As the Rigellian leaves, you switch on the holovid once more. Sosquilla, the Ardann and the Bounty Hunter have been sitting in stony silence. Sosquilla looks relieved when Yellowblades tells her to step into your office. Turn to **211**.

206

A report on the polybdenum raid is flashed up on the screen for you. It seems the Dark Star and her pet led a team of CYBERNET agents on a raid about an hour ago. Dark Star attempted to use her teleportation powers to gain entrance into the warehouse, which had been reinforced by a squad of Enforcers as well as Chameleon and Squirrel. However, Squirrel used emotion control to influence Dark Star. The only thing Dark Star really cares about is her pet and Squirrel was able to play on this. Whilst Dark Star was distracted, Chameleon was able to attack, wounding her badly. She was forced to retreat and the CYBERNET team were unable to break into the warehouse. The attempt to steal polybdenum was foiled. The report ends.

You tell Ameena to send an official commendation to Squirrel. So far Yelov and CYBERNET have been thwarted, but what will they try next and where is Yelov? Turn to **296**.

207

As the lightsail looms towards you at frightening velocity you both brake and Pilota's craft cannons into your own before tearing through the flimsy lightsail and on into space. Pilota turns her racer, burning precious fuel and with incredible skill manages to line up one of the nearby lightsails. The Silver Dart cannons away into space but you manage to bring it under control and then head for the second line of sails. Turn to **175**.

208

You scramble for the cover of the old water trough, Yelov's shots ricocheting around you. One of them hits your Winchester, sending it spinning out of your grasp but you are unhurt as you huddle behind the trough. Then, to your horror, the Symbiont fires his rifle twice and Chameleon throws his arms up and falls back, either dead or incapacitated. Seconds later, the Bounty Hunter fires with deadly accuracy. A bullet thuds into the Symbiont's shoulder. He staggers back and another takes him in the stomach. He doubles up, dropping his rifle and a third bullet slams into his chest and he is knocked backward to the ground where he lies, a bloody mess, all in the span of three seconds. Yelov curses and darts into cover behind the stable's far corner. 'You all right, Falcon?' shouts the Bounty Hunter.



OK,' you reply. You look back. Chameleon is dragging himself to the barn, leaving a trail of milky, translucent blood. He slumps in the doorway, sending you a feeble mental message, saying he cannot fight any further. Then he passes out. He needs urgent medical attention - you will have to finish this quickly. Suddenly there is a crackling sound and a lancing ruby light burns through the trough and into the ground beside you. Yelov has a laser weapon! Before you can react another bolt slices through and grazes your arm. *Lose 2 Endurance points*. If you are still alive, the Bounty Hunter leans out and begins pouring a volley of shots at the stable corner and Yelov is forced to pull back. You pop up and train your Colt at the corner ready to fire at the first sight of Yelov. The Bounty Hunter stops firing and everything goes quiet. He looks at you expectantly. Will you:

Stay where you are and await events? Turn to **218**
Tell the Bounty Hunter to cover you and make
a dash for the cover of the sheds opposite the
stable? Turn to **230**

209

You dive to safety and Chameleon's blaster spits angrily, felling the Phocian. Your own blaster kills his companions, but not before Chameleon is badly wounded. Note that he is down to *12 Endurance points* as you arm yourselves with ultralasers and retire to a dark alcove to salve Chameleon's wound and take stock of the situation. Turn to **221**.

210

You stay where you are, crowding down, ready to blast anyone who looks over the wall at you. Then you hear a roaring shout behind you. Turning your head you see, swooping down towards you, a jetcopter. Mounted on one side is a pulse laser, illegal of course. The jetcopter is plain and unmarked, also illegal. It almost certainly belongs to CYBERNET - only they have the resources to deploy such equipment. It is about to open fire. Will you:

Throw yourself back into the stairwell? Turn to **322**
Fire your plasma pistol at the jetcopter? Turn to **334**

211

You turn your attention to Sosquilla, who is sitting with her hands under her chin, smile, and apologise for not greeting her

straight away. She smiles at you nervously. You go over her outstanding performance at the Academy, praising her mental agility. You have decided to begin the interview gently and become tough later on. Will you:

Ask her why she feels that she is the best candidate to become a Special Agent of TIME?

Turn to **219**

Ask her what she feels the duties of a Special Agent include?

Turn to **225**

212 [Score an X]

You turn left, walking on between banks of cryogenic tanks. Then the corridor turns right and you follow it. On your left is a bulkhead, beyond that, empty space. After a while the corridor turns right again. Straight ahead and to your left lies the steel door. You have simply come round in a square to approach it from another direction. Make a **Chance Roll**.

If you score 2-6, turn to **224**

If you score 7-12, turn to **244**

213

The Silver Dart describes a gentle curve towards the second line of sails as Remo's scarlet racer docks safely. Turn to **417**.

214

You hurl yourself to the ground and scramble for the cover of the old water trough as Yelov fires again. Make an **Evasion Roll**.

If you score 2-6, turn to **232**

If you score 7-12, turn to **254**

215

Barbarossa is an anarchy world, without Enforcers. It is a haven for any criminal, sadist, bully or cheat who cares and dares to make it his home. An offworlder, as they refer to new arrivals, is always in danger, all the more so if he or she is an Enforcer. Barbarossa is CYBERNET's stronghold from which the tentacles of the underworld reach out to poison the galaxy.

You are smuggled out of the starport inside a large gas cylinder from which you emerge into the slum of Smugglers Port. The

buildings are a bizarre mixture of crude and crumbling archaic designs and occasional modern plasteel blocks funded by CYBERNET blood money. You are on your guard but the street you are in, Lasgun III, is deserted. Just as Chameleon is about to change his form into one of the stout tripedal Barbarossi, the ground gives way beneath you and sheets of spiked metal slam shut on your stomach and back. The spikes move to meet each other, inexorably driven by an unseen engine. *Lose 3 Endurance points.* Luckily Chameleon is able to transform himself into a repnid and force the trap apart through sheer strength. The horrifying form of the repnid shimmers and ripples and Chameleon stands before you as a handsome Earther once more. 'Designed to catch Earther Enforcers,' he says pointing at the trap. You mutter your thanks and walk warily on. Turn to **339**.

216

You reach for your blaster, but you barely have enough strength to hold it and your movements are painfully slow. Diomedes drives his spear into your neck again, almost severing your head, and all goes dark. You die on the battlefield of Troy.

217

The battle is short. Almost before you realise what they are doing your will is overcome and you are forced to turn your weapon on Chameleon. You kill him and then, apparently sweating with effort, you commit suicide. The Hiver race have had their revenge.

218

You wait, ears straining. Suddenly Cobra grunts in pain and you turn to see that Yelov has crept into the log cabin from the back and surprised Cobra with a blow to the back of his head. He is lying slumped at Yelov's feet, who grins malevolently. You have a split second in which to act. Will you:

Leap up and hurl yourself to the other side of the trough?

Turn to **360**

Try and fire your Peacemaker before he fires at you?

Turn to **366**

219

Sosquillaseems surprised by your question. Her beautiful honey-smooth voice belies evident nervousness as she replies.

disarmingly, 'Oh! Oh, I'm sure I'm not the best candidate.' Sensing from the expression on your face that she has said the wrong thing, she goes on hurriedly. 'But of course I would do my best to deserve your confidence if you chose me.' She smiles again, the picture of innocence.

'Do you want to be made a Special Agent?' you ask. She hesitates once more, before replying that she does. Will you ask her if:

All of the Ardann are, like her, reluctant to
push themselves forward?

Turn to **229**

She is afraid of being a Special Agent?

Turn to **235**

220

You drop to one knee and fire your Peacemaker at the Symbiont. A bullet slams into his arm and he cries out in pain. Chameleon is suddenly released from his Ego Whip and picks up his rifle. Simultaneously Yelov fires at you again, hitting your left arm. *Lose 5 Endurance points.* If you still live, you dive for cover behind the old water trough as Chameleon's rifle makes two sharp reports. The Symbiont is hit once in the stomach and then again in the chest, which sends him flying backward to lie sprawled in the sun - a bloody mess, quite dead. Yelov curses and fires with deadly accuracy and Chameleon is knocked over by a bullet as if he'd been hit by a sledgehammer. He lies in a pool of milky translucent blood, groaning feebly, incapacitated. Yelov is turning to you, but you have a chance to get a shot off at him from your position behind the trough. Make an **Attack Roll**.

If you score 2-6, turn to **308**

If you score 7-12, turn to **316**

221

All eyes are turned your way as you confer quietly in the alcove. In some cases this means many more than two per individual. The native Barbarossi are squat, yellow barrel-shaped beings with three legs, two eyes set in a face just above their stomachs and a third on top of a brown hump which is where an Earther's head would be. The Bequal wallows nonchalantly in its clinging pile of wet silk and the insectoid Clyss appear to be staring at you defiantly, but it is difficult to tell where their compound eyes are focused. Chameleon suggests that you choose a mind to probe



If anyone in Smugglers Port knows where Yelov's hide-out is, they might well be among those lounging in the Narc-bar. Whose mind will you probe:

The mind of a native Barbarossi?	Turn to 185
The mind of one of the fearsome-looking Clyss insectoids?	Turn to 167
The mind of a Hiver?	Turn to 197

222

You dash out across the walkway, not daring to look down. Then a loud roaring fills your ears. To your left, swooping down towards you, is a jetcopter. Mounted on one side is a pulse laser, illegal of course. The jetcopter is plain and unmarked, also illegal. It almost certainly belongs to CYBERNET - only they have the resources to deploy such equipment. A wave of panic washes over you as you realise it is going to attack and that you are in a very exposed position. The pulse laser spits a spray of energy shells at you. Make a **Chance Roll**.

If you score 2-6, turn to **238**
If you score 7-12, turn to **250**

223

Ahead of you is the glittering silver mesh of the lightsail filling your vision as the two ships converge on the central hub of the sail and you wait to see if Remo will concede defeat, but his ship hurtles on, ever closer to your own. Looking at the scarlet racer you can see his black hair and aquiline features as the danger increases. Your nerve fails first and you are forced to swerve suddenly aside to duck beneath the sail and head off towards the second line of lightsails as the Scarlet Bullet docks safely and then turns towards the great red orb of the sun. Turn to **417**.

224

[Score an X]

You walk on towards the door. Suddenly, without warning, there is a terrible crash and a section of the floor buckles up in front of you. A massive, hairy, black insectoid leg thrusts up out of it. There is another resounding crash and an enormous spider-like creature, with a reptilian head rising up from the front of its enormous bloated sac-like body, bursts out from under the floor. Two eyes, like black glistening pools, rest on stalks and its mouth is surrounded by palps and mandibles

working spasmodically. With the speed of a striking trap-spider, it darts forward, two of its eight legs reaching for you with barbed-tipped, hook claws. With a scream of horror you recognise the Thaccoid, so much more horrible than reading its file could ever have led you to believe. Your mind picks up strong mental emanations from the Thaccoid, virtually blind raging lust for your blood with a frightening predatory singlemindedness that fills you with terror, the ancient fear of the prey for the predator. Desperately you try to avoid its grasping limbs. Make an **Evasion Roll**.

If you score 2-6, turn to **256**
If you score 7-12, turn to **268**

225

Sosquilla's reply is given without the need of a moment's reflection. 'A Special Agent of TIME must be knowledgeable, resourceful, determined and ... brave. They must be able to protect the timelines of history without their presence being discovered.' You nod but you cannot help noticing the way that she hesitated before saying the word brave. Will you ask her if:

All of the Ardann are, like her, reluctant to push themselves forward?	Turn to 229
She is afraid of being a Special Agent?	Turn to 235

226

A report on the polybdenum raid is flashed up on the screen for you. It seems the Dark Star and her pet led a team of CYBERNET agents on a raid, about an hour ago. Dark Star used her teleportation powers to gain entrance into the warehouse, which had been reinforced by a squad of Enforcers as well as Chameleon and Blade. She was able to avoid Chameleon's attacks by teleporting but then she tried to disable Blade by appearing behind him and catching him unawares. Blade, whose reactions are superhuman had anticipated this and his attack was swift and devastating. Dark Star was wounded and forced to teleport out, abandoning the assault. The CYBERNET team were unable to break into the warehouse. The attempt to steal polybdenum was foiled. The report ends.

You tell Ameena to send an official commendation to Blade. So far Yelov and CYBERNET have been thwarted, but what will they try next and where is Yelov? Turn to **296**.



227

As you drift silently around the flaming sun, a great tongue of fire as large as a planet erupts from the surface like a geyser. It is thousands of miles across and there is nothing you can do as the rolling flames engulf you. The racer is vapourised and so are you, cremated in a solar flare.

228

Summoning up all your strength you lift the shield and try to slam it into his knees, but the shock to your system caused by your neck wound leaves you severely weakened. You only manage to rap his knees feebly. Desperately you try to thrust up with your spear, but Diomedes knocks it aside easily. He pauses. You are indeed a brave warrior. Few would have the courage to -ace me as you have, Trojan. I will spare your life. You will be taken and sold into slavery. Let it not be said that King Diomedes does not show mercy.' He steps back and signals for some of his men to come and take you. The shock and pain of your wound is wearing off now and you can tell it is only a flesh wound, although a serious one and bleeding badly. Taking a plasnetfield dressing from your shield, you apply it to your wound, staunching the flow of blood. Before any of Diomedes' men can reach you, there is a rousing shout from the Trojan warriors nearby and Diomedes turns away from you, racing back to his men as the Trojans, revitalised, press forward past you. Turn to 414.

229

Sosquilla says that she is accounted brave among the Ardann but that her species would be called timid by most Earthers. She then tells you how it is possible, in her society, to avoid conflict completely. Her command of the Earther language is excellent and she is easily able to persuade you of the strengths of the Ardann culture whilst acknowledging that she is not born to deal with war-like races or violence. You decide to become a little tougher to see how she will respond. Will you:

Spring towards her and then shout, 'How dare you think you were fitted to become a Special Agent.?' Turn to 239

Paint a grisly picture of the dangers she will face and then use your Psychic Awareness to probe her mind? Turn to 245

230

You surge up and vault the trough, running as fast as you can for the sheds, whilst Cobra leans out of the cabin door and fires several times at the corner of the stables. You leap over the body of the Symbiont and reach the sheds without hindrance. You dart into one and take up a position by a shattered window, looking out at the stable opposite. You can see Yelov has moved from behind the corner of the stable. Then your eye is drawn by a sudden movement at the log cabin. Cobra suddenly slumps unconscious and Yelov appears from the cabin, his gun pointed at the old water trough, a malevolent grin on his face. He hesitates in surprise when he sees that you are no longer there. If you still have your Winchester, turn to **384**. If not, turn to **392**.

231

As soon as Chameleon opens the door and waddles into the warehouse, the two Siriums and the Cybernet operatives are instantly alert, drawing their weapons. The Symbiont smiles and says in an unnatural, tired voice, 'Ah, food.' Chameleon suddenly clutches his three arms to his face. There is a frown of intense concentration on the Symbiont's face and Sparrowhawk is looking at him with ill-concealed revulsion. Will you:

Thinkstrike the Symbiont?	Turn to 51
Run in and open fire on the two nearest, Sparrowhawk and Dark Star?	Turn to 355

232

A bullet thuds into your arm, sending the Winchester flying from your grip. *Lose 6 Endurance points.* If you still live, you dive into cover behind the trough. The Symbiont fires his rifle twice and Chameleon throws his arms up and falls backward to the ground. He groans feebly and crawls towards the barn leaving a trail of milky, translucent blood behind him. He slumps inert at its entrance - he needs urgent medical attention. Suddenly everything goes quiet. Will you:

Pop up and fire your Peacemaker at the Symbiont?	Turn to 246
Stay where you are?	Turn to 266

233

Ahead of you is the glittering silver mesh of the lightsail filling your vision as the two ships converge on the central hub of the

sail and you wait to see if Remo will concede defeat, but his ship hurtles on, ever closer to your own. At the last second you realise that his nerve is not going to give way. The moment for safe braking comes and passes as you streak towards the silver hub of the sail. Make a **Chance Roll**.

If you score 4, 5, or 6, turn to **253**

If you score 2 or 3, turn to **265**

If you score 1, turn to **277**

234

You stand up, but before you can aim, let alone fire, the man in the communication tower has burnt a neat hole in your forehead with his laser rifle, killing you instantly and you topple off the walkway to the city below.

235

Once again the Ardann replies promptly, admitting that she does react with fear at the thought of joining the TIME police, but that she has found herself becoming braver during her training and her people would now think her reckless. You decide to become a little rougher to see how she will respond. Will you:

Spring towards her and then shout, 'How dare you think you were fitted to become a Special Agent.'?	Turn to 239
Paint a grisly picture of the dangers she will face and then use your Psychic Awareness to probe her mind?	Turn to 245

236

[Score an X]

You turn right, walking on between banks of cryogenic tanks. Then the corridor turns left and you follow it. On your right is a bulkhead, beyond that, empty space. After a while the corridor turns left again. Straight ahead and to your right lies the steel door. You have simply come round in a square to approach it from another direction. Make a **Chance Roll**.

If you score 2-6, turn to **224**

If you score 7-12, turn to **244**

237

Soon after you change course, drifting silently around the flaming sun, a great tongue of fire as large as a planet erupts from the surface like a geyser. It is thousands of miles across and rushes forward to consume you at terrifying speed. The red glow surrounds the racer's cockpit and as the heat dampers begin to overload your skin blisters and smokes. *Lose 6 Endurance points.* If you are still alive, the racer is thrown higher by the blast which disappears as suddenly as it erupted, the geyser of hydrogen consumed. Luckily the controls are developed to withstand such heat and you bring the Silver Dart back under control and consult the deep radar display to check your position. Turn to **317**.

238

An energy pulse explodes into your shoulder with a flash. You are hurled backwards off the walkway to plummet helplessly to the ground far below. At least your death will be instantaneous.

239

Without warning, you hurdle your desk and land just feet from the Ardann. She flinches and you cannot help feeling sorry for someone who has been thrust into an unenviable position by the people of her homeworld. Suddenly you feel yourself filled with remorse at the thought that you have tried to bully Sosquilla. You reach forward to cup her innocent features in your hands, only to see her smiling mischievously. With a shock you realise that she has used her power to increase the strength of your emotions and, laughing, you retreat behind your desk once more. You were powerless to resist and you now have a good idea of the talents that she would bring to the TIME police. You indicate that the interview is over, and she leaves. Turn to **201**.

240

Your spear misses Diomedes by a foot. Quickly you pick up the spear Diomedes threw and turn to face him as he darts forward, thrusting his spear overarm at you. Will you:

- | | |
|--|--------------------|
| Turn and run? | Turn to 82 |
| Try to charge forward under his spear thrust and slam your shield into him? | Turn to 186 |
| Try to parry his thrust with your shield and attack him with your own spear? | Turn to 198 |

241

Your mind is not strong enough to break the bird-man to your will and his answer leaves you in no doubt as to his ability to resist. The violet beam of the ultralaser catches you as you are trying to hurl yourself aside. *Lose 10 Endurance points and, if you are still alive, make an Evasion Roll.*

If you score 7-12, turn to **209**

If you score 2-6, turn to **199**

242

[Score an X]

The door opens into a small alcove with a hole in the floor. Running up and down through the hole is a simple iron ladder. Presumably down leads to the Engineering Deck, but you know you must go up to the Systems Control Deck. You climb up the Ladder as quietly as possible - certainly the Thaccoid could not have come here alone, it requires someone with psychic ability to pilot a Time Machine, as well as the knowhow to re-program the Navigation Computers. You come out in another small alcove. A thin circular corridor, padded and lit with flickering instrument panels, travels for about ten feet and then opens out into a bright white area, lined with consoles, screens and instrumentation of all kinds - the Systems Control room. But is the Thaccoid's companion, possibly Yelov himself, still in there, or has he returned to 3034 AD? How much time have you before the Ark leaves the timehole? Will you:

- | | |
|--|--------------------|
| Run forward, dive into the Control room and roll to your feet? | Turn to 182 |
| Stay where you are and wait a few minutes to see if anyone is there? | Turn to 196 |

243

Chameleon tells the Barbarossi that they can have Squirrel in exchange for some information and he probes the mind of the squat yellow triped. When he has finished the Barbarossi falls Thinkstruck to the floor and Chameleon calls you both to follow him, explaining that he knows where Yelov's hide-out is. You leave the Narc-bar through the orthodox front entrance, watching the Clyss carefully, but they do not hinder you. Turn to **285**.

244

You feel a sudden vibration in the iron grille floor and a slight sound reaches your ears. Instantly you stand alert, your senses ready. Without warning, there is a terrible crash and a section of the floor buckles up in front of you. A massive, hairy, black insectoid leg thrusts up out of it. There is another resounding crash and an enormous spider-like creature, with a reptilian head rising up from the front of its enormous bloated sac-like body bursts out from under the floor. Two eyes, like black, glistening pools rest on stalks and its mouth is surrounded by palps and mandibles working spasmodically. With the speed of a striking trap-spider, it darts forward, two of its eight legs reaching for you with barb-tipped, hook claws. With a scream of horror you recognise the Thaccoid, so much more horrible than reading its file could ever have led you to believe. Your mind picks up strong mental emanations from the Thaccoid, virtually blind raging lust for your blood with a frightening predatory singlemindedness that fills you with terror, the ancient fear of the prey for the predator. But you were not caught entirely by surprise. Turn to **268**.

245

You recount the tale of your recent odyssey through Time and Space, when as a result of an attempt to travel into the future you became lost in time, dwelling in gruesome detail on the many dangers that befell you. Without warning, you use your Psychic Awareness to probe Sosquilla's mind. Your words are indeed filling her with fear, so that you cannot be sure whether or not she would panic when faced with danger. But there is a strength of character and power of intellect that almost humbles you. Realising that you will never know whether she can cope until she experiences the real thing, you indicate that the interview is over and she leaves. Turn to **201**.

246

You surge up, your left hand steadying your right as you aim at the Symbiont. His rifle is pointed directly at you but you have caught him momentarily by surprise. Make an **Attack Roll**.

If you score 2-6, turn to **348**

If you score 7-12, turn to **358**

247

Blade charges the warehouse door which flies off its hinges with

a crash, and you follow, blasting on the run. Make an **Attack Roll**.

If you score 5-12, turn to **125**

If you score 2-4, turn to **189**

248

Yelov grunts in pain but he is strong willed and he manages to resist your Thinkstrike. You whip out your Colt as fast as you can and all hell breaks loose. The Bounty Hunter dives to the right, a gun suddenly in his hand, like magic, and rolls to his feet in the doorway of the log cabin. Chameleon drops to one knee and aims his rifle at the Symbiont. Yelov's speed is legendary and he beats you to the draw and fires, the sound reverberating like a thunderclap. You feel a hammer-like impact in your leg and you are spun round. *Lose 5 Endurance points*. Desperately you throw yourself to the ground as Yelov fires again. Your mind registers the fact that the Symbiont has not moved - Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip. Make an **Evasion Roll** as you try to scramble out of the path of Yelov's bullets.

If you score 2-6, turn to **194**

If you score 7-12, turn to **208**

249

As you slowly overhaul Lord Pilota's craft the enormous sail changes its angle to the sun in a majestic sweep of glittering silver. The Lord of TIME has deliberately set her racer on collision course with your own. If the sails become entangled it will mean death for both of you. Will you:

Hold your course?

Turn to **267**

Take evasive action by moving further away from the sun?

Turn to **259**

250

All you can do is continue on and hope for the best. Incredibly you are not hit and the jetcopter sweeps past above you. You make it to the hospital ambulance tower. To your left, a ladder leads up to the ambulance landing pad - directly in front of you is a skylight. You can hear the wail of a Citpol jetcopter siren, the Enforcers are arriving at last. But the CYBERNET jetcopter is

wheeling in for another attack run. Will you:

Dive through the skylight?	Turn to 258
Open fire with your plasma pistol?	Turn to 270

251

The view outside the sterilisation dome is spectacular. You are at the edge of a plateau, a sheer cliff begins fifty feet from you and below lies one of the largest cities on Sirius Secundus, Poikile. The distinctive Siriun architecture with its slanting rooftops of solar panels and sun umbrellas reminds you of a man-made mushroom forest. As soon as you appear outside the dome your clothes and weapons appear in a hatch behind you and you are soon ready for action once more. As you belt on your blaster there is a shrieking whirr and a hovcar sideslips towards you landing near the edge of the plateau. Turn to **261**.

252

Your spear flies through the air. At the last moment Diomedes twists aside, but the spear grazes his arm. He winces but then gives vent to a battle cry and darts forward, ready to thrust his spear overarm at you. Quickly you take up the last spear he threw at you. Will you:

Turn and run?	Turn to 82
Try to charge forward under his spear thrust and slam your shield into him?	Turn to 186
Try to parry his thrust with your shield and attack him with your own spear?	Turn to 198

253

At the last moment Remo's craft veers away and you brake sharply while lining the Silver Dart's nose up with the centre of the sail. There is a scraping and a sudden jarring, then the enormous span of the sail shudders. Amazingly the silver mesh holds and you realise with a flood of relief that you have docked successfully. The Scarlet Bullet turns towards the second line of sails and you turn your craft towards the great red orb of the sun. Turn to **389**.

254

You slide into cover behind the old trough, Yelov's shots ricocheting around you. The Symbiont fires his rifle twice and Chameleon throws his arms up and falls backward to the

ground. He groans feebly and crawls towards the barn, leaving a trail of milky, translucent blood behind him. He slumps inert at its entrance - he needs urgent medical attention. Suddenly, everything goes quiet. Will you:

Pop up and fire your Peacemaker at the Symbiont?	Turn to 246
Stay where you are?	Turn to 266

255

Squirrel gulps nervously in response to your order and looks through the gelquartz at your four foes. Suddenly her nerve breaks and she covers her face in her paws. You daren't risk probing her mind so close to Yelov, but it seems obvious that she needs rest and cannot continue. You order her to return to the Siriun spaceship and report to the medtechs there. You will have to continue the mission without her help. Will you:

Order Chameleon to open the door and walk in, pretending to be a local Barbarossi?	Turn to 381
Burst the door down together after Chameleon has reverted to human form?	Turn to 375
Tell Chameleon to mimic a Barbarossi death call and see if they come out to investigate?	Turn to 365

256

[Score an X]

Before you can move the pincer-like claws of the Thaccoid drive into your sides, piercing your Environment Suit and your flesh. *Lose 6 Endurance points.* You are lifted into the air in front of the Thaccoid's gaping maw. Suddenly the Thaccoid whips up the two longest of its legs and, to your horror, you notice a silvery web stretched between them like a net. With a swift stabbing motion it whips its legs forward trying to trap you. Will you:

Thinkstrike the Thaccoid?	Turn to 20
Use your blaster to blast at it?	Turn to 352
Try to blast the web?	Turn to 32

257

The bird man's will cracks quickly before the mighty onslaught of your thought and you force him to turn away and call his companions to leave you alone. Perplexed, they do so, and you walk with Chameleon to a dark alcove to take stock of the situation. Turn to **221**.

258

The jetcopter swoops in, pumping energy pulses at you. Make an **Evasion Roll**, as you smash through the skylight.

If you score 2-6, turn to **282**

If you score 7-12, turn to **292**

259

You lose time as the Silver Dart sways majestically out of the path of Lord Pilota's racer and out onto a higher orbit. You catch sight of the 'Indigo Swarm', the Clyss Insectoid's racer, which floats along in her wake as she corrects her course to fly the path that you would have flown. By the time you are on your new course two other racers have overtaken you. One of them seems to slacken speed, dropping back towards you. Turn to **33**.

260

With a massive effort of will you manage to throw off the mental assault. The Symbiont screams in rage and frustration. Will you:

Thinkstrike him? Turn to **294**

Try to control him with Power of Will? Turn to **306**

Activate the humanoid hunter/seeker if you have it? Turn to **314**

Throw your spear? Turn to **326**

Shout 'Coin Helm, remember what you once were. Let me help you, we can both fight this parasite from Hel.'? Turn to **338**

Only choose an option that you have not chosen before.

261

A section of the reflecting airshield slides down into the body of the hovcar and a black-leather-clad arm beckons. The car bears the golden and blue markings, S.E.A., of the Siriun Enforcement Agency. The nearest wing tilts upwards sharply so that you can step beneath it into the cockpit. It is a luxury airlimo, probably used for ferrying important Siriuns from place to place in safety. The car accelerates out over the plateau edge even as you fasten the safety harness. It seems superfluous to identify yourself to the two Siriun Enforcers so you ask your destination and receive the reply: 'Central Enforcement Agency in Poikile, Sir.' You tell them you are expecting a message from Agent

Sparrowhawk and they assure you that she is in control of everything. You ask them if they have heard anything of Yelov but are greeted with silence so you fall to contemplating the Enforcers' backs. They are clad from head to foot in the black skin of a crocodilian animal, which smells real. On their heads they wear flanged black helmets that turn their normally cat-like grace into a clumsy threat. They are armed with percussion rifles and laser pistols. You find yourself wondering why all Enforcers, no matter what their race, look so brutal? The passenger turns suddenly towards you and offers you a Siriun mindweed smoke, an exotic delicacy which heightens the senses, and a time-honoured gesture of esteem. You eye the blue velvet covered box that he offers and, feeling that it would be undiplomatic to refuse, take it from him. When you open it a horrible sight greets your eyes. Turn to **269**.

262

Yelov grunts in pain and staggers back. He is strong willed and does not pass out, but he is dazed. You register the fact that the Symbiont has not moved and that Chameleon has dropped his rifle and is writhing on the ground in agony, a victim of the Ego Whip, as you draw your Colt and fire at Yelov, the sound reverberating like a thunderclap. Make an **Attack Roll**.

If you score 2-5, turn to **274**

If you score 6-12, turn to **280**

263

Summoning up all of your concentration you make an attempt to subjugate the Phocian leader to your will. Make a **Power of Will Roll**.

If you score 5-12, turn to **257**

If you score 2-4, turn to **241**

264

[Score an X]

You only just have time to throw yourself backward as the net sweeps over your head inches away from you. The Thaccoid pulls back its legs and you have time to act. Will you:

Draw your blaster and fire at it? Turn to **278**

Fire at the grille it is standing on? Turn to **340**

Blast a hole in the bulkhead of the ship, opening

the B Deck up to space? Turn to **318**
 Try to control it using your Power of Will? Turn to **132**
 Hurl a CSX Gas Grenade, if you have one? Turn to **300**
 Launch a hunter/seeker at it, if you have either
 the Reptilian or the Insectoid version? Turn to **310**
 Run back down the corridor to the storage area
 and try to hide in ambush? Turn to **328**

Do not choose an option you have already tried.

265

At the last moment Remo's craft veers away and you brake sharply. While lining the Silver Dart's nose up with the centre of the sail, your haste makes you over-correct for lateral drift. The nose of your ship pierces through the sail itself and you shoot on past the tatters out of control. The extra momentum you have given to the sail allows Remo to slow and then dock with it, but he will be slowed by the damage you have caused. At last you manage to regain control of your racer and head towards the second line of sails. Turn to **417**.

266

You remain crouched in position. Suddenly there is a cracking sound and a beam of ruby light cuts through the trough and into the ground beside you. One of them is using a laser! Another beam burns through and into your thigh. You have no choice but to vacate your position. Turning round you spot Yelov coming out of the door of the log cabin behind you, a smile of triumph on his face. He fires his pistol and you are hit in the chest, the force flinging you upright, to be cut in two by the Symbiont's laser.

267

Reckoning that Lord Pilota is too experienced a racer to endanger her life needlessly you hold relentlessly to your course. The arcing span of silver that is attached to her blue and white racer glitters ever closer to the Silver Dart's sail tips, but at the last possible moment she gives way and her racer falls into your wake. At the same moment above and behind you there is a sudden flare of a firing rocket motor. A yellow disk-shaped racer with red fangs painted on its front cuts across your field of vision. Singleship Sly has used some of his precious manoeuvring fuel to surge across your bow and dip down close to Sirius. The Silver Dart's acceleration drops away. Lord Pilota,

thinking you are the young Siriun racer, has placed her ship between you and the sun. She has taken the solar wind from your sails. If you stay where you are you will lose too much time and die of radiation sickness. Will you:

Follow Singleship Sly down closer to Sirius? Turn to **403**
 Edge into a higher orbit and let Lord Pilota
 through? Turn to **419**

268

You twist and dive backward to the floor and roll to your feet just as the barbed claws crash viciously together, exactly where you had been. The Thaccoid makes a clicking sound, which your universal Translator is only able to interpret as some expression of frustration. The Thaccoid scuttles backward a foot or two, as if preparing to leap again, its black eyes staring at you, inscrutable yet possessed with malignant energy. You have a moment in which to attack. Will you:

Draw your blaster and fire at it? Turn to **278**
 Fire at the grille it is standing on? Turn to **340**
 Blast a hole in the bulkhead of the ship, opening
 the B Deck up to space? Turn to **318**
 Thinkstrike it? Turn to **290**
 Try to control it using your Power of Will? Turn to **132**
 Hurl a CSX Gas Grenade, if you have one? Turn to **300**
 Launch a hunter/seeker at it, if you have either
 the Reptilian or the Insectoid version? Turn to **310**
 Run back down the corridor to the storage area
 and try to hide in ambush? Turn to **328**

not choose an option you have already tried.

269

Inside is an object nine inches across. The first thing that you notice is an eye surrounded by melted flesh, which looks unnervingly familiar. Underneath is melted circuitry and slightly scorched and floating in a sack of bloody fluid, is a raw human brain. Suddenly recognition overwhelms you. The eye is a bionic eye, the eye of Agent Leopard. If you have a nerve gas grenade and wish to use it, turn to **281**. Alternatively you can:

Go for your blaster, Turn to **295**
 Try to use your Power of Will on the Pilot, Turn to **287**
 Ask the Enforcers exactly what is going on, Turn to **305**



270

You turn and aim your plasma pistol at the jetcopter's plexiglass-bound cockpit. Make an **Attack Roll**.

If you score 2-6, turn to **304**

If you score 7-12, turn to **312**

271

You peer through a gelquartz window which distorts the inside of the warehouse to make things appear nearer, as if you were looking into a goldfish bowl. You can hear no sound through the warehouse door, but one glance confirms that you have found your quarry. Yelov is working on his Time Machine. The Symbiont is helping him and Dark Star is talking to Sparrowhawk. These two are sitting on hover couches halfway Between you and the Time Machine. No-one has noticed you, out your quarry are all armed. A poor Barbarossi lies quivering helplessly on the ground behind the Time Machine. Blade volunteers to lead the attack, the muscles on his face are ridged with tension which pulls his indigo lips back in a feral grimace. Will you:

Both follow Blade into the warehouse? Turn to **247**

Order Chameleon to open the door and walk in, pretending he is a Barbarossi? Turn to **231**

Tell Chameleon to mimic a Barbarossi's death call and see if they come out to investigate? Turn to **193**

272

Try as you might, you cannot overcome the pain and the Symbiont raises his sword. At the last moment, the immediacy to death gives you enough strength to throw yourself to the side, but the Symbiont's sword bites into your arm. Lose 6 *Endurance points*. If you are still alive, the mental agony abruptly eases. It appears the Symbiont is unable to keep up his Ego Whip for long periods. You scramble out of reach, gathering your mind. The Symbiont spins to face you, a look of frustrated rage on his face. Will you:

Thinkstrike him? Turn to **294**

Try to control him with Power of Will? Turn to **306**

Activate the humanoid hunter/seeker if you have it? Turn to **314**

Throw your spear? Turn to **326**

Shout 'Coin Helm, remember what you once

were. Let me help you, we can both fight this
parasite from Hel."? Turn to **338**

Only choose an option that you have not chosen before.

273

In the chaotic exchange of fire that follows, both Chameleon and you are wounded, whilst one of the Phocians falls to Chameleon's blaster. You have *lost 10 Endurance points*. If you are still alive *note that Chameleon is down to 12 Endurance points*. Rolling behind a table you fire a savage blast at an ultralaser-toting Phocian. Make an **Attack Roll**.

If you score 7-12, turn to **173**

If you score 2-6, turn to **165**

274

You miss Yelov and your bullet throws up a spurt of dust at his feet. The gunshot shocks him out of his daze and he drops to one knee, his pistol in his hand like lightning. Desperately you throw yourself to the ground and scramble for the cover of the old water trough as he opens fire. Make an **Evasion Roll**.

If you score 2-6, turn to **194**

If you score 7-12, turn to **208**

275

As soon as you probe the mind of one of the six identical Hivers beings like giant black ants, you realise your mistake. Together they make up a group or Creche which share a mind-link. They have powers of the mind and you are locked in a battle of wills with all six of them as they try to dominate you. Make a **Power of Will Roll**.

If you score 7-12, turn to **297**

If you score 2-6, turn to **217**

276

You are too slow and the web slaps into you. Instantly you are stuck fast in its gluey embrace. You thresh wildly but it only serves to enmesh you further. The Thaccoid spins the net around, bundling you up in the web, cocooning you. You can do nothing as it draws you to its mouth and begins to eat you alive

277

At the last moment Remo's craft veers away and you brake sharply. In your haste, while lining the Silver Dart's nose up with the centre of the sail, you over-correct for lateral drift and the nose of your ship pierces through the sail itself. A large section of the fragile mesh entangles itself around the Silver Dart and you are unable to use the attitude jets. Your course will take you past the dying sun and on into the blackness of intergalactic space. A racer knows the perils involved and it would be too expensive to fly a rescue mission every time this happened. You will die when your air runs out.

278

You draw your blaster and unleash a stream of superheated plasma at the Thaccoid. Your aim is true and you take it full in its mouth area. There is a high-pitched bubbling scream of pain and the Thaccoid scuttles back, legs and mandibles thrashing madly. But there is no visible wound, no vapourised flesh or black ichor. Your jaw drops in astonishment - it has been hurt but, incredibly, it seems only minor. The Thaccoid is indeed an extremely tough and resilient being able to withstand even lightning itself. What kind of planet could Thacos be where a creature needs to evolve such defences to survive? Suddenly it hops forward and whips its forelegs at you in another attempt to grab you in its hooked claws. Make an **Evasion Roll**.

If you score 2-5, turn to **256**

If you score 6-12, turn to **364**

279

You wait outside in the disused hover rail tunnel as Chameleon makes pitiful burbling noises before turning back into the form of a human. The warehouse door opens and you are suddenly face to face with Dark Star and Sparrowhawk, both armed with blasters. Their first shot knocks Sosquilla onto her back. She is incapacitated, you will have to continue the mission without her. If you are using ultralasers, turn to **145**. Otherwise, make an **Attack Roll**.

If you score 5-12, turn to **145**

If you score 2-4, turn to **153**

280

You hit Yelov in the shoulder and he spins round shocked out of his daze by the wound but still alive. Because of his wound his aim is affected. Whenever you have to evade one of Yelov's shots you may add one to your Evasion Modifier to reflect this.

Yelov drops to one knee, his pistol in his hand like lightning. Desperately you throw yourself to the ground and scramble for the cover of the old water trough as he opens fire. Make an **Evasion Roll**.

If you score 2-6, turn to **194**

If you score 7-12, turn to **208**

281

The grenade goes off and in the confined space of the jetcar it affects you all. The jetcar sideslips out of control as you lose consciousness. When you awake you are alone in the car apart from the brain of Agent Leopard which is now unnaturally flaccid and has turned an unpleasant purple colour. You don't need a medtech to tell you that brain death has occurred. You foolish action in setting off a nerve gas cannister has killed Leopard. There is a loud report behind you. Turn to **5**.

282

You are hit in the thigh as the skylight shatters around you. Your clothes protect you from the glass, but not from the energy pulse. *Lose 8 Endurance points.* You crash into a clean white corridor of the hospital. A medtech orderly stares at you in astonishment. You get to your feet, saying, TIME police. Where's the nearest holophone? flashing him your identity card. He points wordlessly down the corridor at a door. You dash through it into an office filled with several computer banks - a records office. Using the holophone, you place a call to the TIME building, ordering a security hovcar to come and pick you up. Then you call Citpol, informing them of the situation. Bureaucratic procedure requires for a full report but you can leave that until Yelov is caught. Your wound will also have to wait, even though you are in a hospital. Citpol will be handling the CYBERNET team by now and you make your way to the hospital reception area. It is not long before you are back in the High Security wing of the TIME building. Turn to **8**.

283

You try to turn the sail too quickly and it warps and buckles under the strain. As the debris from Singleship Sly's racer hits the lightsail, it is torn away from the Sliver Dart. You haven't enough fuel to escape the gravity well of the red giant. The hull begins to shudder, your skin blisters and smokes and the heat shields overload. You are vapourised.

284

A report on the polybdenum raid is flashed up on the screen for you. It seems the Dark Star and her pet led a team of CYBERNET agents on a raid about an hour ago. Dark Star used her teleportation powers to break into the warehouse, despite extensive security. About twenty CYBERNET agents, extensively equipped and well trained, an elite squad, raced into the warehouse. The Enforcer squad were overwhelmed and a battle ensued between Dark Star and agents Chameleon and Cobra. Cobra began to get the upper hand, stunning her pet, but Dark Star teleported behind him and shot him in the leg. Cobra is currently in hospital but he will be ready for action again in a day or so. The CYBERNET team escaped with twenty-four rods of polybdenum. Note down that the raid was successful.

Yelov has been thwarted for now, but the polybdenum theft was carried out. The thought uppermost in your mind at the moment though is where is Yelov? Turn to **296**.

285

As soon as you leave the narc-bar Chameleon transforms himself into a Barbarossi, capering comically on three short fat legs. Mindful that you have already fallen foul of two traps, including that which tipped you into the narc-bar, you tread carefully on your way to Subway Alpha VI where Yelov's hide-out lies. The streets are almost deserted, but the heavy air is still thick with the droning of jetcars and 'copters. You tell Chameleon and Squirrel not to use any of their powers of mind until you give the command to attack, lest Yelov senses your approach. The squirrel-like girl seems frightened but her features are set determinedly. After no more than five minutes' walk you enter the tunnel of a disused subterranean hovrail which leads to the back of the warehouse. Turn to **391**.

286

With a massive effort of will, you force your body to move away from the Symbiont and you scream with the effort. The Symbiont stops in astonishment at this feat of willpower. Then the mental agony abruptly ceases and you stagger with relief. It appears that the Symbiont is unable to maintain its Ego Whip for long periods. Will you:

- | | |
|---|--------------------|
| Thinkstrike him? | Turn to 294 |
| Try to control him with Power of Will? | Turn to 306 |
| Activate the humanoid hunter/seeker if you have it? | Turn to 314 |
| Throw your spear? | Turn to 326 |
| Shout 'Coin Helm, remember what you once were. Let me help you, we can both fight this parasite from Hel.'? | Turn to 338 |

Only choose an option that you have not chosen before.

287

As you bend your mind to control the pilot, you are locked into a battle of wills with a mystery third person, a woman. The second Enforcer whips out his laser pistol and fires, just as you realise that the pilot is not in control of his own mind. The laser sears your neck and throat and you collapse back into your harness, unconscious. *Lose 10 Endurance points.* When you wake you are alone in the car except for the brain of Agent Leopard. All of your weapons have been taken. There is a loud report behind you. Turn to **5**.

288

You miss Yelov and he fires at you again, hitting your rifle which flies out of your hands to skitter along the ground behind you. You hit the dirt in cover behind the water trough, pulling out your Colt. Then, to your horror, the Symbiont fires his rifle twice and Chameleon throws his arms up and falls back, either dead or incapacitated. Seconds later, the Bounty Hunter fires with deadly accuracy. A bullet thuds into the Symbiont's shoulder. He staggers back and another takes him in the stomach. He doubles up, dropping his rifle and a third bullet slams into his chest and he is knocked backward to the ground where he lies, a bloody mess, all in the span of three seconds. Yelov curses and darts into cover behind the stable's far corner. 'You all right. Falcon?' shouts the Bounty Hunter.

OK,' you reply. You look back. Chameleon is dragging himself to the barn, leaving a trail of milky translucent blood. He slumps in the doorway, sending you a feeble mental message, saying he cannot fight any further. Then he passes out. He needs urgent medical attention - you will have to finish this quickly. Suddenly there is a crackling sound and a lancing ruby light burns through the trough and into the ground beside you. Yelov has a laser weapon! Before you can react another bolt slices through and grazes your arm. *Lose 2 Endurance points.* If you are still alive, the Bounty Hunter leans out and begins pouring a volley of shots at the stable corner and Yelov is forced to pull back. You pop up and train your Colt at the corner ready to fire at the first sight of Yelov. The Bounty Hunter stops firing and everything goes quiet. He looks at you expectantly. Will you:

- | | |
|---|--------------------|
| Stay where you are and await events? | Turn to 218 |
| Tell the Bounty Hunter to cover you and make a dash for the cover of the sheds opposite the stable? | Turn to 230 |

289

You shoulder charge the door together and Sparrowhawk and Dark Star spin round to fire at you. Sparrowhawk is aiming at Squirrel and Dark Star at Chameleon. Will you:

- | | |
|----------------------|-------------------|
| Fire on Sparrowhawk? | Turn to 43 |
| Fire on Dark Star? | Turn to 27 |

290

Concentrating your mental faculties you hurl a blast of psychic power at the raging predatory mind of the Thaccoid. There is a moment's hesitation but it seems unhurt, either its mind is of too alien a nature or it is invulnerable to Thinkstriking. Suddenly the Thaccoid whips up the two longest of its legs and, to your horror, you notice a silvery web stretched between them like a net. With a swift stabbing motion it whips its legs forward trying to trap you in the net-like web. Make an **Evasion Roll** as you try to dodge its attack.

- | |
|---------------------------------------|
| If you score 2-6, turn to 276 |
| If you score 7-12, turn to 264 |

291

Too late you remember that Chameleon does not have the

power of Thinkstriking. One of the Phocians slumps to the floor, a victim of your Thinkstrike, but his comrades open up with their deadly ultrasasers and you both die even as you are reaching for your blasters. Yelov is free to hold history to ransom.

292

The skylight shatters, energy pulses exploding around you. Your clothes protect you from the glass and you crash into a clean white corridor of the hospital. A medtech orderly stares at you in astonishment. You get to your feet, saying, 'TIME police, where's the nearest holophone?' flashing him your identity card. He points wordlessly down the corridor at a door. You dash through it into an office filled with several computer banks - a records office. Using the holophone, you place a call to the TIME building, ordering a security hovcar to come and pick you up. Then you call Citpol, informing them of the situation. Bureaucratic procedure requires for a full report but you can leave that until Yelov is caught. Citpol will be handling the CYBERNET team by now and you make your way to the hospital reception area. It is not long before you are back in the High Security wing of the TIME building. Turn to 8.

293

Your skill is just great enough, the Silver Dart's lightsail bends alarmingly, but stays whole as you skim above the debris of Singleship Sly's racer, then back onto course in an undisputed first place. Your deep radar display shows the nearest opposition some way behind but one of the racers has veered off towards deep space and a fast moving blip appears on course to meet it. The two ships dock and the fast moving blip sets off again. If that was Yelov's racer, he has met friends at a pre-arranged point and escaped. You can't tell who picked him up, instead you are forced to continue the race or die. Soon you have completed your orbit and sight the pale green planet Sirius Secundus. You are in radio contact again as you accelerate away from the sun on the wings of the solar wind. The Intelfax Commentator assumes that the pilot of Yelov's craft is, like Singleship Sly dead, but you can hear him shouting in excitement: 'A new hero of solar racing, the young Siriun, Vladislav Petrov, comes home first from a hard-chasing Lord Pilota ...'

The freighter arrives to tow you in. Turn to 3.

294

You concentrate your mind and send a blast of mental energy at the Symbiont. As you do so, it becomes clear to you that Helm's mind receives a surge of mental strength from the parasite, horribly alien in nature. Combined, their power is too great and your Thinkstrike has no effect. The Symbiont glares in manic triumph at you, almost daring you to try and hurt him. Then he draws a pistol from behind his shield. The barrel is long with two slim rods, like tiny finned rockets at either side. He fires and one of them falls from the gun and accelerates towards you with a whirring sound. It is all you can do to try and interpose your bronze shield between your body and the unknown hunter/seeker-like missile. Make an **Evasion Roll**.

If you score 2-6, turn to **368**

If you score 7-12, turn to **380**

295

You drop the box and go for your blaster which seems to appear in your hand as if by magic, so quickly do you draw it. But the Enforcer who handed you the box is also drawing his laser pistol. Make an **Attack Roll**.

If you score 5-12, turn to **321**

If you score 2-4, turn to **331**

296

There is nothing else you can do for now, so you decide to get some rest, as night falls over the city of Alpolis. You lie back in your plexiform couch and soon you are asleep. At dawn you are awakened by the sound of your holovid bleeping insistently. You may *restore 1 point of Endurance* for your rest if you have lost any. Accepting the call, you see that it is Po-Ling, looking bleary eyed and sleepy. 'Something just came in, Section Chief. Yelov has been sighted on Sirius Secundus, his homeworld. That's all we know. Goodbye.' You are taken aback by Po-Ling's unusual taciturnity, he is usually irritatingly verbose. Anyway, his news is momentous. It would not be fair to send any of your agents to deal with such a deadly opponent as Yelov alone. In any case, it is almost a personal duel between the two of you after all this time. The driving force behind Yelov's insane behaviour is his single-minded desire to kill you. Indeed, he has tried destroying the whole Federation just to achieve that one goal before now. You decide you will have to go to Sirius and decide to send Leopard



and Sparrowhawk on ahead. She is a Siriun and her contacts may prove useful. You take a shower and ready yourself for the trip. You may take any item from your list given in paragraph **100**, but not any you may have already used, nor may you carry more than three. Once you have chosen, turn to **303**.

297

The battle rages on for some time - Chameleon lends his own mental strength to the fray and when the Hivers have seen into your mind and realise that you mean them no harm, their attack ceases. You decide to probe the mind of a different alien. Will it be:

One of the insectoid Clyss?
A native Barbarossi?

Turn to **117**
Turn to **309**

298

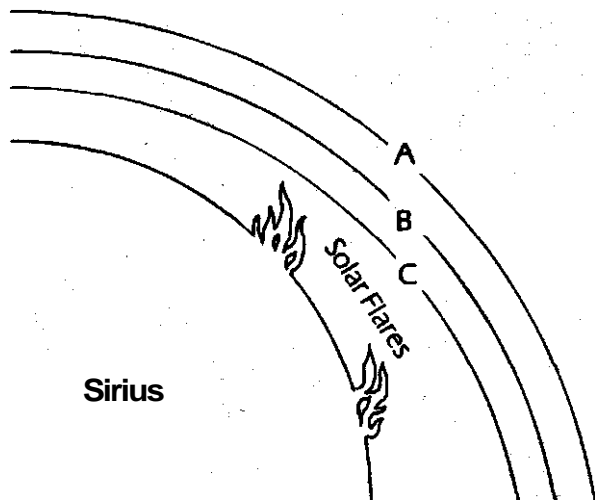
Your bullet slams into Yelov's shoulder, knocking him to the ground. Because Yelov is wounded his accuracy is impaired. If you need to evade any of his shots, you may *add one to your Evasion Modifier* to reflect this. You hit the dirt in cover behind the water trough, pulling out your Colt. Then, to your horror, the Symbiont fires his rifle twice and Chameleon throws his arms up and falls back, either dead or incapacitated. Seconds later, the Bounty Hunter fires with deadly accuracy. A bullet thuds into the Symbiont's shoulder. He staggers back and another takes him in the stomach. He doubles up, dropping his rifle and a third bullet slams into his chest and he is knocked backward to the ground where he lies, a bloody mess, all in the span of three seconds. Yelov curses and darts into cover behind the stable's far corner. 'You all right, Falcon?' shouts the Bounty Hunter.

OK,' you reply. You look back. Chameleon is dragging himself to the barn, leaving a trail of milky translucent blood. He slumps in the doorway, sending you a feeble mental message, saying he cannot fight any further. Then he passes out. He needs urgent medical attention - you will have to finish this quickly. Turn to **180**.

299

Studying the deep radar display you realise that you are occupying last position in the race, not far behind Greta Erikson's green racer. The position of the others is shown on your display as arrows.

Now that you have a sail with which to fly around the sun, you must concentrate on orbiting it without being engulfed in a solar flare, at the same time staying close enough to the sun so that the orbit is completed before your neutron shields overload.



The Computer has projected three possible courses onto the radar display. Which course will you take:

- Course A, within 5,000 miles of the sun's surface? Turn to **103**
- Course B, 12,000 miles from the sun's surface? Turn to **61**
- Course C, 25,000 miles from the surface of the red giant? Turn to **47**

300

You hurl the grenade at the Thaccoid, it clatters to the ground and rolls beneath its bloated body-sac. There is an explosion and a bubbling cry of pain from the Thaccoid as the force of the blast lifts it momentarily off the ground. Clouds of greenish smoke billow up around it, filling the corridor with noxious gas. The Thaccoid is obscured from view and you back up the corridor to await events safe inside your Environment Suit. Vents in the walls of the ship open up and begin sucking the gas away - the

ship's automatic life support function - clearing the air. Suddenly, to your horror, the Thaccoid hurtles out of the dissipating gas cloud, completely unaffected and charging at you! Cursing its alien metabolism you jump back and prepare to attack again. Will you:

- Draw your blaster and fire at it? Turn to **278**
- Fire at the grille it is standing on? Turn to **340**
- Blast a hole in the bulkhead of the ship, opening the B Deck up to space? Turn to **318**
- Thinkstrike it? Turn to **290**
- Try to control it using your Power of Will? Turn to **132**
- Launch a hunter/seeker at it, if you have either the Reptilian or the Insectoid version? Turn to **310**
- Run back down the corridor to the storage area and try to hide in ambush? Turn to **328**

Do not choose an option you have chosen before.

301

The Bounty Hunter is impassive as he sits opposite you. You know that his scores in the Sim-Combat booths are as high even as your own. The man facing you is a born killer and a survivor. What you must decide is whether he can become a reliable member of the team that is the TIME police. Will you:

- Ask him why he feels he *is* the best candidate to become a Special Agent of TIME? Turn to **311**
- Ask him what he feels the duties of a Special Agent involves? Turn to **319**

302

Yelov staggers back under your mental assault but his will is strong and he does not fall unconscious, although he is dazed. The Symbiont is pointing his rifle at Chameleon. Will you:

- Fire your Colt at Yelov? Turn to **330**
- Fire at the Symbiont? Turn to **324**

303

Losing no time you board a strato-cruiser at the Alpolis Stardome that will deliver you to the Calgary spaceport within thirty minutes. You commandeer the pilot's holoivid and open a link to Agent Sparrowhawk who, with Agent Leopard, is

awaiting your orders at the spaceport. She looks fit and alert and seems pleased when you tell her that they are to fly to Sirius Secundus, her homeworld, on the nearest available nava cruiser, without waiting for you to arrive. 'We can leave a message for you at the alien immunisation centre,' says Sparrowhawk.

'I would prefer not to have to observe customs formalities,' you reply but Sparrowhawk replies that even she cannot arrange for you to be treated as a Sirium.

The Siriums are a fiercely independent lot who are unlikely to make things straightforward for you, but you order Sparrowhawk to arrange a meeting with the Sirium Enforcement Agency who have been alerted about Yelov, then fall to remembering your most recent encounters with the insane Sirium who was once your boss. Turn to **313**.

304

Your aim is off and the bolt of plasma streaks past the jetcopter to dissipate in the skies over Alpolis. The jetcopter opens fire and a stream of energy pulses hurtle towards you. One of them explodes onto your chest. You are blown backwards into the skylight, and glass shatters all around you. Your clothes protect you from the glass but not from the energy pulse. *Lose 12 Endurance points.* If you are still alive you crash into a clean white corridor of the hospital. A medtech orderly stares at you in astonishment. You get to your feet, saying, 'TIME police where's the nearest holophone?' flashing him your identity card. He points wordlessly down the corridor at a door. You dash through it into an office filled with several computer banks, a records office. Using the holophone, you place a call to the TIME building, ordering a security hovcar to come and pick you up. Then you call Citpol, informing them of the situation. Bureaucratic procedure requires for a full report but you can leave that until Yelov is caught. Your wound will also have to wait, even though you are in a hospital. Citpol will be handling the CYBERNET team by now and you make your way to the hospital reception area. It is not long before you are back in the High Security wing of the TIME building. Turn to **8**.

305

As you stare at the limpid brain of Agent Leopard, the Enforcer who handed you the box whips out his laser pistol and aims it at

you, daring you to move. There is a sound behind you and a sharp prick in the back of your neck. Your Psychic Awareness tells you that someone with psychic powers has appeared behind you, seemingly from nowhere, as you drift into a deep sleep. When you awake you are alone in the car except for the brain of Agent Leopard. All of your weapons have been taken. There is a loud report behind you. Turn to **5**.

306

You concentrate your mind and reach out in an attempt to dominate the Symbiont. As you do so it becomes clear to you that Helm's mind receives a surge of mental strength from the parasite, horribly alien in nature. Combined, their power is too great and your attempt at control is thrown off. Then he draws a pistol from behind his shield. The barrel is long with two slim rods, like tiny finned rockets at either side. He fires and one of them falls from the gun and accelerates towards you with a whirring sound. It is all you can do to try and interpose your bronze shield between your body and the unknown hunter/seeker-like missile. Make an **Evasion Roll**.

If you score 2-6, turn to **368**

If you score 7-12, turn to **380**

307

Events overtake you suddenly. Even as you are calling out to Chameleon, Cobra has started blasting. Chameleon drops his weapon as you are both hit by the Phocian lasers. You *lose 10 Endurance points*. If you are still alive, note that Chameleon is down to 12 Endurance points. You manage to blast one of the Phocians and the Cobra has killed the others within two seconds; you arm yourselves with their ultralasers. Turn to **345**.

308

You take aim and fire but your shot misses Yelov, whirring past him to take a chunk of wood out of the stables. Yelov fires back, repeatedly, and a bullet strikes your rifle just as you are ducking down, sending it spinning away out of your hands. You draw your Peacemaker. Then everything goes deathly quiet. Only Chameleon's occasional moans of pain and the creaking of the ranch sign break the silence. Will you:

Leap up and make a dash for the sheds opposite
the stable?

Stay where you are?

Turn to **336**

Turn to **342**

309

You choose one of the nearest Barbarossi and, using your Psychic Awareness, probe his mind. He starts as he feels the touch of your thoughts, but is soon cowed by a veiled thought threat. He knows where two Siriuns have recently hidden a large container in a CYBERNET warehouse and you can read the location from his mind. You Thinkstrike him to stop him talking until you are well on your way and you leave with Chameleon and Blade before anyone realises anything is amiss. Turn to **409**.

310

Which hunter/seeker will you use? If you use the Reptilian knock out drug, turn to **394**. If you use the Insectoid one, turn to **402**.

311

The Bounty Hunter's voice is surprisingly soft but the tone is brusque. 'It's simple, I'm one of the best there is. I've been in situations that would have scared even you and I've won out. I've tangled with CYBERNET and lived. I can buy anything I want, but what I want, with all my heart, is to be a Special Agent.'

'How do you feel about taking orders?' you ask.

'It's part of the job, I expect that. I know agents are given an enormous amount of responsibility, no problem.' You nod and look at him in silence for some time before asking him another question. Will you ask him:

How he thinks he will react as a member of a team? Turn to **325**

Why he thinks the TIME Lords would wish to trust him with a Time Machine? Turn to **335**

312

You take careful aim and pull the trigger. The superheated plasma explodes into the jetcopter, vapourising the cockpit. It falls out of the sky in flames, plummeting to the ground below. You realise that it will almost certainly kill many civilians. A Citpol jetcopter arrives on the scene. Moving closer it hovers a few feet away from you and then lands on the ambulance pad. A

blue and gold uniformed Enforcer alights and approaches you, whilst another covers you with his las-rifle. 'Well done, well done, you've managed to kill lots of nice people walking on the first level pedway. Let's see your ID,' he demands rudely. You hand him your identity chip and he slips it into a wrist terminal. His face falls as he realises who you are. 'Section Chief Falcon, eh? Well, you are free to go, but we will be lodging an official reprimand with the TIME Lords. We don't want you TIME boys smashing the city up, do we? With that he turns and departs. You descend to the hospital reception area where you call a TIME police security hovcar which soon drops you off at the High Security Wing of the TIME building. Turn to **8**.

313

Soon after landing at the wide open glasteel expanse of the starport on Sirius Secundus, you are waiting in a long queue of merchants and trippers, mostly Earther stock, although directly behind you are two Clyss, tall insectoids from Cygnus Alpha 3. You are waiting to be cleared for contact with the Siriun population. As the line shuffles slowly forward, you find yourself blaming Sparrowhawk for the delay, though in all probability she could have done nothing to speed you on your way. At last the spaceport's Deputy Commander strides up to you, apologising profusely for the breach of etiquette that has kept you waiting. Agidy Yelov has brought disgrace to the Siriun race, but you can tell that there is an irrational resentment towards you as if his criminal doings were in some way your fault. At last your ID has been checked and you are hovcarred to the immunisation block. Turn to **327**.

314

Quickly you arm, aim and activate the hunter/seeker, tossing it into the air. It hovers for a moment, then streaks towards its target, the Symbiont. His eyes widen in surprise and, recognising it for what it is, he tries to block it with his shield but the gleaming steel drone banks and thuds into his thigh. He grunts in pain and staggers, the knockout drug taking effect. He falls on his side and you relax. Suddenly the parasite on his back throbs violently and the Symbiont shrieks in pain, his eyes flying open. He rolls over, howling, and then leaps to his feet, snarling at you insanely. The parasite must have released an anti-toxin into his blood. The Symbiont hurls the spear he is carrying at you. As a Singleship Scout he trained with many

weapons and it flies straight towards your chest. Make an **Evasion Roll**.

If you score 2-6, turn to **344**

If you score 7-12, turn to **356**

315

As you go for your blaster, so does Cobra and, together, you cut down the Phocians before they can fire, then arm yourself with their ultralasers. Turn to **345**.

316

Your rifle barks once and you hit Yelov in the shoulder. The force of the Winchester bullet throws him backward to the ground and he cries out in pain. Quickly he fires his pistol at you from his prone position, forcing you to duck. Then everything goes deathly quiet. Only Chameleon's occasional moans of pain and the creaking of the ranch sign break the silence. Will you:

Leap up and make a dash for the sheds opposite
the stable? Turn to **336**
Stay where you are? Turn to **342**

317

Checking your deep radar display shows that your brave gamble of passing so close to the red giant has paid off in terms of the race. You are in the lead. Above and behind you there is the sudden flare of a firing rocket motor. A yellow disk-shaped racer with red fangs painted on its front cuts across your field of vision. Singleship Sly has used some of his precious manoeuvring fuel to surge across your bow and dip down close to Sirius. You have lost the lead. At least, you reflect, you have managed to avoid Yelov thus far. Will you:

Follow Singleship Sly down? Turn to **403**
Stay on your present course? Turn to **413**

318

[Score an X]

You unleash a blast of superheated plasma at the bulkhead behind the Thaccoid. There is a blinding flash and a small hole appears in the wall. Instantly it is torn wide open by the force of the air in the Ark rushing out into the vacuum of space. There is

a clicking cry of distress from the Thaccoid as it is lifted up and sucked towards the hole. You find yourself ripped off the ground by the escaping air hurtling after the Thaccoid. You watch horrified as it sweeps into space and then bursts like a ripe melon as the gases inside it rush out into open space. Black ichor and glistening grey viscera balloon outward into space. If you have the harpoon/grapple backpack, turn to **376**. If not, turn to **386**.

319

'Well, I see it mainly as a deterrent job. When we go into action we've gotta be seen to be good or too many people will be stealing machines and disappearing. Of course when-we're in another time we have to keep a low profile, but I've lain low as a stowaway often enough.'

'What about the fact that you'll be an ambassador of the Federation to many species?'

'I have to admit diplomacy isn't my most complete suit, I'm not exactly a natural.' You nod and look at him in silence for some time before asking him another question. Will you ask him:

How he thinks he will react as a member of a team? Turn to **325**
Why he thinks the TIME Lords would wish to trust him with a Time Machine? Turn to **335**

320

Your Winchester discharges with a sharp report, but your accuracy is off, firing on the run as you are, and the bullet whizzes past Yelov to tear a chunk of wood from the stable. Yelov gives a wordless cry of rage and begins firing at you repeatedly, forcing you to dive for the cover of the water trough. Turn to **214**.

321

You are too quick for the Siriun Enforcer and his head is splattered across the aircscreen by a bolt from your blaster. But in his dying throes his finger clamps on the pistol trigger and the laser hits your leg. *Lose 4 Endurance points*. The pilot is still concentrating on the controls so you decide to disarm him. Turn to **101**.

322

You are halfway over the wall when the jetcopter opens fire, as does the man in the Communication Tower and the man with the laser cannon in the stairwell. The wall you are on is blown away and your body is shattered by several pulses of energy exploding all around you. You give a short cry of pain as you are blown out in the sky, to plummet to the city below, but you are dead before you hit the ground.

323

Barbarossa is an anarchy world without Enforcers. It is a haven for any criminal, sadist, bully or cheat who cares and dares to make it his home. An offworlder, as they refer to new arrivals, is always in danger, all the more so if he or she is an Enforcer. Barbarossa is CYBERNET's stronghold from which the tentacles of the underworld reach out to poison the galaxy.

You are smuggled out of the starport inside a large gas cylinder from which you emerge into the slum of Smugglers Port. The buildings are a bizarre mixture of crude and crumbling archaic designs and occasional modern plasteel blocks funded by CYBERNET blood money. You are on your guard but the street you are in, Lasgun III, is deserted. Just as Chameleon is about to change his form into one of the stout tripod Barbarossi, the ground gives way beneath you and sheets of spiked metal slam shut on your stomach and back. The spikes move to meet each other inexorably driven by an unseen engine. *Lose 3 Endurance points.* Luckily Chameleon is able to transform himself into a repnid and force the trap apart through sheer strength. The horrifying form of the repnid shimmers and ripples and Chameleon stands before you as a handsome Earther once more. 'Designed to catch Earther Enforcers,' he says, pointing at the trap. You mutter your thanks and walk warily on. Turn to **359**.

324

You drop to one knee and fire your Peacemaker at the Symbiont. A bullet slams into his arm and he cries out in pain. Chameleon is suddenly released from his Ego Whip and picks up his rifle and fires, the Winchester giving two sharp reports. The Symbiont is hit once in the stomach and then again in the chest which sends him flying backward to lie sprawled in the sun, a bloody mess, quite dead. The sound of gunfire shocks Yelov out of his daze and, as quick as lightning, he fires at you, forcing you

to duck low and then fires at Chameleon with deadly accuracy. Chameleon is knocked over by a bullet, as if he'd been hit by a sledgehammer. He lies in a pool of milky translucent blood, groaning feebly, incapacitated. Yelov is turning to you, but you have a chance to get a shot off at him from your position behind the trough with your rifle.

If you score 2-6, turn to **308**

If you score 7-12, turn to **316**

325

'I've teamed up with hunters before ... Besides a Time Machine's like a hyped-up singleship, isn't it? Yeah, I think I can handle it.'

'Let's suppose that your death was the only way in which the people of Ascension colony could be saved from catastrophe, what would you do?'

'I'd die,' replies the Bounty Hunter, looking you straight in the eye.

You decide to become a little more rough with him. 'I don't think you've got what it takes ...' Will you:

Tell him that you think he is just a glory hunter?

Turn to **343**

Say that you think he is too dangerous to join the TIME police, then probe his mind using your Psychic Awareness?

Turn to **351**

326

You cast a spear at the Symbiont, but he was once a Singleship Scout and his reflexes are superb. He twists nimbly out of its path, laughing manically. Do you:

Thinkstrike him?

Turn to **294**

Try to control him with Power of Will?

Turn to **306**

Activate the humanoid hunter/seeker if you have it?

Turn to **314**

Shout 'Coin Helm, remember what you once were. Let me help you, we can both fight this parasite from Hel.'?

Turn to **338**

Only choose an option that you have not chosen before.

327

You walk through an airlock into the spaceport's immunisation block where a smiling Siriun medtech gives you an appropriately sized pill to place in each of your bodily orifices. Then she politely asks you to remove all articles of clothing which she then places inside a sterilisation chamber telling you that they will be returned to you on the other side of the gas chamber. This is standard procedure when visiting Sirius Secundus so you step into the chamber. Inside the sterilisation dome all foreign microbes on your skin and in your guts will be killed so that you do not bring a crippling offworlder disease to the population of Sirius Secundus. Turn to **337**.

328

You turn and run back up the corridor. Suddenly you feel a great blow at your back and you are smashed to the ground. Rolling over, you are greeted by a hideous sight. The Thaccoid has leapt upon you and its huge mouth is directly above you, dripping fluid and pulsing horribly. Your legs are trapped under the vast bulk of its body, the massive legs ringing you to either side. You notice its vicious looking fangs as it readies itself to strike. You must try to avoid its fangs as you desperately try to struggle free. Make an **Evasion Roll**.

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

If you score 7-12, turn to **418**

329

Events overtake you suddenly. The leader of the Phocians comes under your domination but he is cut down by Cobra's blaster and soon the other two join him in death at the Cobra's hands. You start to reprove him for his excessive zeal, but arm yourselves with the dead Phocian's ultralasers nevertheless. Turn to **345**.

330

You fire your Peacemaker at Yelov, and it hits him in the shoulder, causing him to cry out in pain. Because of his wound, Yelov's accuracy is impaired. If you have to evade one of Yelov's shots, you may *add 1 to your Evasion Modifier* to reflect this. Chameleon is still in mental agony. You are about to fire at the Symbiont when Yelov, shocked out of his daze by your gunshot, gives a strangled cry of rage, draws his pistol like lightning and

fires at you repeatedly throwing up showers of dust at your feet, forcing you to duck for cover. Turn to **214**.

331

You are too slow, a ruby red light links the tip of the Enforcer's laser pistol to your blaster which becomes too hot to handle. You drop it automatically and the laser pistol burns a deeply etched tracery of lines across your chest. The Enforcer's hand is shaking with fear. *Lose 16 Endurance points*. If you are still alive, you slump back, unconscious, into your harness. When you awake you are alone in the car except for the brain of Agent Leopard. All of your weapons have been taken. There is a loud report behind you. Turn to **5**.

332

Your Winchester discharges with a loud bang and you hit the Symbiont in the arm and he cries out in pain. Chameleon is suddenly released from his Ego Whip and picks up his rifle. Yelov fires at you and, instinctively, you dive for the cover of the water trough. Chameleon's rifle makes two sharp reports. The Symbiont is hit once in the stomach and then again in the chest which sends him flying backward to lie sprawled in the sun, a bloody mess, quite dead. Yelov curses and fires with deadly accuracy and Chameleon is knocked over by a bullet, as if he'd been hit by a sledgehammer. He lies in a pool of milky translucent blood, groaning feebly, incapacitated. Yelov is turning to you, but you have a chance to get a shot off at him from your position behind the trough. Make an **Evasion Roll**.

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You take careful aim and pull the trigger. The superheated plasma explodes into the jetcopter, vapourising the cockpit. It falls out of the sky in flames, plummeting to the ground below. You realise that it will almost certainly kill many civilians. A Citpol jetcopter arrives on the scene. Moving closer it hovers a few feet away from you and then lands on the hovcar park. A blue and gold uniformed Enforcer alights and approaches you, whilst another covers you with his las-rifle. 'Well done, well done, you've managed to kill lots of nice people walking on the first level pedway - let's see your ID,' he demands rudely. You hand him your identity chip and he slips it into a wrist terminal. His face falls as he realises who you are. 'Section Chief Falcon, eh! Well, you are free to go, but we will be lodging an official reprimand with the TIME Lords. We don't want you TIME boys smashing the city up, do we?' With that he turns and departs. You descend to a public holophone where you call a TIME police security hovcar which soon drops you off at the High Security Wing of the TIME building. Turn to **8**.

335

The TIME executive must know that if CYBERNET realise the crime potential of time travel they could tear the Federation apart. I've had as much experience dealing with CYBERNET as anyone. I've taken all the tests at the Academy, you've seen my scores.' You decide to become a little more tough with him. Will you:

Tell him that you think he is just a glory hunter?

Turn to **343**

Say that you think he is too dangerous to join the TIME police and then probe his mind using your Psychic Awareness?

Turn to **351**

336

You surge up and vault the trough, running as fast as you can for the sheds, jumping over the body of the Symbiont. You reach them a few seconds later, safely. You dart into one and take up a position by a shattered window, looking out at the stable opposite. Yelov is not behind the stable corner anymore. Your eye is drawn to a movement in the log cabin, behind the water trough where you were moments ago. Yelov appears in the doorway, his gun pointed at the trough, a malevolent grin on his face. He hesitates in surprise when he sees that you are no longer there. If you still have your Winchester rifle, turn to **384**, if not, turn to **392**.

337

As you walk into the chamber which is in fact a small white dome, your body is sluiced in jets of water. Next, there is a spoken command to close your eyes, which you do, followed by a flash that glows white even through your closed eyelids. When you open them you see that the outer layer of your skin has turned to a fine powdery white ash. You are sluiced once more and then the dome begins to fill with gas which is intended to sterilise your lungs. You detect the unpleasant smell of ammonia. Will you:

Run back to the Siriun medtech to ask if there is some mistake?

Turn to **347**

Inhale lightly and wait for the signal to proceed?

Turn to **357**

338

Coin Helm, the Symbiont, looks at you, and his eyes seem clear as if he experiences a moment of sanity. A look of longing comes over him and he opens his mouth as if to speak. But then he screams in pain, throwing his head back and dropping to his knees, the hump on his back pulsing violently. Suddenly he leaps up, snarling in fury, his eyes glazed. A blade gleams in his hand and he hurls it at you. Surprised by his sudden attack you dodge

aside a trifle too slowly and it grazes your thigh. *Lose 2 Endurance points*. If you still live, you realise he cannot be reasoned with as the grip of the parasite is too strong. Will you:

Thinkstrike him?	Turn to 294
Try to control him with Power of Will?	Turn to 306
Activate the humanoid hunter/seeker if you have it?	Turn to 314
Throw your spear?	Turn to 326

Only choose an option that you have not chosen before.

339

As you tread warily together down Lasgun III Street, the din of the air traffic which drones above the city and the hot humid air is oppressive. The dust makes your eyes smart when whipped up by a sudden oil-tainted gust of wind. There is a creaking and grinding and the plasmetal street tips up> suddenly throwing you through a revolving wall into a dark room which reeks of narcotics. 'Welcome to the "Surprised Visitor",' shouts a gruff voice and there is a chorus of chirruping, flute-like tittering and belly laughs like those of giants amid many other unusual sounds of mirth. The 'Surprised Visitor' is a narc-bar, where the decadent dropouts of many races meet to take smuggled mind-changing drugs. As you look through the drug smoke you can see perhaps seven different species: Siriuns, Hivers, Earthers, a huge Bequal wrapped in wet silk, a group of Clyss insectoids, native Barbarossi and, walking towards you, three Phocians armed with ultralasers! Turn to **379**.

340

You draw your blaster and unleash a stream of superheated plasma at the iron-grille upon which the Thaccoid is standing. It explodes with a white flash, droplets of molten metal sizzling and popping everywhere. There is a great lurch and the grille slips down. The Thaccoid struggles to keep its balance but its weight is too much for the semi-vapourised grille. There is a loud crack and the Thaccoid disappears from sight. There is a strange whistling, rushing noise, a wet slapping sound and then, a few seconds later, a series of loud reverberating crashes as the iron grillework hits the Engineering Deck far below. You run up to the gaping hole and carefully look down. Your eyes widen in surprise and shock at the sight that greets you. The Thaccoid has launched a thick strand of glistening web-like thread which

has adhered to the floor of B Deck. Even now it is climbing back up the thread towards you with frightening speed, its black eyes glinting eerily as the greenish light from the corridor penetrates the darkness of the Engineering Deck. Will you:

Fire your blaster at the strand of web the Thaccoid clings to?	Turn to 124
Fire directly at the Thaccoid?	Turn to 112

341

As soon as Chameleon opens the door and waddles into the warehouse, the two Siriuns and the CYBERNET operatives are instantly alert, drawing their weapons. The Symbiont smiles and says in an unnatural, tired voice, 'Ah, food.' Chameleon suddenly clutches his three arms to his face. There is a frown of intense concentration on the Symbiont's face and Sparrowhawk is looking at him with ill-concealed revulsion. Squirrel tries to interfere with the Symbiont's emotions but immediately falls to the floor screaming as she is assailed by the Ego Whip. She blacks out, rigid with shock and you can see that you will have to continue the mission without her. Will you:

Thinkstrike the Symbiont?	Turn to 177
Run in and open fire on the two nearest, Sparrowhawk and Dark Star?	Turn to 355

342

A faint sound reaches your ears from the direction of the log cabin. You spin round in time to see Yelov appear in its doorway, a malevolent grin on his face. You have a split second in which to act. Will you:

Leap up and hurl yourself to the other side of the trough?	Turn to 360
Try and fire your Peacemaker before he fires at you?	Turn to 366

343

The Bounty Hunter rises to his feet with pantherish grace. 'You can take glory hunting to the stars, I'm a Bounty Hunter, not some lackey of a hyped-up Enforcer!' With that he is gone, the hissing of the closing doors shutting off his back view before you can even think of a rejoinder. Turn to **401**.

344

You try to sweep the incoming missile aside with your shield, but you have misjudged its speed - it slams into your midriff, bowling you over. It punctures your breastplate, but this does serve to lessen its impact and the spearhead does not bite too deep. *Lose 5 Endurance points.* If you are still alive, it dislodges itself from your abdomen as you hit the ground. You roll to your feet, as the Symbiont laughs at the blood spreading from your wound. Will you:

- | | |
|--|--------------------|
| Thinkstrike him? | Turn to 294 |
| Try to control him with Power of Will? | Turn to 306 |
| Throw your spear? | Turn to 326 |
| Shout 'Coin Helm, remember what you once were. Let me help you, we can both fight this parasite from Hel.7 | Turn to 338 |

Only choose an option that you have not chosen before.

345

A portly three-legged Barbarossi waddles out of the narc-bar. Suddenly Cobra is sprinting through the mixed throng shouting, Tane Gamil! There must be a thousand megacreds on his head. He saw me, boss. I'm no use to you now until I've bagged him.' You lash out a Thinkstrike at the insubordinate Cobra but he is immune to your mental attacks and there is nothing you can do to stop him leaving the narc-bar without calling unwelcome attention to Chameleon and yourself. For the present you will have to carry on without him. You retire to a dark alcove to take stock. Turn to **221**.

346

With a flick of your wrist you fire the laser into its mouth. A thin streak of ruby light disappears into the maw and there is a muted crackle. The Thaccoid leaps back away from you in pain, its mouthparts thrashing wildly, as it utters a shriek of agony and rage. Instantly you are on your feet. In a second or two it will have recovered from the small but painful wound. Will you:

- | | |
|---|--------------------|
| Draw your blaster and fire at it? | Turn to 278 |
| Fire at the grille it is standing on? | Turn to 340 |
| Blast a hole in the bulkhead of the ship, opening the B Deck up to space? | Turn to 318 |
| Thinkstrike it? | Turn to 290 |

- | | |
|--|--------------------|
| Try to control it using your Power of Will? | Turn to 132 |
| Hurl a CSX Gas Grenade, if you have one? | Turn to 300 |
| Launch a hunter/seeker at it, if you have either the Reptilian or the Insectoid version? | Turn to 310 |

Do not choose an option you have already tried.

347

You bolt out of the sterilisation dome like a scared rabbit and the Siriun medtech looks up enquiringly. 'Is something the matter?' she asks. You explain that you thought you smelt ammonia and that this is harmful to humans. She clicks her tongue reprovingly and tells you not to be so silly. 'I am well aware which gases are noxious to Earther stock. Have you taken your pills?' You reply that you have. Will you:

- | | |
|--|--------------------|
| Enter the dome once more? | Turn to 367 |
| Wait for half an hour while the gas cylinders are checked? | Turn to 377 |

348

You have only a second in which to aim and your shot blows the hat off his head. He fires his Winchester in return and the bullet smashes into your head, lodging in the brain, killing you instantly.

349

As you tread warily together down Lasgun III Street, the din of the air traffic which drones above the city and the hot humid air is oppressive. The dust makes your eyes smart when whipped up by a sudden oil-tainted gust of wind. There is a creaking and grinding and the plasmetal street tips up suddenly throwing you through a revolving wall into a dark room which reeks of narcotics. 'Welcome to the "Surprised Visitor", ' shouts a gruff voice and there is a chorus of chirrupping, flute-like tittering and belly laughs like those of giants amid many other unusual sounds of mirth. The 'Surprised Visitor' is a narc-bar, where the decadent dropouts of many races meet to take smuggled mind-changing drugs. As you look through the drug smoke you can see perhaps seven different species: Siriuns, Hivers, Earthers, a huge Bequal wrapped in wet silk, a group of Clyss insectoids, native Barbarossi and, walking towards you, three Phocians armed with ultralasers! Turn to **385**.



350

You drop into a crouch and a laser lances into the wall behind you. A movement attracts your eye. At the bottom of the stairs stands a figure in plain office clothes, except he wears a mask over his face. In his hands is a portable laser cannon, a power pack strapped to his back. He points it at you. Suddenly there is a blinding flash and a deafening explosion. You are lifted into the air and hurled into the hovcar park, where you lie, stunned. *Lose 12 Endurance points.* If you are still alive you shake your head to clear it, realising you make an easy target for the sniper in the commtower. You roll to your feet and dive for the cover of a parked hovcar. Make an **Evasion Roll**.

If you score 2-6, turn to **382**

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

351

'Maybe I am too dangerous,' the Bounty Hunter is thinking, 'but I'd like the chance to show my mettle in the TIME police.' His mind is curiously clear and unencumbered - he is possessed of a startling quickness of thought and is not troubled by moral or social niceties. Even he does not know how he would react under certain circumstances as a Special Agent of TIME, but he doesn't respond aggressively to your thought probe. You are thinking that the interview is over when he rises to his feet with pantherish grace and is gone, the hissing doors shutting off his back view before you can thank him for attending the interview. Turn to **401**.

352

You draw and fire your blaster in one swift motion, grimacing against the pain of its claws. A stream of superheated plasma takes it full in the body. There is a high-pitched scream of agony and the Thaccoid hops backward, but it is careful not to release its grip upon you. Incredibly it remains essentially unhurt. Your jaw drops in astonishment but the Thaccoid whips the web over and it slaps into you. Instantly you are stuck fast in its gluey embrace. You thresh wildly but it only serves to enmesh you further. The Thaccoid spins the net around, bundling you up in the web, cocooning you. You can do nothing as it draws you to its mouth and begins to eat you alive.

353

Soon you are dressed in typical clothes of the period - high,

narrow leather boots with pronounced heels, simple trousers and a cotton shirt and leather waistcoat. A hat rests on your head, and you have a scarf. Around your waist is buckled a leather belt lined with bullets. In a holster at your hip lies a Colt .45 'Peacemaker', a revolver or 'six-gun'. In your left hand you hold an 1873 Winchester repeating rifle with fifteen cartridges. Moving the trigger guard lever down and back moves a fresh shell into the chamber and ejects the old one. Chameleon is dressed much as you are but the Bounty Hunter has foregone the rifle in favour of two Peacemakers, one at each hip. You decide to follow CAIN's advice and leave your 31st century weapons behind.

'Ready?' you ask your agents and they both nod. You descend from Falcon's Wing and walk across the parched earth towards the town, three abreast. After a twenty minute walk, you enter Tombstone along its dusty main street. Horse-drawn chuck wagons and buggies drive past you and cowboys and well-dressed gentlemen mill about on the boardwalks that line the street. Wooden buildings, saloons, stables, stores and so on rise up on either side. Billboards and signs add a little colour to the drab-looking habitation. You are walking down the street 'listening' with your mind for signs of Yelov when a dishevelled young boy runs up to you and says, 'Hey, are you the one they call the Falcon?' Instantly alert the Bounty Hunter and Chameleon look around, scanning the rooftops and shadowed alleys as you nod your head, not looking at the boy but all around. 'I got a message fer you then,' and he hands you a note saying, 'The old Lucky Horseshoe ranch's outta town, thatta way,' and he points at the far end of Tombstone. You take the note. It is written in Galactic.

I know you're coming, Falcon. The Symbiont and I will be waiting for you at the deserted Lucky Horseshoe ranch. Let us finish this once and for all, for I am going to kill you.

Your Implacable Enemy
Yelov

You look up and the boy is still there, uncomfortably shifting from foot to foot. After a minute's silence he says, 'The man with the long hair and funny face said you'd give me a silver dollar, mister.' Reluctantly, you take one of the coins CAIN gave you and pass it to the boy. Without a word he snatches it and scampers gleefully away. Turn to **90**.

354

Your bullet blows the hat off Yelov's head. Unruffled he spins round, spots you, lifts his gun and fires, all in one fluid motion. The bullet slams into your chest and you fall back into the debris of the shed, barely alive. Yelov walks up to you and you can hear him speak as if from a great distance.

'You don't know how long I've waited for this, Falcon. I'm sure you won't feel your life has been wasted when you know how much pleasure its ending has given another sentient being,' and he laughs gleefully. He puts his pistol to your head and blows your brains out.

355

As soon as you burst into the warehouse Dark Star and Sparrowhawk's weapons spit bolts of plasma before you can even fire. You tumble to the floor and another bolt tears through from your back to your stomach. Yelov is free to hold history to ransom. None of the TIME police can stop him now.

356

As the spear hurtles towards you, you sweep it aside with your shield and it drops harmlessly to the earth. The Symbiont glares at you and laughs in a manner that leads you to wonder about his sanity. Do you:

- | | |
|--|--------------------|
| Thinkstrike him? | Turn to 294 |
| Try to control him with Power of Will? | Turn to 306 |
| Throw your spear? | Turn to 326 |
| Shout 'Coin Helm, remember what you once were. Let me help you, we can both fight this parasite from Hel.' | Turn to 338 |

Only choose an option that you have not chosen before.

357

You inhale and your breath catches as ammonia floods your lungs. You double up in pain and cough spasmodically. Will you:

- | | |
|--|--------------------|
| Try to stumble out of the exit door of the dome? | Turn to 387 |
| Thinkstrike blindly at whoever is operating the gas valve? | Turn to 397 |
| Use your Power of Will on the Siriun medtech? | Turn to 407 |

358

Your aim is perfect and you hit the Symbiont right between the eyes. He hangs motionless for a second and then topples backwards, lifeless. Yelov is nowhere to be seen as you duck back behind the trough. Will you:

Leap up and dash for the sheds opposite the stable?

Stay where you are?

Turn to **336**

Turn to **342**

359

As you tread warily together down Lasgun HI Street, the din of the air traffic which drones above the city and the hot humid air is oppressive. The dust makes your eyes smart when whipped up by a sudden oil-tainted gust of wind. There is a creaking and grinding and the plasmetal street tips up suddenly throwing you through a revolving wall into a dark room which reeks of narcotics. 'Welcome to the "Surprised Visitor",' shouts a gruff voice and there is a chorus of chirruping, flute-like tittering and belly laughs like those of giants amid many other unusual sounds of mirth. The 'Surprised Visitor' is a narc-bar, where the decadent dropouts of many races meet to take smuggled mind-changing drugs. As you look through the drug smoke you can see perhaps seven different species: Siriuns, Hivers, Earthers, a huge Bequal wrapped in wet silk, a group of Clyss insectoids, native Barbarossi and, walking towards you, three Phocians armed with ultralasers! Turn to **395**.

360

You jump up and leap but Yelov opens fire and hits you twice in mid air and you collapse in a heap on the other side of the trough, barely alive. Yelov walks up to you and you can hear him speak as if from a great distance. 'You don't know how long I've waited for this, Falcon. I'm sure you won't feel your life has been wasted when you know how much pleasure its ending has given another sentient being,' and he laughs gleefully. He puts his pistol to your head and blows your brains out.

361

You lose speed and drop back as the other racers steal your wind but are soon floating serenely along in fourth place as Singleship Sly's racer is consumed by a flaming comet from the surface of Sirius. Suddenly, from a black racer behind you a military laser is winking on and off trying to slice your sail into two but at this

range it has little effect. Make an **Evasion Roll** as you strive to maintain your advantage over it and keep the 'Indigo Swarm' piloted by the Insectoid Clyss between your attacker and the Silver Dart.

If you score 7-12, turn to **371**

If you score 2-6, turn to **131**

362

A las-beam cuts through the top of your shoulder before disappearing into the concrete behind you, as you drop to the floor. *Lose 2 Endurance points.* A movement attracts your eye. At the bottom of the stairs stands a figure in plain office clothes, except he wears a mask over his face. In his hands is a portable laser cannon, a power pack strapped to his back. He points it at you. Suddenly there is a blinding flash and a deafening explosion. You are lifted into the air and hurled into the hovcar park, where you lie, stunned. *Lose 12 Endurance points.* If you still live you shake your head to clear it, realising you make an easy target for the sniper in the commtower. You roll to your feet and dive for the cover of a parked hovcar. Make an **Evasion Roll**.

If you score 2-6, turn to **382**

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

363

When you inform Yellowblades of your decision to make him a member of the TIME police, he steps forward, beaming, and gently shakes your hand. 'I shall try to be worthy of your esteem, Falcon,' he booms. You tell the Rigellian that he should present himself at the Hall of Honours on the stroke of fifteen. He salutes and leaves you to make the necessary preparations for the graduation ceremony. Turn to **393**.

364

[Score an X]

You drop to the floor and the claws clash together above your head. In an instant you are standing again, ready to attack once more. Will you:

Fire at the grille it is standing on?

Turn to **340**

Blast a hole in the bulkhead of the ship, opening

the B Deck up to space?

Turn to **318**

Thinkstrike it?

Turn to **290**

Try to control it using your Power of Will? Turn to **290**
 Hurl a CSX Gas Grenade, if you have one? Turn to **300**
 Launch a hunter/seeker at it, if you have
 either the Reptilian or the Insectoid version? Turn to **310**
 Run back down the corridor to the storage area
 and try to hide in ambush? Turn to **328**

Do not choose an option you have chosen before.

365

You wait outside in the disused hovrail tunnel as Chameleon makes pitiful burbling noises before turning back into the form of a human. The warehouse door opens and you are suddenly face to face with Dark Star and Sparrowhawk, both armed with blasters. If you are using ultralasers, turn to **145**. Otherwise make an **Attack Roll**.

If you score 2-6, turn to **153**
 If you score 7-12, turn to **145**

366

Yelov lifts his colt and aims but you are a split second quicker than him. Make an **Attack Roll**.

If you score 2-6, turn to **372**
 If you score 7-12, turn to **412**

367

A door opens suddenly behind the medtech and a Siriun wearing a black unisuit and holding a laser pistol bursts into the room and takes aim at you. Will you:

Thinkstrike him? Turn to **81**
 Use your Power of Will on the medtech? Turn to **91**

368

You are not quite quick enough and the missile slams into your breastplate and detonates. The explosion rips a hole in it and hurls you backward to land in a heap. *Lose 10 Endurance points*. If you still live, the bronze breastplate has protected you from instant death but your chest is blackened and painfully burnt. With an effort of will you manage to stagger to your feet in time to see the hump under the Symbiont's robe throbbing violently - readying another Ego Whip attack. Will you:

Try and Thinkstrike only the mind of the
 parasite? Turn to **390**
 Go for your blaster? Turn to **396**

369

As you tread warily together down Lasgun HI Street, the din of the air traffic which drones above the city and the hot humid air is oppressive. The dust makes your eyes smart when whipped up by a sudden oil-tainted gust of wind. There is a creaking and grinding and the plasmetal street tips up suddenly throwing you through a revolving wall into a dark room which reeks of narcotics. 'Welcome to the "Surprised Visitor",' shouts a gruff voice and there is a chorus of chirruping, flute-like tittering and belly laughs like those of giants amid many other unusual sounds of mirth. The 'Surprised Visitor' is a narc-bar, where the decadent dropouts of many races meet to take smuggled mind-changing drugs. As you look through the drug smoke you can see perhaps seven different species: Siriuns, Hivers, Earthers, a huge Bequal wrapped in wet silk, a group of Clyss insectoids, native Barbarossi and, walking towards you, three Phocians armed with ultralasers! Turn to **405**.

370

You reach the shelter of a bright orange and white hovcar safely, a laser beam burning a hole in the ground where you had been standing. The man in the tower fires again, sending bolts of ruby light crashing into the hovcar and the concrete around you, but he cannot reach you. Then the man with the laser cannon vaults over the stairwell wall, pointing his laser cannon at the hovcar. It will blow it off the hovcar park. Will you:

Thinkstrike him? Turn to **398**
 Use your Power of Will to control him? Turn to **406**

371

The repeated maneuvering tests your skill but you manage to hide from the black and yellow craft by staying close to that of the Clyss. Suddenly the black and yellow racer turns towards deep space. Just when you are wondering whether its pilot, probably Yelov, is going to be entombed, a fast-moving blip appears on the deep radar display which docks with his racer. He has been saved but you can't tell who has picked him up. You are forced to continue the race or die so you move back on course. Soon you have completed your orbit and sight the pale green

planet Sirius Secundus and accelerate away from the sun on the wings of the solar wind. You are in radio contact once again and can hear the Intelfax commentator's report on the race. Singleship Sly has crashed into the sun and the commentator assumes that the pilot of Yelov's craft is dead too. You finish in fifth place, Pilota has won again and the Clyss, the Phocian and Goldwing have also beaten you to the finish. The freighter arrives to tow you in. Turn to **3**.

372

The bullet from your gun blows the hat from the top of his head. Yelov, completely unruffled, squeezes the trigger of his pistol and shoots you neatly between the eyes, killing you instantly.

373

When you inform Sosquilla of your decision to make her a member of the TIME police, her eyes widen, then she bows her head and thanks you. You give the Ardann a few words of encouragement and tell her to present herself at the Hall of Honours on the stroke of fifteen. She bows again and then leaves you to make the necessary preparations for the graduation ceremony. Turn to **393**.

374

You aim your Peacemaker as carefully as you can, while Yelov looks uncertainly about. You squeeze the trigger and the pistol bucks and roars. It takes him in the chest and he gives a strangled cry of pain and slumps backwards into the cabin, his pistol firing harmlessly into the sky. You can see his booted feet protruding motionless from the doorway. Carefully, you approach him, ready for any tricks, but he makes no move. Looking down you can see that he is dead, you have shot him in the heart. You can hardly believe your eyes as you look down at his body. Finally, you have killed Yelov. The Federation will, at last, be safe from his depredations. An enormous sense of relief comes over you and you turn and walk out into the sun. You notice a pulpy mass, a purplish blob of protoplasm, some feet away from the body of the Symbiont. It is still and its outer edge is cracked and dry. It is the parasite from Hel, having crawled from its host body. It has dehydrated and died in the open sun. You notice that Coin Helm's face is peaceful and calm in death as it never was in life. You gather up the dead and wounded, leaving no trace that this gunfight ever occurred and return to the Eiger Vault, 3034 AD. Turn to **420**.

375

You shoulder charge the door to the warehouse together and run in blasting. If you are using ultralasers, turn to **171**. Otherwise, make an **Attack Roll**.

If you score 6-12, turn to **171**

If you score 2-5, turn to **153**

376

As you hurtle out into space after the Thaccoid, you fire the harpoon at the Ark. Its titanium head embeds itself in the ship's outer casing. Chunks of metal float up and away. All around you is the awesome blackness of space, a vast expanse of stars. The Ark looms beside you, a huge bulky mass of gleaming steel, travelling silently through the emptiness. Slowly you pull yourself along the length of the plasteel hawser back to the grappling hook in the side of the Ark. Soon you are back inside. You have no way of retrieving the harpoon - cross it off your Agent Profile. Several Maintenance Droids have arrived on the scene and they begin to repair the damage. To them it is the work of a meteor, you are not supposed to be there so you do not exist as far as they are concerned and you are ignored. You move towards the steel door and open it. Turn to **242**.

377

You settle down to wait and are taken by surprise when a door opens suddenly behind the medtech. A Siriun wearing a black unsuit bursts into the room and shoots you in the side with a laser pistol. *Lose 10 Endurance points* as you instinctively dive for cover. If you are still alive, will you:

Thinkstrike him?

Turn to **81**

Use your Powers of Will on the medtech?

Turn to **91**

378

You have only just made it to the top of the stairs when there is a blinding flash and a deafening explosion. You are lifted into the air and hurled into the hovcar park, where you lie, stunned. *Lose 12 Endurance points*. You shake your head to clear it, realising you make an easy target for the sniper in the commtower. You roll to your feet and dive for the cover of a parked hovcar. Make an **Evasion Roll**.

If you score 2-6, turn to **382**

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

379

An unnatural hush falls in the narc-bar as the three armed Phocians, sworn enemies of the Federation, walk over to you menacingly. 'Newly arrived, Earther? A long way from your nest, aren't you?' caws one in a rough imitation of Fedspeak. Their hawk-like faces make them look chillingly cruel, but it is not their beaks which you fear, but their ultralasers, deadly weapons with which it is difficult to miss, the only drawback of such weapons being that it is easy to catch one's friend in their wide blast pattern. These Phocians are obviously space pirates, well used to killing Earthers. Will you:

Yell Thinkstrike Chameleon!?"	Turn to 291
Use your blaster?	Turn to 273
Use your Power of Will on the Phocian who spoke?	Turn to 263

380

Only just in time you get your shield in place and the missile slams into it, detonating with a loud bang. You are thrown backwards and your shield is blackened and fractured. Regaining your balance, you notice the hump under the Symbiont's robe throbbing violently - readying another Ego Whip attack. Will you:

Try and Thinkstrike only the mind of the parasite?	Turn to 390
Go for your blaster?	Turn to 396

381

As soon as Chameleon opens the door and waddles into the warehouse, the two Siriuns and the CYBERNET operatives are instantly alert, drawing their weapons. The Symbiont smiles and says in an unnatural, tired voice, 'Ah, food.' Chameleon suddenly clutches his three arms to his face. There is a frown of intense concentration on the Symbiont's face and Sparrowhawk is looking at him with ill-concealed revulsion. Will you:

Thinkstrike the Symbiont?	Turn to 177
Run in and open fire on the two nearest, Sparrowhawk and Dark Star?	Turn to 355

382

A lancing bolt of ruby light burns a chunk out of your calf before

you reach the shelter of a bright orange and white hovcar. *Lose 5 Endurance points.* If you still live the man in the tower fires again, sending bolts of ruby light crashing into the hovcar and the concrete around you, but he cannot reach you. Then the man with the laser cannon vaults over the stairwell wall, pointing his laser cannon at the hovcar. It will blow it off the hovcar park. Will you:

Thinkstrike him?	Turn to 398
Use your Power of Will to control him?	Turn to 406

383

When you inform the Bounty Hunter of your decision to make him a member of the TIME police he looks surprised. Then he says, 'So you opted for a space-wise survivor. You won't regret this.'

'I sincerely hope not!' you reply and tell him to present himself at the Hall of Honours on the stroke of fifteen. He nods and leaves you to make the necessary preparations for the graduation ceremony. Turn to **393**.

384

You aim the Winchester. You have several seconds to make sure as Yelov looks uncertainly about. You squeeze the trigger and the rifle bucks and roars. It takes him in the chest and he gives a strangled cry of pain and slumps backwards into the cabin, his pistol firing harmlessly into the sky. You can see his booted feet protruding motionless from the doorway. Carefully, you approach him, ready for any tricks, but he makes no move. Looking down you can see that he is dead, you have shot him in the heart. You can hardly believe your eyes as you look down at his body. Finally, you have killed Yelov, The Federation will, at last, be safe from his depredations. An enormous sense of relief comes over you and you turn and walk out into the sun. You notice a pulpy mess, a purplish blob of protoplasm some feet away from the body of the Symbiont. It is still and its outer edge is cracked and dry. It is the parasite from Hel, having crawled from its host body. It has dehydrated and died in the open sun. You notice that Coin Helm's face is peaceful and calm in death as it never was in life. You gather up the dead and wounded, leaving no trace that this gunfight ever occurred and return to the Eiger Vault, 3034 AD. Turn to **420**.

385

An unnatural hush falls in the narc-bar as the three armed Phocians, sworn enemies of the Federation, walk over to you menacingly. 'Newly arrived, Earther? A long way from your nest, aren't you?' caws one in a rough imitation of Fedsspeak. Their hawk-like faces make them look chillingly cruel, but it is not their beaks which you fear, but their ultralasers, deadly weapons with which it is difficult to miss, the only drawback of such weapons being that it is easy to catch one's friend in their wide blast pattern. These Phocians are obviously space pirates, well used to killing Earthers. Suddenly Squirrel steps forward and says, 'These two Earthers are my prizes, leave them alone, they belong to me!'

The Phocian caws again, 'How does a small organism like' you capture two prime of life Earthers? They are still armed!'

Its question is answered as he slumps suddenly to the floor, Thinkstruck by Squirrel. 'Like that,' she says quietly. The Phocian pirates pull their stricken comrade back out of your way and you sit down to confer in a dark alcove. Turn to **191**.

386

You, too, hurtle out into space, through the mass of the Thaccoid's remains that are spiralling out into space. Your environment suit protects you from instant death, but you can do nothing as you tumble slowly through the awesome blackness of space, surrounded by a great expanse of stars. It is the last view you will ever have for you are travelling away from the Ark without the means to return and your oxygen will run out in a matter of hours.

387

You grope your way, eyes smarting, to the exit of the sterilisation dome, but a synthesized voice drones: 'Sterilisation procedure incomplete. Exit denied,' and the door will not budge. You are trapped. Will you:

Thinkstrike blindly at whoever is operating the gas valve? Turn to **397**
Use your Power of Will on the Siriun medtech? Turn to **407**

388

You rush up the stairs and are half way over the wall to the

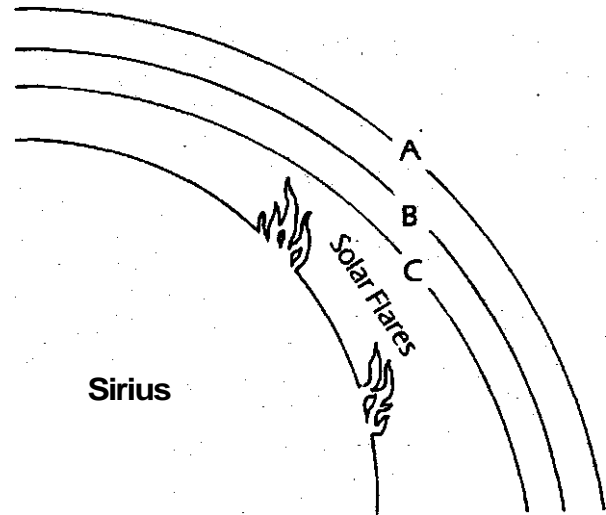
hovpark when there is a blinding flash and a deafening explosion. You are lifted into the air and hurled into the hovcar park, where you lie, stunned. *Lose 6 Endurance points.* You shake your head to clear it, realising you make an easy target for the sniper in the commtower. You roll to your feet and dive for the cover of a parked hovcar. Make an **Evasion Roll**.

If you score 2-6, turn to **382**

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

389

Studying the deep radar display you realise that you are close to three other ships that have picked up sails, not far behind the three who are leading the race. Two others have been forced to turn towards the second line of sails. Now that you have a sail with which to fly around the sun, you must concentrate on orbiting it without being engulfed in a solar flare, at the same time staying close enough to the sun so that the orbit is completed before your neutron shields overload.



The Computer has projected three possible courses onto the radar display. Which course will you take:

Course A, within 5,000 miles of the sun's surface?

Turn to **103**

Course B, 12,000 miles from the sun's surface? Turn to **95**

Course C, 25,000 miles from the surface of the red giant?

Turn to **83**

390

You seek out the mental pattern that marks the mind of the parasite and hurl a blast of psychic energy at it. The Symbiont staggers back and screams as the mound on his back seems to sag, pulsing more slowly than usual. Instantly, the Symbiont turns and runs towards the hills where your Time Machine lies. Looking around you can see that the battle still rages around the Achaean ramparts - indeed it looks as though the Trojans have breached one of its gates. A charioteer passes by with a single occupant. Will you:

Chase after the Symbiont on foot?

Turn to **410**

Try and control the mind of the charioteer, using Powers of Will and ride with him after the Symbiont?

Turn to **400**

391

You peer through a gelquartz window which distorts the inside of the warehouse to make things appear nearer, as if you were looking into a goldfish bowl. You can hear no sound through the warehouse door, but one glance confirms that you have found your quarry. Yelov is working on his Time Machine. The Symbiont is helping him and Dark Star is talking to Sparrowhawk. These two are sitting on hovercouches halfway between you and the Time Machine. No-one has noticed you, but your quarry are all armed. A poor Barbarossi lies quivering helplessly on the ground behind the Time Machine. Will you:

Order Chameleon to open the door and walk in, pretending he is a local Barbarossi?

Turn to **341**

Burst the door down together after Chameleon has reverted to human form?

Turn to **289**

Tell Chameleon to mimic a Barbarossi's death call and see if they come out to investigate?

Turn to **279**

Order Sosquilla to walk in and use her emotion increasing powers?

Turn to **255**



392

You aim the Peacemaker at him and squeeze the trigger. Make an **Attack Roll**.

If you score 2-6, turn to **354**

If you score 7-12, turn to **374**

393

Whilst the graduation ceremony is taking place you steal a few minutes to walk to the Rec Centre and watch the preview of the next Solar Racer Grand Prix about to take place around the red giant sun, Sirius. You are familiar with the principles behind tacking against and running before the solar wind, but you would not relish the thought of taking part in so dangerous a sport. The punters are tipping the Lord of TIME, Pilota of Lastlanding, to successfully defend her championship but you cannot help feeling that she is irresponsible to subject herself to such danger when her responsibilities as a Lord of TIME are so great. You decide to tear yourself away from the preview and return to duty. Turn to **100**.

394

You aim and activate the hunter/seeker and toss it into the air. Cross it off your Agent Profile. It hovers for a moment, orientating itself on the Thaccoid and then, with a whirring hum, streaks towards it, slamming into its body sac with a wet slap. The Thaccoid hops back, rearing up on its back legs, thrashing at the air in obvious pain. Then it begins to scream loudly, a high pitched bubbling sound. Its legs give way and it falls to the ground, twitching horribly. Soon it is still. Suppressing the revulsion you feel at the sight of it, you examine it. It is dead. The reptilian knockout drug has reacted violently with its alien metabolism and has killed it within seconds! Thankful for your good fortune, you skirt its bloated body and open the steel door. Turn to **242**.

395

An unnatural hush falls in the narc-bar as the three armed Phocians, sworn enemies of the Federation, walk over to you menacingly. 'Newly arrived, Earther? A long way from your nest, aren't you?' caws one in a rough imitation of FedSpeak. Their hawk-like faces make them look chillingly cruel, but it is not their beaks which you fear, but their ultralasers, deadly weapons with which it is difficult to miss, the only drawback of

such weapons being that it is easy to catch one's friend in their wide blast pattern. These Phocians are obviously space pirates, well used to killing Earthers. As soon as he became aware of his surroundings, Blade had moved away from you and now he advances on the Phocians, weapon drawn. 'Our bodyguard,' says Chameleon, pointing to the mighty Rigellian. The Phocians can see the battle-light in his eyes and they turn away, but not before one of them comments disparagingly, 'Pumped up blue-skinned Earther.' Blade appears to take the insult of being called an Earther lightly and you sit down to confer in a dark alcove. Turn to **183**.

396

You are a second too slow and as you are about to fire your blaster the Symbiont's Ego Whip assaults your mind again. A level of anguish you have never before experienced lashes your brain and you reel back under the onslaught. You are unable to defend yourself as the Symbiont fires another explosive missile at you. This time it hits your head, leaving it a blackened ruin and killing you instantly.

397

There is the thump of a falling body outside the dome. You have stunned the gas valve operator, but the valve is still open and the burning ammonia begins to corrode your flesh as it continues to pour into the dome. *Lose 5 Endurance points*. You decide to attempt to leave the dome by the door you entered to face the Sirius medtech. As you burst out of the dome she spins towards you, a startled look on her face. Turn to **367**.

398

You hurl a blast of mental energy at the cannon-carrying man. Make a **Thinkstrike Roll**.

If you score 2-6, turn to **16**

If you score 7-12, turn to **28**

399

You peer through a gelquartz window which distorts the inside of the warehouse to make things appear nearer, as if you were looking into a goldfish bowl. You can hear no sound through the warehouse door, but one glance confirms that you have found your quarry. Yelov is loading polybdenum rods into his Time Machine. The Symbiont is helping him and Dark Star is talking

to Sparrowhawk. These two are sitting on hover couches half way between you and the Time Machine. No-one has noticed, you, but your quarry are all armed. A poor Barbarossi lies quivering helplessly on the ground behind the Time Machine. Will you:

Order Chameleon to open the door and walk in, pretending he is a Barbarossi? Turn to **381**
Burst the door down together after Chameleon has reverted to human form? Turn to **375**
Tell Chameleon to mimic a Barbarossi's death call and see if they come out to investigate? Turn to **365**

400

You reach out and seize control of the unsuspecting Trojan charioteer with relative ease. You force him to come to where you stand and you jump in. The charioteer whips the horses and they surge forward. You are almost wrenched out of the chariot but you manage to grab the wicker-work railing. The chariot hurtles after the Symbiont, who seems to be running inhumanely fast. Perhaps the parasite infuses him with some chemical that improves his muscle efficiency. The chariot is bouncing along like a mad thing and it is all you can do to stay in the car. The charioteer seems unaffected, however, subtly shifting his weight to cope with the rough ride, his eyes staring ahead listlessly, his mind under your domination. Slowly you are gaining on the Symbiont, who looks over his shoulder at you continuously. You are almost upon him when you notice his back heave and pulse - the parasite has recovered from your mental attack. You sense the Ego Whip in action. Suddenly your driver throws his arms to his head and rocks back, howling in agony. Seconds later, he topples from the speeding chariot to hit the ground, rolling to a stop, where he lies inert. The chariot, driverless, begins to veer off. Quickly, you pick up the reins but you have absolutely no training in this area. Suddenly a wheel strikes a rock lifting you from your already precarious position into the air. You try to roll with the fall as you plummet to the ground. Make an **Evasion Roll**.

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

401

Now that you have interviewed the three candidates you must

make your choice. If you wish to consult a computer to examine their files, note down this paragraph number then turn to **53**. *Remember to return to this paragraph when you have finished with the files.*

When you have all the information you need and are ready to make your choice, turn to **411**.

402

You aim and activate the hunter/seeker and toss it into the air. Cross it off your Agent Profile. It hovers for a moment, orientating itself on the Thaccoid and then, with a whirring hum, streaks towards it, slamming into its body sac with a wet slap. The Thaccoid hops back, rearing up on its back legs, threshing at the air in obvious pain. Then it drops to the ground and backs up. Then to your surprise it bounds forward and whips its two clawed front legs at you, trying to grab you again. It is obviously not seriously affected by the drug and you must try to avoid its attack, as you curse the research technicians of the weptech Section. Make an **Evasion Roll**.

If you score 2-5, turn to **256**
If you score 6-12, turn to **264**

403

You follow in Singleship Sly's wake, chasing him for the lead, the other racers strung out behind you, when a cloud of fiery matter erupts from the sun. As it cools it coalesces into small comets which shoot towards your ship. Miraculously you are not hurt, but Singleship Sly's racer breaks up in front of you. You struggle to turn the ponderous lightsail before you crash into its remains. Make an **Evasion Roll**.

If you score 6-12, turn to **293**
If you score 2-5, turn to **283**

404

As the battle rages on, your Psychic Awareness tells you someone is nearby and you pick up the thought waves of a kind of double mind, a human mind tainted in some way. Spinning round you see a man staring at you fixedly. He is dressed as a Trojan warrior with spear and shield except he has a long white robe, humped at the shoulders as if he had a backpack strapped to them. You recognise the Symbiont from the CYBERNET files. It is he who has come to Troy. Yelov must have taught him,

and the parasite, how to use a Time Machine. 'Section Chief, Falcon, himself/ he says, but it seems hard for him to speak. 'I - we - are honoured that you have come in person/ he goes on sarcastically, through clenched teeth. Then the hump under his robe seems to pulsate and his brow furrows in concentration. A mental wave, a kind of whip-like Thinkstrike hits you and intense pain seizes your mind, rising to a crescendo of agony. Desperately you try to fight the mental assault. Make a Power of Will Roll as you try to deflect the psychic attack with your own mind.

If you score 2-6, turn to **30**

If you score 7-12, turn to **260**

405

An 'unnatural hush falls in the narc-bar as the three armed Phocians, sworn enemies of the Federation, walk over to you menacingly. 'Newly arrived, Earther? A long way from your nest, aren't you?' caws one in a rough imitation of Fedpeak. Their hawk-like faces make them look chillingly cruel, but it is not their beaks which you fear, but their ultralasers, deadly weapons with which it is difficult to miss, the only drawback of such weapons being that it is easy to catch one's friend in their wide blast pattern. These Phocians are obviously space pirates, well used to killing Earthers. Will you:

Yell Thinkstrike Chameleon!?"

Turn to **307**

Use your blaster?

Turn to **315**

Use your Power of Will on the Phocian who spoke?

Turn to **329**

406

The man has a weak mind, he is a low level CYBERNET thug used to following others. You concentrate your will and seize control of him. Just then a loud roar fills the air. Swooping low over the hovcar park towards you is a plain, unmarked jetcopter, which is illegal. At its side is mounted the vicious looking snub turret of a pulse laser, also illegal of course. It almost certainly belongs to CYBERNET. Only they would have the resources to deploy such equipment. It opens fire, spitting pulses of energy, strafing the hovcar park, the small explosions getting nearer and nearer to you. Will you:



Force the man under your control to fire his laser cannon at the jetcopter?

Turn to **416**

Get into the orange and white hovcar and fly away?

Turn to **6**

407

The medtech's mind falls quickly under your control and you force her to open the exit door of the sterilisation dome, before staggering outside, tears streaming from your smarting eyes. You can tell that she is entirely innocent and intended you no harm. She supposes that the dome had been set up to receive one of the Clyss insectoids by mistake. You decide to waste no time in getting onto Yelov's trail. Turn to **251**.

408

You are not quick enough and its fangs rip through your suit and into your body, injecting deadly venom. You scream in pain as it courses through your body. Seconds later you go completely rigid, paralysed. You can do nothing as it feeds off you, devouring you alive. You go insane before, mercifully, death takes you.

409

As soon as you leave the narc-bar Chameleon transforms himself into a Barbarossi, capering comically on three short fat legs. Mindful that you have already fallen foul of two traps, including that which tipped you into the narc-bar, you tread carefully on your way to Subway Alpha VI where Yelov's hide-out lies. The streets are almost deserted, but the heavy air is still thick with the droning of jetcars and 'copters. You tell Chameleon and Blade not to use any of their powers of the mind until you give the command to attack, lest Yelov senses your approach. A feral battle-light glints in the Rigellian's eye. After no more than five minutes' walk you enter the tunnel of a disused subterranean hovrail which leads to the back of the warehouse. Turn to **271**.

410

You run after him, but the Symbiont is fast - superhumanly so. Perhaps the parasite releases some chemical into Coin Helm that improves the efficiency of his muscles. In any event, he is rapidly outstripping you. He runs up into the hills until he comes to a Time Machine you recognise as Yelov's stolen model A3. The Symbiont has not even bothered to disguise it with a

hologram. You follow, gasping for breath, having run at full pelt for some time. You can do nothing as the Symbiont dematerialises, bound for some other timehole. Despondent at his escape, you return to Falcon's Wing. It looks like the Symbiont's excursion to Troy had no real purpose - probably a diversion you think, and you hurry to return to your office. You set co-ordinates for the Eiger Vault, 3034 AD and soon you are tumbling through the grey nothingness of null-space, bound for home. You may rest in your Autodoc during your journey and *regain up to 12 points of lost Endurance*. Turn to **130**.

411

The fate of the Federation may hang on your choice. Which candidate will you invite to join the TIME police:

Yellowblades, the Rigellian?

Turn to **363**

Sosquilla, the Ardann?

Turn to **373**

The Bounty Hunter?

Turn to **383**

412

You squeeze the trigger and the bullet flies from your Peacemaker with a thunderous crack, just as Yelov is about to fire. It takes him in the chest and he gives a strangled cry of pain and slumps backwards into the cabin, his pistol firing harmlessly into the sky. You can see his booted feet protruding motionless from the doorway. Carefully, you approach him, ready for any tricks, but he makes no move. Looking down you can see that he is dead, you have shot him in the heart. You can hardly believe your eyes as you look down at his body. Finally, you have killed Yelov. The Federation will, at last, be safe from his depredations. An enormous sense of relief comes over you and you turn and walk out into the sun. You notice a pulpy mass, a purplish blob of protoplasm, some feet away from the body of the Symbiont. It is still and its outer edge is cracked and dry. It is the parasite from Hel, having crawled from its host body. It has dehydrated and died in the open sun. You notice that Coin Helm's face is peaceful and calm in death as it never was in life. You gather up the dead and wounded, leaving no trace that this gunfight ever occurred and return to the Eiger Vault, 3034 AD. Turn to **420**.

413

The angle of your course becomes ever more critical as you approach the end of your orbit of Sirius and three other racers are moving in close to crowd you: Pilota's blue and white racer,

the golden discus of the Phocian, Goldwing and the Indigo racer of the insectoid Clyss. Will you:

Continue to jockey for position as they take the
solar wind out of your sails by racing
between you and the sun?
Fly higher and let them through?

Turn to **361**
Turn to **259**

414

The Trojan warriors are shouting 'Hector, Hector,' and a group of men come running to the right to reinforce this flank. At their head in a chariot is a large and burly man, with a magnificent horsehair crest, Hector, the warrior leader and son of King Priam. He leaps from his chariot challenging Diomedes. Hector eagerly rushes in, outstripping his men, but Diomedes waits calmly, hefting his spear and then hurls it at Hector. Perfectly aimed, it strikes Hector on the head, but does not penetrate his helmet. The burly warrior falls to one knee and, completely dazed, he struggles up and staggers back to his own men. Seeing Hector is not seriously hurt they rush forward to engage the Achaeans. Hector leaves in his chariot, presumably to rest for a little while. Then a figure steps out from behind a tall stone pillar on the mound of Ilus. He is of slight build, with rich and ornate armour and holds a bow and arrow. He takes aim and looses the arrow, and it pins Diomedes' foot to the ground, who cries out in pain and surprise. The archer laughs, but Diomedes snaps off the arrow and shouts, 'Paris, you cowardly archer, if you came down here to face me, you would find your bow of little use. The blows of a coward and a weakling such as you are the blows of a woman. Not such are my blows.' Paris laughs again, but comes down from the mound and runs on to another area of the battle. In any case, Diomedes' wound is enough to force him to retire from the battle. You notice that the battle is turning against the Greeks, they are being forced back to their wooden ramparts. Hector, fully recovered now, leads the Trojan assault, but a last-ditch defence focuses around another large Achaean warrior who carries a great shield, almost as large as he is, giving time for the Achaeans to fall back in order. Turn to **404**.

415

As soon as you leave the narc-bar Chameleon transforms himself into a Barbarossi, capering comically on three short fat legs. Mindful that you have already fallen foul of two traps, including that which tipped you into the narc-bar, you tread

carefully on your way to Subway Alpha VI where Yelov's hide-out lies. The streets are almost deserted, but the heavy air is still thick with the droning of jetcars and 'copters. You tell Chameleon not to use any of his powers of the mind until you give the command to attack, lest Yelov senses your approach. After no more than five minutes walk you enter the tunnel of a disused subterranean hovrail which leads to the back of the warehouse. Turn to **399**.

416

You force him to turn and fire the laser cannon. It is a direct hit and the jetcopter erupts into a ball of incandescent flame, bits of smouldering debris crashing to the hovpark. Then a Citpol jetcopter siren wails nearby, the Enforcers have arrived. Suddenly the man with the cannon throws up his arms and collapses. He has been shot by the sniper in the Communication Tower, presumably so he will not fall into your hands, or because the sniper believed he had betrayed him. An Enforcer jetcopter hurtles past, headed for the Communication Tower, whilst another lands on the hovcar park. Two Enforcers in blue and gold uniforms step out. They cover you with their lasguns. 'ID - come on, move!' shouts one rudely. You hand him your ID chip and he inserts it into a wrist terminal. 'Ah, er, Section Chief Falcon, eh? Well, what's been going on here, Sir?' he asks. You tell him and he nods. 'We'll have to have a full report later.' With that he steps back into the jetcopter and leaves, bathing you in exhaust fumes. TIME is not popular with the Enforcers. Using a public holophone, you call the TIME building and ask for a security hovcar to come out and pick you up. Soon you are back in the High Security Wing of the TIME building. Turn to **8**.

417

The Silver Dart launches through space towards the second line of sails and the deep radar display shows that all of the other racers, with the exception of one, have docked with lightsails in the first row and have turned towards the sun, now bearing a two mile span of silver mesh with them, like space-faring Portuguese Men O'War. The exception is just ahead of you, the snub-nosed green racer of Greta Erikson, the navy pilot. You watch as she uses her retros to slow her down and docks with one of the sails. You manage to copy her and there is a grinding and a jolt as the nose of your ship slides into place in the hub of the sail, then you follow in Greta's wake, towards the great red orb of the sun. Turn to **299**.

418
[Score an X]

You twist aside, barely managing to fend off its fangs, which crash into the gridded floor. It rears up to strike once again at its trapped victim. If you have a mini-laser on your wrist, turn to **346**. If not you can only try to avoid its fangs once again. Turn to **408**.

419

You lose time as the Silver Dart sways majestically out of the path of Lord Pilota's racer and out onto a higher orbit. You catch sight of the Clyss insectoid's racer which floats along in her wake as she corrects her course to fly the path that you would have flown. By the time you are on your new course two other racers have overtaken you and one of them seems to slacken speed, dropping back towards you. As the racer drops back towards you, you see it is black with red flames licking backwards from its nose as if Sirius itself has kindled it. Will you:

Try to steer the Silver Dart so that the Indigo racer of the insectoid Clyss comes between you and the black one?	Turn to 371
Continue on your present course?	Turn to 131

420

A few days later, you are sitting in the Hall of Honours, in front of the horseshoe-like desk behind which all the Lords of TIME are gathered - Silvermane the Rigellian, Jobanque, Pilota and R'lllk the Keladi, who floats in a large tank of sea water. Jobanque says, 'I hope you have rested well, Falcon. You'll be glad to hear all of your agents have recovered and are well and that we've retrieved Yelov's model A3. Once again you have exceeded our expectations. Without you the Federation would be in ruins, there's no doubt of that. I'm afraid we simply do not have any honours left to bestow on you - other than making you a TIME Lord,' and he laughs, as if the idea were somehow ridiculous. 'You are much more valuable in the Special Agent Section. We could create another award just for you but that seems a little indulgent. We can only offer you the heartfelt thanks of all the Lords of TIME. Thank you Falcon.' He beckons you over, and shakes your hand. 'Good work, the best agent, and the best Section Chief I could ever hope to command,' he says under his breath.

You move on to Lord Silvermane, who lays a massive hand on your shoulder, and mumbles, 'A fine display of martial prowess, Falcon. You would have made a good Rigellian, with a little meat on your bones!' This is indeed a high compliment to receive from a Rigellian.

Lord Pilota looks you up and down and says officiously, 'The Government of Lastlanding extend their thanks to you in recognition of your deeds,' and then she leans forward conspiratorially and whispers, 'You were pretty good out there at Sirius. We must have a solar race, just the two of us. I've an excellent racer I'd like you to try.'

R'lllk the Keladi, a cross between a giant crayfish and a giant squid bubbles nonsensically and your Universal Translator renders it as, 'I am empowered to bestow on you the highest honour a Keladi can bestow on a non-Keladi. You are henceforth an honorary clan member of Kelados and entitled to all the rights accruing to a clan member.' There is a short pause and then, 'And expected to perform all those duties and obligations a clan member is expected to perform.' You thank him and decide you had better do some quick reading on Keladi culture, to find out exactly what this entails.

The ceremony over, you hurry back to your office - you have more important things to attend to, you tell yourself, such as locating your old comrade and friend, Agent Bloodhound ...

SCORING FOR *FALCON 4: LOST IN TIME*

If you have played *Falcon 4: Lost in Time* and would like to rate your skill as an Agent of TIME, here are the points equivalent to the letters you should have recorded.

Q = -1 D = +1 K = +1 H = +1 P = -1 W = -1
Y = -1 L = +1 R = -1

If your score was:

-6 or below

You are offered a job you can't refuse - tying Silvermane's bootlaces,

-2 to 0

Demoted to Cadet - 'Get back to the Academy, Falcon.'

1-3

Congratulations, you deserve your place in the Special Agent Section.

4-5

Well done, a highly competent performance - your hologram has gone up in the Hall of Fame.

6-8

You're the best agent TIME has ever had - you're on line for promotion.

9+

As long as you are alive, Earth is safe.