



ESCAPE FROM TENOPIA TENOPIA ISLAND

BY EDWARD PACKARD
RE-VISUALIZED BY BENIGNO PADILLA III

FOWARD





LEGEND

NW =
NORTHWEST
NE =
NORTHEAST
SW =
SOUTHWEST
SE =
SOUTHEAST



MULTIPLE SPLITS



TRIPLE SPLITS



DOUBLE SPLITS



MULTIPLE SPLITS



HOLOGRAPHIC GEOLOGICAL PROJECTION SYSTEM
(HGPS) ICON



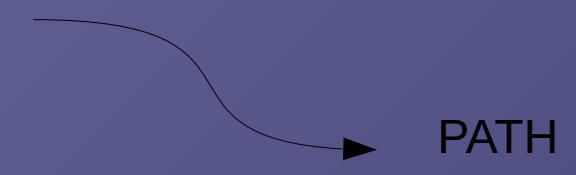
REVERSE
MOVES BACK A PAGE



FOWARD
ADVANCES A PAGE



STORYLINE





NOTICE !!!

YOU ARE ABOUT TO EMBARK ON A JOURNEY, ONE THAT WILL TAKE YOU TO THE DARKEST PARTS OF OUR GALAXY: TENOPIA. CAN YOU ESCAPE?

EQUIPMENT:

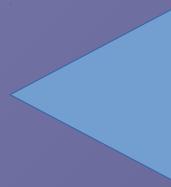
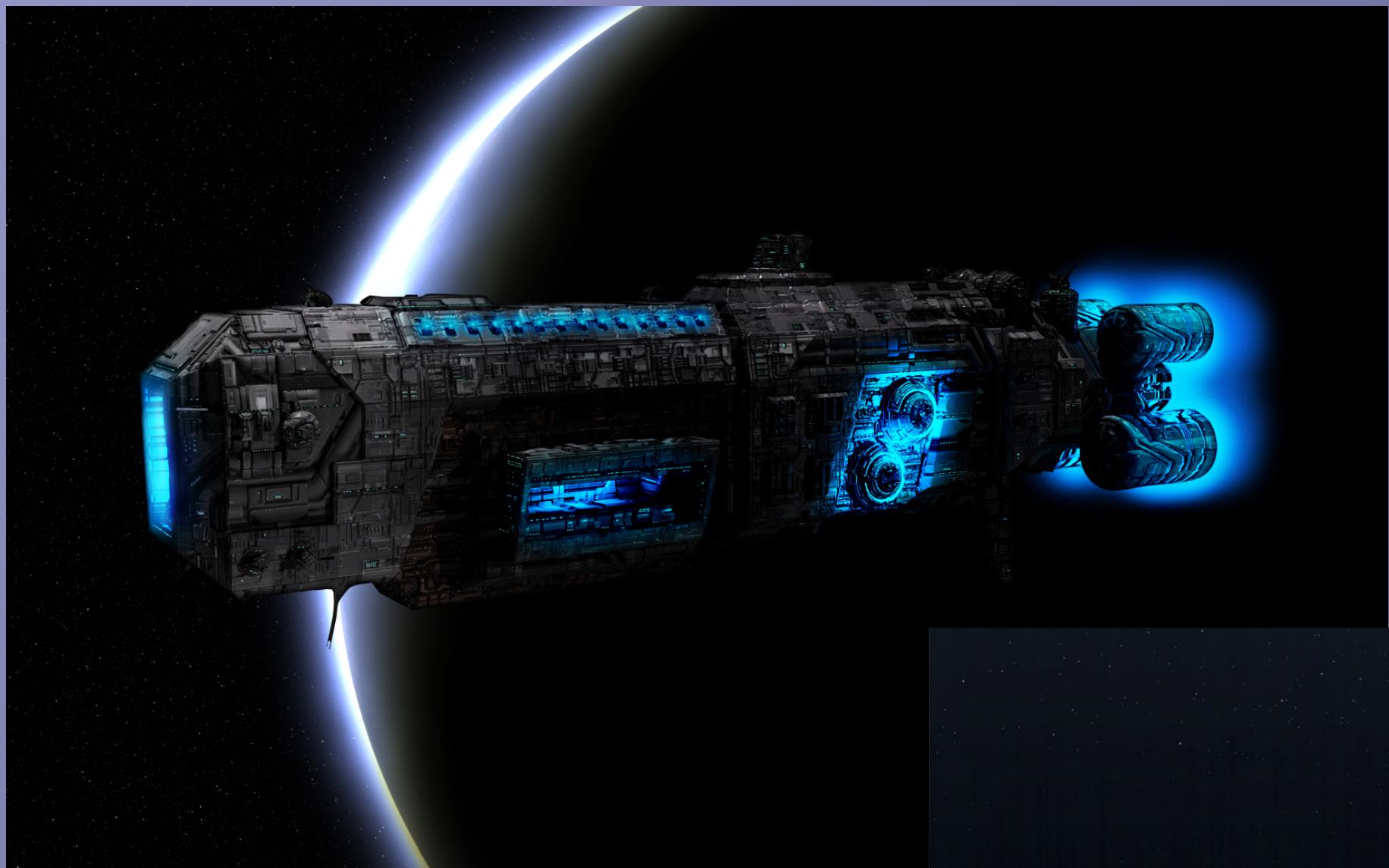
YOU WILL BE GIVEN A HGPS (HOLOGRAPHIC GEOLOGICAL PROJECTION SYSTEM) DEVICE THAT WILL PROJECT YOUR COORDINATES AND SURROUNDINGS. IF YOU GET LOST YOU CAN ACCESS THE MAPS WHEN YOU SEE THE HGPS DEVICE ICON



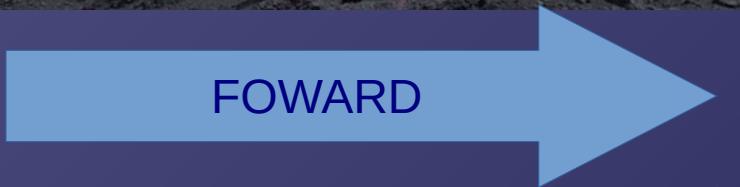
BE SURE TO REMEMBER YOUR PAGE WHEN ACCESSING THE MAP, DON'T WANNA GET LOST NOW.
WHETHER YOU MAKE IT OUT OF TENOPIA ISLAND, ALL DEPENDS ON YOU.
DO YOU HAVE WHAT IT TAKES? WE SHALL SEE...

REVERSE

FOWARD



REVERSE



FOWARD



ON A MISSION FROM EARTH TO THE MYLEAN CLUSTER, YOU ARE HIT BY A METEOR.

YOUR ESCAPE POD ONLY HAS ENOUGH FUEL TO REACH TENOPIA, THE FIFTH PLANET OF STAR SYSTEM TENOPIA.

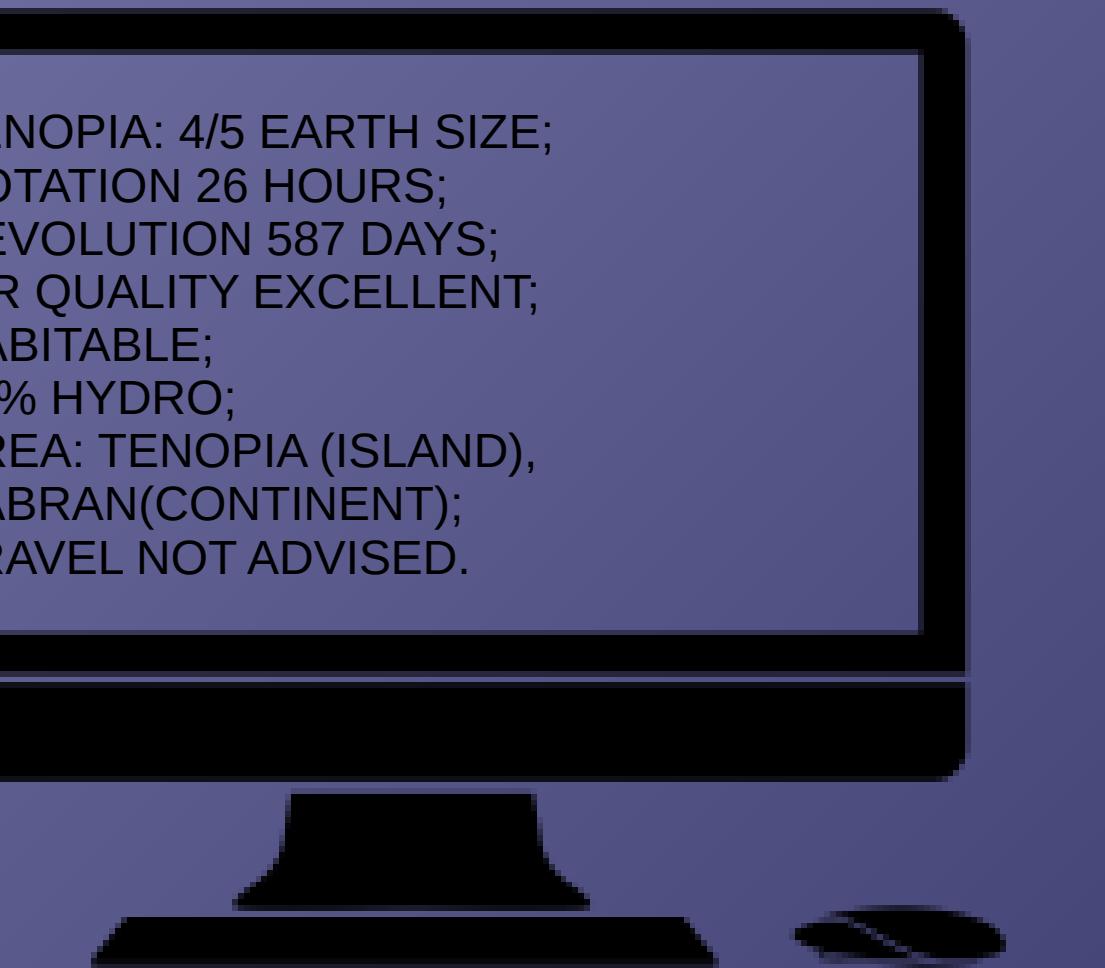
AFTER SCANNING YOUR PODS COMPUTER DISPLAY, YOU BRACE FOR ENTRY INTO TENOPIA'S ATMOSPHERE.

EQUIPPED WITH ONLY YOUR HGPS, WHICH PROJECTS A MAP OF YOUR SURROUNDINGS.



ALERT! ALERT!
ENTRY PHASE: LANDING TARGET NEAR KRELIA. THE PODS COMPUTER DISPLAYS, AN AERIAL VIEW OF TENOPIA.

TENOPIA: 4/5 EARTH SIZE;
ROTATION 26 HOURS;
REVOLUTION 587 DAYS;
AIR QUALITY EXCELLENT;
HABITABLE;
80% HYDRO;
AREA: TENOPIA (ISLAND),
KABRAN(CONTINENT);
TRAVEL NOT ADVISED.



REVERSE

FOWARD

► GO ON TO THE NEXT PAGE.



Page : 2



GO ON TO THE NEXT PAGE.

REVERSE

FOWARD



GO ON TO THE NEXT PAGE.

REVERSE

FOWARD



AFTER LANDING, AS YOU EXIT THE POD, YOU SEE THAT YOU ARE SURROUNDED BY GIANT HALF-HUMAN CREATURES. YOU ARE ESCORTED, BLINDFOLDED, INTO A DIMLY LIT CAVERN.

YOU ARE SEARCHED. THE CREATURES – CROGOCIDES- FIND YOUR HGPS BUT THEY TOSS IT ASIDE, BELIEVING IT TO BE USELESS. MOMENTS LATER YOU RETRIEVE YOUR DEVICE.

YOU HAVE BEEN CONDEMNED TO SLAVERY IN THE KRELUM MINE. YOU MAKE A FRIEND, PRESPAR, WHO KNOWS OF A SECRET TUNNEL THAT LEADS TO THE SURFACE, AND PROMISES TO SHOW YOU TOMORROW.

YOU ASK PRESPAR, "HOW DO I GET TO THE NEAREST GALACTIC PATROL STATION?"

TURN TO PAGE 10.

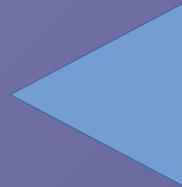
REVERSE

FOWARD



← REVERSE

FOWARD →



REVERSE



FOWARD



THREE CROGOCIDES SIEZE YOU. BLINDFOLDED, YOU ARE TRANSPORTED BY CART, BOAT, AND THEN CART AGAIN TO THE KRELIUM MINE.

YOU ARE PUT BACK TO WORK IN THE MINES. AFTER SEVERAL DAYS YOU FINAL GET A CHANCE TO ACCESS THE SECRET TUNNEL.

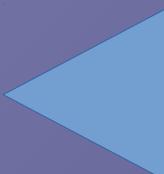
IT'S STILL OPEN! BACK ON THE SURFACE OF TENOPIA, YOU CONTINUE YOUR JOURNEY.



TO CHECK MAP, SEE PAGE 17.



IF YOU HEAD SOUTH,
TURN TO PAGE 16.
IF YOU HEAD NORTHEAST,
TURN TO PAGE 20.

 REVERSE

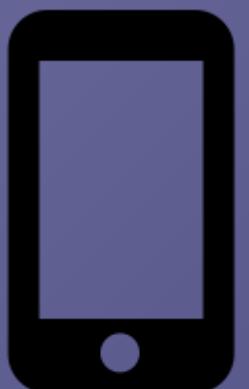
FOWARD 



ONCE AGAIN, YOU HAVE REACHED THE ANTI-AVIARY OF THE RED-WINGED BIRD PEOPLE.

KUMBA GREETS YOU AND ADVISES YOU TO HEAD SOUTH TO THE RAPOOR RIVER.

KUMBA SHOWS YOU THE TRAIL THAT LEADS THROUGH THE FOREST.



TO CHECK MAP, SEE PAGE 17.

► TURN TO PAGE 44.

REVERSE

FOWARD



AS YOU CONTINUE ON, YOU FIND FRUIT AND NUTS. IN THE DISTANCE YOU SEE A VILLAGE. AS YOU APPROACH IT, YOU ARE MADE UNEASY BY THE SOUNDS OF SCREAMS AND FIGHTING.

IF YOU HAVE BEEN TO ANARCHIA BEFORE, TURN TO PAGE 23. IF NOT, READ ON....

HIDING, YOU LOOK FOR A ROAD OUT OF TOWN. YOU RUN INTO NEM, THE ADORABLE BIRD CHILD.

"MY NAME IS NEM, YOU ARE IN ANARCHIA, THE WORST PLACE IN TENOPIA. YOU MUST LEAVE OR YOU WILL DIE, SURELY". YOU REPLY, "LEAD THE WAY".

► **TURN TO PAGE 12.**

REVERSE

FOWARD



THE ONLY STATION IS KABRAN, IT IS IMPENETRABLE BY LAND OR WATER. ALSO, YOU MUST ESCAPE THE ISLAND FIRST.

PRESPAR'S FRIEND, KIN RUGG OWNS A HELODROP(BALLOON), AND OWES HIM A FAVOR. PRESPAR PROMISES HELP.

YOU THANK PRESPAR AND ASK HIM, "IS THERE ANYTHING ELSE I SHOULD KNOW?"

PRESPAR REPLIES, "BEFRIEND THE BIRD PEOPLE; AGRON, AS WELL, BUT BEWARE THE CROGOCIDES! AND STAY CLEAR OF CAPE MORI."

→ GO ON TO NEXT PAGE.

REVERSE

FOWARD



HOW DO I TRAVEL?

CROGOCIDES RIDE ZEKEES,
SHAGGY ANIMALS. YOU WILL
HAVE TO WALK OR HITCH A
RIDE ON A COASTAL SHIP.

TWO GUARDS APPROACH
AND PRESPAR TURNS AWAY.
YOU PRETEND TO BE A
SLEEP, WONDERING IF
FREEDOM IS ONE DAY AWAY.

► TURN TO PAGE 14.

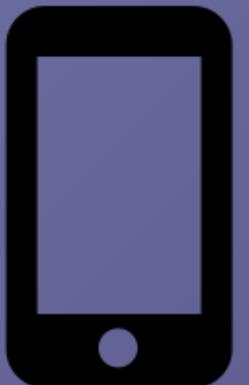
REVERSE

FOWARD



NEM LEADS YOU DOWN A ROAD THAT BRANCHES INTO TWO TRAILS.

"THE TRAIL TO THE EAST, THROUGH THE LAND OF THE DIVING BIRDS IS DANGEROUS, GOING SOUTH WOULD BE WISER", SAID NEM.



TO CHECK MAP, SEE PAGE [21](#).

IF YOU DECIDE TO TAKE YOUR CHANCES WITH THE DIVING BIRDS, TURN TO PAGE [28](#).

IF YOU GO SOUTH TO AVOID THE DIVING BIRDS, TURN TO PAGE [31](#).



REVERSE

FOWARD



← REVERSE

FOWARD →



EARLY THE NEXT MORNING
PRESPAR HELPS YOU TO
ESCAPE.

YOU REACH THE SURFACE.
THE LANDSCAPE IS
MESMERIZING, WITH A SUN
FOUR TIMES THAT OF
EARTH'S.

GOING NORTHEAST IS YOUR
GOAL, BUT GOING SOUTH
PROVIDES PROTECTION.

USING YOUR HGPS, YOU
DISPLAY A MAP OF YOUR
SURROUNDINGS;
THE ROAD LEADS NE
THROUGH MEADOWS; SOUTH
THROUGH A DENSE
FOREST; ZINDOR LIES TO THE
EAST.



TO CHECK MAP, SEE PAGE 17.



IF YOU HEAD NORTHEAST,
TURN TO PAGE 20.
IF YOU HEAD SOUTH,
TURN TO PAGE 16.





YOU LOOK FOR THE ROAD LEADING OUT OF KACITA TO THE SOUTH.

YOU COME ACROSS THE BIRD MAN IN THE MIRRORED ROBE. FOCUSED, HE DREW ON HIS SLATE:

ZINDOR IS IN
THE LAVA FIELDS

SOON YOU ARE ON THE ROAD, ONCE AGAIN.



TO CHECK MAP, SEE PAGE 17.

► TURN TO PAGE 86.

REVERSE

FOWARD



AFTER SEVERAL HOURS OF TRAVELING, YOU HEAR MUSIC AND A CHORUS OF VOICES, CHANGING FROM DISSONANCE TO HARMONY.

IF YOU HAVE VISITED THE RED-WINGED BIRD PEOPLE BEFORE, TURN TO PAGE 8. IF NOT, READ ON...

TWO RED-WINGED BIRD PEOPLE SPRING OUT FROM BEHIND A TREE. OTHERS JOIN THE TWO, UNTIL YOU ARE COMPLETELY SURROUNDED.

OUT OF FEAR, YOU TELL THEM OF YOUR QUEST FOR ZINDOR, BUT IT TURNED OUT THEY WERE FRIENDLY.

THEIR LEADER KUMBA SPOKE, "IF YOU EVER REACH THE VILLAGE OF ISSUS ON THE SHORE OF LAKE SHONRA, YOU WILL SEE A SIGNPOST WITH 3 SIGNS."

"FOLLOW THE SIGN THAT IS MOST DIFFERENT THAN THE OTHER TWO."

► TURN TO PAGE 19.

REVERSE

FOWARD



← REVERSE

FOWARD →



← REVERSE

FOWARD →



WHILE THANKING KUMBA FOR HIS ASSISTANCE, YOU ARE ALERTED TO THE PRESENCE OF CROGOCIDES.

KUMBA SAID, "YOU MUST LEAVE, IF YOU GO EAST, YOU WILL END UP IN STEAMING WASTES; IF YOU GO SOUTH, YOU'LL RUN STRAIGHT INTO THE CROGS; IT'S BEST TO HEAD WEST, TOWARD KACITA."



TO CHECK MAP, SEE PAGE 17.

IF YOU TAKE A CHANCE ON GOING EAST, TURN TO PAGE 31.
IF YOU PLAY IT SAFE AND HEAD WEST, TOWARD KACITA, TURN TO PAGE 24.

REVERSE

FOWARD



HEADING NORTHEAST, YOU LOOK BACK TO SEE IF CROGOCIDES ARE FOLLOWING.

THE ROAD FORKS TO THE RIGHT, LEADING TO A BRIDGE THAT CROSSES THE RIVER KREE.

YOUR HGPS ALERTS YOU. YOU CHECK IT FOR CLUES TO DECIDE ON WHICH WAY TO GO.



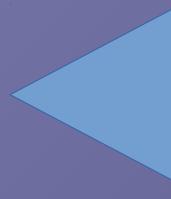
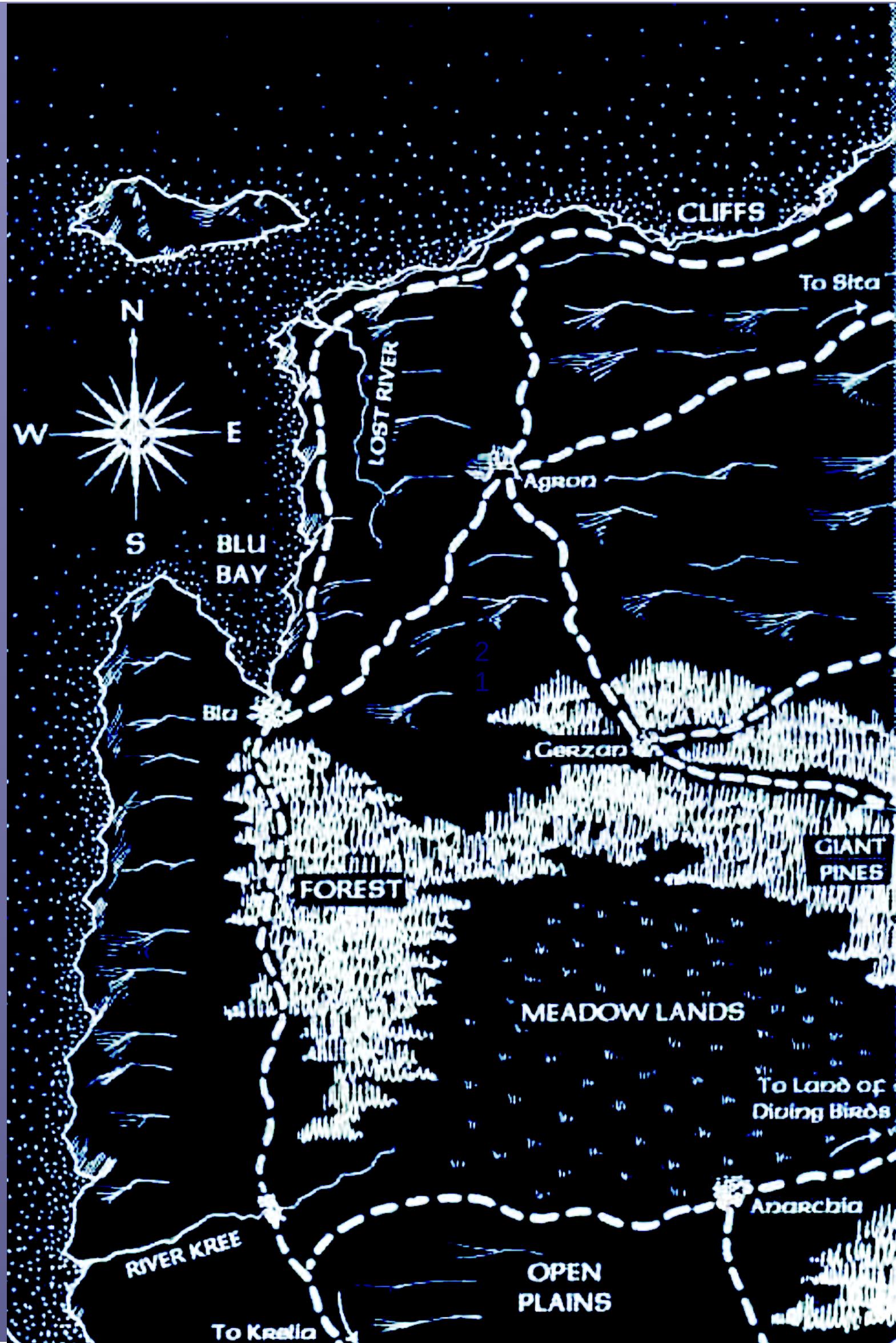
TO CHECK MAP, SEE [NEXT PAGE](#).

IF YOU TAKE THE ROAD TO THE RIGHT, TO ANARCHIA, TURN TO [PAGE 9](#).

IF YOU CONTINUE STRAIGHT AHEAD ACROSS THE RIVER TO BLU, TURN TO [PAGE 26](#).

REVERSE

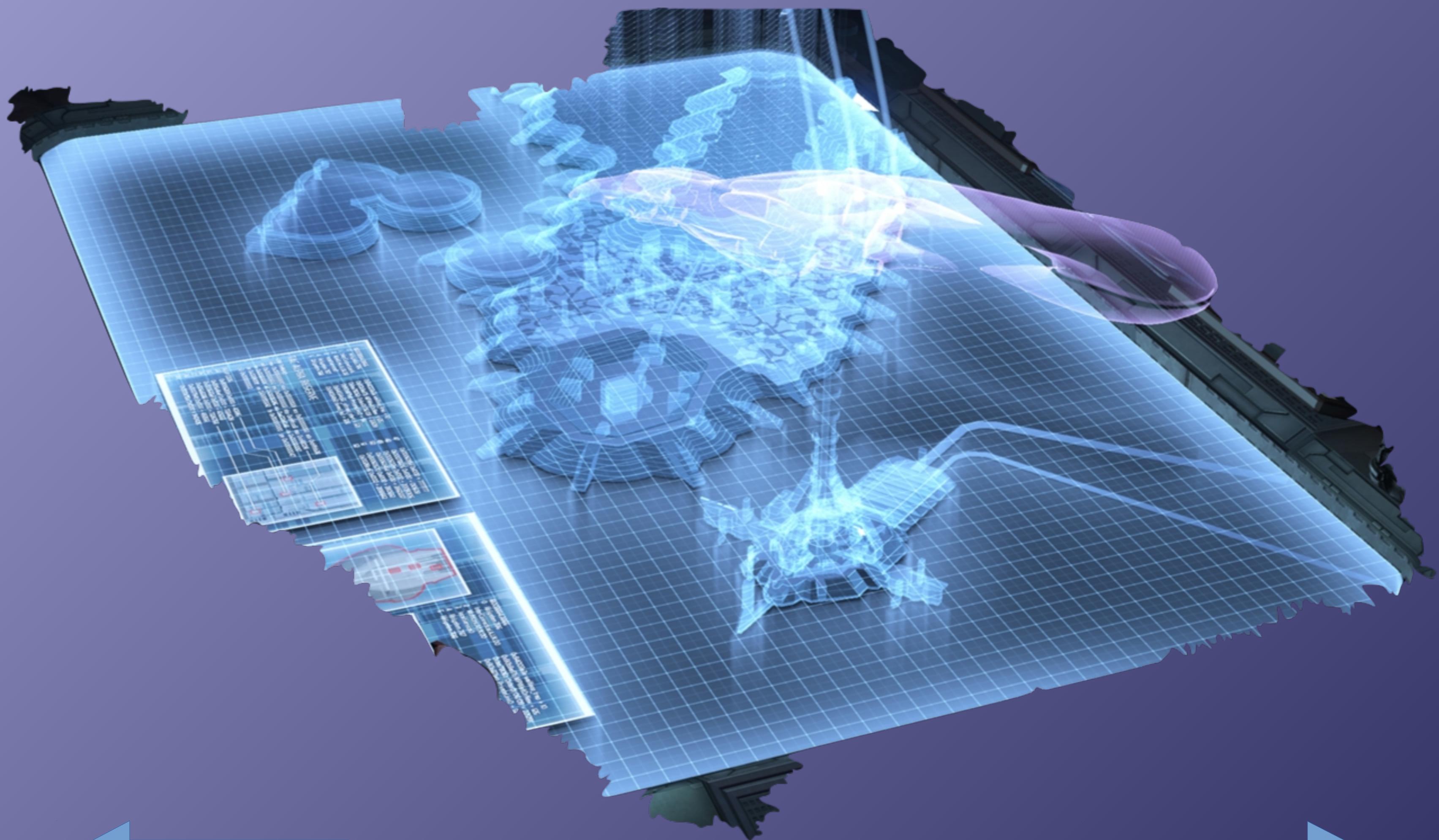
FOWARD



REVERSE



FOWARD





NOT ANARCHIA, AGAIN. (SMH)
YOU WAS LUCKY TO GET
AWAY BEFORE. NO TIME FOR
HANGING OUT...

LOOKING AT YOUR HGPS,
YOU NOTICE AGRON IS
NORTH OF YOU. WITH EASY
TERRAIN AHEAD, YOU HEAD
OUT NORTH ACROSS THE
COUNTRYSIDE.



TO CHECK MAP, SEE PAGE 21.

► TURN TO PAGE 39.

REVERSE

FOWARD



YOU JUMP FOR JOY AT THE SIGHT OF THE ATTRACTIVE HOUSES OF KACITA.

IF YOU HAVE ALREADY BEEN TO KACITA, TURN TO PAGE 15. IF NOT, READ ON...

THE PEOPLE SEEM FRIENDLY BUT THEY DO NOT SPEAK.

YOU WANDER DOWN NARROW TWISTING ALLEYS. YOU SEE A BIRD MAN AND INQUIRE ON HOW TO GET TO ZINDOR.

THE BIRD MAN TAKES OUT HIS SLATE AND WRITES:

► GO ON TO NEXT PAGE.

REVERSE

FOWARD



YOU CAN'T QUITE MAKE OUT
WHAT THE BIRD MAN
WROTE, BUT FOR SOME
REASON THE LETTERS
SEEMED STRANGELY
FAMILIAR.

FIND CHAWAKELAMPAHA

LOOKING AT YOUR MAP, YOU
DECIDE TO AVOID THE ROAD
THROUGH THE STEAMING
WASTE.

YOUR OPTIONS ARE:



TO CHECK MAP, SEE PAGE 17.

IF YOU FOLLOW THE ROAD
SOUTHEAST, TURN TO PAGE 44.
IF YOU FOLLOW THE ROAD
SOUTH, TURN TO PAGE 86.

REVERSE

FORWARD



YOU JUMP FOR JOY AT THE SIGHT OF THE ATTRACTIVE HOUSES OF KACITA.

THE BIRD PEOPLE OF BLU HARBOR TELL YOU THAT THE HARBOR IS TOO SHALLOW FOR LARGE BOATS.

YOU ASK OF AGRON, WHO IS NORTHEAST OF YOUR CURRENT POSITION.

THE ALTERNATIVE, TRAVEL UP COAST TO GET A BOAT TO THE EAST END OF THE ISLAND.

TO CHECK MAP, SEE PAGE 21.



THE BIRD PEOPLE WARN THAT IF AGRON THINKS YOU WERE SENT BY THE CROGOCIDES, YOU WILL BE THROWN IN THE DUNGEONS.

IF YOU CONTINUE ALONG THE COAST, TURN TO PAGE 37.

IF YOU HEAD TOWARD AGRON, TURN TO PAGE 33.

REVERSE

FOWARD



AGRON LISTENS WITH WONDER, AS YOU RECOUNT YOUR EVENTS LEADING UP 'TIL NOW.

AGRON TELLS YOU OF ZINDOR, AND HOW IT PROTECTS HIM FROM THE CROGOCIDES.

IT LIES NESTED IN THE LAVA FIELDS OF KEONA VOLCANO. CROGOCIDES FEAR THE VOLCANO

IN ORDER TO REACH THE VOLCANO, HEAD SOUTH EAST TOWARD GERZAN, BUT DANGER AWAITS "CROGOCIDES. OR GO NORTHEAST TO SITA."



TO CHECK MAP, SEE PAGE 21.

IF YOU GO NORTHEAST TO SITA, TURN TO PAGE 68.

IF YOU RISK GOING SOUTHEAST TO GERZAN, TURN TO PAGE 38.

REVERSE

FOWARD



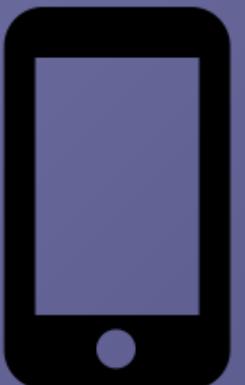
YOU TRAVEL THROUGH ROLLING MEADOWS SPOTTED WITH GIANT PINE TREES.

AS YOU CONTINUE ON, YOU HEAR A SHRIEK FROM ABOVE.

AS YOU DART TOWARD THE WOODS, THE BIRD SHAKES ITSELF OFF, FLAPS ITS WINGS, AND IS AIRBORNE AGAIN.

IT'S A GIGANTIC BLUE BIRD, DIVING RIGHT AT YOU. YOU HOP OUT OF ITS PATH AND IT SLAMS INTO THE GROUND CREATING A THUNDEROUS SOUND.

TO YOUR DISMAY, THE SKY BEGINS TO DARKEN WITH THE PRESENCE OF MORE BIRDS.



TO CHECK MAP, SEE [NEXT PAGE](#)

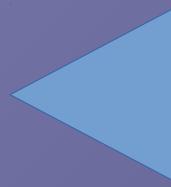
SHOULD I GO SOUTHEAST AND TRY TO DODGE THEM, OR NORTHEAST THROUGH THE WOODS?



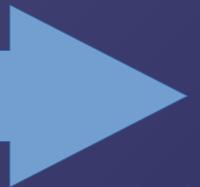
IF YOU GO NORTHEAST, TURN TO [PAGE 92](#).

IF YOU GO SOUTHEAST, TURN TO [PAGE 50](#).





REVERSE



FOWARD



← REVERSE

FOWARD →



AFTER HIKING ALL DAY,
AHEAD YOU SEE A DESERT
POCKETED WITH POOLS OF
BUBBLING WATER.

THE AIR STINKS OF SULFUR.
YOU BEGIN TO GASP AND
CHOKE FROM THE TOXIC
FUMES.

YOU TURN BACK. YOU MUST
FIND ANOTHER WAY AROUND
THIS WASTELAND.



TO CHECK MAP, SEE PAGE 17.

IF YOU HEAD NORTH, TURN TO
PAGE 9.

IF YOU HEAD SOUTH, TURN TO
PAGE 44.

REVERSE

FOWARD



← REVERSE

FOWARD →



AFTER A LONG HIKE YOU SPOT AGRON CASTLE.

ARMED GUARDS STOP YOU AT THE GATE. YOU ASK THEM FOR HELP.

**IF YOU HAVE BEEN TO AGRON BEFORE,
TURN TO PAGE 77. IF NOT, READ ON...**

YOU ARE ESCORTED INTO THE MAIN GALLERY WHERE YOU ARE TOLD TO WAIT.

AFTER A LONG WAIT, AGRON ENTERS THE GALLERY WITH HIS ENTOURAGE, SEEMINGLY IMPOSING, BUT NOT THREATENING.

TURN TO PAGE 27.

REVERSE

FOWARD



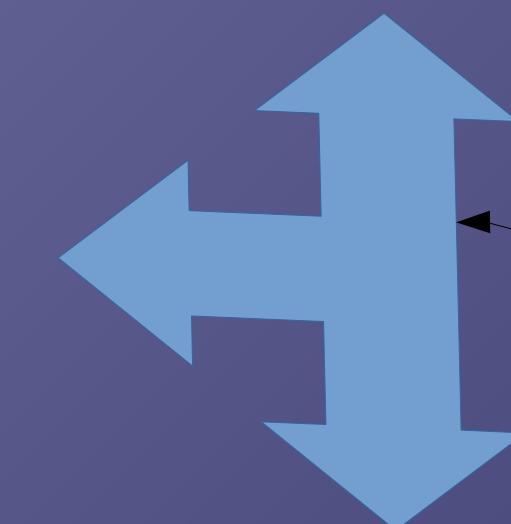
ONCE AGAIN YOU FIND YOURSELF IN THE CRYSTAL MINE.

YOU SPOT A CART OF CRYSTAL CHIPS. TAKING A CHANCE OF NOT BEING SEEN, YOU BURROW IN UNDER THE CHIPS.

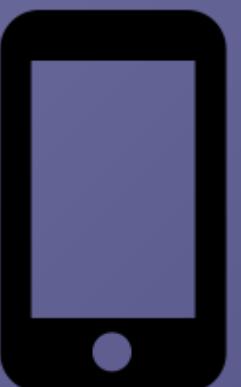
IF YOU HEAD NORTH, TURN TO PAGE 82.

AS THE CART BEGINS TO MOVE, THE CHIPS BEGIN TO POKE YOU, AND EVERY INCH OF YOUR BODY IS IN PAIN.

IF YOU TAKE THE ROAD TO THE WEST, TURN TO PAGE 92.



IF YOU HEAD SOUTH, TURN TO PAGE 10.

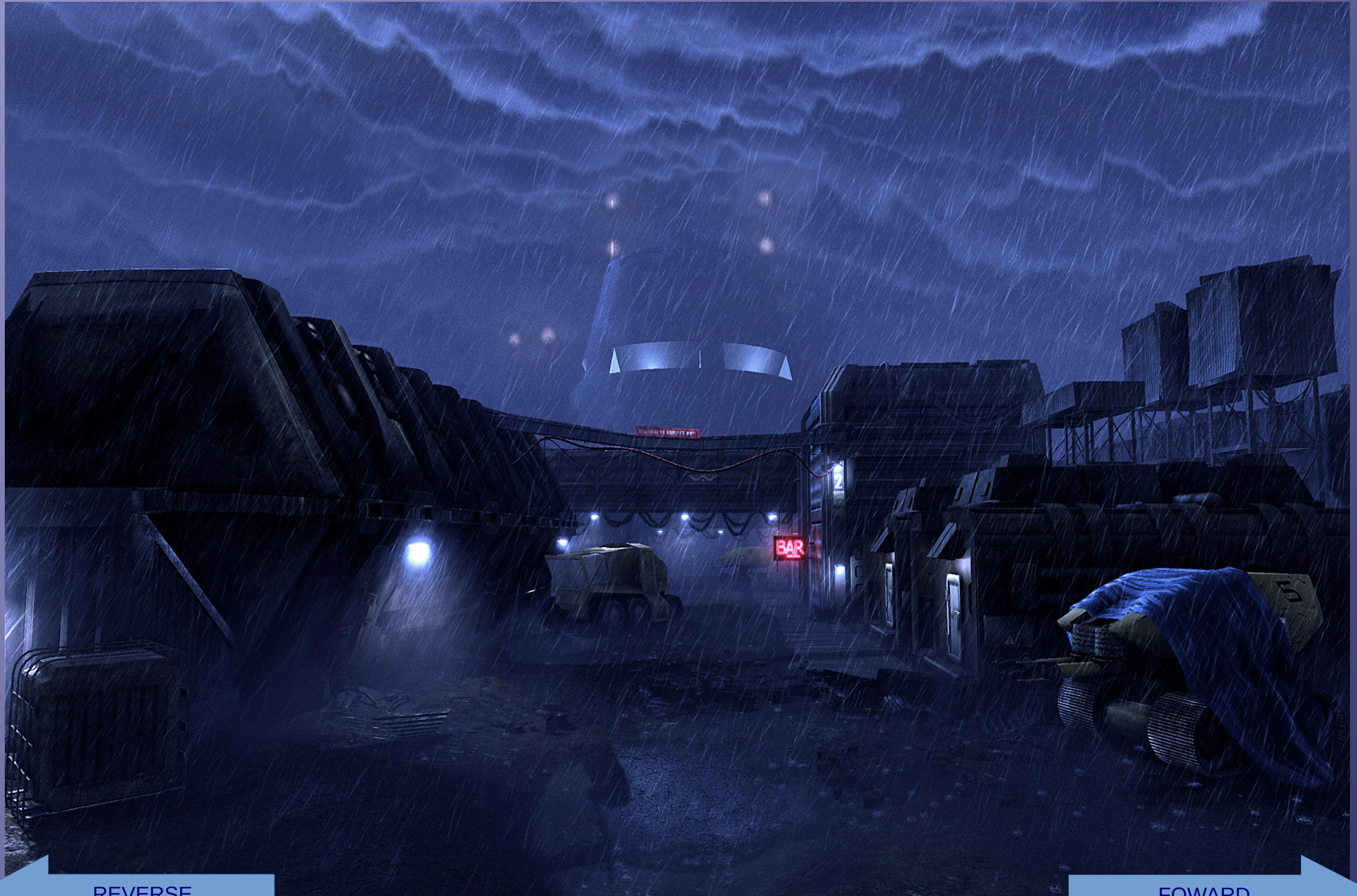


TO CHECK MAP, SEE PAGE 53.

YOU LIE STILL AND KEEP FROM CRYING OUT. YOU REACH THE SURFACE. YOU PEER OUT, NO GUARDS... YOU CHECK YOUR MAP... GO, GO, GO...



REVERSE





YOU ARE TAKEN INTO CUSTODY.



YOU LATER LEARN YOUR CAPTORS WORK FOR AGRON. YOU AND YOUR CAPTORS HAVE SOMETHING IN COMMON, YOU BOTH HATE CROGOCIDES!

THEY GIVE YOU TRANSPORT TO THE CASTLE, NEAR THE NORTHEAST PART OF THE ISLAND.



TO CHECK MAP, SEE PAGE 21.

REVERSE

PRINCE AGRON WELCOMES YOU WITH A FEAST. UPON YOUR DEPARTURE, THE PRINCE TELLS YOU, "TO REACH ZINDOR, YOU MUST FIND CHAWAKELAMPHTHA, AND THEN PASS THROUGH CHIGA, THEN HEAD SOUTH."

TURN TO PAGE 68.
FOWARD



AFTER TRAVELING FOR SEVERAL HOURS, YOU COME ACROSS A DRIED-UP RIVER BED.

YOUR GLAD TO BE HEADED EAST ALONG THE COAST, BEFORE THE COLD AND A HEAVY FOG BEGINS TO ROLL IN.

YOU COME TO A FORK IN THE ROAD, YOU CHECK YOUR HGPS. THE RIGHT FORK LEADS TO AGRON, THE OTHER ALONG THE COAST, WHERE IT'S COLD AND HEAVY FOG.



TO CHECK MAP, SEE PAGE 21.

IF YOU HEAD TOWARD AGRON, TURN TO PAGE 33.

IF YOU CONTINUE EAST ALONG THE COAST, TURN TO PAGE 68.

REVERSE

FOWARD



IN TIME, YOU FIND YOURSELF APPROACHING THE VILLAGE OF GERZAN.

IF YOU HAVE BEEN TO GERZAN BEFORE, TURN TO PAGE 45. IF NOT, READ ON....

OUTSIDE THE VILLAGE GATES, YOU MEET TENG, A BIRD PERSON WHO WARNS YOU THAT THE CITY IS FILLED WITH CROGOCIDES. TENG PROMISES TO HIDE YOU.

THE NEXT DAY, YOU ASK TENG WHAT ROAD LEADS TO ZINDOR?

REVERSE

IF YOU DECIDE TO FOLLOW THE NORTHERN ROUTE EAST, TURN TO PAGE 49.

IF YOU DECIDE TO GO BACK TO AGRON, TURN TO PAGE 77.



TO CHECK MAP, SEE PAGE 21.

TENG REPLIED, 'TWO ROADS LEAD EAST, THE NORTHERN ONE LEADS YOU TO QUICKSAND, THE SOUTHERN ROAD LEADS YOU THROUGH THE LAND OF THE DIVING BIRDS. EITHER WAY IS DEADLY.'

FOWARD



HIKING ACROSS THE MEADOW, YOU PICK FRUIT AND ENJOY YOUR TIME TRAVELING.

WHEN YOU REACH THE TOP OF THE RIDGE, YOU SEE A ZEKEE PEACEFULLY GRAZING.

NOW'S YOUR CHANCE!! YOU JUMP ON THE ZEKEES BACK TO TRY AND RIDE IT. IT BREAKS INTO A GALLOP.

UNABLE TO STEER, YOU RIDE THE ANIMAL FOR HOURS UNTIL IT TIRES OUT. OR IN THIS CASE, UNTIL IT REARS UP AND THROWS YOU OFF.

YOU STAND UP DAZED, DUST YOURSELF OFF, AND CONTINUE ON YOUR JOURNEY.

► TURN TO PAGE 33.

REVERSE

FOWARD

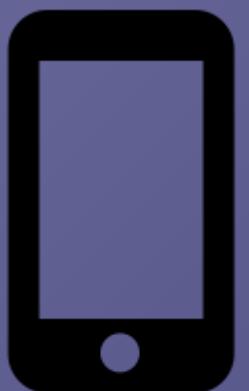


YOU SAFELY CROSS THE RICKETY BRIDGE, AND BEGIN TO CLIMB THE STEEP SLOPE SIDE.

IF YOU HAVE BEEN TO LEATA BEFORE, TURN TO PAGE [122](#). IF NOT, READ ON...

YOU COME TO A GREAT BASIN – CALDERA-DOMINATED BY A TOWER OF A THOUSAND STONES. UPON THE TOWER, A STATUE OF A DRAGON.

ALERT! ALERT!
YOUR HGPS TELLS YOU THIS IS THE VILLAGE OF LEATA.



TO CHECK MAP, SEE [NEXT PAGE](#).

► [TURN TO PAGE 43](#).

REVERSE

FOWARD



REVERSE

FOWARD



← REVERSE

FOWARD →



AS YOU ENTER LEATA, YOU ARE APPROACHED BY BIRD PEOPLE.

YOU ASK "DOES ANYONE KNOW THE WAY TO ZINDOR?", AND THEY ALL RESPOND...

'IF YOU COULD TAKE A BOAT, YOU WOULD SAIL TO RIVA."
'IF YOU COULD FLY, YOU WOULD FLY OVER LAKE SHONRA'
'IF YOU COULD EAT FIRE AND SMOKE, YOU WOULD CROSS THE KEONA VOLCANO'. YOUR GRATEFUL, BUT YOU STILL CHECK YOUR MAP.



TO CHECK MAP, SEE PAGE 41.

IF YOU TAKE THE ROAD TO OKUR, TURN TO PAGE 57.

IF YOU TAKE THE ROAD AROUND MOUNT KARA, TURN TO PAGE 55.

REVERSE

FOWARD



AFTER MAKING IT THROUGH THE FOREST, YOU COME ACROSS SOME BIRD PEOPLE.

YOU MAKE FRIENDS WITH A BIRD CHILD, ALOM, WHO TELLS YOU THAT THE WAY TO ZINDOR IS ACROSS THE RAPOOR RIVER. ONLY THING, THE BRIDGE GOING ACROSS IS GUARDED BY CROGOCIDES.

YOU SUGGEST SWIMMING ACROSS THE RIVER BUT ALOM WARNS YOU OF THE ZAZOR FISH, THAT WILL EAT ANYTHING, AND ARE SEVERAL FEET LONG.



TO CHECK MAP, SEE PAGE 17.

IF YOU TRY TO SWIM ACROSS THE RAPOOR RIVER, TURN TO PAGE 60.

IF YOU HEAD WEST TOWARD KACITA, TURN TO PAGE 24.

REVERSE

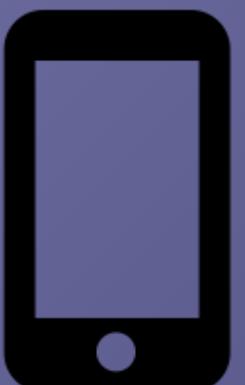
FOWARD



TO PREVENT DETECTION BY THE CROGOCIDES, YOU SEEK HELP IN GERZAN FROM A FRIEND, TENG.

TENG BRINGS YOU TO HIS HOME, WHERE HIS GRANDFATHER TELLS YOU THAT ZINDOR LIES SOMEWHERE SOUTH OF CHIGA.

DISAPPOINTED AT NOT LEARNING MORE, YOU CONTINUE ON YOUR JOURNEY.



TO CHECK MAP, SEE PAGE 21.

IF YOU FOLLOW THE NORTHEASTERN TRAIL, TURN TO PAGE 49.

IF YOU FOLLOW THE SOUTHEASTERN TRAIL, THROUGH THE GIANT PINES, TURN TO PAGE 28.

REVERSE

FOWARD



AFTER YOUR LONG JOURNEY, YOU COME UPON A TEN FOOT STONE WALL THAT STRETCHES FOREVER IN EITHER DIRECTION.

IF YOU HAVE REACHED THE STONE WALL BEFORE, TURN TO PAGE 128. IF NOT, READ ON...

YOU CLIMB THE WALL. ON THE OTHER SIDE IS A DENSE PINE FOREST. IF YOU DROP TO THE GROUND YOU WON'T BE ABLE TO GET BACK UP.

YOU WONDER, IS THIS SOME KIND OF PENAL COLONY OR ANIMAL RESERVE? MAYBE A SECRET ROUTE TO ZINDOR? YOU CHECK YOUR HGPS.



TO CHECK MAP, SEE [NEXT PAGE](#).

IF YOU JUMP DOWN ON THE FAR SIDE OF THE WALL, TURN TO PAGE [111](#).

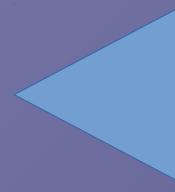
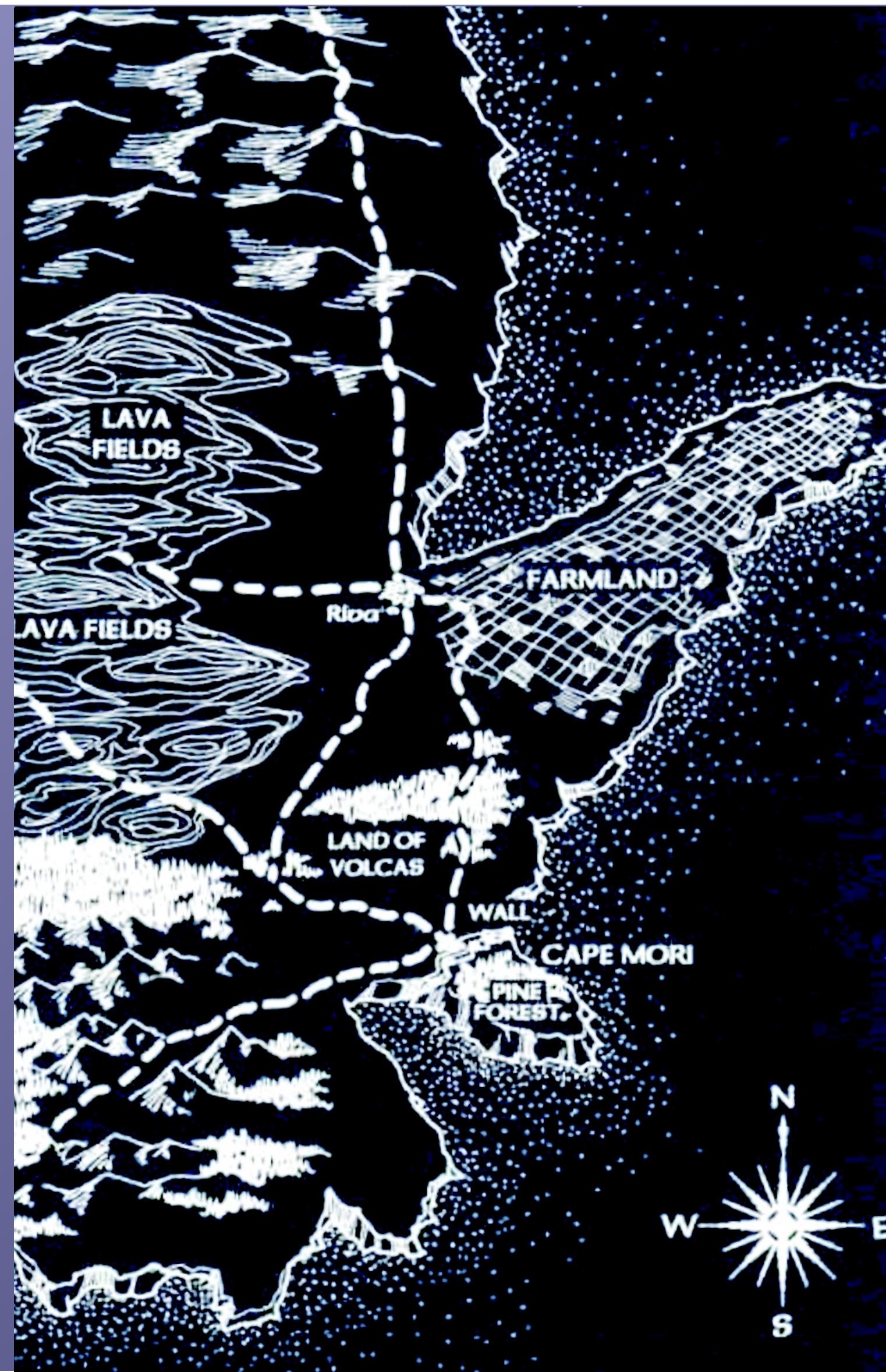
IF YOU CLIMB BACK DOWN THE BUTTRESS, TURN TO PAGE [7](#).

[REVERSE](#)

[FOWARD](#)



Page : 47



REVERSE



FORWARD



← REVERSE

FOWARD →



AFTER SETTING OUT, YOU FIND YOURSELF IN A SCARCE FOREST, DEVOID OF TREES.

AS YOU CONTINUE ON, YOU SUDDENLY REALIZE YOUR KNEE DEEP, SINKING IN QUICKSAND!!!

SO YOU FLOP OVER ON YOUR BACK, SPREADING YOUR WEIGHT OVER A LARGER AREA, AND FLOAT ON THE WATERY SAND.

THE HARDER YOU FIGHT, THE DEEPER YOU SINK.

AFTER ESCAPING THE QUICKSAND, YOU ASK YOURSELF SHOULD YOU TURN BACK TO THE WASTELAND? YOU MAY WANDER THE ISLAND FOREVER.



TO CHECK MAP, SEE PAGE 29.

IF YOU WORK YOUR WAY NORTH AROUND THE QUICKSAND, TURN TO PAGE 82.

IF YOU GO SOUTH, TURN TO PAGE 92.

REVERSE

FOWARD



YOU HAVE SAFE TRAVELS
AND ARRIVE IN CARTHAGE.
LOOKING SOUTH, YOU CAN
SEE KARRA MOUNTAIN.

**IF YOU HAVE BEEN TO CARTHAGE BEFORE, GO ON
TO THE NEXT PAGE. IF NOT, READ ON...**

YOU ARE TAKEN IN BY A BIRD
FAMILY. THEY WARN YOU
THAT THE WAY SOUTH HAS
AN IMPASSABLE GORGE.

THEY ALSO TELL YOU THAT
THE TRAIL NORTHWEST IS
TOO DANGEROUS, BUT NOT
TO WORRY, THERE ARE
OTHER TRAILS.



TO CHECK MAP, SEE PAGE 41.

IF YOU GO NORTH TO THE LAND OF
MINIPHANTS, TURN TO PAGE 92.

IF YOU GO NORTHEAST TO THE LAND
OF NOWHERE, TURN TO PAGE 61.





WHILE IN CARTHAGE, YOU COME ACROSS A FAMILY THAT WAS NICE TO YOU.

THEY TELL YOU THAT THE BRIDGE ACROSS THE GREAT GORGE, LEADING SOUTH, HAS BEEN RESTORED. YOU HEAD IN THAT DIRECTION.



TO CHECK MAP, SEE PAGE 41.

► TURN TO PAGE 40.

REVERSE

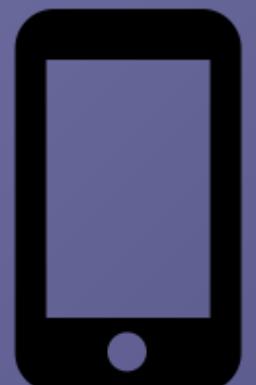
FOWARD



THROUGH WOODS AND MEADOWS YOUR TRAVEL ON.

THE GROUND BEGINS TO INCLINE. YOU CONTINUE TO CLIMB TO THE SUMMIT OF MOUNT CALM.

TO THE WEST, MOUNT FRIZ, TOO TALL OR STEEP TO CLIMB. TO THE SOUTH, LAKE SHONRA, AND FURTHER SOUTHEAST, THE KEONA VOLCANO.
WHICH WAY TO GO?



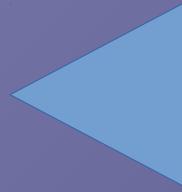
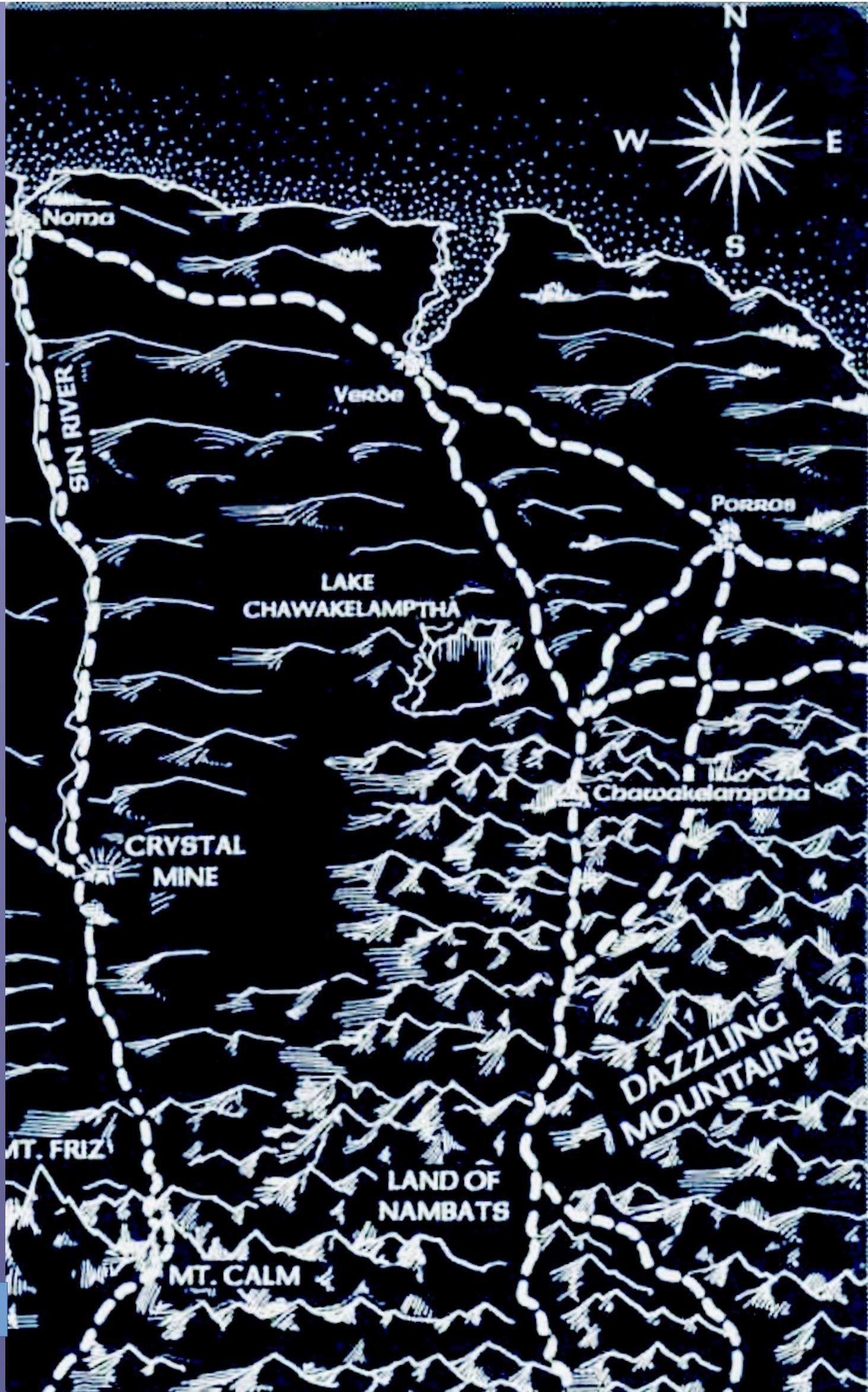
TO CHECK MAP, SEE [NEXT PAGE](#).

IF YOU HEAD NORTH, TURN TO PAGE 75.

IF YOU HEAD SOUTHWEST ALONG THE MOUNTAIN TRAIL, TURN TO PAGE 65.

[FOWARD](#)

[REVERSE](#)



REVERSE

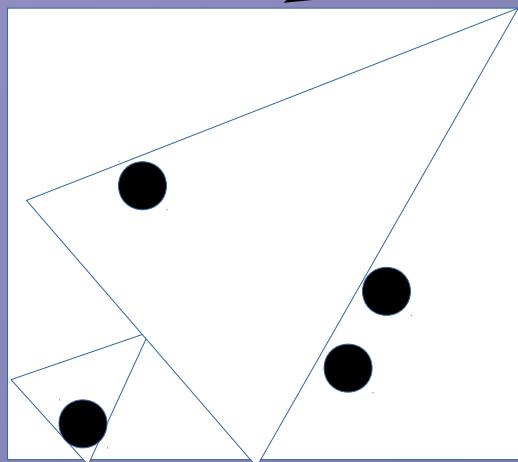


FOWARD

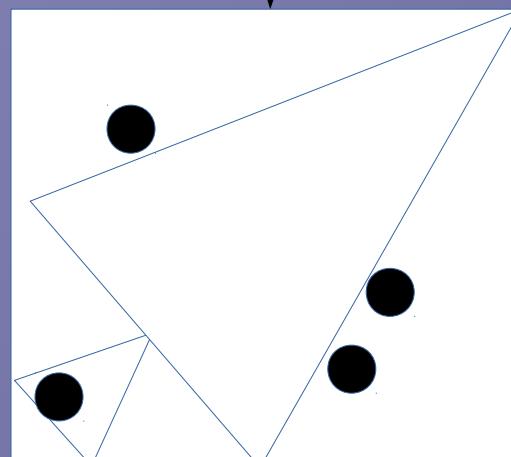




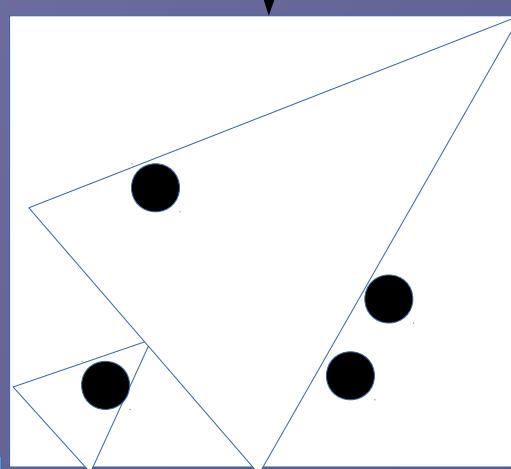
1st



2nd



3rd



YOU ARRIVE AT ISSUS, A TINY VILLAGE AT THE WESTERNMOST TIP OF LAKE SHONRA. THESE BIRD PEOPLE OFFER YOU FOOD, BUT THAT IS ALL.

THEN ONE CALLS YOU OVER AND POINTS TO THE SIGNPOST. THREE SIGNS IN THREE SEPARATE DIRECTIONS.

IF YOU FOLLOW THE FIRST SIGN, TURN TO PAGE 88.

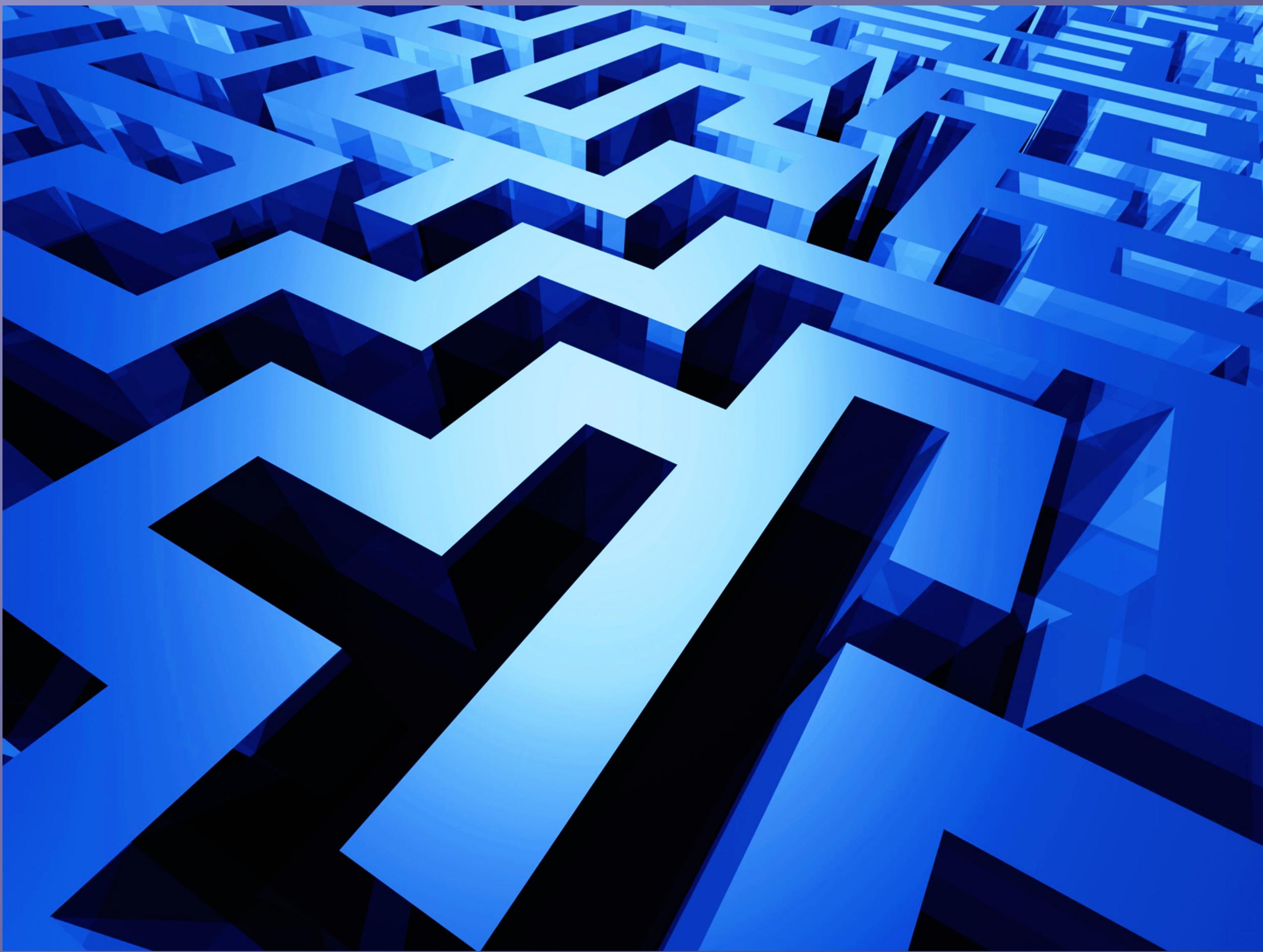


IF YOU FOLLOW THE SECOND SIGN, TURN TO PAGE 62.

IF YOU FOLLOW THE THIRD SIGN, TURN TO PAGE 85.

REVERSE

FOWARD



REVERSE

FOWARD



YOUR SPIRITS RISE. DUE TO TENOPIA'S LIGHTER GRAVITY, YOU ARE MUCH LIGHTER THAN YOU WOULD BE ON EARTH, SO CLIMBING IS EFFORTLESS.

YOU REACH OKUR. JUST ONE THING, THERE ARE CROGOCIDES EVERYWHERE!!!

IF YOU HAVE BEEN TO OKUR BEFORE, TURN TO PAGE 7. IF NOT, READ ON...

YOU ARE CAPTURED AND PUT IN A DARK CELLAR. YOU FEEL AROUND BLINDLY, UNTIL YOU FIND A PASSAGE WAY. BUT THIS ISN'T JUST ANY PASSAGE WAY.

YOU REALIZE THAT YOU ARE IN A MAZE. YOU BEGIN TO PANIC, THEN STOP... BREATHE... STRATEGIZE... TWO IDEAS OCCUR TO YOU...

IF YOU DECIDE TO GO RIGHT AT EVERY CORNER, TURN TO PAGE 71.

IF YOU DECIDE TO ALTERNATE YOUR DIRECTION, GOING RIGHT AT THE FIRST CORNER, LEFT AT THE NEXT, AND SO ON, TURN TO PAGE 83.

REVERSE

FOWARD

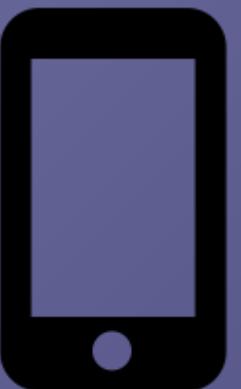


YOU DECIDE TO HEAD UPSTREAM AWAY FROM THE SEA. YOU COME UPON A ROAD AND FOLLOW IT WEST.

AFTER CROSSING THE RUINS, YOU FIND YOURSELF IN AN AREA OF STEAMING WASTE.

WITH SULFUR IN THE AIR, AND THE GROUND GURGLING UNDER YOUR FEET, YOU CONTINUE ON PAST BOILING GEYSERS.

A BRIDGE APPEARS IN THE DISTANCE. YOU HOLD YOUR BREATH AND DASH FOR THE BRIDGE, HOPING IT CAN HOLD YOUR WEIGHT.



TO CHECK MAP, SEE PAGE 41.

► TURN TO PAGE 40.

REVERSE

FOWARD



REVERSE

FOWARD



WITHIN MINUTES YOU ARE STANDING IN THE BANK OF THE RAPOOR RIVER. THE RIVER IS ONLY 20 YARDS WIDE.

YOU DIVE INTO THE COLD AND DARK WATER, PICTURING IN YOUR MIND THE ZAZOR FISH THAT INHABIT THESE WATERS.

ALMOST THERE.
OWWWWW!

ONE GOT YOU. AS YOU EXIT THE WATER YOU SEE THAT THE ZAZOR FISH JUST BARELY GOT YOU, BUT YOU ARE BLEEDING.

YOU REST, THEN CONTINUE ON UNTIL YOU REACH A DIRT ROAD.

[TURN TO PAGE 74.](#)

[REVERSE](#)

[FOWARD](#)



AFTER A HALF DAYS JOURNEY YOU FIND YOURSELF ARRIVING AT THE LAND OF NOWHERE.

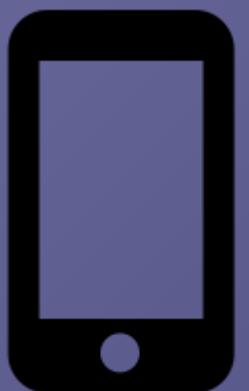
IF YOU HAVE BEEN TO THE LAND OF NOWHERE BEFORE, TURN TO PAGE 123. IF NOT, READ ON...

DESPITE IT'S NAME, THE LAND OF NOWHERE IS THE PLACE TO BE. THE ONLY DOWNSIDE IS THE LANGUAGE BARRIER.

A FRIENDLY BIRD CHILD TAKES THE TIME TO TEACH YOU SOME WORDS.

SUDDENLY YOU HEAR A COMMOTION, THEN:
“CROGOCIDES!”
YOU TURN AND RUN THE OTHER WAY.

SO (“NORTH”)	NEE(“YES”)
NO (“SORTH”)	YO(“NO”)
WO (“EAST”)	CO(“GO”)
ET (“WEST”)	GOM(“COME”)



TO CHECK MAP, SEE PAGE 29.

TURN TO PAGE 50.

REVERSE

FOWARD



AFTER AN EASY HIKE ALONG LAKE SHONRA , YOU REACH THE VILLAGE SHAR.

YOU DECIDE TO STAY IN SHAR FOR A FEW DAYS TO DECIDE YOUR NEXT MOVE.

YOU MEET KRUG, NOT THE BRIGHTEST BIRD PERSON YOU'VE MEET, BUT YOU CAN FEEL HE IS HONEST.

KRUG DENIES EVER HEARING OF ZINDOR, BUT WARNS OF GOING EAST, INTO THE SHADOW OF KEONA VOLCANO. KRUG EVEN OFFERED TO TAKE YOU ACROSS THE LAKE.

IF YOU HEAD NORTH, TURN TO PAGE 81.

IF YOU HEAD EAST, DESPITE KRUG'S ADVICE, TURN TO PAGE 84.

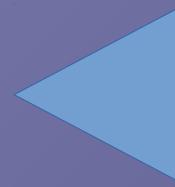
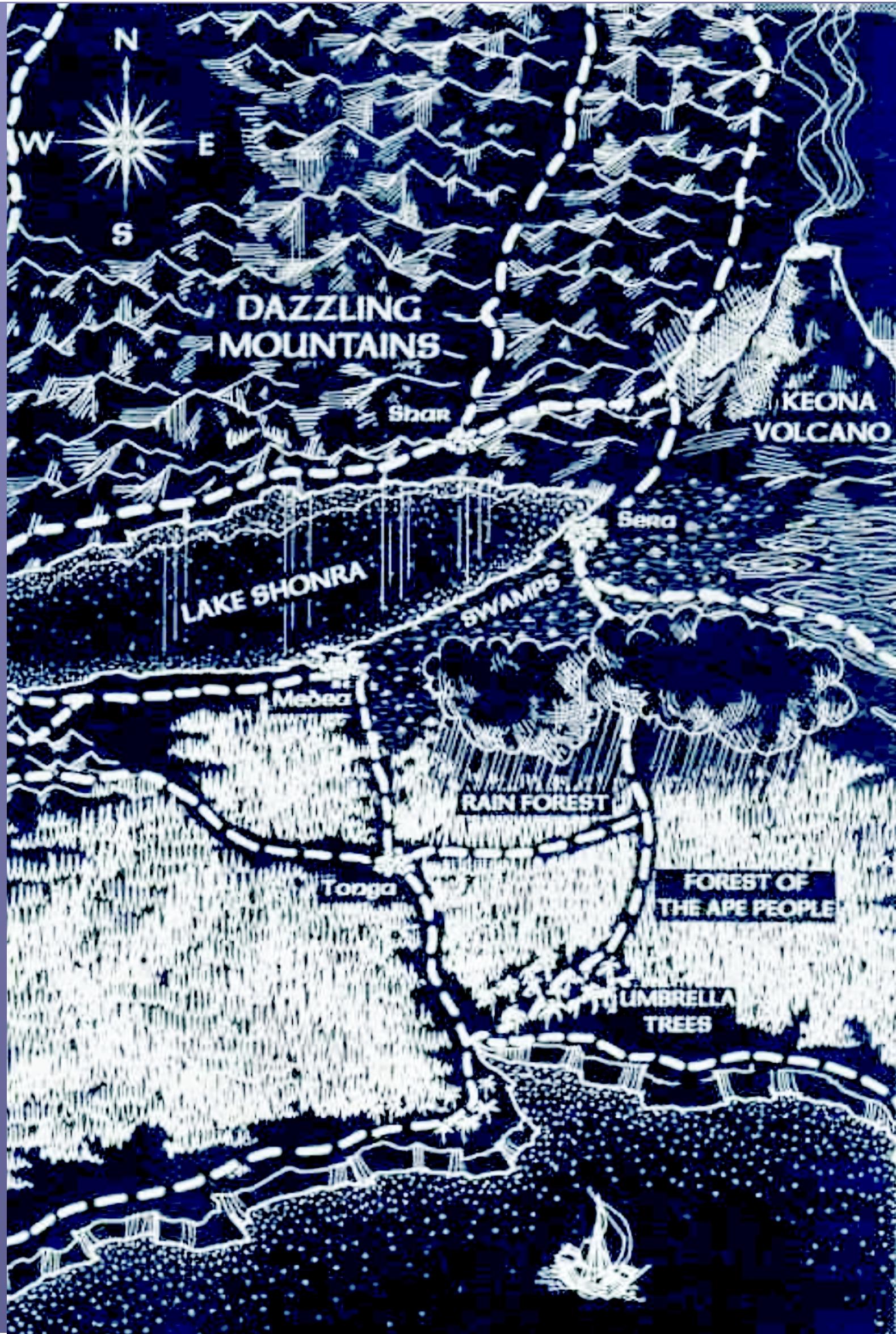


IF YOU ACCEPT THE OFFER OF A RIDE ACROSS THE LAKE, TURN TO PAGE 88.

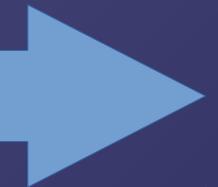
TO CHECK MAP, SEE NEXT PAGE.

REVERSE

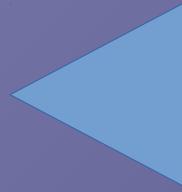
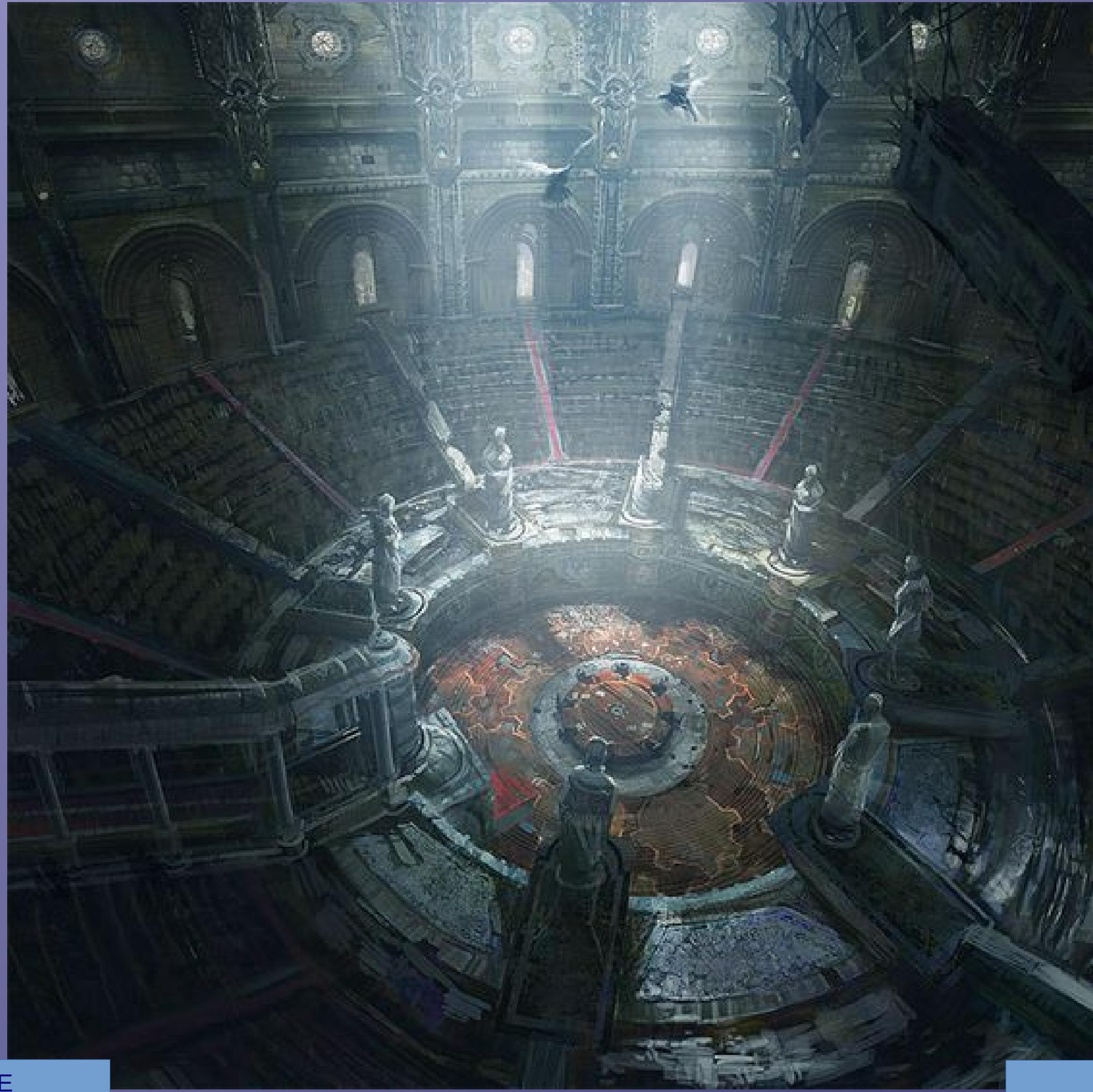
FOWARD



REVERSE



FOWARD



REVERSE



FOWARD



YOU ARE ABLE TO FIND A TRAIL THAT WINDS THROUGH THE KARRA MOUNTAINS AND LEADS TO A BEAUTIFUL VALLEY, JUST ONE THING, IS THAT A SNAKE?

IT'S NOT LONG BEFORE THEY ARE ALL SLITHERING TO YOU, AROUND YOUR NECK, ARMS, LEGS, AND TORSO. YOU SCREAM FOR HELP!

AT THAT MOMENT, THE SNAKES DROPPED TO THE GRASS, AS IF STARTLED, AND JUST SLITHER AWAY.

IF YOU FOLLOW THE MOUNTAIN TRAIL TO THE LEFT, TURN TO PAGE 52.

IF YOU FOLLOW THE MOUNTAIN TRAIL TO THE RIGHT, TURN TO PAGE 57.

IF YOU HEAD TOWARD THE LAKE, TURN TO PAGE 55.

THANKFUL BUT UNSURE ABOUT THE SNAKES BEHAVIOR, YOU SEE WATER IN THE DISTANCE AND TRAVEL ON.



TO CHECK MAP, SEE PAGE 41.

REVERSE

FOWARD





AS YOU TRAVEL, THE VEGETATION BECOMES SO DENSE YOU ARE FORCED TO FOLLOW THE WINDING NARROW TRAIL THROUGH THE FOREST.

YOU STOP AND PEER THROUGH THE BUSHES ONLY TO SEE A GIANT SPIDER ATTACK A GOAT-SIZED ANIMAL AND DEVOUR IT.

YOU TURN AROUND AND HEAD OUT QUIETLY IN THE OTHER DIRECTION OF THE SPIDERS. YOU HEAR VOICES, CROGOCIDES!

YOU HAVE SPIDERS ON YOUR TAIL, AND CROGOCIDES IN FRONT OF YOU, WHAT DO YOU DO?

TO CHECK MAP, SEE PAGE 41.



IF YOU SHOW YOURSELF TO THE CROGOCIDES AND ASK FOR HELP, TURN TO PAGE 7.

IF YOU TRY TO CUT THROUGH THE FOREST AND KEEP CLEAR OF THE SPIDERS, TURN TO PAGE 102.





AFTER A DAYS JOURNEY,
YOU ARRIVE IN THE SMALL
FISHING VILLAGE OF SITA. IT
IS NIGHT TIME, SO MOST OF
THE INHABITANTS ARE
ASLEEP.

**IF YOU HAVE BEEN TO SITA BEFORE, TURN TO PAGE
113. IF NOT, READ ON...**

YOU SEE SOME BIRD
PEOPLE STILL WORKING THE
DOCKS AT THIS LATE HOUR,
AND YOU WONDER WHERE
THAT BOAT MIGHT BE
HEADED.

AS YOU APPROACH TO
INQUIRE, THE WORKERS
LOOK AT YOU ODDLY AND
STRUT OFF.
YOU HEAD BACK TO TOWN,
EXHAUSTED YOURSELF, SO
YOU FIND A MAT, LAY DOWN
AND BEFORE NO TIME, YOU
FIND YOURSELF
DREAMING...

THE BIRD PEOPLE OF SITA
ARE ALL AWAKE AND
TALKING, SOME COME TO
HUG YOU WITH THEIR
WINGS, ITS SUCH A JOYOUS
TIME.

GO ON TO **NEXT PAGE.**

REVERSE

FOWARD



WHEN YOU AWAKE,
EVERYONE IS SLEEPING AS
BEFORE.

IF YOU DECIDE TO TAKE THE ROAD IN
THE DIRECTION AWAY FROM THE
ORANGE SUN, TURN TO PAGE 82.

LOOKING AROUND, YOU SEE
TWO BIRD PEOPLE UNTYING
THE DOCK LINES. EAGER TO
LEAVE YOU ARE FORCED TO
MAKE A CHOICE.

IF YOU DECIDE TO TAKE THE ROAD IN
DIRECTION OF THE ORANGE SUN,
TURN TO PAGE 33.

IF YOU DECIDE TO JUMP ABOARD THE
BOAT AND TAKE YOUR CHANCES, TURN
TO PAGE 86.



TO CHECK MAP, SEE PAGE 29.

REVERSE

FOWARD



"ALL RIGHT", YOU SAY. "AS SOON AS I AM ON SAFE GROUND I WILL GIVE YOU THE SECRET OF MY MAGIC." THE CROGOCIDE AGREES TO YOUR DEAL.

THE CROGOCIDE WAKES YOU EARLY IN THE MORNING AND LEADS YOU TO THE SURFACE. ONCE THERE, YOU HAVE NO CHOICE BUT TO HAND OVER YOUR HGPS AND SHOW HIM HOW TO USE IT .

THE CROGOCIDE POINTS TO A PATH INTO A FOREST OF STUBBY PINES, AND SAYS, "THIS IS THE MOUNTAIN TRAIL – IT'S YOUR BEST ROUTE." YOU SET OUT ON THAT PATH.

► TURN TO PAGE 81.

REVERSE

FOWARD



FOR WHAT SEEMS LIKE HOURS YOU FEEL YOUR WAY ALONG THROUGH THE PITCH BLACK MAZE, ALWAYS TURNING RIGHT, THEN YOU REACH A DEAD END.

THE WALL FEELS LIKE WOOD. YOU PRESS AGAINST IT AND IT GIVES WAY, LETTING IN LIGHT. YOU WALK THROUGH – FREE.

YOU LOOK AROUND AND SEE THAT YOU ARE ON THE BANK OF A SHALLOW RIVER, WHICH OPENS UP INTO A SEA, AS YOU TRAVEL DOWNSTREAM TO YOUR LEFT.

YOUR HGPS SHOWS LAKE SHONRA LIES NE. YOU REMEMBER PRESPAR TELLING YOU THAT ZINDOR LIES EAST OF LAKE SHONRA. UNFORTUNATELY, THE WAY EAST IS BLOCKED BY JAGGED MOUNTAINS.



TO CHECK MAP, SEE PAGE 41.

IF YOU HEAD UPSTREAM, TURN TO PAGE 58.

IF YOU HEAD DOWNSTREAM, TURN TO PAGE 67.

REVERSE

FOWARD



REVERSE

FOWARD



ONCE AGAIN YOU HAVE ARRIVED IN MINIPHANTS.

IT'S NOT LONG TIL ONE OF THE MINIPHANTS TAKES A LIKING TO YOU, ALLOWING YOU TO PET IT.

THE MINIPHANT KNEELS AND LETS YOU GET ON IT'S BACK IN ORDER TO GET AWAY.

ALL OF A SUDDEN CROGOCIDES COME CHARGING OUT OF A SAND CLOUD, RIGHT AT YOU.



YOU RIDE THE MINIPHANT FOR A WHILE AND THEN CONTINUE ON ON FOOT.



TO CHECK MAP, SEE PAGE 29.

► TURN TO PAGE 61.

REVERSE

FOWARD



YOU HAVE BEEN WALKING ALONG THE ROAD FOR SEVERAL HOURS WHEN A LARGE CART COMES BY, DRIVEN BY A BIRD MAN AND DRAWN BY TWO ZEKEES.

YOU RUN AND JUMP ON THE BACK OF THE CART AND CRAWL UNDER A CANVAS THAT COVERED A LOAD OF FRUITS AND VEGETABLES. AFTER EATING SOME YOU TAKE A NAP.

AT DAWN YOU WAKE UP, CHECK HGPS, AND SEE THAT YOU ARE IN THE TOWN OF PIRA.



TO CHECK MAP, SEE PAGE 17.

YOU HOP OFF THE CART AND MAKE YOUR WAY TO A BLUFF. WITH WAVES CRASHING IN THE DISTANCE, YOU LOOK TO YOUR LEFT AND STARE AT THE MORNING SUN RISING.

IF YOU HEAD TOWARD THE SUN, TURN TO PAGE 124.

IF YOU HEAD THE OTHER WAY, TURN TO PAGE 86.

REVERSE

FOWARD



SUDDENLY YOU ARE SURROUNDED BY CROGOCIDE GUARDS, AND ON YOUR WAY TO THE CRYSTAL MINE.

IF YOU HAVE BEEN ENSLAVED IN THE CRYSTAL MINE BEFORE, TURN TO PAGE 34. IF NOT, READ ON...

THE MINE ENTRANCE LOOKS LIKE AN ENTRANCE TO A CAVE, WHERE YOU ARE PUT TO MINE CRYSTALS. ONE DAY, A GUARD APPROACHES YOU WITH A PROPOSITION.

HE HAS HEARD YOU KNOW MAGIC, THAT YOU CAN MAKE MAPS APPEAR OUT OF THIN AIR. HE MUST WANT YOUR HGPS.
FREEDOM OR HGPS?

IF YOU GIVE UP YOUR COMPUTER TO ESCAPE, TURN TO PAGE 70.

IF YOU REFUSE, TURN TO PAGE 116.

REVERSE

FOWARD



YOU DIVE IN AND KEEP AFLOAT WHILE THE CURRENT SWEEPS YOU RAPIDLY DOWNSTREAM AND AWAY FROM YOUR PURSUERS.

AS YOU CLIMB OUT OF THE WATER, YOU PAUSE TO LET THE SUN WARM YOU, THEN YOU TURN SOUTH AND SET OUT ACROSS THE COUNTRYSIDE.

YOU DECIDE TO STEER CLEAR OF THE RIVER AND THE CROGOCIDES, AS WELL.



TO CHECK MAP, SEE PAGE 53.

► TURN TO PAGE 92.

REVERSE

FOWARD



ONCE AGAIN YOU FIND YOURSELF IN THE GRACIOUS COMPANY OF PRINCE AGRON.

SINCE THE LAST TIME YOU SAW THE PRINCE, HE DID INQUIRE ABOUT ZINDOR, ONLY TO FIND OUT THAT THERE IS AN ABBOT WHO LIVES IN A MONASTERY IN THE DAZZLING MOUNTAINS FAR TO THE EAST, BEYOND SITA, IN CHAWAKELAMPHTA. HE SHALL SHOW YOU THE WAY.



TO CHECK MAP, SEE PAGE 21.

YOU THANK THE PRINCE AND SET OUT AGAIN ON YOUR JOURNEY.

IF YOU GO NORTH TO THE LAND OF MINIPHANTS, TURN TO PAGE 68.

IF YOU GO NORTHEAST TO THE LAND OF NOWHERE, TURN TO PAGE 38.

REVERSE

FOWARD



FOLLOWING THE TRAIL MARKED BY CROSSED LOGS, YOU WALK ALONG THE STREAM THAT WINDS BETWEEN WOODED HILLS.

IF YOU TAKE THE ROAD TO THE NORTHWEST, TURN TO PAGE 120.

THERE ARE THREE ROADS LEADING OUT OF TOWN. ONE TO THE NE, ONE TO THE EAST, AND ONE TO THE SOUTH. FROM WHAT YOU HAVE GATHERED SO FAR, CAN YOU PICK A SAFE DIRECTION?

IF YOU TAKE THE ROAD TO THE EAST, TURN TO PAGE 75.

IF YOU TAKE THE ROAD TO THE SOUTH, TURN TO PAGE 105.



TO CHECK MAP, SEE NEXT PAGE

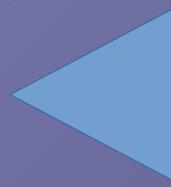
AT LAST YOU REACH CHIGA WHERE YOU ARE ABLE TO GET A DECENT MEAL IN YOU. THE PEOPLE TAKE YOU TO A GREAT STONE MARKER WITH WORDS ON IT: CO NO

REVERSE

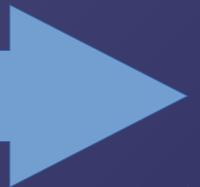
FORWARD



Page : 79



REVERSE



FOWARD



FORWARD

FORWARD



AS YOU TRAVEL HIGHER AND HIGHER, THE TEMPERATURE DROPS, AND THE WIND SPEED PICKS UP. YOU WISH YOU HAD WARMER CLOTHING ON.

EXHAUSTED, YOU FIND A SHALLOW CAVE AND HUDDLE INSIDE, CONTEMPLATING YOUR ESCAPE FROM TENOPIA.

FEELING DELIRIOUS,, YOU THINK YOU HEAR COMMOTION IN THE DISTANCE. SUDDENLY YOUR CAVE IS FILLED WITH MOUNTAIN PEOPLE.

THEY ROBE YOU AND GIVE YOU BROTH TO DRINK.

IF YOU HAVE LOST YOUR COMPUTER, TURN TO PAGE 121. IF NOT, READ ON...

WHEN AT LAST THE STORM SUBSIDES, THE MOUNTAIN PEOPLE GUIDE YOU TO A TRAIL THEY PROMISE WILL LEAD YOU TO A SAFE PLACE.

TURN TO PAGE 95.

REVERSE

FOWARD



IN TIME YOU REACH THE VILLAGE OF NOMA.

IF YOU HAVE BEEN TO NOMA BEFORE, TURN TO PAGE 109. IF NOT, READ ON...

AS YOU CHIP AWAY AT THE STONE, THE BIRD PEOPLE SHOW THERE DISPLEASURE OF YOUR WORK.

YOU ASK THE BIRD PEOPLE FOR FOOD, AND THEY AGREED ON ONE CONDITION, THAT YOU MAKE A STATUE OF YOURSELF FOR THE TOWN.

TO CHECK MAP, SEE PAGE 53.



IF YOU DIVE IN AND SWIM FOR IT, TURN TO PAGE 76.

IF YOU TRY TO HIDE IN THE BUSHES NEAR THE RIVER, TURN TO PAGE 75.

REVERSE

OUT OF NOWHERE, THREE CROGOCIDES RUSH THROUGH THE DOOR. YOU LEAP THROUGH A WINDOW AND START RUNNING UNTIL YOU REACH THE RIVER.

FOWARD



AFTER HOURS OF
FRUITLESS WANDERING,
YOU TAKE A TURN THAT
BRINGS YOU BACK TO THE
DARK CELLAR YOU STARTED
FROM.

EXHAUSTED, YOU SITTING
DOWN AND CONSIDER WHAT
TO DO NEXT.

► TURN TO PAGE 7.

REVERSE

FOWARD

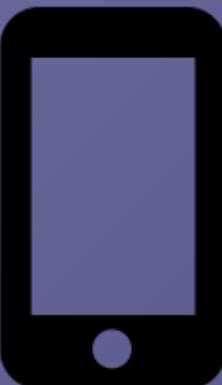


DETERMINED TO MOVE EAST, YOU MARCH RESOLUTELY OVER THE BARREN LAND. SUDDENLY, THE GROUND RUMBLES AND FLAMES SPEW OUT THE VOLCANO.

YOU START TO RUN BUT THE QUAKING AND FIRE SPEWING SUBSIDES, THE THREAT OF ERUPTION NO LONGER EMINENT.

NOW YOU REALIZE WHY THE CROGOCIDES FEAR THIS TERRITORY SO MUCH. YOU CAN PROBABLY USE THIS TO YOUR ADVANTAGE.

YOU CONTINUE ON TO A TRAIL THAT LEADS NORTH AND SOUTH.



TO CHECK MAP, SEE PAGE 63.

IF YOU HEAD NORTH, TURN TO PAGE 95.

IF YOU HEAD SOUTH, TURN TO PAGE 91.

REVERSE

FOWARD



YOU PROCEED ALONG THE PATH UNTIL YOU COME ACROSS A MINIATURE MOUNTAIN RANGE OF JAGGED PEAKS AND CLIFFS.

YOU HAVE A HARD TIME GETTING AROUND THE MOUNTAIN RANGE.

BECAUSE OF THE SURROUNDING MOUNTAINS, YOU SEEM TO BE HAVING PROBLEMS WITH YOUR GPS. YOU CONTINUE ON WITHOUT DIRECTIONS.

► TURN TO PAGE 94.

REVERSE

FOWARD



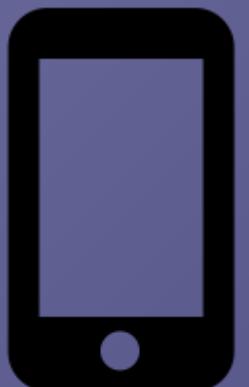
YOU ARRIVE AT RAPOOR.

**IF YOU HAVE BEEN
TO RAPOOR
BEFORE, TURN TO
PAGE 90. IF NOT,
READ ON...**

ON A HILL STANDS A GREAT
STONE BIRD TOWER, THERE
TO WARD OFF STORMY
SEAS.

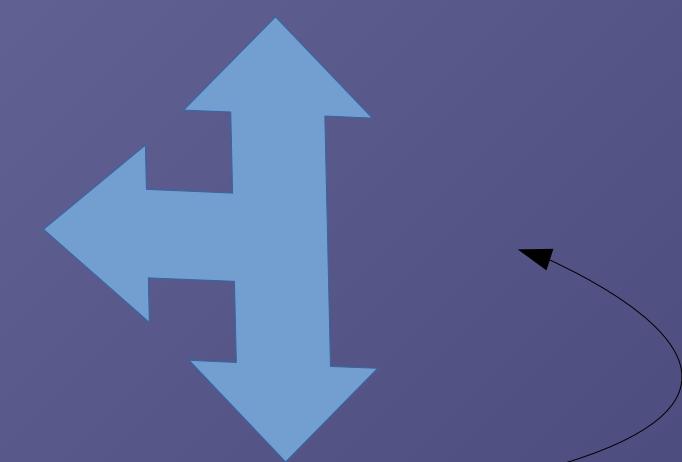
IF YOU FOLLOW THE ROAD NORTHWEST
TO KACITA, TURN TO PAGE 24.

THE BIRD PEOPLE OF
RAPOOR ARE SHY, BUT HAVE
AGREED TO HELP YOU. THEY
WARN YOU TO AVOID THE
RIVER ROAD IN ORDER TO
REACH EAST TENOPIA.



TO CHECK MAP, SEE PAGE 17.

IF YOU FOLLOW THE RIVER
TO THE NORTHEAST, TURN
TO PAGE 44.



IF YOU FOLLOW THE ROAD
TO THE SOUTHEAST, TURN
TO PAGE 74.

REVERSE

FOWARD





AFTER A .0004 PARSEC HIKE,
YOU COME ACROSS THE
MOST BEAUTIFUL VILLAGE
YOU HAVE SEEN ON
TENOPIA.

**IF YOU HAVE BEEN TO MEDEA BEFORE, TURN TO
PAGE [129](#). IF NOT, READ ON...**

YOU SPEND THE NIGHT IN
MEDEA WITH A FRIENDLY
BIRD WOMAN.

YOU ASK OF ZINDOR, AND
SHE TELLS YOU THAT
ZINDOR LIES IN THE
SHADOWS OF THE GREAT
VOLCANO.

SHE FURTHER ADVISES YOU
TO TAKE THE ROAD SOUTH
TO TONGA BECAUSE OF
SWAMP MONSTERS TO THE
EAST.

► [GO ON TO NEXT PAGE.](#)

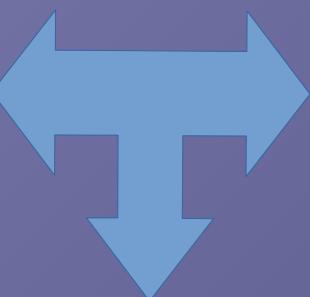
[REVERSE](#)

[FOWARD](#)



THE NEXT MORNING, AFTER BREAKFAST, YOU BID THE BIRD WOMAN GOODBYE.

IF YOU FOLLOW THE ROAD WEST ALONG THE LAKE, TURN TO PAGE 55.



AS YOU SET OUT YOU SEE A SAILBOAT DOCKED. YOU CONSIDER BORROWING THE BOAT TO SAIL TO THE EAST END OF THE LAKE.

IF YOU TAKE THE SAILBOAT AND HEAD EAST DOWN THE LAKE, TURN TO PAGE 108.

IF YOU FOLLOW THE ROAD SOUTH TO TONGA, TURN TO PAGE 94.



TO CHECK MAP, SEE PAGE 63.

REVERSE

FOWARD

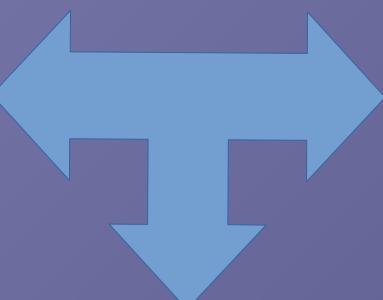


YOU MAKE YOUR WAY TO THE BASE OF THE STONE TOWER OF RAPOOR, WHERE YOU PAUSE TO CHECK YOUR GPS.

IF YOU TAKE THE ROAD TO KACITA, TURN TO PAGE [24](#).

AFTER MINGLING WITH THE NATIVES OF RAPOOR, YOU FOUND OUT THAT THE ROAD NW LEADS TO KACITA, SE LEADS TO PIRA, AND THE RIVER ROAD WILL TAKE YOU NE TO THE LAND OF NEKKA.

IF YOU TAKE THE ROAD TO PIRA, TURN TO PAGE [74](#).



IF YOU FOLLOW THE RIVER ROAD TO THE LAND OF THE NEKKA, TURN TO PAGE [44](#).



TO CHECK MAP, SEE PAGE [17](#).

[REVERSE](#)

[FORWARD](#)



YOU TRAVEL FOR HOURS DOWN A ROAD TAKING YOU TO SERA, ON THE SE SHORE OF LAKE SHONRA.

IF YOU HAVE BEEN TO SERA BEFORE, TURN TO PAGE 132. IF NOT, READ ON...

THE SHAMAN TELLS YOU THAT ZINDOR IS NESTLED IN THE LAVA FIELDS OF THE KEONA VOLCANO.(YOU'RE ALMOST THERE!).BUT THAT IS NOT ALL THAT THE SHAMAN SAYS.

THE LOCAL BIRD PEOPLE OF SERA, TELL YOU OF A SHAMAN WHO MIGHT KNOW THE WAY TO ZINDOR. YOU PAY HIM A VISIT.

TO CHECK MAP, SEE PAGE 63.

THE SHAMAN WENT ON, "IF YOU GO EAST, TOWARD ZINDOR YOU WILL HAVE TROUBLES, SO GO IN THE OPPOSITE DIRECTION, WEST TO MEDEA, AND YOU WILL BE ON THE RIGHT PATH."



IF YOU HEAD EAST DESPITE THE SHAMAN'S ADVICE, TURN TO PAGE 114.

IF YOU TAKE A BOAT TO MEDEA, TURN TO PAGE 88.

REVERSE

FOWARD



YOU WALK FOR HOURS
UNTIL YOU REACH
GRASSLANDS.

YOU COME ACROSS A HERD
OF ANIMALS SIMILAR TO
ELEPHANTS, EXCEPT THESE
WERE NO BIGGER THAN
PONIES, AND THEIR SKIN
WAS COVERED IN FUR. THE
TRUNKS HAD FINGERS ON
THE END OF THEM.

**IF YOU HAVE BEEN TO THE LAND OF THE
MINIPHANTS BEFORE, TURN TO PAGE 73.
IF NOT, READ ON...**



GO ON TO [NEXT PAGE](#).

[REVERSE](#)

[FOWARD](#)



YOU ARE ABLE TO ASSESS THAT THESE MINIPHANTS ARE CRAFTY AND INTELLIGENT, JUST BY WATCHING THEM WORK THROUGH THE DAY.

SUDDENLY, THE MINIPHANTS BEGIN TO STAMPEDE! WHAT FRIGHTENED THEM? CROGOCIDES!!! COMING RIGHT FOR YOU. YOU JUST SHAKE YOUR HEAD IN DISBELIEF AS THE CAPTURE YOU AGAIN.

YOU ARE TAKEN INTO SLAVERY, ONCE AGAIN, BUT THIS TIME THE CROGOCIDES ALLOW YOU TO CHOOSE WHAT MINE YOU WANT TO WORK IN.

YOU PICK THE KRELIUM MINE, ONLY BECAUSE THERE IS STILL A GOOD CHANCE OF ESCAPE FROM THERE, AS LONG AS THE SECRET TUNNEL HASN'T BEEN SEALED.

IF YOU CHOOSE THE KRELIUM MINE, TURN TO PAGE 7.

IF YOU CHOOSE THE CRYSTAL MINE, TURN TO PAGE 75.

REVERSE

FOWARD



IN TIME, YOU FINALLY REACH AN AREA CALLED TONGA.

IF YOU HAVE BEEN TO TONGA BEFORE, TURN TO PAGE 125. IF NOT, READ ON...

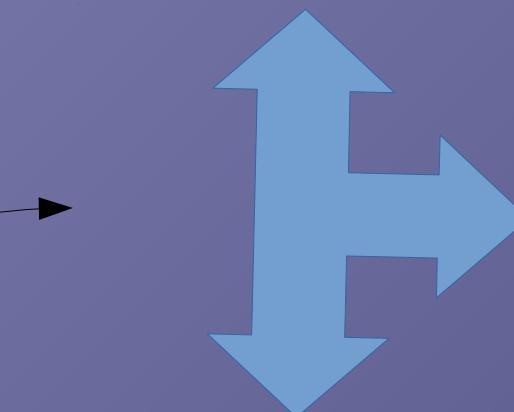
TONGA IS ALL MEADOWS AND FARMS, NESTLED AGAINST A RAIN FOREST LIE TO THE EAST.

THE BIRD PEOPLE WHO INHABIT THIS AREA WARN OF APE LIKE CREATURES IN THE FOREST WHO EAT CHILDREN.

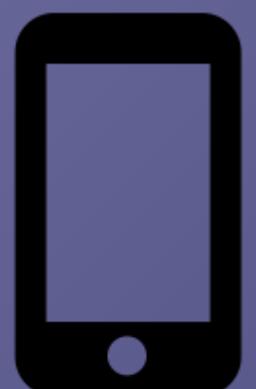
APELIKE CREATURES? SOUNDS LIKE A MYTH. YOU ARE INCLINED TO IGNORE IT. HMMMMMM?

IF YOU HEAD NORTH, TURN TO PAGE 88.

IF YOU HEAD EAST THROUGH THE RAIN FOREST, TURN TO PAGE 97.



IF YOU GO SOUTH IN HOPES OF FINDING A SAFER ROUTE ALONG THE COAST, TURN TO PAGE 102.



TO CHECK MAP, SEE PAGE 63.

REVERSE

FOWARD



WALKING THROUGH THE GRAZING LANDS, YOU MEET SHEPARDS HERDING FLOCKS OF NAMBALS – SHEEPLIKE ANIMALS.

YOU TRY TO SPEAK WITH THEM BUT THERE IS CLEARLY A LANGUAGE BARRIER.

ONE OF THE SHEPARDS SEEKS TO UNDERSTAND YOU AND LEADS YOU TO A TRAIL WITH A FORK IN THE ROAD.

TO CHECK MAP, SEE PAGE 53.



HE TURNS TO YOU AND SAYS, "CO CHAWAKELAMPTHA", POINTING TO THE LEFT; "YO CO PORROS", POINTING TO THE RIGHT.

IF YOU TAKE THE TRAIL TO THE LEFT, TURN TO PAGE 99.

IF YOU TAKE THE TRAIL TO THE RIGHT, TURN TO PAGE 120.





YOU SLEEP WELL THAT IN CHAWAKELAMPtha MONASTERY AND SET OUT THE NEXT DAY.

AO SAYS, "TAKE THE TRAIL MARKED BY THREE ROCK PILARS",

RA SAYS, "AO IS LYING. TAKE THE TRAIL MARKED BY A SOLITARY PINE TREE".

TIG SAYS, "AO AND RA ARE BOTH LYING. TAKE THE TRAIL MARKED BY TWO LOGS, FASTENED BY VINES TO MAKE A CROSS."

CHI SAYS, "TIG IS LYING. IT IS AO WHO TOLD THE TRUTH."

RA ADDS, "ALAS I REMEMBER NOW, IT IS THE TRAIL MARKED BY THE THREE ROCK PILLARS.

IF YOU DECIDE TO TAKE THE TRAIL MARKED BY THE THREE ROCK PILLARS, TURN TO PAGE 101.

IF YOU DECIDE TO TAKE THE TRAIL MARKED BY A SOLITARY PINE, TURN TO PAGE 120.

ALONG THE TRAIL YOU MEET FOUR MONKS WHO GREET YOU WARMLY, AND TAKE YOU IN FOR THE NIGHT.

IF YOU DECIDE TO TAKE THE TRAIL MARKED BY TWO LOGS FASTENED TO MAKE A CROSS, TURN TO PAGE 78.

WHILE DINING WITH THE MONKS, YOU ASK OF ZINDOR, AND THE MONKS REPLY:

REVERSE

FOWARD



WITH A FEELING OF FEAR,
YOU ENTER THE RAIN
FOREST. AS YOU WALK ON
YOU SUDDENLY SEE THEM,
HUGE PRIMATES WITH LONG
AUBURN HAIR.

YOU LOOK TO YOUR RIGHT
TO FIND YOURSELF INCHES
FROM ONE. YOU FREEZE
WITH FEAR, AS YOU REALIZE
THAT THERE ARE MORE OF
THEM.

AS THEY SURROUND
YOU, THE PRIMATES SEEM
DOCILE, SO YOU TRY AND
PUSH FORWARD, BUT THEY
DO NOT ALLOW YOU TO
PASS.



TO CHECK MAP, SEE PAGE 63.

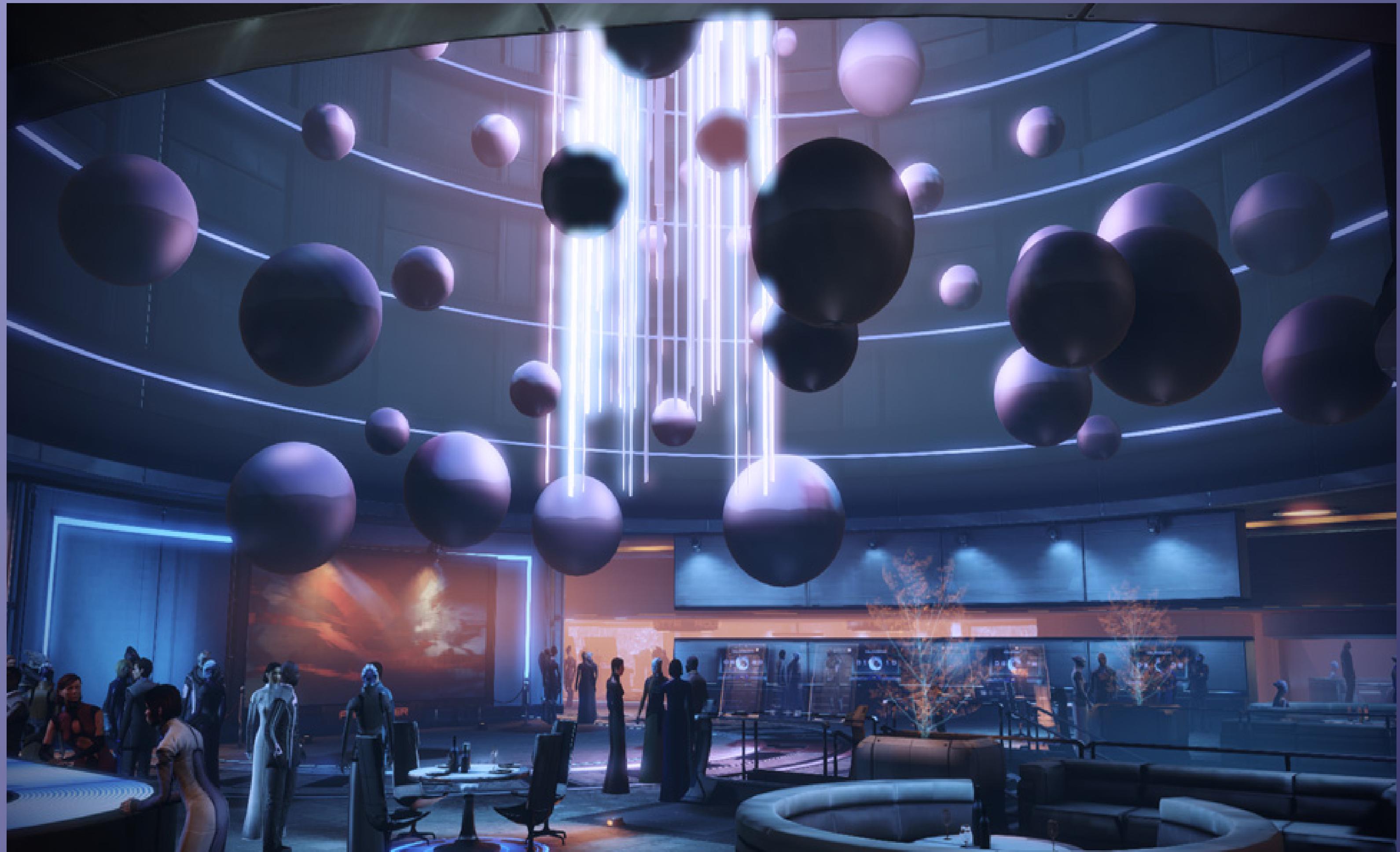
NOT TO TRIGGER SOME
ANIMAL INSTINCT, YOU
RETREAT QUICKLY,
CHECKING YOUR HGPS.

IF YOU HEAD NORTH, TURN TO PAGE
91.

IF YOU HEAD SOUTH, TURN TO PAGE
102.

REVERSE

FOWARD



REVERSE

FOWARD



AFTER TREKKING THROUGH THE DAZZLING MOUNTAINS, YOU COME UPON THREE BUILDINGS CONNECTED BY PASSAGE WAYS SO AS TO FORM A PERFECT TRIANGLE.

IF YOU HAVE BEEN TO CHAWAKELAMPTHA BEFORE, TURN TO PAGE 104. IF NOT, READ ON...

YOU KNOCK LOUDLY ON THE DOOR. A BIRD MAN MONK GREETES YOU AT THE DOOR AND INVITES YOU IN.

THEY PROVIDE REFUGE FOR YOU. AFTER DINNER, FRIAS, THE ABBOT, LISTENS AS YOU TELL HIM OF YOUR ADVENTURES IN SEARCH OF ZINDOR.

FRIAS REPLIES, "THIS IS CHAWAKELAMPTHA, WE LIVE HERE BECAUSE WE BELIEVE IT TO BE THE MOST BEAUTIFUL PLACE IN THE UNIVERSE – THE GATEWAY TO HEAVEN.

TURN TO PAGE 103.

REVERSE

FOWARD



KIN RUGG SMILES BROADLY AS THE HELODROP DRIFTS ALONG.

WITH SOME LUCK, YOU AND KIN RUGG WILL AVOID THE GREAT STORMS THAT SINK SHIPS, BY FLYING OVER THEM.

AS YOU LOOK BACK, TENOPIA BECOMES SMALLER AND SMALLER. YOU HAVEN'T REACHED HOME YET BUT YOU HAVE NO DOUBT YOUR GOING TO MAKE IT.

YOU HAVE PROVEN THAT YOU HAVE WHAT IT TAKES TO SURVIVE ON TENOPIA.

THE END

REVERSE

FOWARD



YOU REACH THE VILLAGE OF VERDE, WHERE THE PEOPLE ARE NOT AS HOSPITABLE AS OTHERS YOU HAVE MET SO FAR, EXCEPT YOU KNOW WHO, CROGOCIDES.

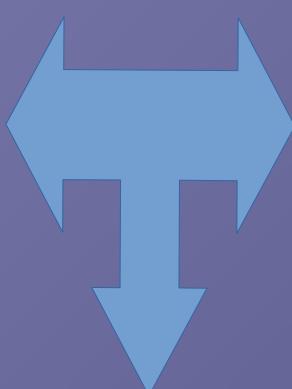
IF YOU HEAD WEST, TURN TO PAGE 82

THERE IS ONE OLDER WOMAN WHO APPROACHES YOU, WHO APPEARS TO BE DIFFERENT. YOU GUESS SHE IS NOT FROM TENOPIA. SHE INTRODUCES HERSELF, "MY NAME IS WALLAH."

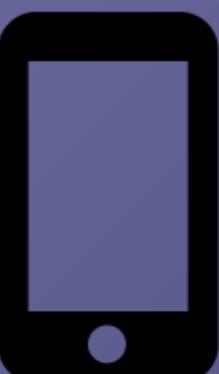
IF YOU HEAD EAST, TURN TO PAGE 120.

WHILE YOU CONSIDER WHICH WAY TO GO, WALLAH, IN A SINGSONG VOICE REPLIES, "EAST IS LEAST AND WEST IS BEST IF REASON MUST RHYME."

YOU ASK HER FOR HELP AND YOU ACTIVATE YOUR HGPS. WALLAH POINTS OUT YOUR LOCATION, AND REPLIES, "BETWEEN HERE AND ZINDOR LIE THE DAZZLING MOUNTAINS, YOU CAN GO AROUND THEM, BY HEADING EAST OR WEST."



IF YOU FIND YOUR WAY TO CHAWAKELAMPTHA, TURN TO PAGE 99.



TO CHECK MAP, SEE PAGE 53

REVERSE

FOWARD



AS YOU TRAVEL ON, YOU FOLLOW WINDING ANIMAL TRAILS THROUGH TEN-FOOT-HIGH VEGETATION.

WHEN YOU MAKE IT THROUGH THE BRUSH, YOU SEE THE HARBOR, WITH A BOAT ANCHORED NOT FAR OFFSHORE.

BUT YOU ALSO SEE ARMED GUARDS. THANKFULLY, THEY AREN'T CROGOCIDES, BUT WHO ARE THEY?

IF YOU SHOW YOURSELF, TURN TO PAGE 36.

IF YOU RETREAT THE WAY WHERE YOU ARE LEAST LIKELY TO BE SPOTTED, TURN TO PAGE 94.

REVERSE

FOWARD



AGREEING WITH FRIAS ABOUT THE BEAUTY OF CHAWAKELAMPHTA, YOU ASK FOR ADVICE ON HOW TO PROCEED.

YOU GO TO ACCESS YOUR HGPS BUT FRIAS GENTLY PUSHES YOUR HAND AWAY, AND WHISPERS TO YOU, "MAPS ARE OF LITTLE HELP HERE, SO LISTEN CAREFULLY."

"FURTHER DOWN, THE TRAIL SPLITS INTO THREE SEPARATE TRAILS. TO REACH ZINDOR YOU MUST PASS THROUGH CHIGA. EACH MONK KNOWS THE WAY. BUT ONLY ONE WILL TELL THE TRUTH."

,"WHEN YOU LEAVE TOMORROW, TAKE THE TRAIL THAT STARTS FROM THE GREAT ROCK SPIRE TO THE NORTH OF HERE, BY DUSK YOU WILL REACH A CAVE SHARED BY FOUR MONKS."

"THE OTHER THREE WILL ALWAYS LIE, BECAUSE THEY WILL NOT WANT YOU TO TRAVEL OVER SACRED GROUND. YOU MUST FIGURE WHICH ONE IS TELL THE TRUTH." YOU THANK FRIAS AND TURN IN FOR THE NIGHT.



TO CHECK MAP, SEE PAGE 53.

► TURN TO PAGE 96.

REVERSE

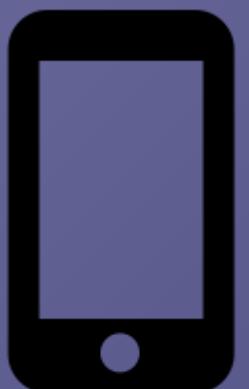
FOWARD



ONCE AGAIN YOU'VE REACHED THE MONASTERY OF CHAWAKELAMPTHA.

THE ABBOT, FRIAS, GREETS YOU WITH A SMILE.
“PERHAPS YOYU DID NOT BELIEVE THE RIGHT MONK”, HE SAID.

FRIAS GIVES YOU SOME ADVICE, “NEXT TIME REMEMBER THAT ONLY ONE OF THEM EVER TELLS THE TRUTH, SO YOU CAN BE SURE THAT IF ANY TWO MONKS AGREE ABOUT ANYTHING, THEN THOSE TWO MUST BE LYING.”



TO CHECK MAP, SEE PAGE 53.

► TURN TO PAGE 96.

REVERSE

FOWARD



AFTER A TWO DAY JOURNEY THROUGH THE MOORS THAT DOMINATE THE EAST END OF THE ISLAND, YOU ARRIVE AT RIVA.

IF YOU HAVE BEEN TO RIVA BEFORE, TURN TO PAGE 117. IF NOT, READ ON...

THE BIRD PEOPLE OF RIVA, TAKE YOU IN AND TELL YOU STORIES OF THEIR PAST, ABOUT SHIP BUILDERS, AND SAILORS WHO NEVER RETURNED.

UNFORTUNATELY, THE BIRD PEOPLE HERE CAN'T HELP YOU WITH YOUR JOURNEY. NEVERTHELESS, YOU PLAN TO STAY AROUND FOR JUST A BIT.

YOU GET A JOB ON A FISHING BOAT CASTING NETS, AND AFTER WORK YOU HANG AROUND THE DOCKS TRYING TO GATHER INFO.

► GO ON TO [NEXT PAGE](#).

[REVERSE](#)

[FORWARD](#)



ONE DAY YOU NOTICE A MURAL PAINTED ON THE WALL OF A DOCKSIDE TAVERN.

WHILE LOOKING AT THE MURAL, YOU HEAR A SHOUT
"THE CROGOCIDES! ARE COMING!"

YOU HAVE ONE MINUTE TO CHECK YOUR HGPS, AND THIS IS NO TIME TO MAKE A MISTAKE.

IF YOU HEAD WEST, TURN TO PAGE 118.

IF YOU HEAD EAST, TURN TO PAGE 46.

IF YOU HEAD SOUTH, TURN TO PAGE 114.



TO CHECK MAP, SEE PAGE 47.

REVERSE

FOWARD



REVERSE

FORWARD



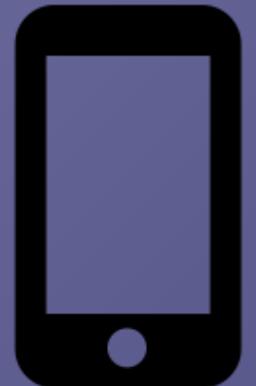
YOU UNHITCH THE BOAT FROM THE DOCK, GET IN AND SAIL TOWARD THE EAST END OF THE LAKE.

BECAUSE OF THE STRONG WINDS YOU BEGIN TO DRIFT OFF COURSE. IT'S NOT LONG BEFORE YOU FIND YOURSELF IN THE CENTER OF THE LAKE HEADING WEST.

TO MAKE MATTERS WORSE, A HEAVY FOG ROLLS IN AND THE WAVES BEGIN TO PICK UP, SLAPPING THE SIDE OF THE BOAT, MAKING A THUNDEROUS SOUND.

THE BOAT IS HARD TO SAIL BUT IT'S WORTHY, AND WHEN THE STORM DIES DOWN, YOU FIND YOURSELF STILL AFLOAT.

TO CHECK MAP, SEE PAGE 63.



TURN TO PAGE 85.

YOU DRIFT THROUGHOUT THE NIGHT, AND BY MORNING YOU REACH A DESERTED SHORE. YOU EXIT THE BOAT AND START WALKING.

REVERSE

FOWARD



THE BIRD PEOPLE OF NOMA WELCOME YOU BACK WITH OPEN WINGS.

HURRICK, A STONECUTTER, BEFRIENDS YOU. YOU TELL HIM YOUR STORY AND ASK FOR HELP,

HURRICK WAS UNABLE TO DIRECT YOU TO ZINDOR, BUT HE WAS ABLE TO SHOW YOU DIRECTIONS EVERYWHERE ELSE.



IF YOU ASK HURRICK TO SHOW YOU THE WAY TO MOUNT CALM, TURN TO PAGE 52.

IF YOU ASK HURRICK TO SHOW YOU THE WAY TO VERDE, TURN TO PAGE 101.

IF YOU ASK HURRICK TO SHOW YOU THE WAY TO PORROS, TURN TO PAGE 120.

IF YOU ASK HURRICK TO SHOW YOU THE WAY TO CHAWAKELAMPHTHA, TURN TO PAGE 99.

IF YOU ASK HURRICK TO SHOW YOU THE WAY TO A PATH THAT LEADS ACROSS THE DAZZLING MOUNTAINS, TURN TO PAGE 81.

TO CHECK MAP, SEE PAGE 53.

REVERSE

FOWARD



REVERSE

FOWARD



OVER THE WALL YOU JUMP
AND BEFORE YOUR FEET HIT
THE GROUND YOU SENSE
YOU MADE THE WRONG
CHOICE.

IN THE BRUSH, YOU SEE
ANOTHER HUMAN, BUT HE
TURNS AND RUNS OFF INTO
THE WOODS FRIGHTENED.

AS YOU WALK ON YOU COME
ACROSS SOME BIRD
PEOPLE, A GIANT SLOTH,
NEKKAS, ZEKEES,
MINIPHANTS, AS WELL AS,
THE APELIKE CREATURES.

YOU CONTINUE ON
THROUGH LAND WITH
BEAUTIFUL MOSES AND
FERNS BUT NO TREES.

YOU REACH THE TOP OF A
300-FOOT-HIGH CLIFF. YOU
GAZE OFF IT LOOKING AT
THIS NARROW BODY OF
WATER.
THIS IS A PENINSULA.
SLOWLY IT DAWNS ON YOU.

THIS IS CAPE MORI, AND
THEN YOU REMEMBER
PRESPAR'S WARNING.
YOU'VE JUMPED INTO A
TRAP, A PRISON FROM
WHICH YOU WILL NEVER
ESCAPE.

GO ON TO NEXT PAGE.

REVERSE

FOWARD



THE WEATHER IS SUITABLE, AND YOU BUILD A LEAN-TO SO THAT YOU CAN HAVE A COMFORTABLE SHELTER TO REST IN.

AS THE DAYS GO BY YOU BECOME DEPRESSED, SO YOU TAKE A WALK.

WHILE WALKING THROUGH THE MEADOW YOU TRIP ON A ROCK. YOU LOOK AROUND AND THERE ARE ROCKS EVERYWHERE. YOU HAVE AN IDEA.

IF YOU STACK ALL THE ROCKS ON EACH OTHER AND AGAINST THE WALL, YOU COULD MAKE A STAIRCASE TO CLIMB OVER THE WALL!

YOU PUT YOUR PLAN IN MOTION AND IN NO TIME YOU REACH THE TOP OF THE WALL, YOU CLIMB AND DESCEND THE BUTTRESS ON THE OTHER SIDE AND BEGIN TO WALK.

[TURN TO PAGE 102.](#)

[REVERSE](#)

[FORWARD](#)



SITA LOOKS JUST THE WAY YOU REMEMBER IT, EXCEPT THERE IS NO BOAT BEING READIED TO LEAVE PORT.

HOPING TO LEARN SOMETHING FROM DREAMING YOU FIND A MAT AND LIE DOWN. IN NO TIME ARE YOU ASLEEP.

YOU ARE FLYING OVER A GREAT VOLCANO, SMOKE RISING FROM ITS TOP, LAVA FIELDS AT THE BASE OF THE MOUNTAIN, AND, CUT OFF BY A STREAM OF LAVA IS A TINY VILLAGE. YOU SEE A HELODROP RISING INTO THE AIR AND DRIFTING OUT TO SEA.

IN YOUR DREAM, THE BIRD PEOPLE LISTEN TO YOU ATTENTIVELY AS YOU ASK QUESTIONS, AS THEY BEGIN TO ANSWER, YOUR DREAM SHIFTS TO ANOTHER SCENE.

YOUR DREAM SHIFTS ONCE AGAIN, THIS TIME YOU ARE BACK IN SITA, WHEN YOU HERE A SCREAM, CROGOCIDES!. YOU WAKE UP STARTLED, EVERYTHING AROUND YOU IS PEACEFUL, BUT YOU SENSE THAT IT IS TIME TO GO.

► TURN TO PAGE 82.

REVERSE

FOWARD



FOR HOURS YOU TRAVEL THROUGH SWAMPY, SQUISHY LAND, SPOTTED WITH DEAD TREES, AND, SINK HOLES SPEWING SULFUROUS SMOKE.

YOU HAPHAZARDLY MAKE IT OVER THE ROUGH TERRAIN, CHOKING ON THE FUMES.

SUDDENLY, YOU SLIP, TWIST YOUR ANKLE, AND FALL INTO A PIT. WHILE RUBBING YOUR ANKLE, YOU LOOK UP AND SEE TWO VOLCAS.

LUCKY FOR ME, VOLCAS ARE INTELLIGENT AND FRIENDLY. THEY ARE ABLE TO GET ME OUT OF THE PIT AND TO THE EDGE OF THEIR HABITAT SO THAT I COULD HEAL.

TO CHECK MAP, SEE PAGE 47.



IN A COUPLE OF DAYS YOU ARE BACK ON YOUR FEET, ANXIOUS TO GET AWAY FROM THIS SULFURIC AIR, AND GET A BREATH OF FRESH CLEAN AIR.

IF YOU HEAD EAST, TURN TO PAGE 46.

IF YOU HEAD WEST, TURN TO PAGE 91.

REVERSE

FOWARD



REVERSE

FOWARD



DECIDING THAT YOU MUST HOLD ON TO YOUR HGPS, YOU TURN DOWN THE GUARDS OFFER AND RESIGN TO THE IDEA OF INDEFINITE HARD LABOR. YOU VOW TO ESCAPE.

SECURITY HAS TIGHTENED UP. BUT YOU WON'T GIVE UP HOPE.

WEEKS PASS BY, WHEN YOU ARE WOKEN UP EARLIER THAN USUAL AND BROUGHT TO THE OVERSEER.

THE OVERSEER TOLD YOU THAT BECAUSE OF EXTRA WORKERS, YOU ARE BEING TRANSFERRED TO KRELUM MINE.

IS THIS THE OPPORTUNITY YOU NEED TO ESCAPE? ALSO GOOD NEWS, YOU STILL HAVE YOUR HGPS.

► TURN TO PAGE 7.

REVERSE

FOWARD

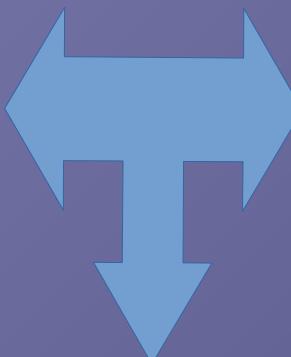


ONCE AGAIN YOU ARRIVE AT RIVA, ON THE EAST COAST OF TENOPIA ISLAND. THIS TIME I AM DETERMINED TO TAKE THE RIGHT TRAIL.

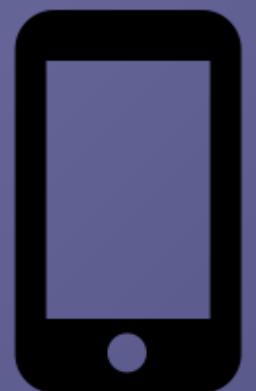
IF YOU HEAD WEST, TURN TO PAGE [118](#).

YOU'RE SURE BY NOW THAT ZINDOR LIES IN THE SHADOWS OF THE GREAT KEONA VOLCANO. YOU CHECK YOUR HGPS ONCE MORE.

IF YOU HEAD EAST, TURN TO PAGE [46](#).



IF YOU HEAD SOUTH, TURN TO PAGE [114](#).



TO CHECK MAP, SEE PAGE [47](#).

[REVERSE](#)

[FOWARD](#)



AS YOU HEAD WEST, YOU FIND YOURSELF CLIMBING ALONG A NARROW RIDGE, WITH LAVA FIELDS ON EACH SIDE.

YOU SEE A PLUME OF SMOKE FROM THE VOLCANOS SUMMIT. DREAD FILLS YOU AS YOU APPROACH KEONA VOLCANO.

YOU STEP FORWARD SLOWLY WHEN YOU RECOGNIZE A CROGOCIDE LYING IN THE GRASS, SLEEPING.

YOU TIP TOE PAST THE GUARD AND CONTINUE TO THE RIDGE EDGE WHERE YOU ARE ABLE TO SEE HOUSES IN THE VALLEY BELOW.

AS YOU REACH THE VALLEY BELOW, YOU ARE GREETED BY KIN RUGG, WHO TELLS YOU THAT YOU ARE WELCOME TO ZINDOR!

► GO ON TO NEXT PAGE.

REVERSE

FOWARD



FROM YOUR POCKET YOU PULL OUT A CRUMBLED AND BARELY LEGIBLE LETTER.

YOU EXPLAIN THAT PRESPAR SENT YOU IN HIS STEAD. KIN RUGG READS THE LETTER AND NODS.

YOU AND KIN RUGG GO TO HIS HOME FOR THE NIGHT. KIN RUGG DECLARES THAT TOMORROW YOU AND HIM SHALL LEAVE TENOPIA FOREVER.

[TURN TO PAGE 126.](#)

[REVERSE](#)

[FOWARD](#)



AFTER A LONG TIRING HIKE
YOU REACH PORROS.

AS YOU ENTER THE VILLAGE,
GUARDS EMERGE FROM A
SHELTER BY THE SIDE OF
THE ROAD.

YOUR HEART SINKS AS
SEVERAL CROGOCIDES
GALLOP UP ON THEIR
SHAGGY ZEKEES.

TURN TO PAGE 7.

REVERSE

FOWARD



AS YOU WAIT OUT THE STORM YOU HUDDLE WITH THE MOUNTAIN PEOPLE FOR WARMTH.

TO YOUR SURPRISE, ONE OF THE MOUNTAIN PEOPLE PULLS OUT YOUR HGPS AND HANDS IT TO YOU.

HE EXPLAINS HOW HE CAME TO HAVE YOUR HGPS, A CROGOCIDE MUST HAVE FOUND IT TRIED TO OPEN IT AND WAS ELECTRICALLY SHOCKED.

YOU AMUSE THE MOUNTAIN PEOPLE BY SHOWING THEM HOW YOUR HGPS WORKS.

THE STORM SUBSIDES, AND THE MOUNTAIN PEOPLE TAKE YOU TO A TRAIL THAT WILL LEAD YOU TO A SAFE PLACE.

► TURN TO PAGE 95.

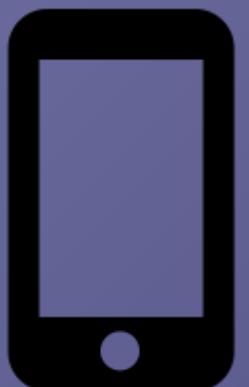
REVERSE

FOWARD



AS YOU ENTER LEATA AGAIN, YOU SEE THE SOD HOUSES AND DRAGON STATUE.

THE BIRD PEOPLE GREET YOU **WARMWINGLY**. THEY GIVE YOU DIRECTIONS, BUT THEY ARE USELESS TO YOU.



TO CHECK MAP, SEE PAGE 41.

YOU CHECK YOUR HGPS,
THEN CONTINUE ON.

IF YOU TAKE THE ROAD TO OKUR,
TURN TO PAGE 57.

IF YOU TAKE THE ROAD AROUND
MOUNT KARRA, TURN TO PAGE 55.

REVERSE

FOWARD

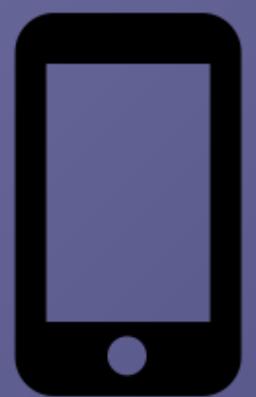


ONCE AGAIN YOU HEAR MUSIC AND LAUGHTER AS YOU ENTER THE LAND OF NOWHERE.

YOUR SPIRITS RISE, UNTIL YOU HEAR A SHOUT...
“CROGOCIDES! SO!



LAST TIME YOU WERE HERE YOU LEARNED SOME OF THEIR LANGUAGE.



TO CHECK MAP, SEE PAGE 29.

YOU QUICKLY REMEMBER “SO” MEANS NORTH, SO YOU RUN THE OTHER WAY.

► TURN TO PAGE 50.

REVERSE

FOWARD



ACROSS SOME RUINS, YOU WALK EAST ALONG THE COAST ROAD.

YOU PAUSE TO REST A SECOND TO DECIDE WHAT SHOULD BE YOUR NEXT STEP, WHEN YOU HEAR A SHRIEK. A CROGOCIDE!

WITHOUT HESITATION YOU DIVE INTO THE WARM, MUDDY WATER AND SWIM TO THE FAR BANK. YOU CONTINUE ON YOUR JOURNEY.

AFTER SOME TIME YOU COME UPON THE MOUTH OF A NARROW RIVER THAT MARKS THE BEGINNING OF THE JUNGLE, NORTH OF THE ROAD.



TO CHECK MAP, SEE PAGE 41.

► TURN TO PAGE 102.

REVERSE

FOWARD



BACK IN TONGA, YOU VISIT ONE OF THE FARMHOUSES TO ASK ADVICE ON YOUR NEXT MOVE

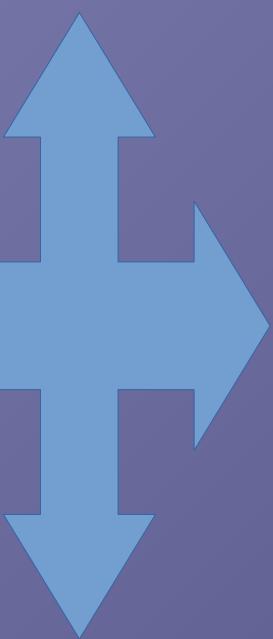
IF YOU TAKE THE ROAD TO MEDEA, TURN TO PAGE 88.

YOU ARE TOLD THAT THE ROAD WEST LEADS TO ISSUS. YOU CHECK YOUR HGPS FOR OTHER CLUES.

IF YOU TAKE THE ROAD TO ISSUS, TURN TO PAGE 55.

IF YOU TAKE THE ROAD TO THE RAIN FOREST, TURN TO PAGE 97.

IF YOU TAKE THE ROAD TO THE HARBOR, TURN TO PAGE 102.



TO CHECK MAP, SEE PAGE 63.

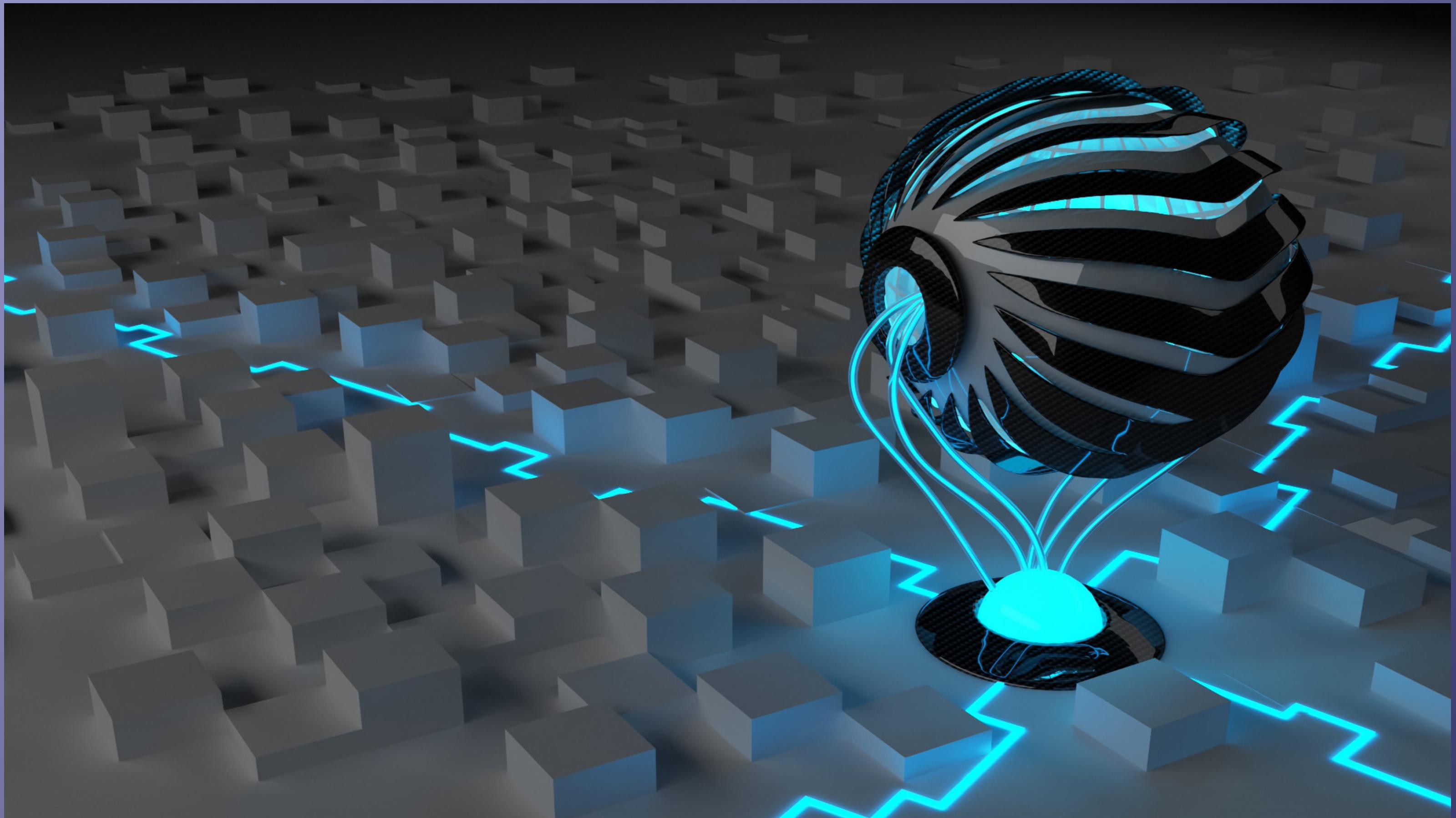
REVERSE

FOWARD



REVERSE

FOWARD



REVERSE

FOWARD



YOU REMEMBER HOW EASY IT IS TO CLIMB TO THE TOP OF THE WALL.

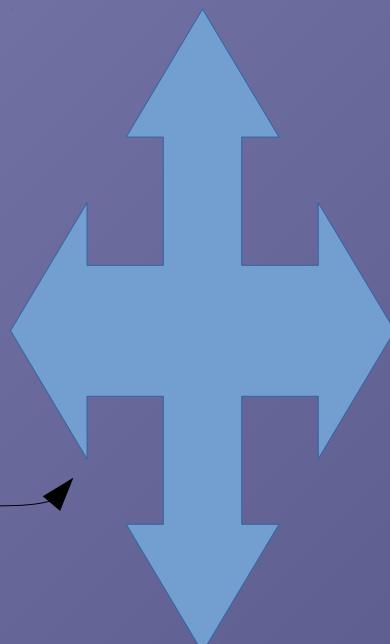
IF YOU HEAD TOWARD THE LAND OF VOLCAS, TURN TO PAGE [114](#).

BEFORE DECIDING ON WHAT TO DO NEXT, YOU CHECK YOUR HGPS AND YOU SEE THERE ARE THREE ROADS LEADING AWAY FROM THE WALL.

WHAT TO DO?
WHAT TO DO?

IF YOU TAKE THE ROAD TOWARD RIVA,
TURN TO PAGE [75](#).

IF YOU CLIMB OVER THE WALL, TURN TO PAGE [111](#).



IF YOU GO SOUTHWEST, TOWARD THE COAST, TURN TO PAGE [102](#).



TO CHECK MAP, SEE PAGE [47](#).

[REVERSE](#)

[FOWARD](#)



ONCE AGAIN YOU HAVE REACHED THE BEAUTIFUL VILLAGE OF MEDEA.

IF THE LAST TIME YOU WERE HERE, YOU TOOK A SAILBOAT WITHOUT ASKING FOR IT, THE BIRD PEOPLE TURN YOU OVER TO THE CROGOCIDES. IN THAT CASE, TURN TO PAGE 7. IF NOT, READ ON...

THE FRIENDLY BIRD WOMAN GREETS YOU WITH OPEN WINGS. THIS TIME SHE TAKES YOU TO SEE THE ANCIENT CREATURE NAMED 'MI'.

► GO ON TO NEXT PAGE.

REVERSE

FOWARD



MI SITS CROSSED LEGGED,
FOR A LONG TIME SHE SITS
THERE STARING AT YOU,
UNTIL YOU WONDER IF SHE
IS AWARE OF YOUR
PRESENCE.

WHEN ALL OF A SUDDEN SHE
TURNS TO YOU.

► GO ON TO THE NEXT PAGE.



REVERSE

FOWARD



MI SPEAKS: "YES, I KNOW WHERE ZINDOR IS – JUST EAST OF THE KEONA VOLCANO, SO CLOSE THE CROGOCIDES DARE NOT VISIT IT. BUT BETWEEN HERE AND THERE IS A SWAMP YOU CAN NEVER CROSS. TO REACH ZINDOR YOU MUST FIRST FIND CHAWAKELAMPTHA. IT LIES TO THE NORTH, IN THE DAZZLING MOUNTAINS."

► TURN TO PAGE 133.



REVERSE

FOWARD



YOU DECIDE NOT TO STAY LONG IN SERA.

SO YOU VENTURE OUT, ALONG THE SHORE OF SHONRA, IN SEARCH OF NEW INFORMATION ABOUT THE ROUTE TO ZINDOR.



TO CHECK MAP, SEE PAGE 63.

IF YOU TAKE A BOAT TO WEST MEDEA, TURN TO PAGE 88.

IF YOU HIKE AROUND THE LAKE TO SHAR, TURN TO PAGE 62.

REVERSE

FOWARD



MI FALLS SILENT, YOU HAVE LEARNED ALL YOU CAN FROM HER.

THE NEXT MORNING YOU SET OUT AGAIN TO REACH THE DAZZLING MOUNTAIN..

YOU HEAD WEST AROUND LAKE SHONRA, WHEN YOU COME TO A FORK IN THE ROAD



TO CHECK MAP, SEE PAGE 63.

IF YOU TAKE THE ROAD TO THE LEFT, TURN TO PAGE 85.

IF YOU CONTINUE STRAIGHT AHEAD, TURN TO PAGE 55.

REVERSE