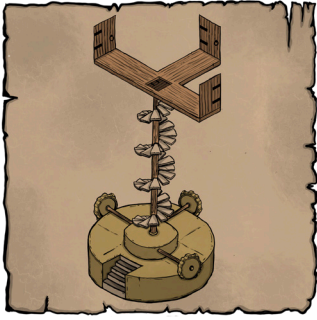


KOLOSSUS

Words by: James Hutt, Brian Shutter
Art by: Mustafa Bekir

1. The Sword Entrance

You enter the Kolossus through its gigantic hollow sword, climbing thousands of limestone stairs. Nearing the top, you hear the pirates that have taken the statue hostage. They've spotted your ship docked at the foot of the Kolossus. "Pull it!" you hear them shout, and you hear the grinding of massive gears as the sword you've been climbing lurches skyward. There's no going back now. You're trapped in.

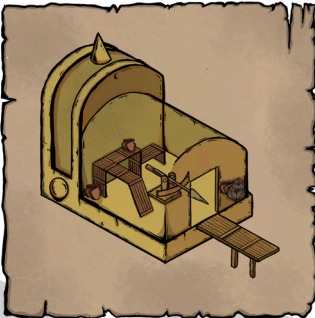


2. The Chest Room

Entering the chest of the great body, you find it infested with pirates, crawling over every inch of a spiral staircase. It rises up the core of the construct around a massive screw - one that's starting to spin. No, that's not right. It's you that is spinning. The whole torso of the Kolossus is spinning, turning towards the city! No! The great mirror-weapon in the Cyclops' eye must not be turned upon it! You fight up the staircase, cutting a path, until you reach the top.

3. The Clavicle Catwalk

At the top, you find a narrow junction hoisted precariously above the gears. Down the catwalk to your left is the shoulder room and to the right is the arm which holds the cyclops head. Straight ahead, is well, the head, which houses the statue's rotation controls. The door you choose is blocked from behind, but this poses no problem for an adventurer like yourself. As you go to clear the impediment, the door to the head smashes open, pouring forth pirates into the catwalk. You can hear the screams of the captured lighthouse master being tortured from somewhere in the distance.



4. A Battle Within The Shoulder Room

As the dust settles, the Kolossus stops abruptly with a great metal sound, 180° from where it began just minutes ago. You hear an authoritative yell from the head, "First Mate Canis, light them up!", and the door to the shoulder is blown open, revealing a hulking brute of a pirate behind a ballista. Wasting no time, they begin to hurl massive iron javelins which stick deeply into everything; into the wall, into the dead pirates that litter the catwalk, and if you don't move quickly, will surely stick just as deeply into you.

8. Victory Is Yours!

Monkeybones is no more trouble and the Cyclops Head has stopped torching the city. The remaining pirates, if any are still alive, flee to their ship hidden in the statue's base and attempt to sail away. You can either right the Kolossus and fire a final scorching heat ray at the fleeing ship, and receive a reputation as merciless heroes or let them flee and accept your reward instead as benevolent heroes. As a reward for dealing with the Mad Pirate Prince, you may choose a relic from the Senate's Vault of Wonders to claim for your own.

5. The Kolossus's Head Room.

In the center of the room are levers that operate the movement of the Kolossus. Standing at these controls is Argetis Delis, Pirate Prince, and Captain of the Aquillo. Around his neck is a massive gold key. As he controls the Kolossus which points towards the city you have a choice: sneak up and steal the key from Argetis or take it off his corpse. Be careful, he is very skilled in the art of sword fighting and has killed many for less.



6. Cyclops Head Room

Chaos ensues as you rush to the Cyclops Head. Loud banging and screeches can be heard from within its walls. Turning the key and kicking in the door you see a massive gorilla torturing a man tied to a chair next to the mirror-weapon elaborate control panel. The man is bloodied and bruised and on his last breath, while the gorilla beats the last secret out of him. Armed with the knowledge of using this weapon, Monkeybones the Gorilla, the Pirate Prince's Pet-Bodyguard, takes aim at the city.

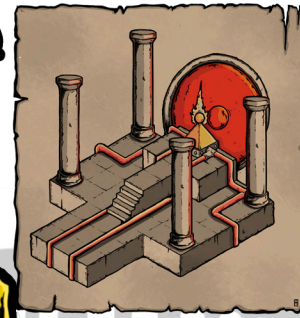


7. The Battle RAGES!

You rush to stop the behemoth simian as he fires the first blazing hot ray into the city. Roll on the table to determine what part of the city is destroyed.

As each section is blasted by the ray it is instantly incinerated. Every turn as the beam charges up again it will destroy another section until either it is obliterated, the battle ends, or nothing of the city remains. Whichever comes first. Monkeybones is very tough. Sheer size and strength are on his side.

Once you finally are able to subdue the enraged gorilla then you can tend to the control panel and shut off the mirror-weapon. If anyone attempts to stop the hot ray first, Monkeybones will grab them from behind and try to choke them to death.



1	Market
2	Temple
3	Theatre
4	Bathhouse
5	Senate Hall
6	Necropolis