

1. In the beginning

Paul South was small for his age. That made him easy to bully. One day, Paul was on his way home when he heard a voice behind him.



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Suddenly a huge bubble appeared from nowhere. Without knowing why, Paul stepped inside the bubble.

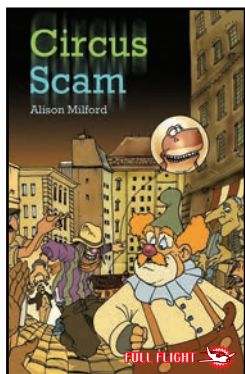
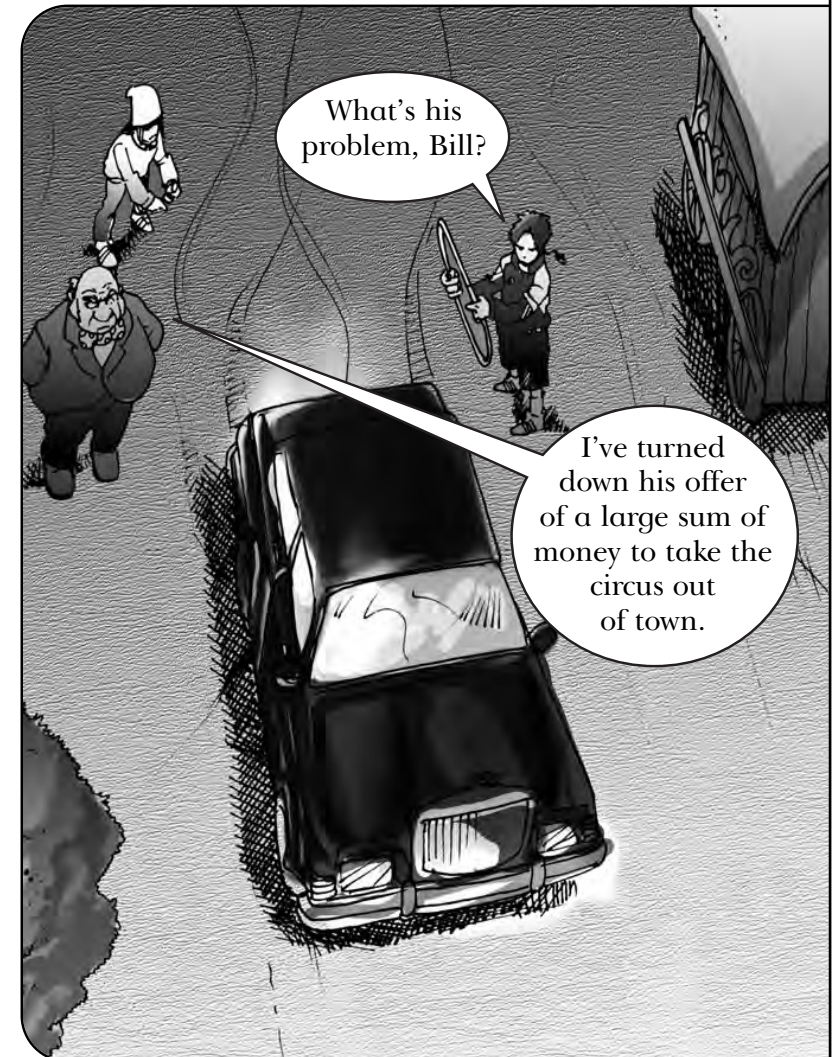
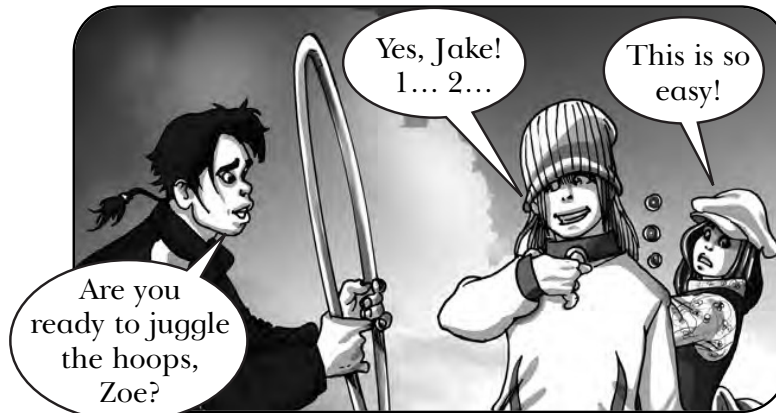
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1. The circus is here!

The All Stars Circus had come to Crosston for the summer holidays. Amazing acrobats, funny clowns, clever jugglers and fearless trapeze artists got ready as the Big Top was pulled up into place.



1. A note about demons

Scotland Yard is the address of London's police: it is known all over the world for cracking crime and solving mysteries. But it has a secret – a big, dark, nasty secret.

In a gloomy office you will find a man with a long, dark overcoat. If you ask his name, he'll smile like a skull and say: "I'm Detective Max Darke, Demon Division."

Level One Demons:
Not very evil but sometimes leave litter and steal washing.

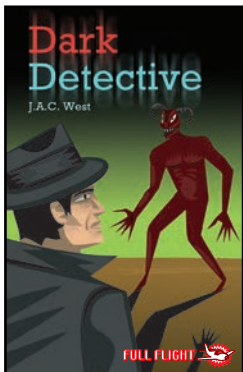
They also eat small children who should have known better than to go out after dark.



Level Two Demons: Less common but like to pick fights with men who have more muscles than brains. Then they eat their brains.



Level Three Demons: Aaaaaaaaaaagh!





It is the year 2265.

At birth, every baby has a microchip put into their brain. This lets the evil President Fader control every person with his special control panel. He also controls the evil Police Crew.

But the day Kris Jenson was born, the microchip machine broke down. So Kris has no chip in his brain. He is a 'Free One'.

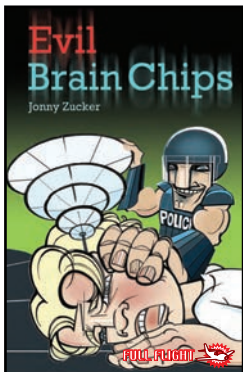
Kris has found one other Free One - a very old scientist called the Doc. Together they are working in a lab - on a top-secret project.

That project is nearly ready.



1. The Smash

It was late. The Doc and Kris were very, very tired. They had been working non-stop for 24 hours.





1. Training

Two teams are joint top of the intergalactic football league. Earth team, Sector 5, and Crust City from Planet Shine 21. There is one game left of the season – Crust City v Sector 5. The winners will come top of the league.

But Crust City, led by their evil captain, Fixer, are playing dirty. When they play, their opponents get very ill and some have even died! No one knows why this is happening.

Crust City are not using guns or bombs or missiles. No one can prove they are cheats. So no one can stop them!

Sector 5 captain, Dane Sky, wants to know what's going on.



1. Maxi beast revenge

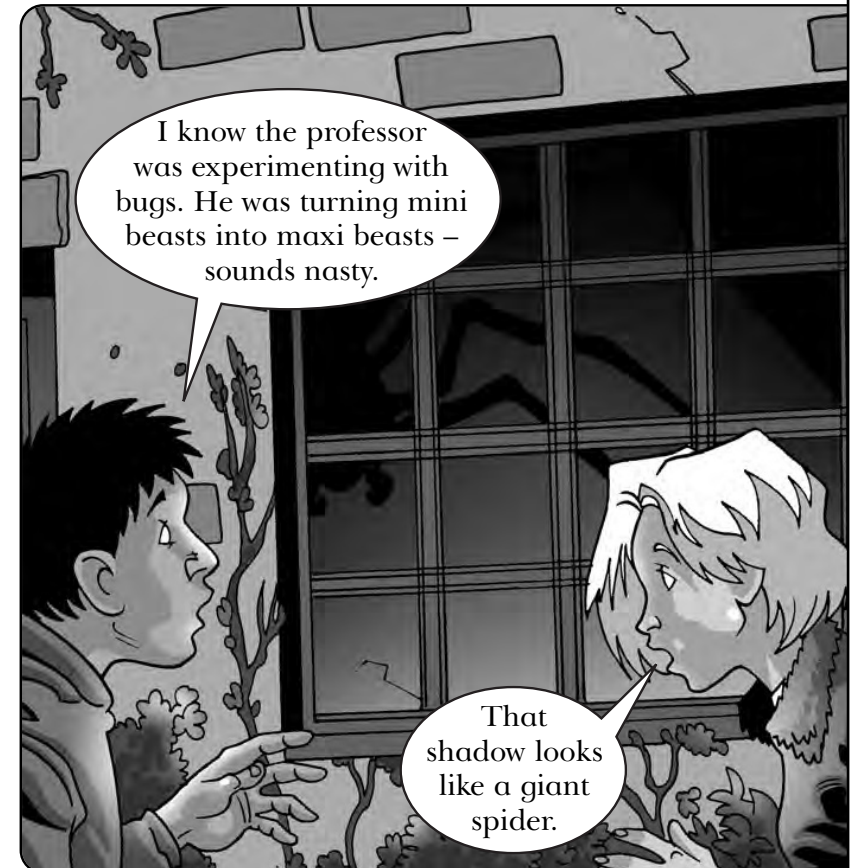
Kermal's mum did some typing for a strange old man called Professor Ellison. When she hadn't heard from him for a few days, she sent Kermal and Anna to see if he was okay.

Kermal and Anna didn't like visiting Professor Ellison. His house was at the end of a long drive. Tall trees made the place look gloomy. Even in the daytime, everywhere seemed dark.



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Kermal and Anna arrived outside Professor Ellison's house. It was cold and windy. Strange shadows passed the dark windows.



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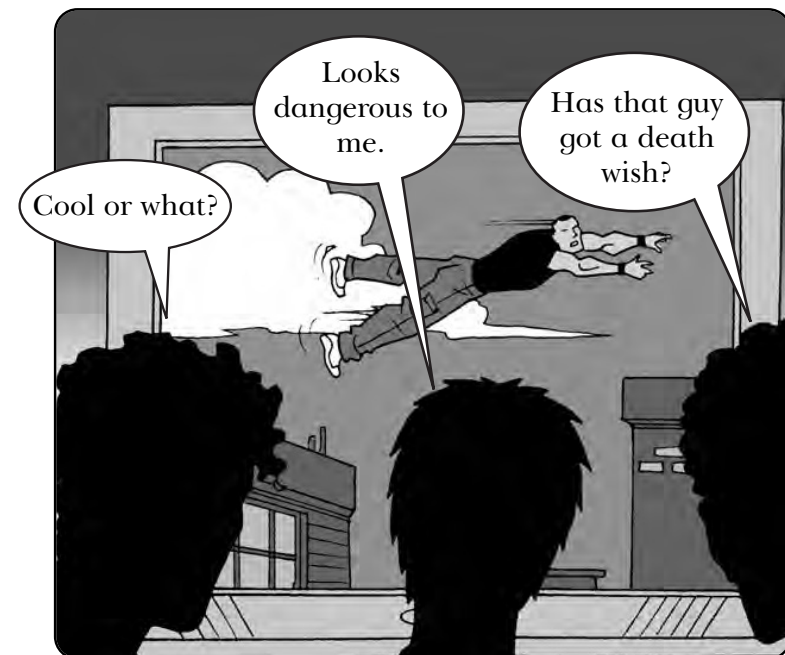


1. Climbing the walls

It is the holidays. Glen and Ollie are at Sanjay's house.



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Space plague is spreading through the universe. For years scientists struggled to find a cure. But nothing worked. Now the plague is getting closer to Earth...

You are a space explorer. One day, you get a message on your space radio, but you don't hear all of it.

"Can anyone hear us? This is the starship 888 Alpha. We think we've found the cure for space plague. You need to find... you'll need a code number..."

Then the message stops.

A cure for space plague! You could save the human race. Your computer shows that the radio signal came from a solar system just ten light years away.

Straight away, you set your course...

Go to 1



➔ **1** There are six planets in this solar system. Which one will you visit first?

The small, hot planet nearest the sun?

Go to 2

The jungle planet second from the sun?

Go to 7

The ocean planet third from the sun?

Go to 16

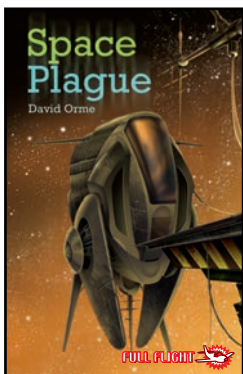
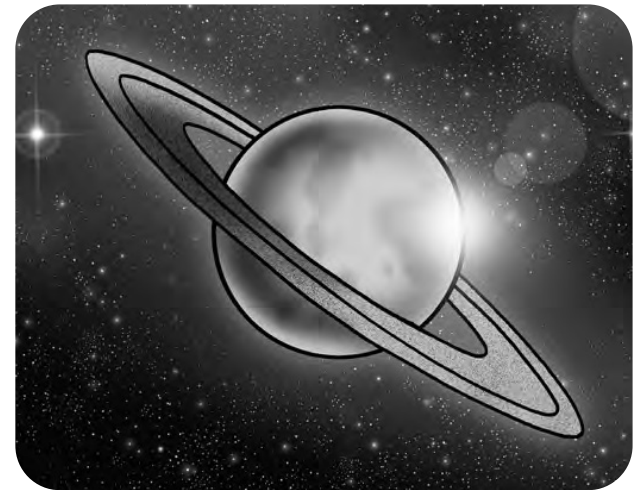
The desert planet fourth from the sun?


Go to 41

The gas giant fifth from the sun?

Go to 6

The ice world? **Go to 27**






No one can live for long in Spook Manor. Many people have tried, but most of them ended up crazy, or dead – and I mean really, really dead!

But somewhere hidden in Spook Manor there is a great treasure, an ancient painting worth millions! Who is brave enough to search for it?

One evening you are walking past Spook Manor. You see a key lying on the ground – the key to the front door. Here it is:



Are you brave enough to go in and look for the treasure?

No thanks? Well, give this book to someone else who *is* brave enough and go and read something less scary instead.

Yes, you're up for it? I thought so!

Go to 1

➔ **1** You approach the big front door. There are two keyholes but only one will work. Which keyhole will you try? Check your key carefully!

Keyhole 13? **Go to 13**

Keyhole 36? **Go to 36**





➔1 You are an explorer, deep in the rain forests of South America. You are searching for the lost Valley of Wisdom.

At last you find a narrow mountain pass. You scramble through and find you are in the lost valley you have been looking for. But there is a sudden earthquake and the narrow pass behind you is blocked by fallen rocks.

You are trapped in the lost valley. Your only hope of escape is to find the Wisdom of the Ancients! A narrow track disappears into the rainforest. Bravely, you set off...

Go to 2



➔2 You reach a junction. From here, tracks go east, south and west.

In the centre of the crossroads, you find three things:

- ✱ A gold coin.
- ✱ A wooden stick with a silver top.
- ✱ A set of tennis rackets.

These objects will help you, but you can only take two of them.

Choose your objects and make a note of them. If you return here, you can change your objects if you wish.

Now choose your route.

West towards the valley entrance.

Go to 18

South towards the sound of water.

Go to 21

East through the dark jungle.

Go to 28

