
Moreau

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Short Gamebook Fiction

The deck of the Vulture rocks beneath your feet. The ship almost feels like home. Jet, the captain, has anchored it a half mile from Gondwana Island. You could get closer, but Jet is cautious. According to the reports something foul has infested the place.

"Anything over the radio?" You turn to Kolma.

"Just the same track on repeat. Everything's down." She pulls out her earpiece. Her brown eyes look concerned. "If anyone's left they aren't talking."

"Could they really all be dead?" Xander picks his nails and scrutinizes the lush shoreline.

"Don't know. But we'll find out soon enough." You go inside to check your gear one more time.

The Vulture is a salvage vessel. You sail in the wake of misfortune, take whatever lies unclaimed. Some guy contacted Jet in Corpus Mundi and gave him the job. The guy didn't say who he represented, but he had money in his hand and a haircut that looked military. You try to avoid military jobs, but this one seemed simple. All you have to do is see if anyone is still living on the island.

Tomorrow Kolma, Xander, and yourself will land on Gondwana, take what you can, and find an answer for your shady friend.

Rules:

You will choose the course of this story. Each numbered **section** ends with a set of options that direct you to other sections. Start with 1 and follow your path through these sections to explore the island.

Your **life** is a number that represents your physical well-being. Your life begins at 100 and may not exceed that value. You will lose life through injury and combat. If your life reached 0 you have died and must try again. Thankfully the Vulture has a doctor on staff who will be able to fix you up when you return.

The world can be a dangerous place, but you're prepared. In addition to the machete and guns you carry on your person, the Vulture is equipped with a variety of powerful support weaponry. The stronger the weapon, the more expensive each use will be. A full table of available weapons and their corresponding damage and cost is listed on the dossier on the next page.

You can resolve **fights** with these weapons. When you encounter someone or something that needs to be fought, it will have its life and **damage** listed in the following way:

Enemy (Damage 10 Life 30)

In a fight, you and the enemy will trade turns attacking each other. When you attack, subtract the damage of your chosen weapon from the enemy's life. When the enemy attacks subtract its damage from your life. If the enemy's life reaches 0 before your own, you have won and may continue. If your life reaches 0 first, you have died and must start the story over.

Your **account** is a record of your current funds. You will use money to pay for more powerful attacks in combat and for other critical services the Vulture can provide. You can gain money by gathering loot. You begin the game with \$10,000.

Here are the services that you can buy.

Simulate. \$1000 per use. The supercomputer on board the vulture will send you a detailed prediction of the outcome of a particular course of action. You may peek one section ahead, then return to your current section and choose as you wish.

Chameleon. \$3000 per use. Sensors in your clothing will survey your surroundings. With the help of the supercomputer, they project an image of the scenery behind you to anything watching. This tedious process renders you almost invisible. You may use chameleon one section before you believe there will be a fight. If there is a fight on the next section, you may use stealth to your advantage by halving either the enemy's damage or its life.

Choppa. \$2000 per use. Jet can take off from the Vulture in a small helicopter to rescue you in an emergency. This will allow you to immediately return to the boat (turn to 7). The choppa should only be used in dire circumstances, as you may not return to an area you have fled.

Bulk Discount. \$10,000 one time fee. From now on all weapon costs are halved.

Taxidermy. \$8000 one time fee. Add money to your account every time you win a battle. The amount is equal to the enemy's life multiplied by 100 (so an enemy with 30 life earns \$3000).

Mission Dossier

Name:

Team: Xander, Kolma

Weapon Listing:

- Machete (\$0 Damage 5)
- Magnum (\$500 Damage 10)
- Assault Rifle (\$1000 Damage 15)
- Rocket Strike (\$2000 Damage 20)
- Mortar Barrage (\$4000 Damage 25)
- Napalm Inferno (\$8000 Damage 30)

Services:

- Simulate \$1000
- Chameleon \$3000
- Choppa \$2000
- Bulk Discount [] \$10,000
- Taxidermy [] \$8000

Life: /100

Account: \$10,000

Misc Notes:

1

You breath out a long trail of smoke and watch the sun rise over Gondwana. The shoreline cycles between khaki colored beaches, dense mangrove jungle, and high black sea cliffs. If the reports are true, there are no humans left on the island. Not that there were many in the first place. The rugged interior remained untouched even in better times. Still, you suspect your employers know more than you.

"Ready yet?" Kolma shouts from an inflatable raft tethered to the Vulture. Xander grips the outboard motor. They want to get started.

There are three obvious places worth investigating: the island's port, its dam, and the resort. You hop on the raft and give directions. If you head for the dam turn to 38. If you head for the port, turn to 31. If you head for the resort, turn to 25.

2

"Wow." You follow a twisty path and to a perfect grotto. A wide cave made of painted concrete covers a serpentine pool. Even after months without people in it, the water looks slick with sun block and skin oil.

"Hey look!" Xander points to a cheesy tiki bar built into the cave. "Lets investigate over there."

If you go to the tiki bar turn to 12. If you jump in the pool turn to 39.

4

You grab Xander under his shoulders and Kolma takes his legs. You pull him clear of the smoke. The heat melts boots and burns your feet. Lose 20 life.

Xander and Kolma are also burned, but not severely enough to cancel the expedition. You pick up on a narrow goat path leading out of the clearing. It's the only other way out. Turn to 99.

5

This place seems to go on forever. Turn to 8.

6

"Open it up." You motion to Xander and he revs the raft's engine. The motor draws the swarm after you. The flies make an ugly, chitinous noise.

The raft is fast enough to outrun most of the bugs. Only a few huge dragon flies manage to catch up with you.

"Get ready." Kolma shoulders her rifle.

Dragonflies (Damage 20 Life 40)

If you win, you leave the swarm behind and head back to the vulture, turn to 90.

7

"About time!" You climb into the chopper next to Jet. Kolma and Xander take the back seat.

"Hey, that's no way to talk to the guy who saved your life." Jet laughs. "Again."

The four of you fly back to the Vulture.

Turn to 90.

8

This place seems to go on forever. Turn to 10

9

"Don't look at me." Xander puts his hands up. "I don't deal well with heights."

Kolma sighs and steps up to the antenna. She climbs the skeletal tower deliberately.

"I see someone!" Kolma yells from the top. She descends and leads you into the jungle turn to 41.

10

This place seems to go on forever. Turn to 13.

11

The engine whines and the raft bends in the middle as you struggle against the slime. You break free with a sudden lurch.

"Damn..." Xander shakes his head. "I shouldn't have opened my mouth."

You head back to the Vulture for the night, turn to 90.

12

"This stuff is top shelf!" Xander admires the elegant glass bottles behind the bar. "I bet you can't out drink me."

"You're on."

"Morons." Kolma shakes her head and walks away. You shrug. Sure it's unprofessional, but you doubt Jet would mind.

First of all, note your bet here: X_____. Subtract this bet from your cash supply. Then decide how many shots you can handle. Once you've picked a number, turn to 77.

13

This place seems to go on forever. Turn to 20.

14

A rusted steel ladder leads down into the hold. A strong, fishy smell fills the dark space. Something must have breached the hull. Grease covers one of the rungs. You lose your grip on the slick bar and fall. Lose 10 Life

"You alright?" Kolma shines a flashlight down at you.

"Yea, just a little scraped up." You stand. Salt water fills the hold to your knees.

"We don't have to worry about the crew." Kolma stops her climb down. You notice a corpse floating by your feet. The body is bloated and picked over.

You and Xander search the hold. You find the half dozen other crew members, all long dead, along with a few smaller parcels worth salvaging. Add \$5000. You pass these up to Kolma, then climb out yourself, turn to 43.

15

"Moreau will disappointed." Isaac sighs and departs. You hear a clang of metal from deep in the shadows. You later find a door disguised in the crevice. Isaac locked it.

"Where now?" Xander asks,

The three of you try to climb out of the hole but it is no use. The walls slope inward and are much too slippery to grip. You try to radio the vulture, but there is no reception this deep underground. Days pass and you wither away.

"Hey." Kolma looks sick from hunger. "I know it doesn't matter now, but do you think you would have ever settled down?"

"Maybe. I didn't really have a plan."

You don't need a plan now. You'll all die here soon enough.

16

You turn your back on the grasshopper monster and run for the elevator. Your empathy only goes so far. As you draw closer to the lift, the noise dies down. Turn to 60.

17

"Looks like we're finished here." Jet watches the anchor rise at the back of the Vulture.

It has been almost a week and you've explored every accessible part of the island. You have found no sign of a living, non-mutated person. You don't know whether to feel disappointed or relieved as you sail away.

18

"Something smells...funny." Xander stops and looks back at you. You sniff the air. It smells heavy and herbal. You glance through the trees into the field. The poppies have caught fire! Thick, black smoke pours out as the flowers smolder. The smoke makes you feel light headed.

"Forget it, lets head back." It would be impossible to pick up on a trail at this point anyway. You decide to give the crates a try back at the harbor, turn to 68.

19

Among the scattered affects you find a watch and some jewelery. Gain \$5000.

"Empty." Kolma throws a leather handbag off to the side.

Something clatters in the bathroom. Xander steps up to the door. You nod and he pulls it open. A creature with a human frame, six eyes, and a pair of chitinous claws steps out. It makes a crunching, garbled noise and shoves Xander into a wall.

Mutant Crab (Damage 20 Life 50)

If you beat the creature, you decide to end your room search and head for the pool. Turn to 2.

20

This place seems to go on forever. Turn to 22.

21

"I need to get off this damn boat." Kolma sits at the stern of the Vulture and drags her feet in the ocean.

"This place bugs me too. That creeps knows what's going on here. I just hope we don't walk into a deathtrap."

"Maybe you're in the wrong line of work. I know I am."

"I'm gonna take a month off after this."

"I think I need more than that. A few decades maybe."

Kolma looks at a star on the horizon. The sky is clear tonight.

"If this goes well you'll be able to start up somewhere else. Hell, you can probably go anywhere."

"That's what I'm counting on." Kolma shakes her head. "And what about you? We're young now but how long do you plan on going on with this? Do you want to end up like Jet?"

You don't have a good answer, for yourself or for Kolma. Sleep on your thoughts and turn to 76.

22

This place seems to go on forever. Turn to 24.

23

You pull yourself up and onto the top of the dam. Kolma reaches the top next. Both your palms show chemical burns.

"That sucked."

"Yea."

You stand and take in the view. Turn to 34.

24

This place seems to go on forever. Turn to 28.

25

"Faaancy!" Xander steers the raft into an artificial cove in front of the Salty Palms resort. You tie up the boat and head onshore. Rows of palm trees stick up from groomed lawns. The landscaping is beautiful but sterile. It shows no signs of the chaotic growth of the rest of the island. You can tell by their browning fronds that many of the trees are dying from neglect.

The Resort itself is a vast tiered building that faces the ocean. Thanks to this design, almost every room has both a view of the ocean and a large, sunlit deck.

"What's that smell?" Xander holds his nose. Kolma gags and you try not to lose your breakfast. It stinks like rancid meat. The refrigerators in the restaurant must have stopped working. The three of you stop to catch your breath.

"CRASH"

You hear something smash through a window inside the restaurant. Apparently you're not the only ones in the resort. If you investigate the sound and search the restaurant, turn to 45. If you ignore the sound and search somewhere else, turn to 80.

26

Moreau's desk hides some strange curios. You find a broken microscope, a beaker filled with an inky fluid that flows up the sides of the vessel, and even a jar containing a tiny human suspended in alcohol. Though you're sure some collector would these things interesting, what grabs your attention

the most is a set of syringes filled with a bright pink serum. If you have the codeword Purple turn to 91. If not turn to 79.

27

A low, muscular creature with long teeth steps out of the crate. "BANG!" The right half of its head flies away. The wild pig yelps, loses its footing, and collapses.

Xander lowers his gun. "Sorry about that... reflexes."

"We can't make—" a low humming noise cuts off your reprimand. "Do you hear that?"

The hum rises and rises into a loud buzzing, turn to 98.

28

This place seems to go on forever. Turn to 44.

29

"You're up late." You find Jet in the Vulture's small bridge. He shuffles through a stack of charts.

"My work is never done." Jet sips from a big mug. "I guess that's just the burden of being captain." You both laugh.

"Find anything out about the island?"

"A little." Jet pulls a stack of watermarked papers out from under the maps. "Our friend didn't tell us everything he knows. According to these reports they've been monitoring the island for years. I haven't been able to get my hands on all the details, but it sounds bad."

"How bad?"

"Military experiments bad. They must've had an instillation somewhere on the island. Probably shut it down when tourists showed up. Maybe they have some loose ends to tie up."

You look out the window. Without any light from the island you can see every star. "Think we should back out and call it a loss?"

"Too late for that now. We'll pull through. You just need to be careful. Listen to Kolma a little more."

"Well that's a big vote of confidence."

"It's true."

"Night Jet."

Turn to 76

30

You dodge Moreau's fist and jam one of the mystery syringes into his arm.

"Aggggghhhh!" Moreau screams. The meat on his forearm crawls and necroses. After a few seconds it returns to normal. The effect is not what you would have hoped for, but the needles can still be useful.

Instead of attacking, you may use a needle on your round. This will weaken Moreau so that your next attack does double damage.

Moreau (Damage 20 Life 60)*

*Moreau is both far larger and far stronger than a human being. Machete blows will not hurt him.

If you beat Moreau turn to 100.

31

Xander steers the raft past a breakwater and into Gondwana's only port. A single large dock set into the shoreline harbors a large container ship, the Li Hing. You tie the raft nearby. The ship sits crooked in its moorings. Most of the containers have tumbled off the deck and onto the spacious loading area. If you search the ship, turn to 82. If you check the spilled containers, turn to 68.

32

"Not exactly beach reading." Xander tosses you the paperback from the nightstand. It has a plain green cover with the title "The Time Machine" printed on it. An old science fiction classic. You flip through the pages and a few slips of paper fall out. They form a terse correspondence.

"Dear Smith. Your arrival here is greatly appreciated. Contact Isaac to make travel arrangements. Pack light. Moreau."

"Moreau. You haven't been honest with me. This plan is far more dangerous than I was led to believe. I need additional compensation before I will see Isaac. Smith."

"Smith. I have only ever been honest with you. If you are going to extort me do it, but there's no need to insult me with your cowardice."

Apparently the two had a falling out. You finish your search and head for the pool turn to 2.

33

"Hurrrugh." You vomit off the side of the raft as Kolma steers back to the vulture.

"You know Jet's gonna be pissed." She scolds. You try to think of something clever to say back, but lose the words in another bout of heaving. Turn to 90.

34

From the top of the dam you can follow the entire path of the river all the way back to the ocean. In the far distance you can even make out the Vulture.

"It looks pretty from up here." Kolma takes in the view. "You know, if you sort of forget about what's out there."

A deep reservoir stretches up the valley behind the dam. At the edge of the water stands a cinderblock pumping station. Up the bank you see a tall, cable stayed antenna. If you search the pumping station, turn to 61. If you search the antenna., turn to 64.

35

"So where are these better people?" Kolma asks. You wince. The last thing you want to do is upset this creep.

Moreau seems unfazed. "There have been failures. Even more false starts. You have probably met some of them. But I am very close now."

With this Moreau retires to bed.

"Let me show you to a room." Isaac offers. "It's not safe to go at night. You can leave in the morning."

Turn to 51.

36

"Something smells funny..." Xander stops in the middle of the poppy field. A heavy herbal smell fills the clearing. You see greasy black smoke rising from the field. The flowers have been set on fire.

"Move!" You step around the smoldering plants as best you can.
 The smoke swirls and billows. Soon it is too thick to see ahead. You start feeling light headed and find it hard to move your legs.
 Xander slumps to his knees. If you stop to pick up Xander turn to 4. If you leave him turn to 92.

37

"Sorry it had to come to this." Isaac's apology doesn't convince you.
 Isaac raises his pistol and you reach for your own weapon. Before either of you can fire, something falls from the ceiling onto Isaac. The grasshopper man from before has come back for revenge. The creature tears at Isaac with sharp, strong limbs. He doesn't stand a chance.

You step over Isaac and head for Moreau. Turn to 73.

38

"It's like going back in time..." Xander muses as he steers the raft upriver. Lush plant life spills over the bank and arches overhead. You move at a slow troll to avoid the thick roots and sharp rocks that choke the stream. The trip is silent except for the engine.

The trees open up and the dam comes into sight. The grim concrete structure spans the river. Green moss stains the spillways. Jungle grow out of cracks at the base. You need to get on top. If you scale the face of the dam turn to 49. If you detour through the jungle to find a way around turn to 87.

39

"Think I'll pass." You jump into the pool. The water is cool and chlorinated. You open your eyes and spot something under the water. A small, but passable cave is concealed underwater.

You swim through the chute. At the far end you break the surface and find a pocket of dank air. The cave continues, now damp and hot but with air.

"Woah!" You hear two splashes behind you. Kolma and Xander pull themselves up into the tunnel. "Nice find."

The three of you move on. Something rumbles down the passage. You shine your light forward. An inky black membrane blocks the cave. It takes you a moment to realize it, but the gelatinous slime is expanding towards you.

Slime (Damage 20 Life 20*)

*The slime is constantly growing. Its Life increases by 10 every round.

If you beat the slime turn to 69.

40

The operating table's leather restraints hang open. Being close to it makes you feel dirty.

"Oh god." Xander turns away in disgust.

The table itself shines clean, but a dark brown stain covers the ground immediately below it. It reeks. You reach for something concealed below the rack.

"Snap." A disembodied claw closes on your hand. Lose 10 Life. You pull back your hand and examine the fresh cut.

"This is disgusting." Kolma steps out of the pit. You and Xander follow. Turn to 55.

41

"I saw him running here." You follow a derelict set of train tracks through the jungle. Most of the rail is gone, but the wooden ties remain. The path leads deep into the interior of the island, turn to 99.

42

"Please, sit down." Moreau gestures and Isaac pulls out your chairs and you sit at a long wooden table. "I hoped that no one would find me."

Xander fidgets in his seat. You kick him under the table. Now's not the time to start shooting.

Moreau shuffles back and forth in front of you. He wears a robe that hangs like a garbage bag over his obese frame. The outfit obscures most of Moreau's body.

"Where to start..." Moreau rubs the topmost of his many chins. "Well I wasn't the only one to work here, just the most last tenant. They built the tunnels during the great war. That was when we started. I was very young then. The rest of them left after some setbacks. They were afraid of their own work. But I stayed to continue the research."

"What kind of research?"

Moreau smiles at the question. "Research to make a better person."

Kolma moves as if she is going to ask something. If you let her talk to Moreau, turn to 35. If you signal her to keep quiet, turn to 62.

43

"What a waste of time." Xander complains as you load back onto the raft. He's right, the port seems to be a dead end.

You pull away from but the engine begins to sputter. A slick of oily black goo has stopped your boat. You climb back to help Xander with the offboard.

"What the hell!" Kolma pulls back from the edge of the raft. The goo climbs up the side of the raft. It looks alive. If you gun the engine to break free turn to 11. If you try to destroy the blob turn to 93.

44

This place seems to go on forever. Turn to 48.

45

Long shadows crisscross the empty restaurant. You step around broken glassware to make as little noise as possible. Something breathes heavily in the corner. You can see a huddled figure in the shadows. If you approach turn to 65. If you stay back and make yourself known turn to 85.

46

Your ATV launches from the bank and soars over the puddle. You land on the far side with a heavy crash. The vehicle is fine, but you slam hard against the seat. Lose 10 life.

"You're an idiot." Kolma shakes her head as Xander navigates a careful path around the edge of the pool. Turn to 34.

47

Your hand slips and something inside the safe sizzles.

"Shit."

You press yourself flat against the floor. The safe explodes. The heat sears your skin. The

shockwave knocks the wind out of you and bursts one of your eardrums. Still, you are lucky. None of the metal from the safe struck you.

Lose 50 Life. If you are still alive, head to the antenna, turn to 64.

48

This place seems to go on forever. Turn to 66.

49

"This is a stupid idea." Xander anchors the raft beside a weathered set of handholds.

"Just watch your step." You begin climbing. The ladder goes all the way to the top of the dam. After a half hour of exhausting climbing you take a break midway up.

"What the..." You pull your arm away from the concrete. The skin from your wrist to your elbow is blistered and burnt, yet you felt nothing. You notice an oily liquid seeping out from a crack in the dam.

"Watch out!" You swing away from the seepage. The stuff turns against the force of gravity and flows toward you. It seems almost alive. If you jump down into the river turn to 78. If you try to race to the top of the dam turn to 23.

50

The human spider writhes and dies. You feel more disgust than pity. There is little time to reflect on the creature.

"I'm so sorry." A tall man with a shaved head steps out from a crevice in the side of the pit. "The trap was not for you."

"Then who the hell was it for?" Kolma yells.

"The trap..." The bald man tries to gather his thoughts. "I'm sorry. My name is Isaac. He was only afraid you wouldn't understand... Please follow me. Moreau will want to explain in person."

Isaac beckons you and walks back into the crevice. If you follow turn to 75. If you refuse turn to 15.

51

Isaac leaves you in a long room lined with cots. It looks like an old barracks. "Don't mind Moreau. It has been years since we had any company."

You sit on one of the canvas beds once Isaac leaves.

"We aren't going to stay, are we?" Kolma's shoes clack against the floor. "This is just insane."

"We have to." You sigh. "Who knows what else is out there."

Xander pulls out a pack of cigarettes. "I guess I'll keep watch first then."

The three of you take turns sleeping for a few hours at a time. You are able to rest and perform some first aid during this time. Restore your Life to 70 if it is below that value. Well after midnight, during your watch, the room begins to shake. You crouch and hold on to the door. The motion wakes Kolma and throws Xander from his bed.

"What is it?"

"No idea."

After a few minutes the shaking stops.

"Let's go."

You leave the barracks and find the elevator. Inside there are buttons for four floors, including the one you're on. If you head to the penthouse turn to 70. If you head for the storage level turn to 81. If you head for the subbasement turn to 86.

52

"Just point to where it hurts man." Murphy scratches under his tricolor beanie. His blonde dreadlocks give off a dank, herbal smell.

Murphy can dress wounds and stabilize most injuries. If your Life is less than 70, this is enough to bring it up to 70.

Thorough treatment will take much longer. Murphy requires a fee for such work. "Gotta look out for numero uno. You know?" If you pay \$1000, you may restore your Life to 100.

If you have the word Red noted, turn to 96. Otherwise, once you are finished with Murphy turn to 76.

53

You shoot the hinge off the grasshopper man's cell. The creature steps out and then sprints away without another word. Add the codeword Blue.

The stampeding noise has grown to a roar. It is too late for you to run. Hundreds of centipedes the size of rats swarm up the tunnel. The only way out is to fight.

Centipedes (Damage 30 Life 30)*

*Because you are underground, you may not use the Rocket Strike, Mortar Barrage, or Napalm Inferno.

If you win, turn to 60.

54

You pull yourself up to the crate. Ugly, snorting noises come from the back of the container. The place smells like a dumpster. The beam of your flashlight startles the beast and it faces you with beady eyes.

The wild pig abandons its rotten meal and flees past you. The fruit in this container has all spoiled. Still, your cursory search turns up something worth recovering. Several bales of neatly trimmed poppy buds lie amongst the husks and pig manure.

"Looks like they were growing a little something on the side." Xander says as he carries the bales back to the raft. Add \$5000 for this find, then turn to 43.

55

A huge roar comes from the floors above you. It shakes the ceilings and rattles lightbulbs out of their sockets. They shatter with pops and flashes. After the noise from above ceases, something answers from below.

A dark ooze seeps up through cracks in the stone and begins to fill the room. The goop pulls at your shoes, as if it has a life of its own. You'll have to fight your way to the elevator.

Ooze (Damage 20 Life 30)*

*You must beat the ooze in 3 turns otherwise it fills the basement and drowns you. Because you are underground, you may not use the Rocket Strike, Mortar Barrage, or Napalm Inferno.

If you win turn to 83.

56

The antenna flexes like a tree under your weight. Its skeletal construction makes it easy to climb, but the members are rusted through. By the time you reach the top you've gathered a few cuts on

your forearms. Lose 10 life.

Up here the wind blows strong. Standing still makes you feel uncomfortable. At least you have a complete field of view. The landscape is rugged and thickly forested. You pry the transmission box off the top of the structure. It should be worth something. Add \$5000.

All seems still, until you notice something moving through the trees. It's a person running along what looks like an old railroad grade. You climb down to pursue, turn to 41.

57

You won! Xander opens his wallet and nearly spills the contents "You earned it." The two of you are in no condition to continue today.

Add double your original bet (on section 12) to your account. Turn to 90.

58

"Sure you weren't just seeing things?" Xander hangs back as you machete through the thick ground cover.

"Positive."

"You know it's ok to admit you're wrong." Kolma looks back at your rough path. "I think we're going in circles."

Then you cut through a tangle of vines. Bright gold light spills over you. You step into a wide clearing, the same you saw from the ship. Little purple flowers cover the wide space.

"Poppies." Kolma picks one. "Some undeclared exports I guess."

If you want to cross the field, turn to 36. If you want to go around, turn to 18.

59

"Ow!" Xander hops on one foot. The door he kicked swings open. "You can do the next one."

You peer inside the hotel suite. It looks about the same as the other rooms you checked. Dirty towels and open suitcases lie on the floor. A worn book sits on the nightstand. The people are gone, but they didn't have a chance to pack.

If you want to loot the suite turn to 19. If you'd rather search for clues about what happened turn to 32.

60

You close the elevator door behind you.

"Thanks for the help." You mutter.

Xander looks back without shame. "Only did what I thought you would."

"Fair enough."

You must pick another floor. You cannot revisit a floor you have already been on. If you head for the penthouse turn to 70. If you head for the subbasement turn to 86.

61

The thick walls of the pumping station trap moisture and heat and make the inside almost unbearable. Thick cobwebs cover the hydraulic equipment. A few inches of brown water soak the floor.

"Must be treasure somewhere in a place that reeks this bad." Xander's prediction turns out to be true.

After digging through piles of worthless scrap, you find safe the size of a small refrigerator. You

pry the keypad off and find some bizarre electronics.

You need to hack the safe. Use the chart below to determine the correct section number. Once you feel confident in your choice turn to that section. If your chosen section does not begin with the phrase "The safe clicks open" or you can't solve the puzzle for any other reason, turn to 47.

IAOTWAEY
YJUKLIXO
EYUFSAUİ
AWOGHODE
YOUZCAEU

62

You shake your head and Kolma falls silent. The last thing you want to do is infuriate a madman.

"You can't leave tonight. It's much too dangerous. You can stay until morning." With this, Moreau retires. Isaac shows you to a room.

Turn to 51.

63

"Hey! I found something." Xander pulls thick vines away from the sides of a metal garage. Inside you find a pair of all terrain vehicles.

Kolma kicks a tire and it goes flat. "Looks like these haven't been used in a while."

"Don't think anyone will miss them." Xander points to several skeletons huddled in a corner. Animals appear to have picked over and scattered the bones so it's hard to tell how many died here.

You try to start the ATVs. Xander laughs out loud when both engines come to life. "They worked themselves to the bone to keep these running."

The three of you mount up and drive into the jungle. The ATVs tear through the overgrown two-track path until you come to a large, washed out dip in the road. A muddy puddle covers the trail. If you'd like to drive across the pool, turn to 94. If you'd rather try to jump over the puddle using a small bank nearby, turn to 46.

64

A narrow path cuts along the side of the reservoir to the antenna. The road was once large enough for utility trucks to reach the fixture, but second growth forest has settled in and left only a shoulder width trail.

Kolma swats at something buzzing around her neck. "What's with the bugs here?"

A smashed mosquito the size of a tennis ball sits in her palm. You hear the buzz of their wings and suddenly a swarm of the parasites surrounds you.

Mega Mosquitos (Damage 5 Life 30)*

*The mosquitos carry a deadly disease. Every round, their damage will double to reflect the increasing danger.

If you swat the blood suckers away, turn to 71.

65

"Hey are you alright?" You touch the figure on the on the shoulder. His skin is sharp and hard,

like glass. He turns and you shudder. He looks like a human with lobster claws and a jagged exoskeleton. The bizarre creature shrieks and attacks you with razor sharp pincers.

Lobster Man (Damage 10 Life 40)

If you win turn to 72.

66

This place seems to go on forever. Turn to 89.

67

You climb a set of treaded metal stairs to the ship's bridge.

"Still empty." Kolma taps her fingers on a console.

"Yea..." You trail off. Something outside has caught your eye. You can see someone running through the jungle just inland from the port. If you pursue, turn to 58. If you ignore the mystery man and search the hold, turn to 14.

68

"Anyone skip breakfast?" Xander chuckles and motions to one of the containers. It straddles two other metal crates and has a big fracture in the middle. Hundreds of boxes cereal lie underneath it. A flock of shorebirds disperse as the three of you draw close.

A crate above you rattles and slides a few feet.

"Up there!" Kolma gestures to an open container near the top of the stack. You can hear something rummaging around inside. If you climb up to investigate, turn to 54. If you wait for the thing to emerge, turn to 27.

69

The slime shrivels and dissociates into a greasy puddle.

Xander mops his forehead. "What did we get ourselves into?"

You follow the tunnel. It ends outside at the bottom of a deep canyon. From here, a rocky stream leads into the island. Turn to 99.

70

An electrical smell fills the elevator as it opens at the penthouse. Sparse but tasteful furnishings decorate the suite. A king sized four poster bed sits before you, in the center of the room. A white canopy obscures the mattress.

"What the..." Kolma steps back. Something is moving on the other side of the canopy. A huge silhouette, at least nine feet tall, sits up on the bed. Blood sprays onto the white fabric, staining it from the inside.

"It's not ready yet." Moreau's voice sounds deeper. "Keep them away Isaac!"

Isaac steps out from behind the canopy. He wears a surgical smock stained with blood and what appears to be ink. Isaac draws a revolver from his belt. If you have the codeword Blue, turn to 37. If you do not turn to 95.

71

The antenna's guy wires moan as the structure sways in the breeze. A hedge of leafy shrub surrounds the structure.

"Looks good from here." Kolma's right. Despite the obvious neglect the tower itself looks sturdy. If you climb the antenna., turn to 56. If you instead let one of the other two climb it, turn to 9.

72

You find \$5000 worth of affects in the restaurant. Add this loot to your total. You also stop to cut off one of the lobster man's claws. Note the codeword Red.

"Hopefully the doctor can make something of this."

You then move on to the pool turn to 2.

73

Moreau pulls back the canopy and steps off the bed before you can reach him. He stands tall enough for his head to scrape the ceiling. His figure is muscled and grotesquely perfect, like a statue.

The only flaw you see are the seams, broad stitches at the shoulders, knees, and neck. These fresh wounds still spurt blood.

"I am glad to have someone here." Moreau speaks with a much deeper voice than you remember. "I have finally succeeded. I have gained physical perfection. Someone should see this moment."

"You're a monster."

"You only say that because you are afraid. That's fine. You should be."

Moreau drops his elbow and cracks his wooden bed frame in half. He won't let you leave alive.

If you have the codeword Yellow turn to 30.

Moreau (Damage 20 Life 60)*

*Moreau is both far larger and far stronger than a human being. Machete blows will not hurt him.

If you beat Moreau turn to 100.

74

"In here!" You climb into a drainage pipe by the water. Kolma and Xander follow. A stream of water runs over your feet and falls into the waves. The place smells putrid and you have to stoop uncomfortably, but at least the swarm can't find you.

When the buzzing dies down, you climb out of the pipe. In the light you notice swathes of missing skin on your forearms and hands. Lose 20 Life.

"Ugh." Xander looks disgusted, then horrified once he realizes he's been burnt too.

Kolma helps you and Xander back at the raft. Her long sleeves seem to have saved her from the caustic walls.

"Doesn't that hurt?" Kolma asks as she bandages your palms.

"I still don't feel a thing."

"Well you're lucky we weren't stuck there longer. It would have burned all the way through."

Once you're ready, the three of you raft back to the Vulture, turn to 90.

75

Isaac leads you through a steel door concealed at the back of the crevice. "For feeding... well not any more."

From here the four of you follow a damp, concrete tunnel. A strand of flickering incandescent lightbulb runs just above your head. The tunnel ends at a rusty industrial elevator.

"It'll be a little tight, but I think we can all fit." Isaac squeezes in last and closes the door behind him.

"Do you have any idea what happened here?" Kolma tries. "A lot of people are missing."

"Oh they're gone. But that wasn't our fault. Moreau just made the best of a bad situation."

"Who's Moreau?"

"Moreau works here. He makes things."

"So are there more of you here?"

"No. Not anymore. Please let Moreau explain. He'll say it better."

The elevator stops, opens, and you step into a lavish, but windowless penthouse. In the middle of it all you spot Moreau. Turn to 42.

76

You gear up with Xander and Kolma the next morning. The sun has risen behind the island, but for now the Vulture is still in shadow. It will be another long day. Note that you cannot revisit a place you have already been. If you head for the dam turn to 38. If you head for the port, turn to 31. If you head for the resort, turn to 25. If you have visited all three locations already turn to 17.

77

"Woah." Xander drops his glass and falls to his elbows. He's finished after eight shots. Have you won?

If you drank between 8 and 11 shots, turn to 57. If not turn to 33.

78

You leap off the side of the dam. Air and water fill your nose and choke you. You break the surface and gasp for air. Kolma and Xander surface on either side of you. Your entire body aches from the impact. Lose 20 life.

"I guess... we'll go around then." Xander catches his breath. Turn to 87.

79

You reach for the box of syringes.

"I wouldn't touch that." Kolma eyes the purple serum. "That may be what he was using to turn people."

You hesitate and then pull away. It's not worth the risk. Turn to 55.

80

You look up at the hotel. Breaking hundreds of locks will take a long time and there's no guarantee you will find anything but dirty laundry. The pool doesn't look much more promising. At least it won't take as long. If you canvas the rooms inside turn to 59. If you try the pool turn to 2.

81

The elevator doors ratchet open at the storage level. You step out into a narrow, poorly lit tunnel. The recent shaking has partially collapsed parts of the passage. In places where the tunnel dips water pools on the floor. Prison doors line the wall at irregular intervals.

You peer through one of these doors. A dried up exoskeleton as large as a man lies on the ground: the remains of some grisly experiment. Death was probably a mercy for the poor bastard.

"Help... me." A faint voice calls from inside the cell. The creature steps into the light. Though it resembles a grasshopper, the abomination still has enough humanity to speak. "Let... me... out." It struggles with the words.

A thundering noise, like thousands of little footsteps, catches your attention. It grows louder, moving towards you from the far end of the tunnel. Kolma and Xander run for the elevator. If you free the grasshopper man, turn to 53. If you run while you can turn to 16.

82

The Li Hing has rolled towards the shore so that now it rests against the dock at a sharp angle. Kolma pulls herself inside a porthole and then lowers a rope from the deck. You and Xander climb this. The deck is wide, flat, and mostly empty. The crew must have been in the middle of unloading when they abandoned ship.

"Jet's gonna be happy about this." Kolma beams. "I checked the bridge and the electronics are all intact."

"Good to hear." You wonder if anyone is left to miss the gear. "Any sign of the crew?"

"No, but I haven't checked the hold yet."

If you want to check the hold now turn to 14. If you'd rather check the bridge turn to 67.

83

You turn out your boots and shake the last of the ooze out.

"What the hell is that stuff?" Kolma ties her hair back.

"No idea. I think I know who to ask though." You suspect the ooze has played a key role in Moreau's experiments. For now though, you have to pick another floor.

Remember that you cannot revisit somewhere you have already been. If you go to the penthouse turn to 70. If you go to the storage level turn to 81.

84

You find Xander in his room working on a game of solitaire.

"I wish Jet would just shell out for a satellite dish." He turns over a warped card and puts it in place. "I need the TV to fall asleep."

"You don't read?"

"Pfft." Xander looks up and cracks his wrists. He has nautical scenes tattooed in faded blue ink on his dark forearms. "I can read. I even like it sometimes. Just doesn't help me sleep."

"Well I can't argue with that." Xander plays out the hand fast, like he doesn't have to think about the moves.

He leaves the last column unfinished. "This one's a dud. Unwinnable." Xander sweeps up the cards and shuffles. "You know what I'm gonna do if we make anything off this job?"

You shrug. "What?"

"I'll buy you all a steak dinner and then disappear for a week. Go somewhere and have so much fun I'd kill to be bored again."

"Sounds like a plan."

You leave Xander and go to bed. Turn to 76.

85

"Hey! Are you hurt?"

The hunched figure turns and you shudder. It looks like something halfway between a man and a lobster. Gross chitinous growths stick out from his skin. A pair of oversized pincers have replaced his hands. The creature gurgles something incomprehensible and steps forward. If you shoot the creature turn to 72. If you flee and search the pool instead turn to 2.

86

The elevator bangs against the sides of the shaft as it descends to the subbasement. Thick concrete columns hold up the low ceiling. Floodlights illuminate the dingy space. Amongst the trash you find Moreau's laboratory.

A surgical theatre ten feet deep is cut into the rock floor. Around the edge of the depression sit tables with microscopes and vials. At the center of this space is a metal operating table. If you investigate the operating table turn to 40. If you check the tables turn to 26.

87

"Thock." A green branch snaps under your machete. Xander and Kolma follow as you clear a path to the dam. The lush undergrowth slows you. The air is hot, moist, and stifling.

"Ow what was that?" Xander dances up and down to keep his toes off the ground. "Eaaagh!"

"What's the matter with--" And then you feel it: A sharp sting on your ankle. You jerk up your pant leg and find an inch long red ant clamped onto your skin. You've walked into a fire ant nest.

Fire Ants (Damage 10 Life 40)

If you stamp out the fire ants, turn to 63.

88

The safe clicks open. Stacks of financial papers, along with a few bricks of solid gold, fill the vault. You take the valuables. Gain \$5000 for this find.

If you want to check out the antenna, turn to 64. If you head back to the Vulture, turn to 90.

89

This place seems to go on forever. Turn to 97.

90

You toss a cigarette butt off the side of the Vulture. Against a pastel sunset and from a safe distance the island looks beautiful. It's a shame things went to hell. You're glad that you don't have to camp on shore.

Before going to sleep, you should make use of this break. If you visit Kolma turn to 21. If you visit Xander turn to 84. If you visit Jet turn to 29. If you visit the Vulture's medic, Doc Murphy, turn to 52.

91

You pocket the box of syringes.

"Are you sure that's a good idea?" Kolma looks concerned. "We have no idea what that could do."

"I had Murphy look at some of the tissue from one of those creatures. Apparently Moreau did

something to their DNA. Maybe someone can use this to reverse it."

Kolma nods and you move on. Note the codeword Yellow and turn to 55.

92

"What the hell is wrong with you?" Kolma screams as she pulls Xander clear of the flames. "Were you really gonna just leave us there?"

"I wouldn't have lasted much longer myself."

"That's a lame excuse." Kolma remains furious while you tend to Xander's burns. Nothing serious, but they will put an end to today's search. Turn to 90.

93

"Heads down." You shout as you drop a thermite charge off the side of the raft. The goo draws it in eagerly. The charge erupts into a plume of molten metal inside the stuff. The slime burns and peels away. For a moment, you celebrate. Then you hear a loud buzzing. Turn to 98.

94

Your ATV loses traction and drifts through the mud puddle. It seems like your momentum will be enough to carry you across. Then you slow and sink. Greasy smoke bursts from your engine as swamp water floods it. Then come the scorpions.

A dozen of the giant bugs emerge from the pool. Apparently your crossing agitated them.

Scorpions (Damage 10 Life 20)

If you win, you continue riding pinion with Xander and Kolma, turn to 34.

95

"Sorry it had to come to this." Isaac's apology doesn't convince you.

Isaac (Damage 20 Life 30)

If you win turn to 73.

96

"So... where exactly did this come from?" Murphy leans back from the microscope and rubs his face. He's been pouring over your specimen for hours. His eyes are very red.

"You wouldn't believe me if I told you. Can you get anything from it?"

Murphy raps his knuckles on his metal desk. "I only asked because it's probably contaminated. It's mostly human DNA."

Note the codeword Purple.

"Thanks anyway. I'll try to get a better piece."

"Yea, sorry I can't tell you more. It's just a bad sample. Most of it's not even organic."

Turn to 76.

97

"Have you seen sample 51c?" Moreau looked up from his microscope.

The bioslime showed remarkable aggression. Moreau watched with fascination as the artificial cell pulled in and tore apart the organic tissue next to it. It was an achievement, the first step to something far greater. After the failures of the previous generation, this was an encouraging start. The division head would be pleased.

98

"Where's it coming from?" Xander covers his ears. Despite the noise the jungle remains placid. Then the sky darkens and you look up.

A swarm of enormous insects converges over your head. Dragonflies the size of dogs sweep in and out of the mess. Your noise must have drawn them. If you want to leave on your raft turn to 6. If you want to hide until the swarm leaves turn to 74.

99

You slog through the overgrown interior of the island. The jungle canopy blocks the sky and tints the light green. Razor thin ridges rise on either side of your narrow path. There's no way Jet could land here. Note that Choppa service is no longer available.

"What the hell are we even looking for?" Xander complains.

You are about to tell Xander off when the ground underneath your feet collapses. You feel weightless for a second before the ground slams the wind out of you. Xander and Kolma pull themselves to their feet beside you.

The pit is deep with sheer clay walls. The remnants of a bamboo false floor lie around you. It was the first half of a trap. The second half scuttles out from a crevice. A hideous creature, with spider legs and a man's torso circles you.

Sapien Spider (Damage 20 Life 40)

If you beat the creature, turn to 50.

100

"What a mess." Kolma stands beside you on the side of the Vulture. Jet's ship is now just one of many encircling Gondwana.

"At least they paid." Jet flicks his cigarette butt into the ocean.

You remember the conversation with your employer. "Thank you for the work. Your check is in the mail. The project is in other hands now." You both knew that Moreau hadn't always worked alone. The truth was not a part of your reward.

Gondwana has become an international superfund site. A vast team now has the unenviable job of cleaning Moreau's mess. In the end Moreau was just someone else's mess.

"Eh forget it." Xander heads below deck. "I could worry forever about other people's problems."