

SEARCH FOR THE SURFACE



EXPLORATION BOOK

1.

You stand in a room that is covered in carvings. The Personal Device tells you that the room is 10 metres wide and 10 metres long. There are four doorways, one in the middle of each wall that lead off into dark passages. The room is oriented on the compass positions: the four doors are at the four points of the compass.

Which door will you choose?

- North door: Page 3 (5)
- East Door: Page 16 (17)
- West Door: Page 7 (7)
- South door: Page 13 (9)

5.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading north turn to : Page 3 (2)

If you are heading south turn to : Page 2 (1)

2.

This room is almost identical to the original room: four walls of carved stone. The stone is a dark greyish colour and the carvings appear to be of four-armed creatures. In the centre of the room is shallow, circular pit surrounded by roughly cut stones. In the centre of the pit lies a dust covered artefact. It appears to be made of a dull-gold material. As you brush off the dust you can see more of the features of the object. It appears to be a face, well some sort of face. It has large eyes and twisting horns.

Do you take the artefact?

1. Yes – turn to page 4 (63)
2. No – continue with your journey

The room has three exits in the middle of the South, East and West walls

Which route do you pick to continue your journey

- South doorway: Page 3 (5)
- East doorway: Page 4 (18)
- West doorway: Page 5 (6)

63.

You pick up the object, examine the interesting design and shiny material. You place it into your bag and consider your next move

Take a *treasure token*

Go back to the room: Page 3 (2)

18.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading West turn to : Page 3 (2)

If you are heading East turn to: Page 19 (24)

6.

You head down a straight tunnel that is 20 metres long.

If you are heading East turn to: Page 3 (2)

If you are heading West turn to: Page 5 (3)

3.

It opens out to a room that measures 10 metres by ten metres. This room is unremarkable except for a plinth in the middle of the room. The plinth is made from stone and resting on top of it is a mask made from, what appear to be, turquoise stone.

Do you take the mask?

1. Yes – turn to page : Page 6 (43)
2. No – continue your journey.

The room has two exits: one on the middle of the eastern wall and the other on the western wall.

Which do you take?

- East doorway: Page 5 (6)
- West doorway: Page 7 (4)

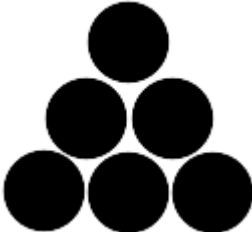

43.

As you pick up the mask, it crumbles to dust in your hand. You shrug your shoulders, slightly annoyed. As you turn to leave, the room shakes and stone slabs descend to block the exit to the room. As the dust settles, you take stock of the situation. There is no way out of the room!

You notice a new panel that has opened up on the North wall.

On the panel is a pattern of six discs. Next to the pattern there is an image engraved on in a different pattern.

Perhaps we need to do something with these discs to open the doors.

Pattern of discs	Engraved image
	

Options

- If you think you have the answer, turn to: Page 8 (44)
- Investigate the panel further, turn to: Page 7 (45)

45.

On closer inspection, it turns out that although the discs are attached to the panel you can move them around – perhaps they are magnetic. Your companions suggest that we have to move the discs so that the pattern will appear like the engraved image. Doing so in the fewest moves may help.

Return to the room: Page 6 (43)

4.

You enter the dark corridor and walk for 6 metres until the passage abruptly ends in a stone wall – there is no way you're getting through there.

Turn back to the last room: Page 5 (3)

7.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading East turn to: Page 2 (1)

If you are heading West turn to: Page 8 (8)

44.

If you have completed the puzzle by only moving two discs, read on. If not, return to the puzzle and complete it in the fewest moves.

As you slide the two discs into place the stone slabs that are blocking the door begin to ascend into the ceiling, leaving the doorways once again open; you can continue your journey again.

Return to the room: Page 5 (3)

8.

You enter a room that is similar to the room you started in: it measures 10 metres by metres. The room is empty apart from dust and loose masonry. Amongst the rocks, there are a few broken items which appear to have originally been some sort of staff.

Do you want to search the rubble further?

1. Yes – turn to Page 9 (46)
2. No – continue your journey

The room has two exits: one in the middle of the East wall and one in the middle of the south wall

.

Which will take?

East doorway: Page 2 (1)

South doorway: Page 9 (11)

46.

You set your team the task of searching through the room to find anything interesting or useful. After some time, it looks like you will find nothing of any use. Just as you are about to pack up and leave one of your companions gives a shout. You hurry over and see that he has found a small golden blade – at one time it may have been attached to spear.

You place the blade in your pack and move on

Take *1 treasure token*

Go back to the room: Page 8 (8)

11.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading North, turn to: Page 8 (8)

If you are heading South, turn to: Page 10 (12)

12.

You enter a darkened room that measures ten metres by ten metres. Standing against each wall stands a statue of, what appears to be, a humanoid except that these figures have four arms and their hands are clutched in front of them, holding a staff. Perhaps they once represented gods or legendary beings. The Statues on the north and east walls appear to have once had large jewels embedded in them – these have long been removed. However the statues on the South and West wall still have large midnight blue gems embedded in their foreheads.

What do you do?

1. Try to remove the gem of the Southern Statue: Page 11 (47)
2. Try to remove the gem of the Western Statue: Page 14 (50)
3. Leave the statues alone – continue your journey

The room has two exits: one in the middle of the East wall and one in the north wall.

Which will you choose?

- The Northern doorway: Page 9 (11)
- The Eastern Doorway: Page 15 (13)

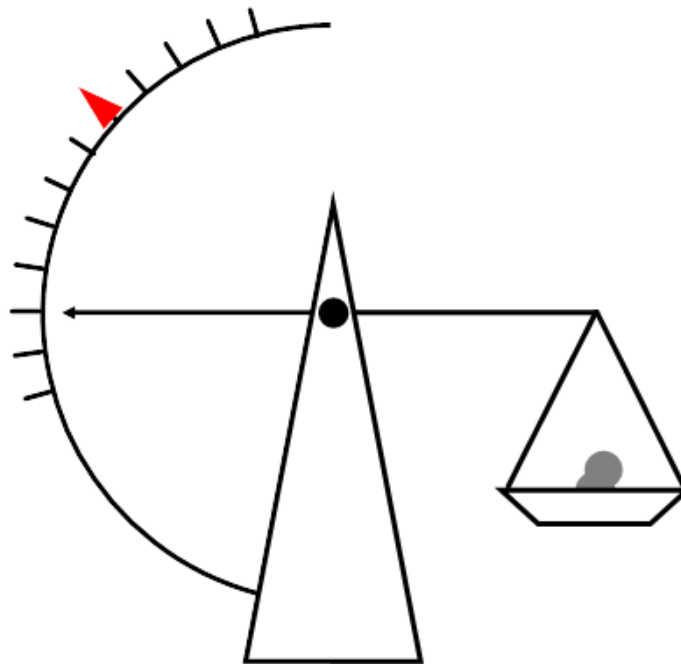
47.

As you pull the gem from the statue's forehead, the room shakes violently. You spin around in confusion just in time to see all the doors in the room slam shut with stone blocks. As the dust settles you realise that there is now no way out of the room.

After a few minutes of panic you see a scale attached to the wall. One end of the scale has a dish that already holds some rocks. The other end of the scale points to marks on the wall. One of the marks is exaggerated with a red arrow facing outward.

Your companion suggest that if we can place enough rocks at one end of the scale will point to the red arrow which may open the door.

How many more grams of rocks would we need to place in the dish to make the scale point to the red arrow?



Options

- If you think you have the answer turn to: Page 13 (49)
- Investigate the scale in more detail, turn to: Page 12 (48)

48.

You take a closer look at the scale. It is a pretty standard scale: Well-made and tamper-proof. Your Personal Device does tell you that the rocks currently in the dish have a mass of 80 grams.

Turn back to the problem: Page 11 (47)

14.

You enter a passage that is 10 metres long and is unlike anything that you have seen: the walls are carved with intricate patterns and the ceiling shimmers gold with some sort of metallic paint.

If you are heading East, turn to: Page 10 (12)

If you are heading West, turn to: Page 12 (15)

15.

You step into a room that is the same as the others, but that is where the similarity ends. The light from the illumine globes reflects off golden objects that occupy this room. This must have been some sort of a treasure room that was used by the builders to hide precious objects.

Do you take the objects?

1. YES - Page 15 (51)

2. NO – continue your journey and return to the statue room:
Page 10 (12)

49.

If you placed an additional 200 grams of rocks on the dish:

The scale gently rocks forward and the pointer hovers next to the red arrow. Just as the arrow finishes moving, the room shakes again and the stone slabs covering the doorways grind back, once again opening the exits again.

As the stone slabs slam back, the statues in the room crumble and fall apart. You may not investigate the other statue in the room.

Turn back to the room: Page 10 (12)

9.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading South, turn to: Page 14 (10)

If you are heading North, turn to: Page 2 (1)

50.

You step up on to the statue and reach for the large jewel that is embedded in the statue's forehead. As you grab the gem and pull it, the statue shakes and throws you off. As you get up from the dusty floor you see the statue slide to the side to reveal a hidden passageway.

What do you do

1. Enter the passageway : Page 12 (14)
2. Stay in the room – continue your journey: Page 10 (12)

10.

At the end of the passage you enter a square room that measures 10 metres by 10 metres. It is a rather unremarkable room. The carvings in this room seem to show some fantastical beasts, however it is difficult to tell exactly what they are as the masonry has begun to crumble.

The room has three exits: there is a doorway in the middle of the North wall, the East wall and the West wall.

Which way do you want to take?

- The Northern doorway: Page 13 (9)
- The Eastern Doorway: Page 15 (16)
- The Western Doorway: Page 15 (13)

51.

You select the most intact golden objects from the room and place them in to your bag. As you do so, you hear a superstitious companion mutter something about curses. You look around the room one more time, just in case your team mate is right. If there was a curse, it's not currently home.

Take *3 treasure tokens*

Return to the statue room : Page 12 (15)

13.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading East, turn to: Page 14 (10)

If you are heading West, turn to: Page 10 (12)

16.

You enter the passage way, which has obviously suffered from some sort of cave-in. After about 5 metres you find the cause: there is a large chasm in the passage. The hole is pitch black, your companion drops a rock into the hole – no sounds returned. You cannot cross the chasm in the passage, but your illumine globes reveal a little of the room that is on the other end of the passage; you catch glimpses of golden objects and sparkling gems .

Turn back: Page 14 (10)

17.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading East, turn to: Page 16 (23)

If you are heading West, turn to: Page 3 (1)

23.

The room you enter is identical to the room that you started in: it's a square room that measures roughly ten metres by ten metres.

In the centre of the room is a raised circular platform surrounded by orbiting stones that appear to be some sort of seats. On the northern wall is a mural that appears to have been hastily painted and is now faded with age. It appears to depict a war: on one side is group of four-armed humanoids being attacked by sinister dark figures that are descending from the sky surrounded by fire. There is nothing much left in the room apart from some broken pieces of wood on the floor.

The room has three exits: one in the middle of the south wall, one in the West Wall and one in the East wall. Which door will you take?

- West doorway: Page 16 (17)
- South doorway: Page 17 (22)
- East doorway: Page 17 (25)

22.

You enter the passage way, which has obviously suffered from some sort of cave in. After about 5 metres you find the cause: there is a large chasm in the passage. The whole is pitch black, your companion drops a rock into the hole – no sound returned. You cannot cross the chasm in the passage, but your illumine globes reveal a little of the room that is on the other end of the passage on the other side: you catch glimpses of golden objects and sparkling gems .

Turn back: Page 16 (23)

25.

If you are heading East:

You enter a long passage, the light from your Illumine Globes barely touch the end. After walking 12 metres, the passage suddenly turns North. With no other option you walks for another 14 metres until you reach another room

Turn to: Page 18 (26)

If you are heading South:

You enter a long passage, the light from your Illumine Globes barely touch the end. After walking 16 metres, the passage suddenly turns West. With no other option you walks for another 10 metres until you reach another room.

Turn to: Page 16 (23)

26.

You enter a room that is exquisitely decorated that measures 10m by 10m. Under the thick layer of dust you can see that the room was once exquisitely decorated with intricate carvings and inlaid colourful stones. In the centre of the room, on a raised dais, sits - what appears to be - a sarcophagus. It is made of a glimmering green stone covered with gold gilt. It is truly impressive, you wonder what treasures might lay in it. Surrounding the sarcophagus are a selection of small, gold, egg-like objects that have faces made from a black stone.

What do you do?

- Take the golden eggs: Page 19 (52)
- Open the Sarcophagus: Page 20 (53)
- Leave the artefacts alone – continue your journey

The room has 3 exits : there is a doorway in the middle of the West wall, one in the South wall and one in the East wall.

Which route will your take?

- West doorway: Page 22 (27)
- East doorway: Page 21 (28)
- South doorway: Page 17 (25)

52

You carefully remove the golden eggs, keeping half an eye on the golden face of the sarcophagus. Thinking about the ancient legends of Earth, you are a little weary about taking objects from a room that contains such a burial. As you place the last object in your bag, the air is still quiet and walls still cold – perhaps the old legends were wrong

Take three treasure tokens

Return to the room and continue your journey: Page 18 (26)

24.

You enter a square room that measure 10 metres by 10 metres. The room is lined with shelves. At one point in history these appear to have held numerous books or scrolls. All that is left are some scraps of paper with strange writing. It appears that the shelves were cleared quickly.

The room has two exits

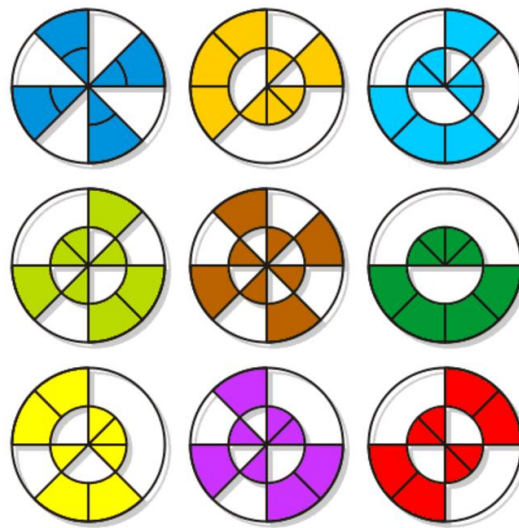
East doorway : Page 22, (27)

West doorway: Page 4 (18)

53.

You lift the heavy lid of the sarcophagus. You are expecting to be met by the body of some long-dead king. Instead you get a glimpse of gold and gems, but you only get a glimpse because the dais shocks violently, the lid snaps shut and the doors of the room slam shut.

On the door there are a series of circles that have parts that are missing. Next to the patterns there is an empty space which is big enough to hold two of the circular discs stacked on top of each other.



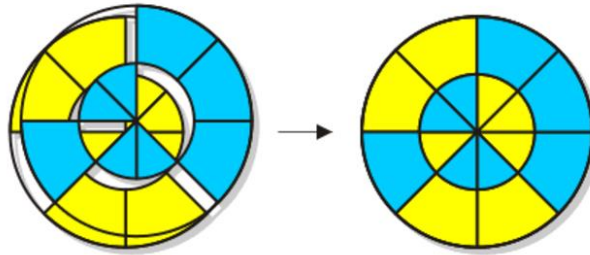
One of your companions tells you that she has seen a lock like this before. She tells you that if you can choose two circles to stack on top of each other so that together they will make a complete circle.

Options

If you think that you have a solution go to: Page 21 (54)

54.

If you choose the yellow and blue circles, internal mechanisms in the doors click and whirr and the door grinds open to reveal the door behind.



As the doors open up, there is a rumbling underneath the dais. Cracks appear on the floor and it begins to crumble. With a mighty crack, the floor underneath the sarcophagus gives way and the whole plinth disappears in to a dark hole.

The sarcophagus and the golden eggs have disappeared in the new hole and you may not investigate these.

Return to the room: Page 18 (26)

28.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images. The passage is 10 metres long and ends in another room.

If you are heading East, turn to: Page 22 (33)

If you are heading West, turn to: Page 18 (26)

27.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images in this short passage. The passage is 6 metres long and ends in another room.

If you are heading East, turn to: Page 18 (26)

If you are heading West, turn to: Page 19 (24)

33.

The room you enter is unlike the other chambers that you have visited. The carvings of the other rooms are not present here. It is a bare room measuring ten metres by ten metres. The only items that can be found are hanging from the walls. Judging from the blades and handles, these items appear to have once been weapons. Most of them have fallen apart, others appear to have been broken on purpose. There is only one weapon that appears to be complete: a short blade made from an unidentifiable metal that has a gleaming blue handle made from mosaicked stones.

What do you do?

1. Take the weapon: Page 23 (55)
2. Leave the items alone – continue your journey

The room has four doorways, one in the middle of each wall. Upon closer inspection, the South, East and North doors are locked.

What do you do?

1. Take the open West Door: Page 21(28)
2. Investigate the locked doors: Page 24 (56)
3. If you have already unlocked the doors, turn to Page 26 (58)

55.

You unhook the weapons from the wall. Its blade glitters in the light and the handle feels comfortable in your hand. You pack it into your bag and take another look around the room.

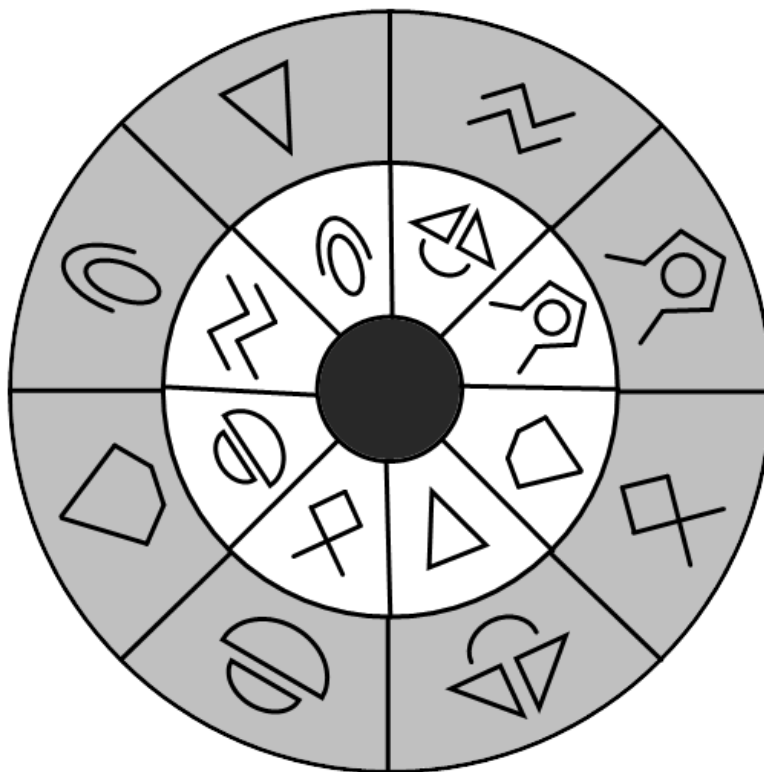
Take 1 Treasure Token

Return to the room: Page 22 (33)

56.

The door ways are sealed with stone doors. Next to the door is some sort of dialled device. The device has two moving dials. A grey outer dial and a white inner dial. The dials move clockwise. If we can solve the symbols, this dial will open the door.

How many degrees do you need to turn the inner, white dial to open the door?



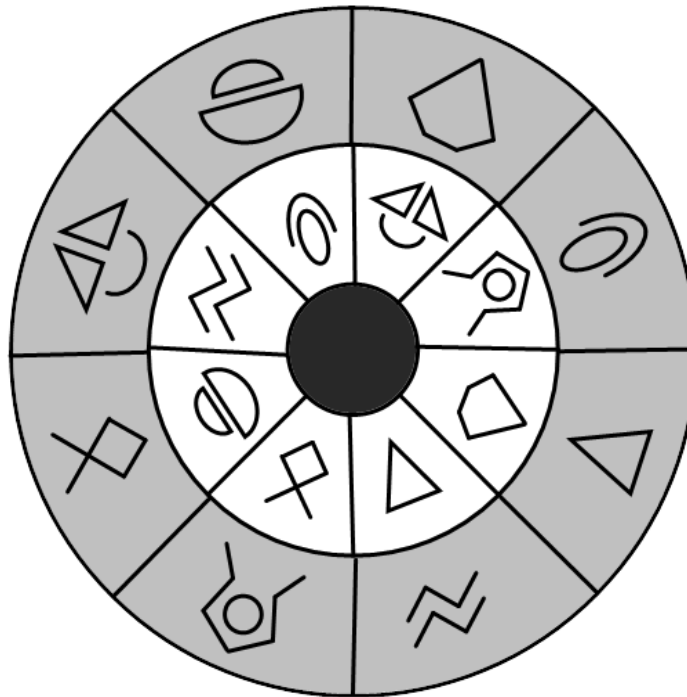
Options:

- Search the room for clues: Page 25 (57)
- If you have an answer, turn to: Page 26 (58)

57.

You search the room for clues for something that might help you with solving the dial lock on the door.

You don't find much but you do notice that the open door has a similar lock which looks like this:



Return to the problem: Page 24 (56)

58.

If you turned the dial 225°, the doors creaks and groan, opening to reveal the passage ways beyond

choose which passage way you want to take

- North doorway: Page 27 (60)
- South doorway: Page 27 (32)
- East doorway: Page 26 (59)
- West Door: Page 21(28)

59.

You enter the dark corridor and walk for 10 metres until the passage abruptly ends in a stone wall – there is no way you're getting through there.

Turn back to the last room: Page 22 (33)

60.

You enter the dark corridor and walk for 6 metres until the passage abruptly ends in a stone wall – there is no way you're getting through there.

Turn back to the last room: Page 22 (33)

32

If you are heading South:

You walk along the passageway, which is bare except for a large carved snake that runs along the side of the wall. After 10metres, the passage splits into two different passages: one heading West the other heading East.

Which passage do you take?

- West Passage: Page 28 (31)
- East Passage: Page 29 (30)

If you are heading North

you continue along the passage for another 8 metres until you reach a room

Turn to: Page 22 (33)

31

If you are heading West:

You turn into a dark corridor and walk for 10 metres until the passage abruptly ends in a stone wall – there is no way you’re getting through there.

You turn around and walk back to the junction where two passages meet. One passage heads north the other passage heads east.

Which do you take?

- The North Passage: Page 27 (32)
- The East Passage: Page 29 (30)

29.

You enter a room that measures 10 metres by 10 metres. It has a low ceiling that has, what appears to be, a dragon painted across the whole width of the room. The head of the dragon is directly above a stone seat. It is a worn seat with high armrests. Behind the seat on the Eastern Wall is a complete set of armour made from an iridescent cloth and silver metal. Time has faded the armour but you can see it must have looked resplendent when it was new.

What do you do?

1. Take the armour: Page 30 (61)
2. Leave the armour – continue your journey

The room has two exits in the middle of the South and West walls, which route do you take:

- South door way: Page 31 (34)
- West doorway : Page 29 (30)

40.

You stop again, as the protests of your companions grow louder. The air is colder at this point in the passage and arguments break out amongst your team. People argue that we are walking into a trap - the paintings on the walls are clearly a warning! However, the choice is yours:

1. Continue along the passage: Page 30 (41)
2. Turn back: Page 32 (35)

30.

If you are heading East:

You turn into the eastern Passage. It is much like the other passages you have trudged through. You walk for 10metres before you reach another room

Turn to: Page 28 (29)

If you are heading West:

After 12 metres of walking through the passage, you come across the opening to a new passage that heads north. What do you do?

Turn into the North Passage: Page 27 (32)

Continue walking along the current passage: Page 28 (31)

61.

You take the armour from the wall, as you handle the cloth it catches fire and burns with a bright blue flame. Your natural reactions is to drop the cloth and clutch your burning hand. Strangely though, the fire is not hot – at all. Your team watch as the cloth burns with cold fire. The metal parts of the armour remain untouched by the fire and you place them in your bag.

Take *1 Treasure Token*.

Return to the room: Page 28 (29)

41

Despite their reservations, your team follow you along the passageway. As you walk, the carvings on the wall appear bolder and deeper into the stone. The air continues to get colder and a sense of foreboding washes over you. After another 12 metres, a chill runs up your spine but the light finds the end of the passage. But what is the end?

Turn to : Page 36 (19)

34.

You enter a dark, straight passage. Your Illumine globes light the way, revealing more of the carved images in this long passage. The passage is 16 metres long and ends in another room.

If you are heading North, turn to: Page 28 (29)

If you are heading South, turn to: Page 32 (35)

35.

You enter a room that is square like the others. The lights from your Illumine globes spread across the bright designs that had been painted across the walls and ceiling of the room. You feel welcomed by the room. At the centre of the room sits a horse-shoe stone table that appears to have been used as some sort of desk.

The room has three exits in the middle of the North, South and West Walls. Which route do you take?

- The North Doorway: Page 31 (34)
- The West doorway: Page 32 (36)
- The South doorway: Page 34 (37)

36.

You enter a long, incredibly dark passage way. The light from your Globes do not reach of the end of the passage, you keep walking but the blackness at the end of the passage doesn't seem to get lighter.

Turn to: Page 33 (38).

38.

After walking along the passage for 14 metres, the end does not seem to be in sight. Your companions are complaining about the state of their legs. They argue that this passage is a waste of time and we should turn back.

What do you do?

1. Keep heading along the passage: Page 35 (39)
2. Turn back: Page 32 (35)

37.

You open a stone door and step into a passage. You step back in shock, at the end of the passage is a bright light – not just electric light, but daylight! The light spreads around a figure standing at the end of the passageway. As you get closer you realise that it was the familiar form of Bill Ding.

You have found your way out of the labyrinth!

39.

You continue along the long, incredibly dark passage way. The light from your Globes still does not reach of the end of the passage, you keep going accompanied by the complaints of your companions. After another 14 metres, the passageway changes: the walls are painted in deep red and are engraved with images that appear to be spikes. Perhaps they are some sort of warning.

Turn to: Page 29 (40).

19.

There is a room at the end of the passage that measures ten metres by ten metres. It once had a stone door, which has now crumbled apart. Hiding behind each other, you and your team tentatively enter the chamber. Whatever worries your team had are soon banished by what is held within the room. Reverently placed around the square room are five objects sitting on five individual plinths. Each object is different: one is an exquisite mask, another is resplendent necklace, a third is elegant statue. Although the objects are different they are all crafted from a golden metal and are studded with multi-coloured gems that glitter in the dim light of the Illumine Globes. This was obviously a place that was once used to hold the most valuable items.

What do you do?

1. Take the objects: Page 37 (62)
2. Leave the objects – continue your journey

The room has three exits: North, West and east. A quick look at the North and West passages reveals that these passageways have wide chasms half way along them – you cannot pass along these.

Use the East Exit : Page 37 (42)

62.

You pick up the objects carefully and wrap them in some spare cloth to protect them from any harm. As you spread the artefacts amongst the group, you keep a wary eye open for any dangers that might lurk in the room. Apart from the cool air and distant sounds that echo through the labyrinth, there is nothing else in the room.

Take 5 *Treasure Tokens*

Return to the room: Page 36 (19).

42

You walk back along the long passageway, a little more calm this time.

Turn to: Page 32 (35)