

WINDHAMMER PRIZE
FOR SHORT GAMEBOOK FICTION

Isaac Newton: Badass Ninja Crimefighter

AN ENTRY IN THE 2015 WINDHAMMER PRIZE FOR
SHORT GAMEBOOK FICTION

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Most people know Isaac Newton for discovering the laws of gravity, explaining how rainbows form, dabbling in alchemy and inspiring the hairstyle for Brian May and the album cover for Pink Floyd. However, fewer people know that in 1696, Newton went to work at the Royal Mint. His job was to stop counterfeiters ruining the economy and using their fake money for nefarious means. Newton, using his powers over gravity, had a lot of success tracking down many counterfeiters. However, in his investigations, he discovered a massive web of deceit and betrayal. There was a huge counterfeiting ring in London under the control of the apparently respectable William Chaloner. This evil genius seemed untouchable, but he hadn't reckoned about going up against one of the greatest minds in human history. This is the story of how Newton took him down...

Rules

Isaac Newton is one of the toughest theoretical physicists who ever lived. This, coupled with his powers over gravity and forces makes him a formidable force to be reckoned with.

Tests

A test has a difficulty which you need to roll equal to or above on 1 six sided die (d6). If there are any item names in brackets after the test, you may reroll the die for every item you have. Items in brackets that have a star (*) after them are consumable and need to be crossed off Isaac Newton's equipment list. You may also spend 1 will point to reroll the die.

Isaac Newton will come across lots of tests to his abilities. These might involve climbing, fighting, running, solving a tricky puzzle or trying to seduce someone (Isaac Newton would find the last one most difficult). When Newton comes across a test, it will have a difficulty. To succeed at the test, you need to roll that number or above with a 6 sided die (a d6).

For example, if you read 'make a test with a difficulty of 4', you need to roll a 4 or more on a 6 sided die to succeed (this has a 50% chance).

Some tests have item names in brackets after them. This means that for every item you have in brackets, you are allowed to reroll the die if you don't make the test. Some items have stars (*) after them. This means that if you use that item to get a reroll, you have used it up and must cross it off your equipment list.

For example, Isaac Newton needs to climb onto the shoulders of a giant. The text says 'make a test with a difficulty of 4 (rope)'. You need to roll a 4 or more on a 6 sided die to succeed. If you roll 3 or less the first time and have some rope, you can reroll the die to see if you get a 4 or more. If you don't have rope, you have failed the test.

Isaac Newton can also get rerolls on tests by spending 1 will point (see below) to use some of his powers to help him. It is not made explicit in the text how the powers help him. That is left to your imagination. Maybe Isaac Newton levitates himself over a wall instead of climbing it. Maybe he uses telekinesis to move a lock to open it. Maybe he uses his rainbow energy blasts to smash through the door. If Newton fails after spending 1 will point, he may spend another one to get a reroll. He may do this as long as he has will points.

For example, Newton is trying to climb on the shoulders of another giant. The text states 'make a test with a difficulty of 4 (rope)'. You roll a die and get a 1. Fail. But all is not lost as Newton has some rope. You reroll the die and get a 3. Oh, no! He's failed again. Newton really wants to climb on the shoulders of giants, however (as this is how he gets his powers, apparently), so he spends 1 will point to levitate himself. You reroll the die and get a 2. This is ridiculous! Newton has 1 more will point, which he spends. You roll the die one more time and get a 6. Success!

Isaac Newton wants to get into the Tower of London, but it is past closing time. Newton will have to be persuasive. The text says 'make a test with a difficulty of 4 (Fashionable clothes, £2)'. Newton needs a 4 or more to succeed. He is not wearing fashionable clothes to convince the guard that he is important enough to enter now, so he just tries his luck and rolls. He gets a 2. The guard is not convinced. Newton takes £2 out of his pocket and gives the money to the guard. He then rolls a 4. The guard, happy with his bribe, lets Newton in. Newton has lost £2.*

If you would like an idea of the probability of success you have with a test of a particular difficulty and with a certain number of rerolls, please see the table at the end of this gamebook.

Newton's vitality

Isaac Newton has an initial vitality of 6. Taking damage will reduce his vitality. If his vitality is reduced to 0, his adventure is over. Isaac Newton can restore vitality through rest and medical attention.

Despite being 53, Isaac Newton is still a fine figure of a man. Underneath all those robes and that hair, he is as ripped as Arnold Schwarzenegger. This makes Isaac Newton one of the most resilient human beings alive. Isaac Newton has a vitality of 6 (most human beings have a vitality of 2-4). Vitality is Isaac Newton's ability to withstand damage and trauma. If Isaac Newton's vitality is reduced to 0, the force holding his physical form is dispersed. He has not died, but his intelligence has been freed from physical constraints and he will search the universe for another planet to aid. So he will no longer to continue his adventure. Make sure that his vitality stays above 0.

Newton's will

Isaac Newton has an initial will of 6. He may spend 1 will point to use his powers. This will allow him 1 reroll on tests (see above). Will can be lost through mental exertion and restored through rest. There are usually no consequences Isaac Newton's will dropping to 0, unless they are mentioned in the text.

Through vigorous and rigorous mental training, Isaac Newton is able to exert control over the physical world using his knowledge of the laws of gravity, the force that holds the universe together (until the physicists of the early 20th century discover the forces acting at a sub-atomic level that is, but let's not talk about that). This means that Isaac Newton is able to use his will to perform feats of telekinesis, super strength and even limited flight. However, he finds these feats mentally draining.

Combat

Isaac Newton might have to fight some of the scum who are part of the counterfeit money ring.

You know if you are in combat when the sentence begins with 'In this combat...'

Combat is like a normal test, where the consequences are a loss in vitality.

Combat follows the following order:

- 1) Newton's opponent will have a difficulty value. Roll 1 die and see if you get equal to or over that value as with a normal test. There may be items that Newton can use, and, like all tests, he may spend 1 will point to use his powers of gravity and get a reroll.
- 2) Check the text to see what the consequences of the test are. You will probably lose vitality even if you succeed, but you will lose more if you fail the test. You may find items that reduce the amount of vitality that you lose in combat and you can apply them here.
- 3) If Newton is still alive after taking the damage, he has won the combat and can continue as normal.

For example, Isaac Newton squares off against John Locke. John keeps pestering Newton to start dating and now he's had enough of it. For some reason, John Locke can't see that alchemy and physics is fulfilling enough. Newton wants to put him in his place. Hitting John Locke is a test with a difficulty of 5 (sword cane) and he has 3 vitality points. Isaac Newton has brought his sword cane, so he gets a reroll every time he tries to hit him. Isaac Newton has had a busy day killing counterfeiters and has 2 vitality points and 1 will point remaining. If Newton beats John Locke, he will lose 1 vitality point. If he fails in the roll, he will lose 3 vitality points, so he needs to succeed to survive.

In the fourth round, Newton rolls a 1. He rerolls the die using his sword cane and rolls a 1 again. Curses! His will point is his last hope. He spends his will point and rolls a 6. Success! John Locke gets a hit in before being sent crashing against a wall and is knocked unconscious. Hopefully now, he has got the message. Isaac Newton does not do girlfriends!

Starting equipment

Isaac Newton begins his adventure with a sword cane, £15 of money and three apples that he has specially grown. You may choose any combination of 3 green and/or red apples (so 3 green apples, or 2 green and 1 red apple, or 1 green and 2 red apples or 3 red apples).

A green apple will restore 1 vitality point.

A red apple will restore 1 will point.

Dice probabilities and other stuff

If you don't have a six sided die, I have included a random number table for you at the back of the book. Also, if you are a number cruncher, like me, I have made a table of the probability of succeeding at a test based on its difficulty and the number of rerolls you have. This is also at the back of the book. Finally, there are actually some parts of this book which are true. There are some links if you want to read more about Isaac Newton's crime fighting career.

Adventure sheet

Player name _____

Vitality

Will

Money

Initial _____

Initial _____

£ _____

Current _____

Current _____

Items

Clues and codewords

Background

You are Isaac Newton, illiterate farmer and landowner. It is a lovely sunny day in the fields of Lincolnshire as you walk home with a skip in your step. By all accounts the crops are looking good this year. You can't wait to get home and tell your beloved wife before feeling her tummy to feel the baby kick. You know it's going to be a boy. You can feel it in your bones. As you saunter through your apple orchard, whistling happily to yourself, you think about how you will show your son how to farm and manage the land so that he can buy more land and build upon the legacy you will leave him.

Your happiness, however, makes you completely oblivious to the apple above your head coming loose. You do not see or hear it as it falls towards your head. You never feel the impact.

Your Adventure ends here.

Well, that was short. Maybe, we could focus on Isaac Newton's son. He might have a life worthy of a gamebook. What was his name again? Isaac Newton as well? Fair enough.

You are Isaac Newton, physicist, alchemist and mystic. Despite being born prematurely on Christmas Day 1642, you managed to survive and fight on despite never knowing your real father, having a stepfather you despise and only getting half the number of presents most people get in a year.

So you worked. You worked hard reading natural philosophy and building devices, such as sundials and windmills. Your intellect grew, and as it did, you noticed something. It was small at first, but definitely noticeable. Things always fell downwards. And if you pushed something, it moved. And if you pushed it in the opposite direction, it stopped moving. Eager to find out the rules to these events, you delved into book after book, but with no success. Then it hit you. No one had made these rules yet. You worked hard and experimented, and as you did, you realised that, by discovering the rules that governed the forces holding the universe together, that you could also manipulate them. You no longer needed to use your hands to lift things up – you could do so with the power of your mind. However, you found this process draining.

One day, when the school bully was trying to take your lunch money again, you tried to use your powers to flatten him. However, you didn't have the mental energy and you got a punch in the face. That's when you decide to train your body as well as your mind. You ran as far as you could, carrying rocks. You went to other towns, just to find huge muscle bound thugs to pick fights with. Sometimes you got trounced, but even when you did, you just knew that it made you stronger.

Eventually, you knew you were ready. You went into school with your sundial and the bully stepped out before you. He would regret it as he ended up impaled on the end of said sundial. No one bothered you again.

And these events started you on the journey you are on today. It is 1696. You sit brooding in your padded chair in your library in front of your crackling fire. As protector of the Royal Mint, many high ranking criminals have come to you to offer you money and favours to turn a blind eye to their activities. However, you lack the social skills to desire the things that money can buy or the things that favours can get you. Instead, you simply followed the law. Counterfeiting is illegal. If it continued, the pound would become worthless as fake coins would flood the system. Your wealth and social standing mean nothing compared to the stability of society.

Your investigative methods and the ability to crack skulls have managed to bring 26 counterfeiters to the gallows. However, there is one last counterfeiter who has managed to escape your notice.

William Chaloner. Celebrated war veteran, esteemed gentleman and winner of the 1695 'Most Gravitas' award, soundly crushing your four year streak. What most people don't know, however, is that Chaloner's

fortune comes through counterfeiting. What you haven't managed to do yet, is to gather enough evidence to prove it. He has always seemed to slither out of your grasp, pinning his crimes on a lackey. However, you won't stop until he is soundly swinging from the rafters. Unfortunately, tonight will not be the night that it will happen.

Your latest lead had not turned up how you had expected. Rather than finding a valet to William Chaloner with a signed letter about forged notes, you had been ambushed by two muscle bound thugs armed with axes. You overcome them easily, but they had no information for him and now bits of them were bobbing down the river Thames. Your loyal manservant, Albert enters the library with a tray. On it is a crystal decanter containing whisky, a glass and a copy of Monas Heiroglyphia.

'Some refreshments, sir.' He said, placing the tray on a table next to your chair 'And I took the liberty of finding you some light reading.'

'Thankyou, Albert. I am a little peeved that I am getting no closer to exposing Chaloner. I would simply march into his house and finish him for good if he wasn't in a secure castle teeming with guards.'

'Look for the positives, sir. His castle may be secure, but he cannot leave it or contact his allies. And every fortress has its weakness.'

'You are right, Albert. If I can find the chink in his armour, he is done for. Maybe I should sleep on it and try a fresh approach in the morning.'

Albert bows and turns to leave. Before he does, he turns to you again.

'I find it strange sir that William Chaloner should continue along this method of making money.'

'Why is that, Albert?'

'He has his own castle, his own servants and enough money to live several lives. Why should he continue to risk the wrath of society by flouting its laws and putting the economy at risk?'

'A good, question, Albert. You see, it is in his nature. It brings him fulfilment. He cares no longer for the money for the challenge, and he will never stop, even if he becomes king of England. Remember my first law, Albert. Any object at rest stays at rest. And any object in motion will stay in motion with the same speed and in the same direction until an external force is applied to it.'

'And what will is that external force, sir?'

'I am Albert. I am the force that stops the motion of all counterfeiters.'

And with that, Albert leaves you to your thoughts.

1

How are you going to find a way into Chaloner's castle and to also learn of its many defences? You could pay a visit to the wives of some of the servants and guards of William Chaloner. They have often provided some clues with a little persuasion. You could also find some of his informants on the streets of London. You smile at the thought of your network of spies seeing and hearing everything in the city. They have managed to locate numerous counterfeiters so that you can swoop in and destroy them with impunity.

After giving this some thought, you go to your large bedroom, flop onto your four poster bed and sleep a deep dreamless slumber. In the morning, you awake refreshed, put on some clean robes get your equipment and prepares for a new day of stamping on those who stamp out fake coins.

You think about who you could approach. Mary Brown is a kitchen maid in Chaloner's castle, while her husband is a guard. She lives in London and has been your informant ever since you discovered that she was having an affair with the milkman. And the butcher. And the baker. And the candlestick maker. Now she gives you information about the castle, and in return, you don't tell her husband about her affairs, and you don't tell the men she is having affairs with about her other affairs. She might know a discreet way into the castle.

You could also talk to Jimmy the Discreet, one of your most successful informants. The man hears about everything that goes on in London, and if Chaloner is planning something big, he will know about it.

- You go to find Mary Brown - 96
- You talk to Jimmy the Discreet - 16

2

You open the doors and find yourself in another large room filled with crates. However, on the other side of the crates, you can hear voices and jollity. You peak over them to see six tough looking labourers sitting around a table and drinking. They are off their guard, but you are going to have to deal with them if you want to go any further. There are several bottles on a crate nearby. Occasionally, one of the men gets up to grab a bottle.

You need to put these men out of action somehow.

- If you have a vial of sleeping potion, you could mix it into one of their drinks - 89
- If you have a smoke bomb, you can unleash it before attacking them - 93
- You can use your rainbow bolts to blast them before attacking (this will cost 2 will points) - 57
- You could just attack them - 91
- You can sneak outside and try to get in through the main doors - 33

3

You notice that there are several buttons disguised as carvings on the chest. You press them and then manage to open the lock. You then lift the lid of the chest to find what the Order is keeping se safe.

Inside are two rings. Curious. You pick one up to find a small button on the inside of the ring. You put it on and wiggle your finger. There is a ping as a tiny needle shoots out of the ring and hit the wall. You inspect the needle to find a sticky fluid on it. Poison.

You may take the other poison needle ring. You may use it in any combat to give you a reroll. It is then used up.

You guess that the rest of the rings are being worn by the order members, and you breathe a sigh of relief that you decided not to meddle with them.

- You leave the war room - 25

4

Chaloner goes flying backwards, but he presses a button on his wrist and he flies down to the steel floor, his feet firmly planted there.

'Magnetic boots. Helps me keep my feet on the ground.' He remarks.

Add the codeword button to your adventure sheet.

Now what will you do?

- You have a throwing knife or a poison needle ring and you want to use them- 92
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand - 13
- You launch a kick at him - 44
- You attempt to throw him - 26

5

Cautiously, you enter the room. Your mind races, remembering half-forgotten details of traps in ancient temples and riddles of myth. Is there a trick here?

- You could use your powers to hover over the floor to the amulet (this costs 1 will point) - 6
- You could use your powers to levitate the amulet to you (this costs 1 will point) - 97
- You could walk across the floor - 50
- Or do you decide to leave the amulet and explore elsewhere? - 25

6

Using your mind to negate the force of gravity around you, you float slowly into the air and direct yourself over the tiles to the bust. When you get there, you gingerly lift the amulet from around its neck. The Roman emperor stares its stony stare at you, but nothing happens as you steal his jewellery. You breathe a sigh of relief as you hover back to the other side of the room.

Add the golden crescent amulet to your adventure sheet.

- You leave and explore elsewhere - 25

7

You walk round the back of the building to see an open window on the first floor. You then start to climb up the wall, looking for handholds.

Make a test with a difficulty of 4 (rope and grapple). If you wish, you can spend 2 will points to fly up to the window and automatically succeed at the test.

- You succeed at the test and climb the wall and in through the window. - 27
- If you fail, you leave the room - 63

8

Joe has a huge amount of goods for sale.

You can buy some fashionable clothes for £2.

You can buy a rope and grapple for £2.

You can buy some lockpicks for £2.

You can buy a leather bound book of the complete works of Shakespeare for £2.

You can buy a magnifying glass for £2.

You can buy some surface tension boots for £2. They allow you to walk on water.

You can buy a hand mirror for £2.

You can buy a throwing knife for £3. You can use it once in a combat to give you a reroll. It is then lost.

You can buy a kukri for £3.

You can buy some bladed boots. They have concealed blades in the toe and cost £3.

You can buy a spear for £3.

You can buy some quilted armour for £4. It will reduce the damage you take in combat by 1.

You can buy some lovely bracers for £5. They will reduce the damage you take in combat by 1.

You can buy a bottle of healing tonic for £2. It will restore 1 vitality point when drunk.

You can buy a bottle of tonic for clear headedness for £2. It will restore 1 will point when drunk.

You can buy some miracle cure tonic for £3. It will restore 1 vitality point and 1 will point when drunk.

- When you have finished, you head home – 60

9

The side doors are unlocked and unguarded. You open them and find yourself in a large room filled with crates. However, on the other side of the crates, you can hear voices and jollity. You peak over the crates to see six tough looking labourers sitting around a table and drinking. They are off their guard, but you are going to have to deal with them if you want to go any further. There are several bottles on a crate nearby. Occasionally, one of the men gets up to grab a bottle.

You need to put these men out of action somehow.

- If you have a vial of sleeping potion, you could mix it into one of their drinks - 89
- If you have a smoke bomb, you can unleash it before attacking them - 93
- You can use your rainbow bolts to blast them before attacking (this will cost 2 will points) - 57
- You could just attack them - 91
- You can sneak outside and try to get in through the main doors - 33

10

Chaloner has deactivated his magnetic boots so that you can't take advantage of them, but now he cannot resist your powers. He goes flying through the air and crashes against the wall. Although his armour protects him from harm, he is dazed.

The next test you make against Chaloner has its difficulty reduced by 1.

How are you going to take advantage of his vulnerable state?

- You throw a spanner at him - 11
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You throw him - 26

11

Cross the spanner off your adventure sheet.

A thought enters your mind. Chaloner has a lot of cogs and other fixtures on his armour. You grab the spanner and throw it at a delicate looking part. It hits it, gets tangled in some wires and stays there. Chaloner's arm starts moving wildly before stopping. He tries to move it, but he can only do so slowly.

'Curse you!' He shouts.

Make a note that the next test you make against Chaloner has its difficulty reduced by 1.

Now, how will you fight him?

- You have a throwing knife or a poison needle ring and you want to use them- 92
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand - 13
- You launch a kick at him - 44
- You attempt to throw him - 26

12

As you speak the password, the guards sheathe their swords and step backwards.

'On you go.' One of them says.

- As you walk through the door, the guards go back to discussing the best ingredients required for a chocolate cake - 70

13

You feint with your main hand and then swing with your off-hand, hoping to catch Chaloner off guard.

- You have the codeword button on your adventure sheet - 19
- You do not have the codeword button on your adventure sheet - 100

14

You unleash a rainbow blast from your hand, but Chaloner is ready for you. He holds his brass gauntlets up to reveal shiny mirror bright silver palms on them. The rainbow bolt reflects off the mirror surface and fly straight back to you.

If you have the codeword prism, Chaloner deflects the bolt to the ceiling so that you cannot reflect it back to him.

If you have your own mirror, you can reflect the rainbow bolt back to Chaloner. It will strike him in the chest and make him lose 2 vitality points. Add the codeword prism to your adventure sheet.

If you do not have a mirror, the bolt blasts you and you lose 2 vitality points.

What will you do next?

- If William Chaloner's vitality is now 0 or less - 78
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You use your powers to knock him down (costs 1 will point) - 18
- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You launch a kick at him - 44
- You attempt to throw him - 26

15

You notice that the black squares are not joined to the white ones. You also notice holes in the wall. You gently touch the black squares with your sword cane and notice that they compress slightly. From these observations, you deduce that if they were to take any more weight, they would activate a trap that would fire projectiles from the walls. Knowing this, you step across the white tiles to the bust where you gently lift the golden crescent amulet from around its neck. Thankfully, the bust holds no nasty surprises.

Add the golden crescent amulet to your adventure sheet.

- You leave the room, walking on the white tiles and head out of the study - 25

16

If there's one person who knows what's going on it will be Jimmy the Discreet. You wander through the labyrinthine alleys of London to get to your informant's hovel. Eventually you get to his front door, which you knock. As your hands touch the door, however, it falls off the hinges and crashes to the floor.

'Huh?' You hear a voice in the gloom of the hovel. Then you see Jimmy the Discreet come to the door. Fortunately, this is one of the few days that he is both clothed and sober. He bows.

'Good day to you sir. Come on in and partake of my humble hospitality.'

You step through the door and take a seat on Jimmy's bed. He boils some water, pours up two cups and dips a used teabag into them. He offers you the cup and sits on the floor, by his open door.

'I know why you're here. You're trying to get that Chaloner fella. Well, he's a tough nut to crack. He lives in a castle with a lot of walls between you and him. He also has a moat that will be a pain to get across.'

'It is my experience that people build too many walls and not enough bridges.' You reply.

'Yes.' Says Jimmy. He doesn't have much time for metaphors or deep thought 'Anyway, I've found a way to make your entry easier.'

He pauses to take a sip of tea. Then he drops his cup, a look of surprise on his face.

'What is it? Jimmy?'

Then he falls forward to reveal a knife sticking in his back. Behind him is a man dressed all in black and holding a curved sword. He jumps over Jimmy and swings his sword at you. You leap back and prepare yourself for combat.

In this combat, the assassin has a difficulty of 4 (sword cane)

If you succeed, you lose no vitality. If you fail, you lose 2 vitality. In most combats, it does not matter if you succeed or not as long as you survive, but in this case, something different will happen if you succeed.

- You succeed at the test - 79
- You fail the test - 90

17

You draw your sword cane, as if you are going to face this horde. The men approach you cautiously and surround you, their swords pointing at you. When they are close, you pull out your smoke bomb and fling it to the ground.

You are surrounded by a cloud of smoke. You hear the guards coughing and shouting in a confused way. Taking advantage of the situation, you launch yourself at one guard, impaling him on your sword cane. A punch to the left knocks another guard out. You sense another one nearby and grab his wrist, throwing him almost three metres away. In less than ten seconds, you fell fifteen guards. When the smoke clears, they are all littering the floor of the courtyard, some dead, and some unconscious. You search the bodies and find a key, a throwing knife and a suit of padded armour. You may also take a spear lying on the ground.

Add the throwing knife to your adventure sheet. You may use it once in combat to get a reroll. It is then lost.

Add the padded armour to your adventure sheet. The armour will reduce all damage you take in combat by 1.

Add the spear to your adventure sheet.

- You use the key to open the stone door and step into the keep - 62

18

You summon your power to fling Chaloner against the wall. Will it work?

- You have the codeword deactivate on your adventure sheet - 10
- You don't have the codeword deactivate on your adventure sheet - 4

19

Chaloner raises his hand to deflect your blow, but this is exactly what you wanted. Instead of trying to hit him, you grab his wrist and press the button for his magnetic boots. Chaloner panics as he realises that he can't move, but he doesn't panic for long as your fist slams into his face so hard that it breaks the attraction between the boots and the steel floor.

Reduce Chaloner's vitality by 1.

Chaloner gets up and whips the gauntlet off his hand. Neither of you can activate his magnetic boots any more.

Remove the codeword button from your adventure sheet. Add the codeword deactivate to your adventure sheet.

- If William Chaloner's vitality is now 0 – 78
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at Chaloner - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw acid at him - 87
- You attack him with your main weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You throw him - 26

20

You cannot get the door open and water is pouring in all around you. Frantically, you smash against the door, and eventually break it down, but the water is around your waist now. You move as quickly as you can down the corridor, but it is windy and long and eventually the water fills the corridor. You have to swim, but it is too far and your lungs start to burst.

Unless you spend 2 will points to create a bubble of oxygen around your head, you lose 2 vitality points as you take water into your lungs.

If you survive, you eventually make it to some stone steps with a trapdoor in the ceiling.

- You swim up to the trapdoor and open it to find yourself inside William Chaloner's keep. - 62

21

You take the golden crescent amulet from around your neck and place it in the indentation. As you do, you hear a rumbling sound. The stone door slides open before you.

- You enter the door to face your nemesis - 32

22

This part of the warehouse contains lots of lots crates. One of them has the lid off. You look inside it to find it piled high with spherical items. They are explosives. Chaloner has enough to destroy half the city. You may take some explosives if you feel that they will be useful.

Add the explosives to your adventure sheet.

There is another door in the warehouse. You may enter this, or you can leave the warehouse and head home.

- You explore the other parts of the warehouse - 2
- You leave the warehouse and head home - 74

23

The purple liquid tastes very nice. It is prune juice! A true warrior's drink. You guzzle it down.

Restore 1 vitality point and 1 will point.

- You may now drink the colourless liquid, if you haven't already done so - 47
- You investigate the cellar - 64

24

You take the golden crescent amulet from around the neck of your mysterious opponent and put it in the indentation by the door. There is a rumbling sound as the door slides open.

- You enter the room to face your nemesis - 32

25

You are now on the landing in the home of the Order of the Golden Crescent. There is a door with a plaque on with the word 'Study' written on it and a door marked 'War room'. If you wish, you may decide to leave the building through the front door. If the bouncer is still alive, he won't give you any trouble by leaving the building, but if he is dead, he definitely won't give you any trouble.

- You enter the study - 27
- You enter the war room - 75
- You leave the building through the front door - 74

26

You dodge a swift punch from Chaloner's powered suit and swing around him to throw him on the ground.

- You have the codeword deactivate on your adventure sheet - 45
- You don't have the codeword deactivate on your adventure sheet - 68

27

You find yourself in a richly decorated study. Your feet sink gently into the plush carpet as you look at the fine mahogany desk and bookshelves, upon which are rows and rows of leather bound books. There is a door out of this room, and there is also the open window, but you decide to have a look around first.

Make a test with a difficulty of 5 (The Complete Works of Shakespeare)

- You succeed at the test - 83
- If you fail the test, there is nothing else of interest here. You leave the study and head onto the landing - 25

28

You approach the chest and try to open it. It is locked. Probably trapped too. You will have to be very careful to open it safely.

Make a test with a difficulty of 5 (lockpicks, magnifying glass)

- You succeed at the test - 3
- You fail the test - 59

29

'I've been away for a two point five years, exploring the New World. I'm so eager to tell my chums about it.'

'Was that with the famous explorer Sir Francis Drake?' Asks the large man, his eyes widening in excitement.

'Why of course. Such a splendid gentleman and expert sailor.'

'Sir Francis Drake died in 1596, good sir. I would suggest that you read up on your history, if I weren't going to send you to meet him.' Says the guard, grinning a huge toothy grin. He reaches into the inside of his jacket and pulls out an axe. You're going to have to fight him.

In this combat, the brutish bouncer has a difficulty 4 (sword cane)

If you succeed, you lose no vitality. If you fail, you lose 2 vitality.

If you beat him, the man's huge bleeding body comes crashing to the ground. 'The bigger they are the harder they fall.' You state in complete seriousness.

- You have no time to do anything with the hulking corpse. At least no one saw you, so you dash into the building - 37

30

You summon up the power inside you and unleashes two blasts of rainbow fire from your hands. One strikes the butcher and the other strikes the candlestick maker, flinging them both against the wall. Another rainbow blast is fired from your eyes and strikes the milkman, who is reduced to ashes. The others hesitate, but they prepare to defend themselves, hoping that their superior numbers will prevail.

You leap through the air, aiming a flying kick at the baker. 'Crumbs!' He yells in panic.

In this combat, Mrs Brown's boys have a difficulty of 4 (sword cane)

If you succeed, you lose no vitality. If you fail, you lose 2 vitality.

- You survive to defeat them - 43

31

Chaloner seemingly has the odds stacked against you. He has a fortress filled with guards. He has an army of spies and thugs in his pocket, patrolling the London streets, watching your every move and seeking to thwart you at every turn. And he has a sterling reputation amongst the upper classes, making him untouchable by any authority you go to. You must face this prodigious problem alone. But this too has advantages. Alone, you can move fast, you can move quietly and you can strike where it matters most - at Chaloner himself - before he will realise your plan.

You discuss your plan with your trusty batman and confidant, Albert.

'Sir. You are alone. How can you possibly make any difference to Chaloner's operation?'

'I will need to move quick, Albert. Remember Newton's second law. Force is the product of mass and acceleration. What I lack in mass, I will have to make up with in acceleration.'

Albert nods and excuses himself. You think about how to disrupt Chaloner's operation. You know that there is a gentlemen's club called the Order of the Golden crescent, which acts as a front for Chaloner's business of distributing large amounts of counterfeit money amongst those thought of as above suspicion in London. Of course, you don't have enough evidence to expose them, but you could infiltrate the club and learn some of Chaloner's weaknesses. There is also a heavily guarded warehouse by the river which you know Chaloner owns. He has something very important in there and if you could steal it or sabotage it, it would deal him a withering blow.

- You infiltrate the Order of the Golden crescent - 34
- You break into the warehouse - 95

32

You step into the room onto a floor made of steel. Curious. You then scan the room to find your nemesis sitting on a throne at the other end. He is wearing brass plate armour covered in cogs and weird contraptions. On his lap is a large white Persian cat.

'Welcome, Sir Isaac Newton. I've been expecting you. I hope my associates gave you a warm welcome.'

'Of course they didn't. They know I'm here to kill you, so they tried to kill me.'

Chaloner sighs.

'I see you live up to your reputation when it comes to small talk at least. But your reputation won't save you now. I have risen up too high for even you to drag me down, Newton.'

'What goes up must come down, Chaloner.'

'Another of your maxims, no doubt. Well, I still may have some little surprises for you that may slow down my descent. As you may know, I have made quite a lot of money. Literally, if my detractors are to be believed. I have used this money to become one of London's biggest employers with health insurance, life insurance, pensions and various other benefits. However, my contributions to the Royal coffers seem to make people think that it will destabilise the economy and so I had to protect myself. Hence, I built a castle and bought firearms and explosives. However, that was not enough. One of my advisors found an island run by a very misunderstood gentleman who was exiled from society for merely wanting to, erm, improve upon nature. He needed funds and I needed protection, so, in exchange for a sum of money, he created the perfect pet for me.'

'Where is this going?'

'You see this pet, whilst vicious and deadly, also looked quite innocuous. Allow me to introduce Mr Nice, my pet. Even you can't stop him, so I bid you farewell. It's been an interesting conflict, but I grow tired of it.'

The white cat is standing up now and yowling at you aggressively. Chaloner picks it up and throws it at you. It flies through the air at an impossible speed, yowling, revealing razor sharp teeth, glistening with poison. It is aiming straight for your throat.

- Is this the end of Isaac Newton? - 55

33

You approach the two guards at the main doors. They are gruff men, wearing brown coats and flat caps. They both wield cudgels.

'What yer doing here?' Growls one of them.

You try to bluff your way past them.

Make a test with a difficulty of 4 (£2*)

- If you succeed, the men let you in to the warehouse - 22
- If you fail, they raise their cudgels - 81

34

The Order of the Golden crescent is in Mayfair, an affluent part of London. You take your standard winding route through the city (just to make sure you aren't being followed) before

you arrive at the grassy park outside the large white building. A large muscular brute of a man in evening wear and a top hat stands before the heavy double doors. A pair of olde gentlemen approach the man who tips his hat and opens it for them. Nonchalantly, you walk around the park before taking a road that runs around the back of the building. There are no other exits that you can see, but you might be able to climb the wall and get in through an open window on the first floor.

- You try to bluff your way in past the guard - 49
- You climb the wall and break in through the back - 7

35

'I had different hair before, my good man. I can see you are doing a sterling job in interrogating us members. We don't want any good for nothings in here, after all. I've heard someone might be trying to break in to buildings around here.'

The guard wrinkles his forehead in concentration before tipping his hat to you.

'Thankyou, sir. I will make sure no one gets in who shouldn't.' he says as he opens the door.

- 'Thankyou, my good man.' You reply before striding in. - 37

36

You stand up and start walking. You have always known where Chaloner's castle was, but you were too fearful of his guards and traps to invade it yourself. Now it is all you want to do. The power burns through you with the desire to see Chaloner dead. Your wounds and tiredness vanish as your body pumps adrenaline through it, enhancing your senses and abilities to almost superhuman levels.

Restore 2 will points and 2 vitality points.

You then arrive in front of the castle, surrounded by its moat. The drawbridge is down, but there are guards at the gate. You could walk up to them or you could try a more stealthy approach. You circle the castle and notice that there are some windows that you could break through. However, stealth will involve you crossing the moat.

- You walk up to the guards - 80
- You try to cross the moat and break into the castle by stealth - 56

37

You enter a cool marble floored hallway with huge marble steps before you. Either side of you are open doors. From them, you can smell cigar smoke and brandy and hear the rumbling and snorting of upper class men discussing how the peasants are the scourge of society. How could you spend a whole evening discussing complete rubbish when there were books by the likes of Kepler and Copernicus just begging to be read? You decide against massacring them. You have no proof that any of them are involved in Chaloner's schemes and even you know that it would do no favours for your public image.

Instead of approaching them, you head up the stairs and onto the landing. There are two doors that catch your eye. One has a plaque with the word 'Study' written on it. The other one has a plaque with the words 'War Room' written on it. The war room is definitely worth a look. Who knows what kind of secrets Chaloner has got there? However, it might be worthwhile to take a quick detour into the study.

- You investigate the study - 27
- You enter the war room - 75

38

You run round the corner, sword cane in hand. As you do, the guards see you and curse. One of them draws a sword, but the other one goes to pull a lever on the wall. You figure that pulling it will not be good, so you dash towards him.

Make a test with a difficulty of 4 (spear)

- You succeed at the test - 84
- You fail the test - 82

39

You slump into William Chaloner's throne, exhausted. It is done. The master counterfeiter and crime lord has been defeated. You think about Albert and all of his other victims and wonder if you could have done something differently to save them. His fake money is still in circulation, and, if you are not careful, someone may seize his legacy to continue his nefarious activities. Despite stopping Chaloner, you have done so at a huge cost to both yourself and the people of London. However, now that it is all over, a sense of peace comes over you.

Feeling revitalised, you decide not to tarry in this forsaken castle.

- Using your powers, you lift yourself up in the air and fly to the Royal Mint, where you will report your findings. - 88

40

Ash. Ash and smouldering soot are all that remain of the place you called home. You stand before the still warm corpse of your house in stunned disbelief. How could Chaloner do such a thing? Then you think of Albert. Where is he?

'Albert? Albert? Albert?' You start whispering his name, but every time you say it, you say it louder, your voice which crescendos as the wave of rage wells up inside you, until it gets to unbearable levels and you drop to your knees.

'NOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!' You scream at the top of your lungs as rainbow blasts of energy shoot out of your eyes and hands. Then all you feel is calm. You know what must be done.

- 'It's time I taught Chaloner Newton's third law.' You mutter under your breath 'for every action, there is an equal and opposite reaction.' - 36

41

You summon up the power to reverse gravity and shoot up into the air, crashing through the fragile roof of the hovel. For a moment, you hover over London, drinking in the view of the great city, before flying towards your home, near the Royal Mint. However, even Isaac Newton cannot do everything and you cannot reach it. Instead, you land in a street outside a shop full of miscellaneous equipment. This is Joe's shop and you come here regularly for useful items.

- Thinking about the scale of your challenge, you stride into the shop for some items that might help you. - 8

42

You take a sip of Mary's tea. It tastes very sour. You then realise that you are actually quite tired. Then you spot that Mrs Brown has not drunk her tea yet. A horrible feeling comes over you as Mrs Brown smiles a wicked smile. 'Yes, it is poisoned. I wouldn't have thought that the great Isaac Newton would fall for such a simple trick, but I guess he did.'

Make a test with a difficulty of 5. If you succeed, lose 1 vitality point. If you fail, lose 3 vitality points. Mrs Brown looks astonished as you stand up shakily.

'It will take more than that to finish the great Isaac Newton! Now where is the key?'

Mrs Brown whips a brass key from her cleavage. You reach for the key, but she stops you with a waggle

of her finger.

'If you want to take it, you're going to have to talk to my boys first.'

Just as she says this, the door crashes open. In it storms all of Mrs Brown's lovers - the milkman, the butcher, the baker, the candlestick maker and the cobbler. They are all armed with cudgels.

'You said the off milk would kill any man!' Shouted the baker to the milkman.

'Isaac Newton is no man,' says the milkman 'He is a force of nature!'

'Never mind that!' Shouts the candlestick maker 'Get him!'

How will you deal with this one?

- You could use his powers to fly up through the roof and to freedom (costs 2 will points) - 41
- You could blast your nearest assailants with your rainbow energy bolts (costs 1 will point) - 30
- Or you could just face them in a good old fashioned fight - 72

43

The five men lie dead around the room. You quickly look around for any clues, but find none.

Make a test with a difficulty of 4. If you succeed, you find a purse that contains £6. If you fail, you find nothing.

However, there is no time for an extensive search. Mrs Brown had fled with the key during the combat. Quick as a flash, you run out of the door and look around the streets. She has gone. You need to work out where she has gone before she gets too far away.

Make a test with a difficulty of 3.

- You succeed at the test - 46
- You fail the test - 94

44

You launch yourself at Chaloner.

Make a test with a difficulty of 6 (bladed boots)

If you succeed, you land your blow, and Chaloner loses 1 vitality point.

If you fail, your kick lands squarely on Chaloner's breastplate, causing him no damage. He punches you in the face. Lose 1 vitality point.

If Chaloner is still alive, you think about your next move.

- You have a throwing knife or a poison needle ring and you want to use them- 92
- If William Chaloner's vitality is now 0 - 78
- You have a spanner - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw some acid at him - 87
- You attack him with your main weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You try to kick him - 44
- You throw him - 26

45

Devoid of his magnetic boots, Chaloner has to try to wriggle out of your grip, but although his armour provides him with extra strength and protection, he has paid for it by being less manoeuvrable.

Make a test with a difficulty of 3.

If you succeed, you throw Chaloner, which dazes him. Reduce the difficulty of the next test you make against him by 1.

If you fail, Chaloner wriggles out of your grip and jabs you in the ribs. Lose 1 vitality point.

What will you do now?

- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw acid at him - 87
- You attach him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You throw him - 26

46

She will go somewhere familiar, you think. With this thought in mind, you sprints through the streets until you get to the nearest inn, the City of York. I bet this is where she finds her men, you think as you enters the packed inn. As the patrons see you they fall silent and get out of your way. No one messes with the great Isaac Newton. Then you spots the red hair of Mrs Brown. You approach her and tap her on the shoulder. She turns around and her face drops.

'How did you escape my boys?' She asks, amazed.

'I didn't. I killed them all. Now you'll have to work on your marriage.'

'You fool! My lovers were stopping my marriage from falling apart!'

'No matter.' You say with a completely straight face 'I need that key.'

Mrs Brown angrily whips the key from her cleavage and places it in your hand.

Add the brass key to your adventure sheet.

'There you go. I hope Chaloner puts you in the grave.'

'Well, I suspect that you are going to have a long wait for that. Good day.'

And with that you leave the tavern for Mrs Brown to find some new lovers.

You walk back home, engaged in patient thought. As you do, you walk past Joe's shop. Joe sells a vast array of useful equipment that you have used in many investigations.

- You enter the shop to see what Joe has to offer - 8

47

You drink a small amount of the colourless liquid. Nothing happens. Then you feel a burning sensation in your stomach. You curl up on the floor, clutching your stomach for a minute.

Lose 1 vitality point.

You realise that this is a bottle of acid. You take it with you in case it will come in handy.

Add the acid to your adventure sheet.

- If you haven't already done so, you could drink the purple liquid - 23
- Or you could go down the trapdoor - 64

48

This part of the warehouse contains lots of lots crates. One of them has the lid off. You look inside it to find it piled high with spherical items. They are explosives. Chaloner has enough to destroy half the city. You may take some explosives if you feel that they will be useful.

Add the explosives to your adventure sheet.

- You have now explored the whole warehouse, so you decide to leave. - 74

49

Confidently, you saunter up to the most sharply dressed bouncer in London. He eyes you suspiciously.

'I don't remember seeing you here before.'

Make a test with a difficulty of 4 (fashionable clothes, £1*).

- You succeed - 35
- You fail - 29

50

Before you walk across the floor, you investigate the room and check for any signs of traps.

Make a test with a difficulty of 5 (magnifying glass)

- You succeed at the test - 15
- You fail the test - 66

51

Despite being more powerful than most humans, sweat starts to form on your brow at the thought of facing this host. As you prepare for combat, the guards surround you, swords drawn. However, no one approaches first, well aware of your deadly use of weapons and the powers of gravity. As you raise your sword cane, all the guards take a cautious step back. You then launch yourself at the guard in front of you. You sense his terror, but he swings his sword at you, determined to go down fighting.

In this combat, the guards have a difficulty of 5 (sword cane, kukri)

If you succeed, you lose 4 vitality. If you fail, you lose 6 vitality (I know your maximum vitality is 6, but you could have some items that reduce the damage).

- You defeat the guards - 76

52

You step over the corpses of the guards. First blood.

- The adrenaline is really pumping through your body now and you are ready to take on all comers. - 70

53

You charge at Chaloner, ready to strike him. He is prepared for you, however.

Make a test with a difficulty of 6 (sword cane)

If you succeed, you manage to find a chink in Chaloner's armour and strike him. He loses 1 vitality point.

If you fail, you are unable to damage him and he kicks you. Lose 1 vitality point.

- If William Chaloner's vitality is now 0 – 78
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You attempt to throw him - 26

54

Summoning up your power, you propel yourself up in the air and over the heads of the guards before you. You land on your feet and shoot forward, faster than a bolt of lightning, heading straight for the stone door. You brace yourself for impact.

CRASH!

You break through the door, but it hit you hard.

Lose 2 vitality points.

If you are still alive, you see the guards turning around and heading towards you. You see a level by the door which you pull. A portcullis clangs down in front of the stone door, preventing the guards from getting near you. It turns out that you have managed to turn Chaloner's paranoia and need for security against him.

- Safe from the guards, you explore the keep - 62

55

You have no time to react or defend yourself, but that's when something strange happens. You feel something stand up on your head. Then you see your magnificent hair flying through the air, aiming to intercept the deadly cat. Your curls strike it and wrap around its neck as the cat falls to the ground at your feet, yowling, hissing and clawing. After a few minutes of struggling, the cat is finally dead, choked to death by your curls. The hair is also now lifeless, so you pick it up and put it back on your head as best you can. Chaloner is incredulous.

'Mr Chaloner. It seems that the waves generated from brain gave my hair temporary life, which came to save me in my hour of need.'

'Well, then Sir Isaac. I must have underestimated you. But you won't be able to beat me with my enhanced power armour.'

Chaloner stands up and adopts a combat stance.

Make a note that William Chaloner has 6 vitality points. When William Chaloner's vitality is reduced to 0, turn to section 78.

Since Chaloner's suit is so powerful, if you have any armour, it will prevent damage from one hit,

but then it will be destroyed by his powerful strikes.

If you have any items that reduce damage in combat, they will prevent 1 damage and then you need to remove them from your items.

Now, how will you fight him?

- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock Chaloner down (costs 1 will point)- 4
- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You try to throw him - 26

56

You walk around the wall and find a small door in one wall. It is probably a door for servants and deliveries. There is a small raft, but it is on the other side of the moat.

You have several options to cross the moat.

If you have surface tension boots, you can use them to walk across the water without a problem.

If you do not, you may spend 1 will point to float across the water and get to the door.

If you are willing to do neither of these, you will have to swim across the moat. However, the water is cold. You also feel stinging sensations as you swim across the moat. When you haul yourself up out of the water, you find red weals on your arms. You don't know what caused them, but they are painful.

Lose 1 vitality point.

- You then have to face the wooden door - 71

57

You stand up from behind the crates and walk towards the men who stand up and grab cudgels. Before they are within striking distance, however, you raise your hands and unleash your rainbow energy bots upon them. The bolts shoot out of your eyes and hands, striking three of the men and flinging their charred corpses across the room. Before the other three can react, you draw your sword cane, dash towards them and slice the neck of the nearest man open. The remaining two men, seeing this, drop their weapons and run. You are too quick for them. You manage to stab both of them before they can escape the warehouse or alert their friends.

Satisfied that they are all corpses, you investigate the room.

There is a spanner on the table. The man have been fixing something, but you can't see what. There are some empty crates here, so whatever they were fixing may have gone. You look inside one of the closed crates to find a musket and some shot.

Add the spanner to your adventure sheet.

Add the musket to your adventure sheet.

You think about what to do next. There is a door to another part of the warehouse, which you could take. Or you could exit through the side door.

- You investigate the other part of the warehouse - 48
- You leave the warehouse and head home - 74

58

There's something strange here. Then you notice that Mrs Brown has not drunk her tea yet. The milk in the bottle nearby has a green colour to it.

'Your attempts on my life are amateurish, Mrs Brown. I suggest that you stick to what you're good at. Now where's that key?'

Mrs Brown whips a brass key from her cleavage. You get up to take the key from her, but she stops you with a waggle of her finger.

'If you want to take it, you're going to have to talk to my boys first.'

Just as she says this, the door crashes open. In it storms all of Mrs Brown's lovers - the milkman, the butcher, the baker, the candlestick maker and the cobbler. They are all armed with cudgels.

'Glad to meet you.' Quips the butcher before the gang advances on you.

How are you going to deal with this?

- You could use your powers to fly up through the roof and to freedom (costs 2 will points) - 41
- You could blast your nearest assailants with you rainbow energy bolts (costs 1 will point) - 30
- Or you could just face them in a good old fashioned fight - 72

59

You try to open the chest, but it won't budge. Then you hear a hissing sound. Gas! You turn to run out of the room as quickly as you can. However, the door is closing by itself! You propel yourself forward.

Make a test with a difficulty of 4.

If you succeed, you get out of the room in the nick of time.

If you fail, you get to the door just as it closes. You bash the door in, but by the time you have broken it down, you have inhaled the gas and must lose 3 vitality points. You may spend 2 will points to blast the door open. If you do, you lose no vitality points.

- When you are finished, you explore elsewhere - 25

60

You leave Joe's store and walk home through the decadent mess that is London. Beggars sit on street corners as ragged children run past them playing in the cobbled streets. Townsfolk rush past you, eager to complete their business. You take in all of the sights, sounds and smells, processing the sensations through your huge brain to make sure that none of these people seem out of place. No spy can act truly naturally and you have trained yourself to spot Chaloner's informants and assassins. However, no one you see arouses your suspicions.

When you get home, you pull the rope to ring the bell and Albert dutifully opens the door.

'Welcome back, sir. I hope you had a fruitful trip. I took the liberty of preparing some lunch for

you. It is ready in the dining room.'

'Very good, Albert. Prepare my lab for this afternoon' you reply to your wild haired assistant as you hand him your coat and walk through the door.

After a sumptuous lunch of quails' eggs, carrot soup and beef served on the finest aluminium plates, you retire to your alchemical lab to create something that might aid you in his investigations.

You can create two of the following items in the afternoon (add 2 of the following to your items)

A vial of acid

A smoke bomb

A draught of sleeping potion

A green apple (restores 1 vitality point)

A red apple (restores 1 will point)

You may pick 2 green apples for your items or 2 red apples for your items.

You then retire to bed and enjoy a long, comfortable sleep.

Restore 2 vitality points and 2 will points.

- In the morning, you think about the next move - 31

61

How are you going to get through this door? Your heart sinks as you realise that you might fail. Then you hear some footsteps behind you. You turn around to find a figure dressed in white from top to toe. The only thing you can see about them is their eyes. You don't even know if they are a man or a woman. This figure carries a chain with a blade on one end and they have a golden crescent around their neck.

'My master does not want to see you. Which means that I have the privilege of seeing you. I want to see your insides as well as your outsides.'

'I don't think you realise who I am.' You reply, readying your weapon.

'And I don't think you understand the gravity of the situation.'

'I'm Isaac Newton. I realise the gravity of every situation.'

'I can't believe you just said that.' Sighs the ninja.

They then swing their chain, ready to unleash the blade on you. Your sword cane is useless against a weapon with such reach. If you have your own weapon with reach, it will help you more.

In this combat, the ninja has a difficulty of 5 (spear)

If you succeed, you lose 1 vitality. If you fail, you lose 3 vitality.

- You defeat the ninja - 24

62

You are in the plain stone hall of the keep. For a man of such vast wealth, William Chaloner's

keep is surprisingly sparse. Maybe it is a reflection of the poverty of his soul, you wonder, but this is not the time for reflection. It is the time for action.

You run up the stairs and you are surprised to find no resistance until you reach the top where you are confronted with another stone door. However, this one is huge and you definitely won't be able to break through it. You can't get this far and turn back now. You search the room, but the only thing you find is an indentation by the door in the shape of a crescent.

- You have a golden crescent amulet that you can put in the indentation - 21
- You have explosives to blow up the door - 77
- You have neither explosives or a golden crescent amulet - 61

63

As you are half way up the wall, you lose your grip and fall to the ground with a thump.

Lose 1 vitality point.

With a bruised body and a bruised ego, you ponder your options.

- You decide to attempt the climb again - 7
- You try to bluff your way past the guard - 49

64

Opening the trapdoor, you find a tunnel which you jump into. The tunnel does lead in the direction of the keep, so you follow it. For some reason, this tunnel winds and bends in several directions. It takes ages to actually reach the area near the keep. Eventually, you reach a bend, where you can hear voices around it.

'So I've been saving up for months now and I really want to take the wife to Cornwall for a lovely holiday.'

'That wife of yours doesn't deserve you, John Brown. You're too nice to her. I swear she's screwing around.'

'Of course she isn't. I work all day and when I get home, she's the centre of my world. I can't do any more for her. Last week, I spent hours walking round London for the special headache tablets she needs, because she had a really nasty one.'

'Fine, whatever. As long as you're happy.'

There are guards around the corner, but you don't know how they are armed or what their tactics are.

- If you have a mirror, you can see around the corner - 73
- If you have a musket, throwing knife or poison ring, you can make a ranged attack on the guards. You can also blast one with a rainbow bolt (which will cost 1 will point) - 69
- Otherwise, you can just round the corner and fight the guards - 38

65

You look around the kitchen and find two unlabelled bottles. One contains a colourless liquid, very much like water. The other one contains a purple liquid.

- You drink the colourless liquid - 47
- You drink the purple liquid - 23
- You decide against drinking strange liquids in unlabelled bottles and go through the trapdoor - 64

66

You can't find any traps, so you decide to walk across the floor. As soon as you step on a black tile, crossbow bolts shoot out of the wall. Though you twist and jump to avoid them as best you can, there are too many and some hit you.

Lose 3 vitality points. You may spend 1, 2 or 3 will points to deflect the bolts with your powers and prevent an equal amount of damage to you (so spending 1 will point prevents 1 damage, spending 2 prevents 2 damage and spending 3 will points prevents 3 damage).

With the trap now sprung, you walk across the floor to the bust where you gently lift the amulet from around its neck. Thankfully the bust is lifeless stone and you don't get any other nasty surprises.

Add the golden crescent amulet to your adventure sheet.

- You decide to leave this room and the study and explore elsewhere – 25

67

You are now in bed, in your night clothes and with a copy of *Le Geometrie* to read. Descartes' ridiculous theories on mathematics never fail to cheer you up.

Before you can get into the book, however, there is a knock at your bedroom door. Curious. You haven't employed any other servants, so who could this be? You grab your sword cane and fling open the door.

Albert is standing before you, looking as right as rain. You have never felt so close to hugging anyone in your life, but you are still able to prevent yourself from doing so. You stand before him, agog.

'Good evening sir.' Says Albert 'I expect you are wondering how I managed to escape that fire. Well, I was rescued by a friend of mine, who has a very special machine. It's how I got here in the first place, in fact.'

'What are you talking about, Albert?' You ask.

'You see, sir, I am not from here, but I was keen to meet you and learn from you. My friend insisted that it should happen, so that I could make my own discoveries in the future.'

'What discoveries? Who is your friend?'

'Ah, these discoveries will be beyond your imagination. And as to who my friend is, he is a traveller.'

'From where?'

'From the 20th Century. Allow me to present Mr Herbert George Wells.'

Albert moves aside to reveal a man in outlandish clothes and with a strange haircut.

'Thankyou Mr Einstein.' Says H.G. Wells 'Sir Isaac Newton, it is an honour to meet you. We really need your help.'

To be continued in:

Isaac Newton and the dark side of the Moon.

68

Chaloner presses the button on his wrist to activate the magnets on his boots. These stick him to the steel floor and make him impossible to throw. Before you can dodge him, he lands a sharp jab to your ribs.

Lose 1 vitality point.

How will you attack him now?

- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You throw him - 26

69

You saunter round the corner. As soon as the guards see you, they curse. One of them draws a sword, whilst the other one reaches for the lever. However, your ranged weapon strikes him and makes him crumple to the floor before he can reach it. The other guard runs at you with the sword, but you easily parry his blow with your sword cane and kick him in the nuts, making him collapse to the floor in agony. Before he can recover, you search him for a key which you use to open the door. You then walk down the corridor until you come to a staircase with a trapdoor at the top of it.

- You climb the stairs and open the trapdoor to find yourself in William Chaloner's lair. - 62

70

You step through the large doors into the courtyard of the castle. The keep stands before you, but then you realise that you have a problem. There are two guards at the door of the keep and at least a dozen walking around the walls. And they are all armed with muskets.

'Shit! It's Isaac Newton!' You hear one shout.

That's when the guards all point their muskets at you. A bullet whizzes past your head. You feel time slow down as your senses heightened by adrenaline allow you to focus on the bullets and move so that you can dodge them. However, there are too many, even for you to dodge and you feel the bullets strike you.

If you have a black robe, you feel the bullets ping off it and you find yourself unscathed. Turns out that the robe was bullet proof.

If you do not have a black robe, you lose 3 vitality points from being hit by bullets. For every will point you spend to create force fields, you may reduce the damage by 1.

When the guards' muskets are discharged, they draw swords and run down the stairs from the battlements or run towards you ready to take you down. You see fear in their eyes. They have all heard of you and know about your powers. However, they fear Chaloner even more.

You look around you to see how you can get into the keep. The only windows are arrow slits - Chaloner knew better than to give you a window to fly into. The door before you is made of stone. How are you going to get to it?

- You blast the guards before you with your rainbow energy blasts (costs 2 will points) - 86

- You leap over the guards and propel yourself forward to smash through the door (costs 2 will points) - 54
- You use a smoke bomb to conceal yourself - 17
- You take on all of the guards with your weapons. Bring it on! - 51

71

The door is locked. As you are pondering how to get through it, you hear a shout from above.

'Shit! It's Isaac Newton!'

You look up to see two guards looking alarmed at your presence. Then they start dropping rocks on you.

If you have a brass key, you are able to open the door before the rocks hit you.

If you have a vial of acid and wish to use it, you can dissolve the lock and open the door before the guards can get organised (cross the vial of acid from your adventure sheet).

If you have neither, you are able to break down the door, but not before you have been hit by several rocks. Lose 3 vitality points. You may reduce the damage by 1 for each will point you spend to create force fields.

- Eventually, you make it through the door - 85

72

The five men advance upon you, grinning viciously. Then you leap through the air towards the cobbler, slamming your fist into the man's face and sending crashing into the wall. You then turn to face your remaining assailants, who advance upon you slowly.

'This is going to be a wicked fight!' Remarks the candlestick maker.

In this combat, Mrs Brown's boys have a difficulty of 4 (sword cane)

If you succeed, you lose 2 vitality. If you fail, you lose 4 vitality.

- You survive to defeat them - 43

73

Using your vast knowledge of light and optics, you carefully angle your mirror so that you can see what is going on round the corner. There are two guards standing in front of a door. They look easy enough to defeat, but there is a lever on the wall near one of them. You then notice that there are holed in the walls in this corridor. Then it hits you. Pulling the lever will release water from the moat into the corridor, making it impassable. Now that you know what the guards will do, you can make sure that they won't go near the lever.

You sprint round the corner. Before the guards can so much as shout a curse, you impale one on your sword cane. The other one reaches for his sword, but you launch yourself in the air and land a flying kick square on the nose. He crumples to the floor, unconscious.

You recover your sword cane and search the guards for a key. You find one and use it to unlock the door. You then walk down a winding corridor until you get to a set of stairs with a trapdoor at the top of them.

- You climb the stairs and open the trapdoor to find yourself in Chaloner's lair. - 62

74

After your adventures, you wearily walk through the streets under the red sky of dusk. The workers and merchants are scurrying home whilst the merry makers are starting to invade the streets with their boisterous chatter and rumbling laughter. None of them look like Chaloner's spies, so you head

straight home, eager for a comfortable bed and some good supper. You hope that Albert has prepared one of those quails he had delivered yesterday.

- However, when you get home, you realise that quails are the last thing you will get - 40

75

Overcome by curiosity, you open the door marked 'war room'. You peek through the door. You are a little disappointed to find it contains nothing more than some ceremonial robes hanging on the walls. There is also an ornate wooden chest in this room, which is carved into the wall (so it is impossible to take with you). You may, if you wish, take a black robe with a golden crescent on it and wear it.

You may add a black robe to your adventure sheet.

Then your attention turns to the chest. You may try to open it, or, if you are suspicious of it, you may leave here and search elsewhere.

- You try to open the chest - 28
- You go back to the landing - 25

76

The guards all lie dead at your feet. A quick search reveals a key that opens the stone door to the keep. You also find a throwing knife and a suit of padded armour which is undamaged. You may also take a spear that is lying on the ground.

Add the throwing knife to your adventure sheet. You may use it once in a combat to get reroll. You then lose it.

Add the padded armour to your adventure sheet. You may reduce any damage you take in combat by 1.

Add the spear to your adventure sheet.

- You open the door and step into Chaloner's lair. - 62

77

You carefully set the explosives by the door and then light them with a match before running down the stairs.

BOOM!

You run back up to see that they have done their work. There is a huge hole where the stone door once was.

- You enter the door to face your nemesis - 32

78

Chaloner is lying on the floor, too exhausted and wounded to get up. You walk up to him, grab him by the neck and lift him up onto his feet.

'It's time you learnt Newton's fourth law. Don't! Fuck! With! Isaac! Newton!'

As you say this, you punch Chaloner so hard in the face that he flies into the wall and smashes it to dust. You hear a scream followed by a splash as Chaloner falls through the air and lands in the moat on the other side of the wall.

- You really have outdone yourself with that one. - 39

79

As the assassin falls to the floor, Jimmy coughs. You run to him and cradle him in your arms as he spews up blood.

'Am I going to make it?' He splutters.

'No Jimmy, you have a knife in your back and you're bleeding profusely.'

'You never were the most sensitive of people, were you sir? Listen. The password is 12 monkeys.'

And with that, he dies in your arms. You drop Jimmy's corpse to the floor and think about what just happened. The assassin was clearly Chaloner's. He must have sent people to stake out your associates in case you turn up looking for them. His body has no clues, but you do find £2, which you take.

Add £2 to your adventure sheet.

You then search Jimmy's hovel.

Make a test with a difficulty of 4. If you succeed, you find £3 in a bag. If you fail, you find nothing.

There is nothing else to do here, so you return home. As you walk through the streets, you decide to take a quick detour to Joe's shop. Joe sells a lot of equipment that you have used in the past. He also sells equipment that most people cannot get hold of in London.

- You enter Joe's shop - 8

80

As you approach the large, bald, imposing guards, they draw large serrated swords.

'Password!' shouts one of them, spittle flying out of his mouth as he does.

If you know the password, turn to the section which with the number that is mentioned in the password.

If you don't know the password, the guards won't be swayed any other way. They advance on you, ready to cut you up. You must fight them!

In this combat, the guards have a difficulty of 4 (sword cane)**If you succeed, you lose 1 vitality. If you fail, you lose 3 vitality.**

- You manage to beat them - 52

81

The men prepare to attack you and you draw your sword cane to dispatch them. You have fought scum like this before and you have no doubt that you can dispatch them with ease.

In this combat, the guards have a difficulty of 4 (sword cane)**If you succeed, you lose 1 vitality. If you fail, you lose 3 vitality.**

- If you beat them, you kick the bodies into the river then enter the warehouse - 22

82

The man pulls the lever and torrents of water shoot out of holes in the walls. So that's why the corridor was so windy - it was to prevent anyone getting back to the exit. You stab the man with holding the lever and he collapses into the water. The other man swings his sword, but you manage to stop his blow by grabbing his wrist and then you aim a swift kick to his chest, sending him crashing to the wall, unconscious.

You need to get through this door and out of the underground tunnel very quickly before you drown.

Make a test with a difficulty of 4 (lockpicks, acid*)

- You succeed at the test - 99
- You fail the test - 20

83

As you browse the bookshelves, you find a large leather bound book with 'Tamburlaine, by William Shakespeare' written on the spine. It immediately raises your suspicious, not least because a hack like Shakespeare would never write anything that highbrow. You reach for the book, but as you pull it, it does not come off the shelf, but simply slides to an angle. The bookshelf then rotates to reveal a secret room.

It is a bare room with a chequerboard floor. On the other side of the room is a bust of a Roman emperor on a plinth. Around his neck is a gold amulet in the shape of a sickle.

- Do you dare try to take the amulet? - 5
- Or will you leave the room? - 25

84

The guard is too slow and you manage to skewer him before he can reach the lever. The other guard lunges for you, but you easily sidestep him and elbow him in the face, dropping him to the floor immediately.

With the guards taken care of, you search them to find a key for the door. It opens to reveal another corridor which you walk down until you come to some stairs with a trapdoor at the top of them.

- You climb the stairs and open the trapdoor to find yourself in William Chaloner's keep - 62

85

You enter the kitchen to the castle. It is deserted. Looking out of the window, you use that there are several guards patrolling the courtyard and guarding the keep. You might be able to take them all, but you'd rather save your strength for Chaloner. You then see a trapdoor in the floor.

You could go down the trapdoor, or you could search the kitchen first.

- You open the trapdoor - 64
- You look around the kitchen - 65

86

You summon up the power within you and unleash the rainbow bolts from your eyes and hands. The power has been amplified by your rage and adrenaline. The two guards before you are reduced to ashes in less than a second. You then turn to look at the other guards and aim for them with your eyes and hands. Guards are flung backwards, dead before they hit the ground. When your energy is expended, seven of them lie dead in the courtyard. There are still

eight other guards, but they approach you a lot more nervously now. You are a little nervous about facing such a large number of opponents, but you will have to kill them to go further. You draw your sword cane and prepare to finish them off.

In this combat, the guards have a difficulty of 4 (sword cane, kukri)

If you succeed, you lose 3 vitality. If you fail, you lose 5 vitality.

- You defeat the guards - 76

87

Cross the acid off your adventure sheet.

You take out the vial and fling it at Chaloner. It strikes his breastplate. At first, he grins, but then he notices the metal bubbling and disappearing as the liquid touches it. Despite frantically trying to get rid of the acid, it has already done its damage.

Reduce Chaloner's vitality by 1 and make a note that the next test you make against him has its difficulty reduced by 1.

- If William Chaloner's vitality is now 0 - 78
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You launch a kick at him - 44
- You throw him - 26

88

The next few days go by in a blur. You present your findings to the Chancellor and the Secretaries of the Treasury. Despite breaking several laws and killing a suspect without having any evidence against him, your superiors are quite forgiving.

'We all knew what he was up to.' Said the Chancellor 'It's just that he had so many friends in high places that no one could touch him. We aren't going to mourn his loss, but I would watch your back if I were you. And it would be best if you don't talk to us for a few weeks until this whole ugly affair goes away.'

And with that, you are turfed out of the Royal Mint. It is getting late, so you walk to the new abode you call home.

It is the best result that you could have possibly hoped for. And it is not much of a change to your normal state anyway. In your line of work, there will always be someone wanting to bring you down, either by targeting you or those close to you.

Your thoughts turn to Albert. There never was a more loyal servant. He had his flaws. Wild hair. Funny accent. A wild imagination where he told you about mechanical horses and flying machines. But he was brimming with enthusiasm and hung on your every word, especially about your work. You saw real potential in him.

- Tomorrow, you will mourn him properly, with a memorial service. But tonight, your thoughts turn to bed. - 67

89

You quietly sneak up to the bottles and add some sleeping draught to each one before hiding behind some crates. It works like a charm. After a few minutes, one of the men gets a bottle from the crate, pours drinks out for his friends and they all drink the draught. Within a few seconds, they are all asleep with their heads on the table. You search the room. On the table, you find a spanner, which the men have been used to fix something. What exactly, you don't know. However, there are some empty crates here, so whatever it was, it might have moved. You then open one of the untouched crates. In it is a musket along with some shot. So this is what Chaloner is planning. He is trying to create one of the best equipped armies in the world. You take the musket.

Add the spanner to your adventure sheet.

Add the musket to your adventure sheet.

You think about what to do next. There is a door to another part of the warehouse, which you could take. Or you could exit through the side door.

- You investigate the other part of the warehouse - 48
- You leave the warehouse and head home - 74

90

Before the assassin's corpse has hit the ground, you run to Jimmy, but he is already dead. Curses.

Chaloner has obviously been thorough. He must have people watching all of your associates in case you turn up to see them. The assassin's body has no clues, but it does have £2 which you take.

Add £2 to your adventure sheet.

You then search Jimmy's hovel

Make a test with a difficulty of 4. If you succeed, you find Jimmy's savings. Add £3 to your adventure sheet. If you fail, you find no money.

You leave the hovel and decide to head for Joe's shop. Joe sells loads of great equipment, including some stuff that most traders in London cannot get hold of.

- Knowing the challenge that Chaloner poses to you, you head in his shop. - 8

91

Sword cane drawn, you stand up and approach the men. Upon seeing you, they get to their feet and grab a cudgel each. They are unskilled and drunk, but they outnumber you six to one. This will be a tough fight.

In this combat, the labourer gang have a difficulty of 4 (sword cane)

If you succeed, you lose 2 vitality. If you fail, you lose 4 vitality.

- If you beat them - 98

92

You have some ranged attacks to use against Chaloner.

If you have a throwing knife, you whip it out and throw it at Chaloner. It will be difficult to get a hit

past his armour.

Cross the throwing knife from your items.

Make a test with a difficulty of 6. If you succeed, you hit Chaloner and he loses 1 vitality point. If you fail, you miss him, but Chaloner can't retaliate at range.

If you have a poison needle ring, you aim it at Chaloner's face, where there is a small amount of exposed skin.

Cross the poison needle ring from your items.

Make a test with a difficulty of 6. If you succeed, you hit Chaloner and he loses 2 vitality points. If you fail, you miss him, but Chaloner can't retaliate at range.

- If Chaloner's vitality is now 0 - 78
- You throw a spanner at Chaloner - 11
- You blast him with your rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18
- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand - 13
- You launch a kick at him - 44
- You attempt to throw him - 26

93

You throw the smoke bomb amongst the men. A cloud appears and you can hear coughing and spluttering. You rush into the cloud, sword cane at the ready and slice at the first man. There is a cry of pain and then a thump as he falls to the ground. You punch another one in the face and he is sent flying through the air. There is a crash as he collides into a pile of crates. A kick takes another one out and a slash of your sword cane deals another one a killing blow. The other two run away from you, but you manage to chase after them and dispatch them before they can leave the warehouse or get help.

When the smoke clears, you survey the carnage you have caused. These men will not be aiding Chaloner again.

You then investigate the room. There is a spanner on the table. The man have been fixing something, but you can't see what. There are some empty crates here, so whatever they were fixing may have gone. You look inside one of the closed crates to find a musket and some shot.

Add the spanner to your adventure sheet.

Add the musket to your adventure sheet.

You think about what to do next. There is a door to another part of the warehouse, which you could take. Or you could exit through the side door.

- You could investigate the other part of the warehouse - 48
- You could leave the warehouse and head home - 74

94

You wander the streets, picking up on clue after clue, but they all turn out to be red herrings. Dejected, you head back home. As you do, you pass Joe's shop. Joe has a vast array of useful equipment, including some things that most traders in London cannot get their grubby little hands on.

- Mindful of who you are up against, you enter the shop. - 8

95

The warehouse is near the river. You have known about it for a while, but you decided to leave it until there was enough evidence in there to expose Chaloner for the filthy scumbag that he is. You know that the main doors are always guarded by two men, but there are plenty of side doors that you can enter. However, the side doors may be trapped or have guards waiting in ambush for you.

- You enter through the main doors - 33
- You enter through the side doors - 9

96

As you walk through the cobbled streets of London, you are assaulted by its sights and sounds. Urchins run through the streets, looking for easy purses to pick. Street vendors sell sweets, meats and treats, shouting about their wares. A horde of washerwomen work by the river, gossiping as they wash. Beggars ply their trade in the streets, though Newton knows that most of them have second professions. Sitting on street corners all day allows them to see and hear a lot of things and that is worth a lot of money to the right people. Sometimes, I am the right person, you think, wryly.

You have no doubt that Chaloner will know of your movements before the day has ended. However, he will also know of the movements of the dozen or so Isaac Newton lookalikes that you pay to walk around the city all day. They get good money for such a simple job, not least because some of them are the targets of Chaloner's goons.

Eventually, you reach the small hovel where the Browns live. As he gets to the door, a man flings it open. He notices you for a moment before dashing past the great scientist. That was a cobbler from down the road. Obviously Mrs Brown must find it hard work to stay faithful to her husband and her four lovers at the same time.

The voluptuous Mrs Brown comes to the door wearing a skimpy dress and with her long red hair hanging down. The smile on her face vanishes as soon as she sees you. 'Oh, it's you. Suppose you'd better come in.'

You are not sure if Mrs Brown hates you because you have her in your pocket or if you rejected her advances out of hand. It is no matter, however, as information is all that matters.

'Good day to you, Mrs Brown.'

'Good Day to you, Sir Isaac. I was just about to have some tea. Would you like to join me?'

'Of course.'

Mrs Brown pours two cups of tea whilst you take a seat in a rickety wooden chair. She hands you one cup and then sits down on another chair.

'I know why you're here,' She says 'You want to get into his castle. Got sick of him, have you? Well, you'll find a lot of resistance. He has a loyal army protecting him.'

'And how does a man so despicable have such a loyal group of followers?' You ask.

'He pays well. And he looks after his own. If you get injured, he hires good doctors to look after you. If he finds out that you need food, he gives you food. If you get in trouble, he helps you out. Money is no object to him.'

'That's because it's not real. Mrs Brown, if our city gets flooded with fake money, none of it will be worth anything. The whole economy will collapse and London will be plummeted into a dark age where all will suffer.'

'Well that's a problem for later isn't it? Look, I have a key that will get you into the castle through the kitchens. It's where we take deliveries. After we've had our tea, I'll get it for you.'

Make a test with a difficulty of 4.

- You succeed at the test - 58
- You fail the test - 42

97

You focus on the amulet and negate the force of gravity around it. As you do, you see it slowly float up off the bust's head. Then the chain gets caught on the emperor's ear. A bit of wiggling frees the chain and allows it to float up off the bust's head. You then direct the amulet towards you. Eventually, it is floating before you and you manage to grab it.

Add the golden crescent amulet to your adventure sheet.

- You leave here and explore elsewhere - 25

98

The men in the room are now corpses, chunks of meat littering the warehouse floor. You now investigate the room.

There is a spanner on the table. The man have been fixing something, but you can't see what. There are some empty crates here, so whatever they were fixing may have gone. You look inside one of the closed crates to find a musket and some shot.

Add the spanner to your adventure sheet.**Add the musket to your adventure sheet.**

You think about what to do next. There is a door to another part of the warehouse, which you could take, if you haven't already come from there. Or you could exit through the side door.

- You investigate the other part of the warehouse - 48
- You could leave the warehouse - 74

99

You manage to get past the lock, open the door and run up the stairs before the water floods the corridor. You eventually make it to some stone steps with a trapdoor in the ceiling.

- You fling open the trapdoor to find yourself inside William Chaloner's keep. - 62

100

You try to land a blow on Chaloner.

Make a test with a difficulty of 6 (kukri)

If you succeed, you manage to hit him and reduce his vitality by 1.

If you fail, you strike his armour and he head-butts you. Lose 1 vitality point.

What will you do now?

- If William Chaloner's vitality is now 0- 78
- You have a throwing knife or a poison needle ring and you want to use them- 92
- You throw a spanner at him - 11
- You blast him with rainbow bolts (costs 1 will point) - 14
- You use your powers to knock him down (costs 1 will point) - 18

- You throw some acid at him - 87
- You attack him with your main hand weapon - 53
- You attack him with your off-hand weapon or fist - 13
- You kick him - 44
- You throw him - 26

Random number table

Here is a random number table in case you don't have a 6 sided die. Here are two suggestions on how to use it.

- 1) Close your eyes and randomly poke a number.
- 2) Pick a square to start in and go in any direction you need to every time you need a new die roll (so if I pick the top left square and go right, my first die roll would be a 5, my second a 5, my third a 1, my fourth a 5 etc.)

5	5	1	5	5	3	4	1	2	6	3	5
2	4	6	2	2	2	1	4	3	5	6	2
2	3	3	2	3	5	2	4	1	6	6	1
5	6	6	2	6	3	2	6	6	2	5	3
4	1	4	1	4	1	1	3	4	1	3	5
5	5	1	2	1	2	3	4	6	6	5	1
5	2	3	1	1	5	6	5	4	1	1	3
4	6	3	4	1	5	2	2	4	5	1	1
1	3	2	2	2	2	3	6	2	2	3	5
3	1	3	2	5	4	6	2	3	6	3	2
6	5	2	2	2	2	4	5	4	4	3	1
5	4	6	5	6	3	3	1	1	5	3	6

Probabilities of succeeding

If you want to see how likely Isaac Newton is to succeed at a test based on the difficulty of the test and how many rerolls he has, have a look at this table. The numbers in the table are percentages.

	Difficulty 1	Difficulty 2	Difficulty 3	Difficulty 4	Difficulty 5	Difficulty 6
0 rerolls	100	83	67	50	33	17
1 reroll	100	97	89	75	56	31
2 rerolls	100	100	96	88	70	42
3 rerolls	100	100	99	94	80	52
4 rerolls	100	100	100	97	87	60
5 rerolls	100	100	100	100	91	67
6 rerolls	100	100	100	100	94	72
7 rerolls	100	100	100	100	96	77

Links to find out more

If you would like to know more about Isaac Newton's life and crime fighting career, here are some links to help you:

https://en.wikipedia.org/wiki/Isaac_Newton - Wikipedia, obviously

<https://suite.io/jenny-ashford/32ps2jz> - How Newton brought William Chaloner down

http://www.cracked.com/article_22104_5-famous-people-with-crazy-second-lives-nobody-knows-about.html - a Cracked article where I first learnt about Isaac Newton

Finally...

I would love it if you could take some time to write feedback to Wayne (feedback@arborell.com) for the competition. If the competition is over, you can send feedback to me at sl1605@gmail.com. Happy gamebooking!