

Robit Riddle

Heartfelt Harvest

Kevin Craine

You wonder if your robit decided to go to its favorite place, the robit park. You grab your things and head in that direction. When you get there you meet some of your friends also looking for their robits.

A loud clank rings in your sensors. You turn around to see an old grandbot on the ground. You rush over to help her up and a young pair of robots join you.

The small but solid grandbot speaks in a kind voice, "Thank you so much. Since loosing Bleaters I am just not myself."

One of the young bots speaks softly to her, "We feel the same with Woof and Roar missing."

The conversation goes back and forth. Both the young couple and grandbot had noticed a flock of robits circling above Lullaby Lake just yesterday. You wish them well and head towards Lullaby Lake.





LULLABY LAKE

Trees cover the path and light dances around your feet as you walk the road to Lullaby Lake. Many robot tracks have created this route to reach rest and relaxation.

You come to the familiar fork found on this footpath. The beach will lead you towards the caves which have a dark cloud hanging over them today. Looking down the other path, the light catches the resort just right and a warm glow outlines the buildings.

Do you want to head towards the caves or the resort?

Resort - Turn to page 3

Caves - Turn to page 4



The steps up to the resort are sturdy and comforting. This place is usually filled with the kindest service bots taking care of your every need but not today.

You search the grounds, then the lobby, but no one can be found. Heading to the exercise room you find a bot working away at a punching bag.

JINGLE JABBER

"Well hello there, stranger. Care to enter the ring for a good work out?" calls out the bell headed boxer.

You try to redirect him and ask questions but he is having none of that. If you want any information out of him it is going to need to happen in the ring. Hopefully you can handle the exercise.



- Turn to page 7



or



- Turn to page 8



- Turn to page 9



Walking past the beach you make your way towards the caves across from the resort. A piercing noise explodes in your sensors. The ground shakes under your feet. From the other side of the caves you see a puff of smoke rise into the dark clouds above. In an attempt to investigate you jump into the nearest opening.

GULPING GROTTO

You enter a large chamber. There are lights and paths leading many different ways. As you start to explore you notice the oil is slowly rising. You need to find a way out before you are trapped.



or



or



- Turn to page 5



- Turn to page 6



You stumble across a slim opening in the cave wall that heads up to a private chamber.

"Hey you! Over here!" a wobbling voice calls out.

Against the back wall you see a pad placed on a pillar. There is a face on the screen which seems to be talking to you.

"I am Gabbing Guru and I would love to help you. I see that you are lost in these caves and I can show you the way out, but you must take me!" the pad says.



You take **Gabbing Guru**.

"Follow this path to the hidden beach on the other side of the caves. Or this one will take you to the resort. Which is a much safer place to be if you ask me, which you didn't, of course," says the Gabbing Guru, displaying a map on the screen.

While the pad may be chatty it is proving very handy. Which way would you like to go?

To Alcove - Turn to page 10

To Resort - Turn to page 3



The rising oil fills the cave quickly with each passing moment. You end up in a dead end tunnel and are forced to turn around. Soon you are overcome and completely under the oil.

Even faster than the oil filled the room, it flushes out with a gurgling sound. You feel great having an unexpected oil bath but it causes you to slip and fall repeatedly.

Covered in dents, your  *limbs do not move smoothly.* 

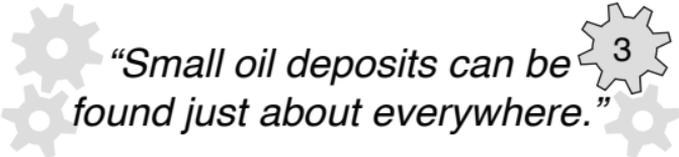
You eventually find your way to the other side of the caves.



"I wasn't too sure about you at first, but boy was that a great workout!" says the spunky sports bot.

Jingle continues, "I am not sure what has been going on around here lately. I miss my robit Baa. He really knows how to hand out head-butts."

"One time Baa chased something or other down into the darkness of Moaning Mines. I was lost in there for hours trying to find him."

 *"Small oil deposits can be found just about everywhere."* 3

"Finding that out really helped me while I was down there. I was able to keep my joints in good working order while searching for my robit," Jingle says, finishing his story.

He looks off into the distance. You can see the sadness in his eyes as he thinks about his robit.



Jingle exits the ring shaking his shoulders as if he is trying to wake himself up.

Jingle looks at you and smiles, "I am impressed with your skills. It isn't often I find a worthy rival.

"I may not know a lot about why the robits are missing but I might be able to help you in your adventure."



Jingle Jabber joins your group.

You walk out of the resort with your new friend. At the bottom of the steps Jingle says he thought he saw a shadow dive into the trees. Do you want to follow the shadow or head to Moaning Mines?

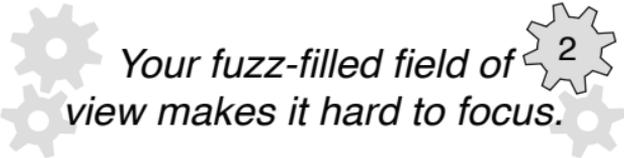


Jingle smiles as you exchange hits with him in the ring. You gain confidence as you dodge and weave.

"Looking good," he says in an honest tone.

You take a step back to avoid a swing and trip over your own feet. Your head bangs hard on the steel pole holding up the corner. You fall hard to the mat, out cold.

The world appears fuzzy as you come online. Jingle is standing over you. He picks you up and starts walking you around. Eventually you are able to stand on your own.

 *Your fuzz-filled field of view makes it hard to focus.*

"That was a good fall. You are strong and should recover in no time," he says, caring for your dented head.

With the fall you forget to ask him for information and head outside. Just as you make your way outside, a shadow jumps behind a tree.



 **KLUNK KABOOM** 

In the gray light of a hidden beach the ground shakes again. A ball shaped bot is blowing things up on the beach. Can you get close enough to talk with him while keeping yourself safe?



or



or



- Turn to page 13



- Turn to page 15



You see nothing for a bit, but Jingle swears he is following some fresh tracks. The forest is thick, cluttered with trees and large mushrooms.

Fighting through the underbrush you see a clearing up ahead. You stop just at the edge of this opening.

You can see a large robot checking out an old trapper's snare. His large claw-covered hands look like they can chew through the hardest of materials.

"See! I told you!" Jingle whispers to you.

Do you want to sneak around and find out what the robot is doing or do you want to confront him?

Sneak - Turn to page 20

Confront - Turn to page 21





MOANING MINES

Shadows dance all around as you walk the road to Moaning Mines. You start to see familiar shapes in the shadows. They remind you of your missing pet dancing around your home. Thinking of your robot's kind ways gives you the strength you need to continue on.

The buildings tower over you. Lights shine from some of the offices. You can see someone's shape outlined against the window. It is moving back and forth while a blue light flickers.

The mines are hauntingly quiet. There is no wind, no howling, just darkness in the nothingness.

With the buildings in front of you and the mines off to the side, which place would you like to explore?

Buildings - Turn to page 18

Mines - Turn to page 19



The sudden arrival of another bot on this hidden beach startles the kaboom-causing character.

"Oh my! Why are you here?" he asks.

You explain your hunt for the missing robits and ask him the same question.

"My name is Klunk. I know of a bot that has taken some of the robits for the most evil of reasons. I am preparing myself and my equipment for my encounter with her."

He goes into great detail about his plan to stop this evil from happening, but never mentions who it is or why it is so evil.

After a long while he opens up a compartment in his round belly and out jumps a robit. The cat-like robit climbs up a nearby rock.



This is **Kong**," he says.

Klunk continues, "He is very loyal and trustworthy. I saved him from my archenemy and have not had a chance to return him to his owner. Please complete this task for me while I finalize my plans."



You say goodbye and head back through the caves. This time the path is easy to find as you follow Kong out.

By the time you get through it is dark. You had not realized how long you had been talking with Klunk. You head home ready for the next adventure.

Just as you are about to take a step out of the cave a large explosion rocks the ground again. The cave opening starts to collapse. You quickly jump back to clear yourself from the falling rubble.

You are not quick enough and a large chunk of metal lands on your leg. Cut off from the beach and with no one in the caves it takes a long time to free yourself.

Limping out of the caves, you find it is dark. You must turn back home to continue your search another day.

 **YAPPING YETI** 

Following the shadow off into the forest, you can just make him out through the trees. The closer you get, the more you can see how big of a robot he is.

You see that he has just captured a flying robot in a trap. He opens a cage that is nearby and puts the captured bird inside.

He looks around and roars. You are sure he did not see you. He hangs the cage on a nearby tree and works at setting his trap.

Can you free the robot without getting caught yourself?



 3 or  4 or  5 - Turn to page 23

 - Turn to page 24



The front door to the main building is open but no guards are around. You call out but no answer comes back.

You take the stairs to the floor that had the lights on. The level feels purified with the smell of ozone hanging in the air.



A door quietly shuts at the other end of a long hallway. You make your way there and see a bot completely buried in his work. Spying through a window, you see a laboratory with equipment all around.

"Yes, what do you need?" he says without looking up from his efforts as you enter the room.

Can you get his attention to find out what he knows?



- Turn to page 29



or



- Turn to page 30



- Turn to page 31



You spend a good amount of time searching the passages below the ground. You find no signs of anything but mining equipment.

You could spend days down here and still only cover a small fraction of these mines. Getting discouraged, you turn down yet another tunnel. Out of the corner of your eye you see a figure shoot towards the exit. It looks as if it is heading to Lullaby Lake.



 **YAPPING YETI** 

As you sneak a little closer you see he has a cage near him. There might even be a robot in the cage.

You think it wise to lay low and gather as much information from him as you can without being noticed. He is talking to himself, or maybe the robot in the cage, but you can't quite make it out.

Can you get close enough without getting caught to find out what he knows?



- Turn to page 25



or



- Turn to page 26



- Turn to page 24



As soon as you approach, the robot runs away. He is surprisingly fast for a bot of his size.

You think he is headed towards the large mining company, Moaning Mines. You head in that direction.





LULLABY LAKE



You lose track of the figure as you make your way back to Lullaby Lake. This seems all too familiar.

You are not sure which way to head once you get to the crossroads leading to the resort and the beach. Do you want to check out the resort or the caves that lead to the cliffs beyond?

Resort - Turn to page 27

Cliffs - Turn to page 28



You head towards the cage. The big bot bears down on you as you try to free the bird.

"You want this robot? Why?" he asks.

You explain that you just want to free it and help it find its way home.

The claw-covered character pauses for a moment. Then he grabs you and the bird and throws you into the trap he just set.

"I believe you. You can save this robot but I was doing the same thing. You can help me by returning this pet to its owner," he says sharply.

"However, since I can't trust you past this, I am going to leave you here. Don't try and follow me, you will just get hurt." With that he turns and leaves.



Yakkie is happy to have a friend.

With Yakkie's help you are able to eventually get free of the trap. But night begins to fall as you head out of Lullaby Lake. You will need to continue your journey another day.

Your leg clangs against a tree as you move through the forest. The large robot is on top of you at once.

"Why are you here and why are you sneaking around?" the claw-covered character calls.

Without waiting for an answer he picks you up and puts you in his trap. You are stuck and unable to move.

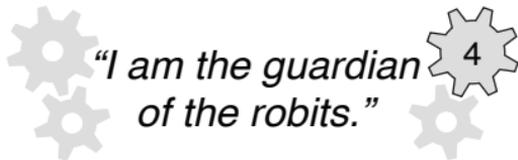
"See if you can get out of that," he says, grabbing the cage from the tree.

He is very gentle with the robot. "I will protect you from these pocket pickers."

He turns and heads for the road out of Lullaby Lake. You eventually manage to escape, but it is late. You head home and hope to find this foe again.

"... villains ... plots ... evil ..." You can just make out a few words.

Getting even closer you can start to hear him clearly, "... protection is needed. I can provide that for you and your friends. I know there are many trying to hurt you."

 *"I am the guardian
of the robits."*

Yapping Yeti continues, "Don't be frightened. I will take you back with the others. There you can be sure that you will be safe."

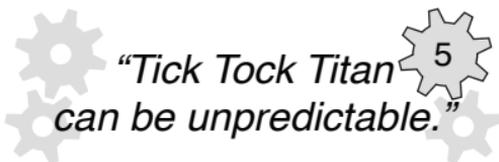
You try to get up to talk with him, knowing that he thinks himself a champion of the robits, but the spot you have gotten yourself into is so thick you just make a lot of noise.

This startles the large robit supporter. He grabs the nearby cage and flees. You think he is heading in the direction of the large mining company, Moaning Mines. You head in that direction.



Your quick thinking has gotten you in the right spot. He is talking away to the robit in the cage.

Through the grunts you can make out, "There are so many villains around trying to take you robits. These conflicting plots may be of some use to me. One that is not evil is Tick Tock Titan, but his reasons are not clear."

 *"Tick Tock Titan
can be unpredictable."*

"Tick Tock works over at Pattering Plant. I must pay him a visit very soon," the yeti says to the robit as you slip and fall over a tree root.

Startled, the large robot grabs the nearby cage and takes off in the direction of Moaning Mines.

Do you wish to follow him or head towards Pattering Plant?



Approaching the resort slowly, you keep a keen eye out for the mysterious figure. There is no movement or sound except the wind rushing through the wind turbines.

The stairs clank under your feet as you head to the entrance. From the side of the resort you hear movement. You rush to the edge in time to see the dark shape run out across the path you just walked on.

Again you give chase, and again he is just too fast. This time the shape is headed towards the Whirring Waste.



 **KLUNK KABOOM** 

As you approach the caves to the cliffs a very round and curious-looking bot is coming out. He is too big and slow moving to be the dark shape that you have been chasing, but maybe he is trying to fool you. At the very least he may have some information.

The large round bot looks up at you. He suddenly drops to the ground and pulls himself into a ball.

You are not sure if this bot is hiding or getting ready to attack, but either way he is startled. Can you get him to calm down enough to talk?



- Turn to page 33



or



- Turn to page 34



- Turn to page 35



Zip is surprised by your actions. "You remind me of my dear friend Quack Queen. She is smart and resourceful."

*"She always has an answer
no matter the problem."*

Zip smiles and sighs.



Zip looks at you seriously. "There is something built into the robots that someone is taking advantage of, controlling them."

He continues, "I do not know who or why, but I am working hard to find a solution. If I could just try my theories out on some of the robots, I know that I could stop their wanderings."



Zip Zapper joins your group.

As you head out of the building you see a figure shoot across the courtyard towards Lullaby Lake. You follow this mysterious shadow.



He sits down at a desk and looks up at you, "I am very busy trying to find out what has happened with the robots. These experiments are the answer. Somewhere hidden in the science is always the answer."

He pauses for a long time. "At one point I had a partner that was fascinated with the robots. I could really use his help right now. He knows that electrical equipment better than I do."

Just then some security bots come in. They grab you to take you away.

The scientist says, "I am sorry, but this is a restricted area and I must focus on my work."

They take you away and ask you many questions about why you are there. You try to explain, but they really don't want to hear it.

Late that night they let you go. You decide it might be best to head out another day.



WHIRRING WASTE

Whirring Waste's foul odor fills your sensors as you walk your way into this wild place. Rust and rubble have come to rest here over the years. There are not many bots that dare to wander into this place.

With no one around, you would expect this place to be quiet but you can hear the clanking of metal and what sounds like singing echoing through the busted buildings. Do you want to try and search out the singing or the clanking?

Clanking Metal - Turn to page 36

Singing - Turn to page 38



"The name is Klunk Kaboom. I have worked for many years at Moaning Mines as an expert in explosives," says Klunk, opening up literally.

His arms extend slowly from his ball shape along with his stubby legs. His head makes a popping sound like a soda can being opened as it comes out.

*"Those mines can be very unstable
if just the right sound is made."*

Klunk continues, "I hope that will help you in your search."



"I know what you need. I have just the thing to lead you in the right direction," Klunk says as he releases a robot.



Kong joins your group!

Klunk continues, "Another robot watched me from afar when I found Kong. It was like he was making sure I did no harm to this cute guy."

"I must be off. Many plans to put into motion. I too am on a mission to help. Take care and I hope our paths cross again." With that Klunk leaves.

As you head out, a dark shape is in the path up ahead. You call out and it runs away. You try to catch up but it escapes to Whirring Waste.



The ball-shaped bot starts to shake. Without any warning, a large explosion shakes the ground and knocks you down. He shoots into the air like a round rocket blasting off.

Smoke fills your sensors and you pass out from the impact of the blast. When you finally come to, all the dust has settled and the bot is gone. A cat robot is purring away trying to wake you up.



Kong joins your group.

You were out so long that now it is very dark. You struggle to find your way back to the main path feeling around the ground. Kong seems to know the way and is trying to lead you safely out.

You head home to get a good rest cycle before heading back out another day, determined to figure out the answer to this riddle.

You follow the clanks and twangs. Eventually you make it to what used to pass for a building. Chunks of the walls and roof are missing. The dull gray color is highlighted by splotches of rust. The ringing of metal leads you inside.

 **TICK TOCK TITAN** 

You find a large robot that is hard at work clearing the junk cluttering the floor. He is very focused on his work and does not seem to mind you being there.

Can you get his attention to find out if he knows anything about the missing robots?



 - Turn to page 47

 or  - Turn to page 48

 - Turn to page 50



As you search through the buildings of Whirring Waste, the singing gets louder. You must be headed in the right direction but there are echoes bouncing everywhere. Unable to pinpoint where it is coming from you are at a loss of what to do.

Is Thumpy in the group?

Yes - Turn to page 40

No - Turn to page 41





PATTERING PLANT

The path to Pattering Plant is impassable because of a large growth of vines.



ITCHY IVY

Determined, you try to push through but are trapped. Its cold wires wrap around your legs and drag you down.

How will you get away from this sticky spot you are stuck in?



or



or



- Turn to page 45



- Turn to page 46



Thumpy looks up at you with his big eyes. His nose twitches as the wind shifts. Those big ears flop up as the singing bounces around the buildings.

He slowly hops this direction then that. Going in circles for a moment he then shoots towards a broken down dome-shaped building. You follow him as fast as you can.



With nothing and no one to guide you, you must make a decision about which way to go. The first path is long and clear. The second is cluttered with garbage as it twists and turns.

Clear path - Turn to page 42

Cluttered path - Turn to page 43



The path is very open and clear. There are no places for shadows to hide. You reach the end of the road finding nothing and no one along the way.

You turn to explore some of Whirring Waste. As you approach a crossroads you see a figure head in the direction of Pattering Plant. You decide to give chase.



PATTERING PLANT



You lose sight of the dark figure as you head up to Pattering Plant.

Is the Insight Imager in the group?

Yes - Turn to page 52

No - Turn to page 51



Light is pouring from a large open door in a building just ahead. The singing is clearly coming from inside the building.

You run up to the entry and look inside. There is a graceful bot rolling around. She searches the room, swishing left and right.

You head in to talk with her. As you do, you hear the clanking of gears as some machine starts up. All of a sudden, a large cart scoops you up.



FIZZING FURNACE



The cart dumps you into a room as a large door clangs shut. You look across the room as fire begins to pop and fizz, the graceful bot looks back at you in horror. Somehow she has been trapped in here with you. You feel you must find a way out!





- Turn to page 53



or



- Turn to page 54



- Turn to page 55

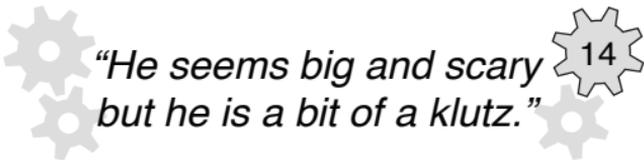


Making your way out of the tangled mess is harder than you thought. A kind-looking bot comes along and calls out.

"I see that you are in a spot of bother. Are you in need of help?" he says.

"My name is Burpie, Burpie Belchington, but my friends call me Burps. Looks like this wall of Itchy Ivy is going to keep me from work today," says Burps as he helps you out.

He continues, "You know you remind me of my friend Yapping Yeti, always getting into trouble."

 *"He seems big and scary but he is a bit of a klutz."* 

 "Take this **Insight Imager**, looks like you may need it," he says.

Burps hands you a scanning device and then turns to head home with great joy and speed. With your path blocked, you decide to head towards Moaning Mines.



Unable to free yourself, you have to wait here for hours. Eventually a kind-looking maintenance bot comes to clear the road.

"Sorry about that, I have been meaning to come clear this path all day. Usually my robot is helping me get the job done, but since he isn't around things are taking longer," he says with a whimper.

He pulls you out and cleans you off. You thank him for freeing you.

Turning around you see the sun set as the last rays of light bounce around the walls of Pattering Plant. Running out of time, you head home, hopeful that tomorrow will be a better day.

"My name is Tick Tock Titan and I was a robit caretaker. I know the robits inside and out," the large bot speaks up.

Tick Tock continues, "There is something keeping the robits from doing what comes naturally to them."

The lumbering robot looks you over for a minute. He lets out a little bunny robit from a storage compartment. It jumps right over to you.

Tick Tock smiles, "Can you take care of this little one for me? I found him hiding over at Lullaby Lake."



Thumpy joins your group!

"The forest of Lullaby Lake brings peace and safety to those in it."

13

You leave Tick Tock to continue your search of Whirring Waste.



"I could use a hand while we talk. Oh and the name is Tick Tock Titan," says the hulking robot.

You help him clear the room piece by piece. He smiles as you work away. The floor creaks and squeaks as you move around.

"I am getting ready for a celebration for me and all my friends. I have called them all to come, but none have shown up yet," he says with a frown.

He pauses for a moment. "Something has happened with the robits. I used to help bring them into our world. They are the kindest, least judgmental things in our lives. I fear that others may be trying to take advantage of the robits or our connection to them."

Captured by what he is saying, you don't notice a weak section of flooring. You fall through a long twisting shaft, eventually getting stuck.

Tick Tock helps to pull you out, but it



takes a long time. When you finally make it back up, both you and your kind savior are tired and drained.

You thank him for his help and the information. You head home to rest and relax, readying yourself for another day.

Offended by your actions, he continues with his work. You decide it would not be wise to anger such a large bot any further. You turn and leave, exiting the room and making your way back outside. Just before getting to an exit, a section of the floor you are walking on gives way. You fall a long way down into a pit.

You call out but Tick Tock Titan is making too much noise, not to mention he is probably the only one around.

Eventually the clanking stops. You can hear someone coming near. Again you call out. Tick Tock Titan stops and pulls you out of your hole.

You apologize and say sorry for your actions that made him angry.

"No, I am sorry. I am not myself lately. But I am glad that I was here to help you out," Tick Tock says, smiling at you.

A puff of smoke leaves his stacks as you say goodbye. You head home to prepare for your next adventure.

You stumble into a growth of Itchy Ivy. Wires pull at your limbs as you struggle to get free.

You are captured in a cold clump of cable. How will you escape?



or



or



- Turn to page 56



- Turn to page 57



Turning on the Insight Imager, it beeps and blops to life. It shows you your current feelings, but then finds a trace of something else. Another bot's very strong emotion of fear.

The trace emotion leads you out of Pattering Plant. The trace starts to fade. You can't tell if it is leading you towards Lullaby Lake or Moaning Mines.

With so little to go on which way do you want to head?

Lullaby Lake - Turn to page 58

Moaning Mines - Turn to page 59



As you make your escape you find a Force Fragment and quickly pull it out of its port. The furnace immediately stops and the doors open.



You keep the **Force Fragment** just in case.

The noble bot huddled in the corner looks up at you in awe. She quickly tries to collect and calm herself.

Having saved the day, you feel confident in your abilities.

You see a shadow dance away and out of the building. Do you want to follow the shadow or talk with the bot that you have just rescued?

Talk with the noble robot - Turn to page 60
Follow shadow - Turn to page 42



The heat from the flames just touch your metal as you manage to escape certain doom. The noble bot that was trapped with you inside the furnace quickly tries to collect and calm herself.

Having saved the day, you  *feel confident in your abilities.* 



Your escape is cut short as the old furnace comes to life. Flames shoot out from the center of the room. You huddle in the corner trying to keep as far from the heat as possible.

Thankfully the furnace does not run for too long, but it has been long enough. Some of your wires are exposed and you feel the need to seek out a repair center.

Your graceful companion leaves without speaking a word. You can feel the anger in her gaze. You think it wise not to bother her.

You slowly make your way out of Whirring Waste, determined to find your way again as soon as you are healed.

You make quick work of the mess that you were just stuck in.

*Breaking free, you
feel a surge of energy.*

You find a device laying in the broken wires at your feet.



You gain an **Insight Imager**.



Completely stuck with no way out, you decide to save energy and rest. You awake to hear two bots talking. One sounds gruff and has a funny accent, the other is a higher pitched voice.

"When be th' last delivery comin'?" says the gruff voice.

"It should be here in a little while. Then we can set off before that Yeti comes and sticks his nose in our business," says the other.

The gruff voice reponds, "Yarr, I shall run me hook through anyone that gets in our way."

You hear them walk off. You think it best not to ask for their help. You fall back to your rest cycle until the morning.

A friendly face comes along and helps you out. You need to get home and recharge. You will head out another day to solve this mystery.

 **LULLABY LAKE** 

Approaching Lullaby Lake, you see the dark shadow up ahead. You follow the unfriendly figure even though it gives you the chills.

It makes for the gloomy caves around the back side of the lake.

Is the Gabbing Guru in the group?

Yes - Turn to page 62

No - Turn to page 63





MOANING MINES



The sun hangs low in the sky as you make your way to Moaning Mines again. The shadows of the office buildings fall far across the path.

Twilight here makes this place seem even more dangerous. You take your time as you approach.

Is Zip Zapper in the group?

Yes - Turn to page 64

No - Turn to page 65



 **QUACK QUEEN** 

Rising up on her ball, Quack Queen rolls over to you. She looks down the length of her face at you.

She talks clear and flat to you, "Thank you for your help, but if you hadn't distracted me we would not have been in that trouble to begin with."

She is upset with both you and the difficult position she was just in. How will you calm her to see if you can help each other?





or



or



- Turn to page 71



- Turn to page 72



"Weren't we just here? Are you going in circles? Do you even know what you are doing?" The book goes on and on as it leads you through the caves.

Thankfully you see a setting sun's light peek through the opening just ahead. You quickly put Gabbing Guru back into your storage compartment. Eventually you hear his mumbling fade away.

You come out of the caves as the sun is starting to fail you. You see the dark shadow heading into the forest. You quickly head after it.

Catching up, how do you want to handle this figure? Watch and wait, or charge quickly while he is still close?

Watch - Turn to page 73

Charge - Turn to page 74





GULPING GROTTO



The caves make it hard to follow the shadow. You stumble over a stalagmite sticking up from the floor.

There is a light source up ahead as the cave walls fall away and a large room opens up. Oil from the lake is pooled in the middle of the room and on the other side are many lights and tunnels.

You worry you could get lost in here for hours if you can't find the right path.

 - Turn to page 67

 or  - Turn to page 68

 - Turn to page 69



There are more than just dug-out tunnels in this deep place. Caves branch out this way and that. Rivers of oil flow way down below.

Zip says, "I really don't know my way through these passages. My work keeps me in the buildings up top. I will let you lead the way from here."

"I do know that there shouldn't be anyone working in here right now," Zip concludes.



A shadow dances towards you. Looking up, you see a bot coming down the path.



His largish head, inspecting eyes, and fine fingers tells you he uses his smarts more than his power.

His eyes are focused past you. He looks to be in a hurry. Maybe he has some information. Can you get his attention?





- Turn to page 75



or



- Turn to page 76



- Turn to page 77



The way through the caves seems clear to you.

 *You always seem to know* 
just what to do or where to go. 

You make your way into a small room where you hear something call out to you.

Making your way across the room you find a talking book.

"I can help. My name is Gabbing Guru and I know many things, including these caves. I can help you find what you are looking for," the book tells you.



You pickup **Gabbing Guru**.



You search different tunnels, turning left and right. You notice a small opening that leads down.

You follow that for a few steps. It opens into a small room.

"Come here!" you hear someone call out.

Heading towards the voice you find a book laying on a stand.

The book speaks to you, "I am Gabbing Guru and I can help you. I know many things and can help you get out of this place."



You remove **Gabbing Guru** from its stand and it leads you out of the caves.

You exit the caves a different way than you came in. The dark shadow is now moving up a path towards the forest.



Your long journey has been made even longer by this place. Lost in a sea of tunnels leading you left, right, up, and down.

You eventually stumble upon the grotto again and find the passage that led you into these caves.

Making your way out, it is very late. There are no lights to follow as you head out of Lullaby Lake.

The roads are quiet and long as you head home. The familiar sound of nighttime robits is still missing. You must head out again another day.

You are stumped about which way to go. Down one set of caves you hear howling in the depths. You are not sure if it is just the wind or if there is someone making those noises.

Down a set of tunnels you hear the clanking of metal echoing in the darkness.

Which way do you think you should head?

Deep Howling - Turn to page 78

Distant Clanking - Turn to page 79



Quack Queen calmly says, "I am looking for my robit Flappy. She is everything to me."

She pulls out a picture of her best friend. Flappy is a large bird. Too big to fly with a long neck and legs. Its body is large and round. The picture starts to move as Flappy flaps her short wings.

You smile as you watch the ostrich-like robit. Quack Queen sees the joy in your face and smiles back.

"I think we may be able to help each other in our search," she says.



Quack Queen joins your group.

"I was just finishing my search of Whirring Waste if you don't mind me leading for a bit," Quack explains.

*"I am more capable
than I look."*

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You smile and nod. A warm feeling sinks into your metal as you feel this friendship take hold. She heads out of the building with confidence and grace.



Unable to control her emotions, Quack Queen shoots you a harsh look. Her eyes turn red and her gentle manners disappear.

Her words grate across you as she speaks, "I have worked hard to get where I am. I have had to put my past behind me.

"My wicked caretaker who raised me did nothing but put me down. She tried to control my emotions and, in turn, me. I had to fight to make myself who I am."

Her tone softens. "After I left my caretaker she started to experiment with robots. She is bent on trying to control others. I am sure she has taken my robot, Flapper, and possibly more."

Suddenly a surge of electricity strikes you and Quack Queen. It knocks you to the ground as you hear the sizzling of wires in your chest. You see an electrified bot just before you pass out.

You awake days later in a recovery room. You are determined to find this fiend who hurt you.

 **YAPPING YETI** 

You watch as he heads towards a clearing in the forest. There you see many robits tied to trees and in cages. They start to call out as if happy to see him.

He gives a quick whistle and from high in the sky you see a bird fly down. The large yeti opens a cage and the bird hops in.

You watch as he carefully goes up to each robit and gives them some attention.

*“He is a friend
to all robits.”* 

You decide to talk with the large robot.

 or  or  - Turn to page 84

 - Turn to page 83



 **YAPPING YETI** 

Running through the thick forest proves harder than you thought. A twisted bit of metal catches your foot and you fall hard against the ground.

The noise startles the dark figure which you can now see clearly. Claws and spikes cover his hands and head. All the jagged edges around his metal frame look fierce.

He grunts as he starts to charge you.

 or  or  - Turn to page 81

 - Turn to page 83



You get Zip's full attention. "I believe that someone or something has moved into the mines."

 *"There are many*  *places to hide in the mines."*

Zip continues in a calm even tone. "I know there are some answers in there. I feel I owe it to everyone to fix some of the mistakes I have made."



Zip Zapper joins your group.

Zip heads towards the mines, leading the way. You follow closely so as not to get lost.



Zip is reluctant at first but soon starts to talk in a steady even tone. "My fellow researcher at Moaning Mines, Eek Energy, turned to evil once his robit went missing.

"I left the door open during one of our experiments, the next thing I knew Eek's robit was gone. He holds me responsible.

"Since then Eek has not shown up for work. I believe he has taken our research and twisted it for a most dark purpose."

He pauses for a long while and looks around before continuing. "We were trying to figure out how the emotions of the robits worked so we could apply that to robots. Emotions have always been a foreign concept for me. I have always relied on my robit, Squeaks, to understand emotion in others."

He talks for so long it soon gets dark. You say goodbye and head home. You drift off into your rest cycle, dreaming about Zip's story.

"I have just come from my office at Moaning Mines. There is no one left in those buildings. There has been some strange activity down in the mines. Wish I could be of more help but I really must go help a friend," Zip says in a hurry.

With that he runs off down the path. You decide to listen to him and go explore the mines.



Exploring the caves, wind is whipping all around you. Drips of oil form stalactites and stalagmites all around you. You try to keep a steady footing, but you keep slipping in pools of oil.

The gurgling of an underground river is close. You slip again, and this time you fall. You are whisked away in a greasy current of oil.

Banged and pushed around, you pop out into Lullaby Lake.

It is late and you are hurt. You search for the closest repair center in the hopes you can head back out soon.

The clanking noise leads you down into the depths. Lights barely shine giving you just enough brightness to see. As you get close you see a shadow running through the mines. That shadow is making the clanking that you follow. It is the shadow that you chased at the beginning of your journey.

You quietly follow the banging bot along its path. It finally enters a large, well-lit room where it comes to a stop. You find a good hiding place from which to watch.

YAPPING YETI

He is a large bot with no neck and claws everywhere. After a quick rest, he gets up and heads to the back of the room to a small gate. He opens the gate and out from his storage compartments he pulls



five robots. He puts them into a room behind the gate and closes it.

"You will be safe here with me," he says.

He starts to pace back and forth, mumbling to himself. How do you want to approach this big bot?

Talk - Turn to page 86

Attack - Turn to page 88



With the yeti out of the way, you hear a large amount of noise just up ahead. This is odd because there was no ruckus a moment ago. Making it to a small clearing in the woods you find many robots.

Some of the robots are pulling hard at their chains. Some banging against their cage walls.

You free them as fast as you can. As you do this you can see them running off one by one back to the place where Yapping Yeti is.

You head back and they are nudging at him. They seem sad about their captor being hurt. The robots nudge at him and you, directing you to pick him up.



Yakkie flies down and comes to rest on your shoulder.

Taking their lead, you pick up the large bot while the robots help. You fight through the forest and slowly make it to a nearby repair center.

With the yeti recovering you are not



sure what his role in this is or why the robits are so attached to him.

The robits return home now that Yapping Yeti is being cared for. Today you have saved many robit friends, but you feel there are more answers to this riddle still out there.

The smell of oil and grease fills your senses. Your leg buckles under your weight.

"This was not needed," the large yeti growls.

He continues, "I am trying to protect the robits from the evil that is trying to do them harm. I am not your enemy."

"Now leave me, so I can do what is needed," Yapping Yeti says, turning away.

You limp slowly out, heading to the nearest repair center. While your leg is being fixed, you think about the yeti's words and your next adventure.

The big bot looks you up and down. He stares at you for a few moments.

"I am Yapping Yeti, and these robits are under my protection. They are my friends and I love them," he says looking at all the robits.

Yapping Yeti continues, "I know of evil forces that are trying to take them for... for..."

He looks down at the ground. You reach out and gently touch his shoulder. The yeti lets out a sigh.

"There is an evil bot that has taken many robits. She has a partner and together they are experimenting with the robits. I am not sure where or why, but I have overheard them talking," he continues to look down.

"Anyways, these are the robits that I have saved from them. I have been running all around Tink Town saving as many of our beloved pets as possible." He looks up with joy.





Yakkie gets out of his cage and flies to your shoulder.

You talk your large new friend into returning these robits to their owners and letting the police know about the evil bots hurting our loved ones.

With many robits found and returned, you now know that there are many trying to harvest our precious pets for wicked reasons. While the police are on the case, you feel the need to continue your quest.

You slowly move towards the large bot. He quickly cuts you off before getting closer.

"Why are you here?" he roars.

He sticks out his chest and rises to full height. He makes you feel small as he waits for your response.

You feel it would be very bad if you make this bot angry.





 or  or  - Turn to page 90

 - Turn to page 83



You slowly sneak down to get as close as possible. A little rumble falls from a ledge just behind you. The large yeti moves to inspect the noise.

He gets in close as he looks around. His metal is a cold blue steel. His claws grate against the wall where you once were.

He is larger than you thought. It would be best to take him by surprise.



or



or



- Turn to page 89



- Turn to page 83



With Yapping Yeti safely out of the picture, you head over to the gate at the back of the room. The gate creaks as you pull it open.

Slowly a long thin neck with a little head on top sticks out of the opening. The body slowly follows as a large bird exits.

Soon after that a chicken, weasel, and frog come out. Many more robits start to appear. So many that you have trouble keeping track. By the time they are all out there are more than a hundred. A bird lands on your shoulder and is happy to see you.



Yakkie joins your group.

With so many robits rescued, you slowly make your way back to town. The robits start to head off in different directions. It warms your wires as you watch some of the robits being held by their robot companions.

But you know there are many more still missing. You are determined to find the rest, even if it is one at a time.

The large bot stares at you for a few cycles. He looks you up and down.

"My name is Yapping Yeti and I know of forces trying to take the robits for their own evil plans. That is why I do what I do," he says finally.

Yapping Yeti continues, "There are two bots working together, trying to take our robits to a distant land. You need to check out the docks for a sea captain and a small controlling bot."

"These are all the robits that I am protecting from these evil doers. I keep them here safe and sound. Would you like to meet them?" he says opening the gate behind him.

You and Yapping Yeti spend hours playing with and enjoying the robits. There must be a hundred or more of them here.



Yakkie flies down to you and lands softly on your shoulder.

You eventually talk the robit protector into returning these pets to their owners



and letting the police know about those trying to harm the robits.

Now you know there are many more robits in danger and you must head out again to protect them all.