



## STORY INFORMATION

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All of the Larna Fox Adventures are available to read free online at:  
[www.larnafox.com](http://www.larnafox.com)

## Section 1 Saga Sell

These are the adventures of Larna Fox. She was born on September 29, 2352 in the Living Quarters of New Arizona. At the age of ten, she had to come to terms with her parent's death. They were killed in a freak transportation accident. The only such kind of accident to ever occur. She was placed with a surrogate family. When she was fourteen Erayears old, she was attacked and raped by her foster father. When he tried to rape her for a second time the next night she killed him and ran off. An old Chinese man, who was to become her husband and Sensei, rescued her from a street gang.

The old man taught Larna six martial arts through a combination of direct training and cerebral downloading. By the time she was sixteen, she was a master of all of them. Savate was an Old French form of martial arts and was based on hand and foot fighting. It was recognised by its flamboyant kicking techniques. Pencak Silat was the national fighting art of Old Indonesia. Moves were based on the evasion and warding off of attacks. The offensive moves were all aimed at getting the opponent off balance. Taijutsu was an unarmed form of combat, the forerunner to the Judo technique. Ninjitsu was the art of invisibility. The techniques of a ninja. Capoeira was an old Brazilian form of combat in which the foot was considered the strongest weapon and the head the weakest point. It aimed to bring these two into contact by using various kicks, somersaults and handsprings. This was Larna's favourite fighting technique. The final martial art was Kenpo, or Fist. Linear and circular movements were combined into major and minor moves, which flowed constantly. It was a very flexible form of martial arts. To aid in her fighting ability the old man built her body up, increased her fitness and stamina level and trained her in the subtle art of gymnastics.

When a street gang killed her husband Larna went on to the streets wanting to get revenge for her husband's death. By the age of eighteen, she had become a mercenary and assassin. The streets best mercenary at the time.

Larna was now a Fox by name and a Fox by nature. Her looks and clothes were both designed to give people the appearance that she was just a stunning young woman and no threat to them. She had long auburn coloured hair with a white streak, about one centimetre wide, running down the middle. It was tied up in a ponytail. It was waved back from her forehead, with a tiny fringe down her forehead. She did not only have a feminine figure, but quite a muscular one as well, the perfect fitness trainers body, and with the look of a young Hudson Leick she could be classed among the most attractive women in the world. Her hazel coloured eyes could cast a spell over any man. Her face had just the right amount of make-up. Her eyes were surrounded by a dark eye shadow and her lips were a bright red with a black surround. She does not really need any make-up. She could have easily been mistaken for a pin-up and not a highly trained mercenary. The tattoo of the Chinese for Eternal Devotion, which she did herself in memory of her late husband, adds a strange look to the right side of her neck. Not only was she a Fox to look at, but she had needed cunning and slyness to keep her alive for over half of her twenty-one Erayear life.

When a job went wrong she was caught, arrested and sentenced to life imprisonment in a futuristic prison hell. Before being transported to the prison however, she was hired by the leaders of her home Living Quarters, New Arizona. They needed her to go back in time to stop a criminal mastermind from creating a new empire in the past. It turned out that that man was also responsible for her husband's death. He financed the street gang that Larna had been hunting. Now she was a police mercenary. Doing the jobs that they considered too risky for them to handle themselves. She was also responsible for ensuring that the TRES (Temporal Reality Event Sequence) was not altered to such an extent that New Arizona was wiped out of existence. She could never restore the TRES to what it had been before, because history would always show that she went back in time. But, she could make it possible for the new reality to only be slightly different. To enable her to carry out this job she was operated on. On her left wrist, hidden from view most of the time, was her time travelling aid. The Time, History And Location Analyser, Thala for short, surgically attached to her left wrist, accesses the Factual Historical Information (FHI) Implants that had been

surgically attached to the inside of her skull. Those Implants gave Larna every single piece of data concerning people; places and events going right back to 1980. They also store STC (Space Time Co-Ordinate) numbers in them. STC numbers were made up from the longitude and latitude numbers of the place she wanted to go to, along with the year, month, day, hour, minute and second she wished to arrive in. After the time transportation sequence is activated the Thala would surround Larna in an invisible light field and turn her body into a set of small molecules, which are held in the light. The light then pierced a hole through time and carried the molecules with it. When it arrived at the new destination, it turned the molecules back to a physical form. Thought processes operated the Thala and the responses were given to Larna in her subconscious thanks to a modified FHI Implant. The only sign that Larna was using her aid was when it appeared on her wrist. It appeared when Larna activated the operations function. When it was activated, the Thala lost the power to keep the invisibility shield in operation, as it is at all other times, so no one can see the technology on her arm. With the Thala permanently attached to her wrist, Larna now existed in what was called 'Out Of Time'. She was surrounded by a PPF (Paradox Protection Field), which enabled her to witness any changes without being changed herself at the same time. It also meant that she could slip from TRES to TRES without meeting any of alternate versions of her. Larna Fox's life now existed across numerous different TRES'.

The Theory of Paradox Realities states that for every decision or event there are an infinite number of other realities that exist. When Larna was chosen it created a chain of events, which led to a TRES that contained a nuclear explosion in the year 2000. It became a Temporal Event Circle. She partly caused the explosion, so had to somehow go back in time from the future. If she had not been chosen to time travel, another TRES would have existed for them. History, for them, would have taken a different course, perhaps the future we are going to live.

Future history states that America launched a nuclear missile against a target in Russia, which was now part of the European Union, at 1200 hours on July 4, 2000. The Russian authorities did not believe that this was a mistake launching, which could not be cancelled, as the Americans had said. As far as they were concerned the missile came from an American airforce base and was therefore American. They retaliated immediately.

The surface of the planet was changed forever in a matter of minutes. Cities were laid to dust in a few seconds by radiation fires. The ozone layer was destroyed. Because there was now a thick layer of fallout from the nuclear bombs, the sun was blocked out. A nuclear winter. The planet started to freeze. The planet returned to an ice age.

The human race did survive, thanks to underground bunkers and caves. But, they were changed. Because of the cold, the metabolic rate of humans has slowed. They now age only one year every eighty-four orbital months instead of the twelve months it is at present. This new seven-year ageing period is called Erayears. Humans are fitter and stronger, but do not have larger builds, again given the cold conditions. The survivors divided the planet into four new Continents or Sectors as they were called.

TF Sector 1 was called Americano. This was the largest sector and therefore had the largest Living Quarters. All Living Quarters were situated under invisible protection force fields, which stopped the deadly cold from getting in. New Arizona was the Living Quarters and was designed like a map of the old USA. Bostary High Security Prison was the only prison on the whole planet and was built from the ruins of the old city of Boston. The SAT Laboratories were the last hope for humankind. They searched out new avenues of travel so the human race could leave a dying planet. TF Sector 2 was called Europa. Sector 3 was Africano and Sector 4 was known as Oceanatica. Each sector had a Living Quarter that housed the remnants of the human race.

And so, Larna now finds herself facing a series of challenges. Some in the past. Some in the future. Some in different realities. But all of them called upon her skills as a survivor.

## Section 2

### Time Line of Future Events for Use in the Larna Fox Adventures Series

<b>1200 hours, July 4, 2000</b>	America launched a nuclear missile against the Russians. They said it was an error. The Russians did not believe them and retaliated. The world was destroyed. A thick layer of smog and nuclear fallout blocked the sun's rays. The world returned to an ice age. Temperatures dropped radically. Humans that survived were changed. Due to a slower metabolic rate, the ageing process was slowed down. Instead of ageing one year every year, humans now aged one year every seven years. Ages are given in two ways - Erayears and Chronoyears. Chronoyears being present years.
<b>During 2067</b>	The city of New Arizona, the capital of Americano was invented, designed and built by the few remaining human survivors. It was built under an invisible protection deflector field that would keep out the harmful cold from the outlands. The weather would be simulated and it was designed so that replica's of all the old American cities were included.
<b>During 2094</b>	With the need for control, Bostary, a Prison complex, was built right on the coast of Americano, in the ruins of the old city called Boston. The Prison was surrounded by a protection field, which was well fortified. Once a prisoner went in, they never came out. The minimum sentence, even for something petty like a public disturbance meant a life sentence. With this rule enforced by bands of Police Officers, crime fell to a minimum.
<b>During 2099</b>	With the every increasing threat that the planet may not survive much longer, a laboratory was set to explore all avenues of travel, from space to time. It was called the SAT Laboratory. It was set up as a little colony all of its own on a little island in the middle of the Pacifica Ocean. Communication with New Arizona was always monitored. No one inside could contact friends in New Arizona and tell them what was happening.
<b>September 29, 2352</b>	Larna Fox is born.
<b>November 28, 2470</b>	The Launch of the 'Freedom' orbiting Space station is made.
<b>July 28, 2499</b>	Larna Fox becomes the first and last TRES traveller. Starting the Series of Adventures.
<b>2500</b>	Professor MacIntrye creates Liam.
<b>2505</b>	Larna Fox disappears without trace.
<b>2507</b>	Heard from again briefly.
<b>2515</b>	Fatman in control. Return of the Fox from her mysterious exile.
<b>2690</b>	The Mars Colony is Built by people from the Americano SAT Laboratory.
<b>2692</b>	Another Nuclear Explosion - dubbed World War IV. Attributed to an Alien Invasion from Mars. Really another nuclear explosion which wrecks the planet once again.
<b>2693 - 2749</b>	Holomorphing Phase. The last nuclear explosion has even greater effects on the humans living on the planet's surface. Now it changed their personality, not killing them, but changing them to create a number of new and varied people. Only a few humans were left unaffected. Aged stopped completely during this phase.
<b>2750</b>	New Genesis is born.
<b>2895</b>	The Night Ghosts create shadow.
<b>3010</b>	Larna banishes Shadow into the realm of non-time.
<b>10076</b>	Hope City is discovered and an old enemy is back in business.
<b>25019</b>	New Amazonia Found.

### Section 3

#### Character Description of the Main Character - Larna Fox

<b>Name</b>	Larna Fox aka The Fox.
<b>Address</b>	None.
<b>Date Of Birth</b>	29 September 2352.
<b>Age</b>	21 Erayears - 147 Chronoyears.
<b>Height</b>	5'11.
<b>Weight</b>	9 Stone.
<b>Eye Colour</b>	Hazel.
<b>Hair Colour</b>	Auburn with a white streak down the middle.
<b>Personal Stats</b>	36-24-35 - Biceps 12in.
<b>Description</b>	Looks of a young Hudson Leick.
<b>Martial Status</b>	Was married to an Old Chinese man who was killed when she was 16 Erayears old.
<b>Other Items</b>	Tattoo of a rose and dagger on her left buttock. Tattoo of a fox on her right bicep. Tattoo of 'Eternal Devotion in Chinese on the left side of her neck about halfway up.
<b>Family</b>	Parents died when she was 10. Half sister, Lauren Delaney living Brisbournney, Living Complex in TF Sector 4 - Oceanatica. Larna does not know of her existence until her tenth adventure.
<b>Qualifications</b>	None. She did not finish school.
<b>Past History</b>	When her parents were killed in a freak transportation accident she was put with a foster family. However when she was fourteen she was raped by the father of this foster group. She killed him and ran away. She was found crying on the streets by an old Chinese man. He took Larna into his home and started to train her in the ways of the old ninja's. By the time she was sixteen Larna was master of six martial arts and a weapon master. One day however this old Chinese man was attacked by a street gang. Larna, who was pregnant at the time, lost the baby when she heard the news. Not only was she a lethal weapon, but her reactions were as quick as lightning and so was her flat running speed. Eight seconds for the hundred metres and three minutes for the mile. Larna left the old man's house and burnt it to the ground. She joined a street gang, the same one responsible for her husband's death, in her search for revenge. She became the street's best assassin and mercenary. Everything was going well until the one day in July 2499.
<b>Martial Arts</b>	
<b>Savate</b>	An old French form of martial arts. It is based on hand and foot fighting and is recognised by it's flamboyant kicking techniques.
<b>Pencak Silat</b>	The National fighting art of the old Indonesia. Moves are based on the evasion and warding off of attacks. The offensive moves are all geared to getting the opponent off balance.
<b>Taijutsu</b>	An unarmed form of combat, the forerunner to the old Judo technique.
<b>Ninjitsu</b>	The art of invisibility. The techniques of the ninja involve the use of dirks, darts, daggers, throwing stars, smoke bombs and various poisons.
<b>Capoeria</b>	An old Brazilian form of combat in which the foot is considered the strongest weapon and the head the weakest point. This art aims to bring these two into contact by using various kicks, somersaults and handsprings.
<b>Kenpo</b>	Know as Fist. Linear and circular movements are combined into major and minor moves with flow constantly. This is a very flexible form of martial arts.

## Clothing

A pair of black tight-pattern fishnet stockings covers her legs. On top of them going around her waist was a small, tight figure hugging black leather mini-skirt, which, at about eight inches long, just covers her buttocks.

On the top she wears a black leather shirt over a black lace bra. This shirt is tucked into the mini-skirt. Her jacket is a black leather motorbike jacket with matching black leather motorbike boots on her feet. The boots have got a number of buckles on the side and come right up to about halfway up her shinbone.

Her hair is swept back into a tight ponytail at the back of her head, leaving just a tiny fringe down her forehead. Around her neck she has a gold chain with a cross on the end. The cross hangs down to lie just in-between her breasts. It was her mother's necklace and Larna is never without it. On her right wrist she has the wrist part of a pair of handcuffs that they use in the present day. Her father gave it to her when she was young. She used to keep it in a box until she killed her foster father, now she wears it constantly to keep reminding herself that she is wanted by the police.

Her face had just the right amount of make-up. Her eyes were surrounded by a dark eye shade and her lips were a bright red with a black surround.

## Section 4

### Character Descriptions of Other Main Characters Involved in Adventures

<b>Name</b>	Heather Morgan.
<b>Address</b>	San Francisco, California.
<b>Date Of Birth</b>	March 3, 1997.
<b>Age</b>	17 at time of disappearance - 22 when found in New Arizona.
<b>Height</b>	5'6.
<b>Weight</b>	8 stone.
<b>Eye Colour</b>	Blue.
<b>Hair Colour</b>	Blonde.
<b>Personal Stats</b>	32-23-30.
<b>Description</b>	The look of the actress Julianne Moore.
<b>Martial Status</b>	Single (Soon to marry).
<b>Relation Fox</b>	Soon to be partner by marriage. Lover.
<b>Family</b>	Mother, father and younger sister lived in Washington DC.
<b>Qualifications</b>	Pass High School with top grade. Was studying at University in California.
<b>History</b>	She was a very intelligent young woman. Could have gone far, according to her tutors at the University she was studying at. In 1995 she was staying with a then boyfriend, but things were not working out well between them. They were having constant arguments over the amount of drinking he was doing, and the lack of attention he was paying her. She stormed out of the house on September 15, 1995, after a raging argument. She was not seen again until the year 2501.

Aliens had abducted her on that September night. She had been held for all those years in their spacecraft. To her it only seemed like four years, but in fact over six hundred had passed on Earth. This alien race used her as a slave worker, as well as other things. Hundreds of humans were on that ship. Heather only aged four years during her time as a slave. When she managed to escape the restraints holding her captive, she ended up in New Arizona...a side effect of not knowing what she was doing was the fact that she ended up naked and unconscious after the transport. That is when she is discovered by the people at the SAT Laboratory.



### Character Descriptions of Other Main Characters Involved in Adventures

<b>Name</b>	Lauren Delaney.
<b>Address</b>	Brisbourney.
<b>Date Of Birth</b>	28 November 2365.
<b>Age</b>	135 Chronoyears - 19 Erayears.
<b>Height</b>	6'0.
<b>Weight</b>	9 1/2 stone.
<b>Eye Colour</b>	Green.
<b>Hair Colour</b>	Flame Red.
<b>Personal Stats</b>	34-20-33.
<b>Description</b>	Fair skin with looks of a young Nicole Kidman.
<b>Martial Status</b>	Single.
<b>Relation To Fox Family</b>	Half sister. Mother killed herself when Larna father left her for Larna's mother. She was 2 Erayears old. Went to live with her uncle.
<b>Qualifications</b>	Grade 1A GEC - Science And Technology.
<b>History</b>	Builds own Time Portal, which gives the time traveller the ability to inhabit other people's bodies in history. Resentment against Larna's mother for making her father leave her when she was a baby, so she decides to build her Portal...as if travelling back in time is the incentive to keep on living. Lauren goes back to kill Larna's grandmother on her mother's side.

### Character Descriptions of Other Main Characters Involved in Adventures

<b>Name</b>	Vienna Rose
<b>Address</b>	1995 - Hamburg, Germany 1996 - Touring Caravan 1997 - LA Apartment 1998 - Canadian home in suburb
<b>Date Of Birth</b>	14 February 1975
<b>Age</b>	20 to 23 depending on year
<b>Height</b>	5'9
<b>Weight</b>	8 stone
<b>Eye Colour</b>	Hazel
<b>Hair Colour</b>	Long blonde
<b>Personal Stats</b>	37-20-34
<b>Description</b>	Sultry sexy pouting lips. Kim Basinger sex appeal. Sexy eyes. High cheek bones.
<b>Marital Status</b>	Single
<b>Relation To Fox Family</b>	Grandmother on mother's side Mother and stepfather live in America. Brother lives with wife in LA. Father lives in Australia.
<b>Qualifications</b>	Graduated high school. Went to Europe on guarantee of summer job in Germany. Never returned home to carry on studying.
<b>History</b>	Working in a strip club at time of starting the story. Tattoo's in various parts of her body - tiny rose on her left breast. Heart with dagger through it on right bicep. Strawberry on her right thigh, just below buttock. Forever Young tattooed around her left wrist.

## **Section 5**

### **Adventures In Brief**

#### **Adventure Number 1: Rogue**

Set in 2499, after a nuclear explosion in the year 2000, things have changed. People had to start all over again, this time battling with harsh elements caused by radiation. Larna Fox, the streets best assassin and highest paid mercenary, is arrested when an assignment turns out to be a set up. Instead of going to the high security prison for the rest of her life, she is assigned to a top-secret mission. A mission in which she becomes the first official TRES traveller. An evil criminal mastermind, by the name of Gary Shaw, nicknamed Rogue goes back in time to create a new powerful empire in the late 1900's. Larna is assigned into going back through time to stop him. She goes because it gives her the chance to get the revenge that she has been searching for, for years.

#### **Adventure Number 2: The Violator**

A dimension travelling rapist pays a visit to New Arizona, bringing with her several victims from previous times so that she may gain pleasure from them, then kill them. Each victim is a prisoner of an evil device called a Collar Of Control. These COC's are used to control prisoners by giving the person in command of the collar complete control over the collar wearer's body and speech. They are prisoners inside their bodies. Larna comes across the bodies. In her contract, it states that she must put the past right if someone has forced a change. Larna must therefore go through time and stop the Violator from kidnapping the women.

#### **Adventure Number 3: Shadow - The Black Witch**

Based in several different times, this story tells of Larna's battle against an evil witch from the year 2895. She was transformed into a shadowy, ghost like figure, with black magical powers. She's the toughest test yet for Larna. So much so that she gets help from a muscle bound Warriors from 2895. Together they must stop Shadow from destroying the planet with a stolen nuclear missile.

#### **Adventure Number 4: LIAM.**

The Lethally Instant Assassination Mandroid is a newly developed invincible cyborg. Designed to chase and kill its prey and programmed not to harm the female sex. It is lifeless when Larna goes to check it out. It does not stay like that for long. A bolt of lightning caused by the electricity generators at the laboratory brings him to life. The professor in charge of the project decides to take matters into his own hands. He travels through time after the cyborg. Larna, who was having strange dreams about her death, is forced to go through time to help the professor to stop something that can not be stopped.

#### **Adventure Number 5: Guardian Angel**

Larna's dead. This is her trek through the afterlife. After visiting hell for a brief spell, she decides the best she can hope for is to challenge death. The Grim Reaper, transforms shape and becomes Shadow, Larna's rival from #3. She is sent back to earth as a ghost to try and stop mistakes that caused people to die when they should not. Shadow is sent to stop her.

## **Adventures In Brief**

### **Adventure Number 6: The Test of Time**

Shadow comes back from the year 3010 and kidnaps the President and Commander of Police in New Arizona. With the limitation of only being able to travel back in time, then returning home, a police officer goes back and saves Larna from Liam's bullets. Larna is ordered to go through time, to the year 3010, and bring the kidnap victims back home. The whole thing turns out to be a trap, set by Shadow, to lure Larna to the future. Larna is now on Shadow's home turf. If the first battle was hard, this second is going to be even harder.

### **Adventure Number 7: The Television Trap**

Larna, on investigating the disappearance of the rest of her old classmates from school, has to teleport inside a television set to rescue them from the revenge plan of CD Thomas.

### **Adventure Number 8: Hunter**

Her ex-assassination partner's brother chases Larna through time. She is forced to revisit previous places that she has been to on her travels, with Hunter breathing down her neck with every step that she takes. Her transportation's through time are not under her control. Hunter is the hunter. And he is hunting the fox.

### **Adventure Number 9: Hope City**

Larna is considered to be the perfect wife. She does not think so, especially when she finds out that the person wanting to marry her was her one time assassination target. Larna escapes through time to the year 10,076. There she is considered to be a goddess. The Goddess Mathilda of Peace, Hope and Justice. There follows a quest, in which Larna must use all her skills to fulfil the dreams of her new found people and stop a more powerful and vengeful Shadow from ruling the world.

### **Adventure Number 10: Sisterly Love**

In #3, Larna was told that she would meet someone connected to her bloodline. That someone is called Lauren Delaney. She is Larna's half sister. They have the same father. Lauren cannot stand Larna, because their father loved her more. So, after stealing a time travelling device, Lauren disappears through time intent on killing Larna's relatives on her mother's side. This time Larna goes back through time for personal reasons.

### **Adventure Number 11: A Sister's Revenge - The History Teacher**

The teacher in question goes psychotic when a student accuses him of rape. When he meets up with a strange woman outside the hearing, who tells him to go back through time to kill the girl's mother, JB Stiles loves the idea. Larna, knowing that her half sister is involved, reluctantly goes to try and stop them. Both Larna and the girl's mother are captured and sent through the Time Portal. Stiles and Lauren follow.

## **Adventures In Brief**

### **Adventure Number 12: Devil's Disciple**

Larna faces a battle with a Devil Worshipper, who takes the Devil's existence a little to the extreme. Prophet Damien Lucifer wants to create a time wide anti-Christ church. He has started in Bostary. His first follower, if reluctantly, is Lauren Delaney, Larna's half sister. Lauren, now forced to have a Spinal Pain Inducer Tap in her neck, is totally under Damien's control. Their combination makes for a lot of problems.

### **Adventure Number 13: The Convicts**

After being transported to a strange world, Larna finds herself helping two people from that world. The Convicts. They transport back to Earth and have to stay ahead of two bounty trappers, Liam and The Violator's brother, Jazz. Even when they do finally capture the Convicts, Jazz is not satisfied. He wants Larna Fox and will stop at nothing until he gets her.

### **Adventure Number 14: Doctor Black And Saffron Starr**

A mad doctor escapes from Bostary and goes back in time. He takes with him a lethal drug that is invisible when the body is examined. The drug is highly addictive, and must be taken otherwise, the high emotions that it creates can turn into ones, which kill. Larna has to stop him from distributing the drug in the past.

### **Adventure Number 15: The Tiger**

While on the Freedom Space Station Larna is horrified when people start disappearing. There has been a change in the time line some time in the past. Larna decided to travel forward in time, to the year 25,019 to attempt to stop the time traveller from going back. When she returns from the future, and a successful mission, or so she thinks, New Arizona is completely changed. Things started disappearing around her. She is captured by an invading alien force and taken to the mother ship. Larna must figure out what has happened and fix it.

### **Adventure Number 16: Rise of the Phoenix**

Phoenix returns from the dead, to continue in her quest to kill Larna Fox. Her body has been regenerated, with the side effect that she has to get a new supply of blood every twenty-four hours. She leaves a trail of bodies behind her in her quest to kill the Fox once and for all.

### **Adventure Number 17: The Enforcer**

Red Justice is a woman with a mission. She's a good guy who dishes out her own form of justice on people that she believes have broken her rules of life. Now she is after the Fox, because according to her, she has killed too many people in her adventures and as well as her time as an assassin, including the life of Red's mother herself. Larna faces a tough decision ... does she kill a good guy?

## **Adventures In Brief**

### **Adventure Number 18: The Atlantians**

Queen Pypa and King Drum are dimension travellers. Pypa plays a strange flute, which brainwashes anyone around. Drum, plays the mystical drum which accompanies the flute, to command the brainwashed people as to what to do. They travel through dimensions collecting beautiful people from every alternative earth that they can find. They take these people back to Atlantia as trophies, keep them in their castle for their use and gratification only. Now they have chosen Larna's Earth. Larna has to save the people of New Arizona ... then bring them back to the right dimension.

### **Adventure Number 19: Escape**

The mysterious appearance of a nude woman from the late twentieth century in the grounds of the SAT Laboratory introduces a shape shifting Alien Bounty Hunter to New Arizona. This Bounty Hunter proceeds to trap Tom Aspel and Heather Morgan, the woman who escaped from the alien space ship, in a Virtual Reality game, wanting to shut her up before she told of what happened to her on the space ship. While investigating the disappearance of Tom and Heather, a mass break out of Zarrs gives Larna a different problem. The Zarr's that have escaped have gone back through time. Larna is torn between what she should do. She knows that Tom and Heather have only got a certain amount of time left in the game machine before the bounty hunter switches the machine off. But then there are the Zarr's who are causing chaos in the past. She has a difficult choice to make.

### **Adventure Number 20: Return of the Hunter**

Hunter's back - and he still wants revenge. With the help of five Zarrs - who escaped in the previous adventure, he sets out to continue his grudge hunt with Larna. Only death can stop him from hunting her - whether it be his own, or hers.

### **Adventure Number 21: Rescue**

Liam returns, needing Larna's help to rescue Rhonda, his Slarone wife, who has been taken prisoner by the Loretis. The rescue attempt fails and Larna finds herself being taken to the same prison as Rhonda. The worst prison colony in the whole of the galaxy. Things go from bad from worse when the warden decides her can make a lot of money, but selling Larna and Rhonda on the black slave market. Larna faces a fight for survival, one that she must win, otherwise she dies and Rhonda becomes a slave forever.

### **Adventure Number 22: Queen Fox**

The space ship that Larna was using to escape from the police at the end of the previous story is forced to crash land on a strange forest planet. Once on this planet, she is mistaken for a missing Queen. Suffering from Amnesia, Larna accepts this truth, and tries to come to terms with her new position of power. She is just about used to it when a war breaks out. The raiding army kidnap her and taken her, in chains, to their King. Larna must try to escape and reunite her kingdom so they can beat this enemy. She then has a choice to make.

## **Adventures In Brief**

### **Adventure Number 23: The Overlord**

While trying to find a ship to transport herself back to Earth, Larna falls prey to a trader, who sells women to a mining planet that must be mined by women. She finds herself held a slave in the underground tunnels, forced to work for food and for survival. The guards are ruthless. The mines owner, the Overlord, uses the women to restore his body's energy levels. While his wife uses them for more sexual gratification purpose's. Larna faces a battle to survive in the mines long enough for her to plan an escape and get away from a hell-camp.

### **Adventure Number 24: The Warlock**

While escaping in a space shuttle from the Overlord's hell-camp of a prison, Larna is forced to crash land on a forest planet. She is tricked by an evil sorcerer, who forces her into a tortuous slave camp. She is trained as a slave, being sold in a market like a common animal. When Amazons raid the village, Larna helps. She is adopted into the tribe, but only has only thing on her mind. The Warlock. She ventures to a peaceful land, which is in turmoil because a certain bad guy has kidnapped the daughter of the king. Larna to the rescue.

### **Adventure Number 25: Silver Lady Vs Devil Woman**

Continuing from the last adventure, Larna finds herself in a distance realm that is in the middle of a conflict between Good, the Silver Lady and Evil, the Devil Woman. The Devil Woman is holding the Lady prisoner in her dungeons and only Larna, with the help of an old magician and two Amazons from the tribe who adopted her, can save the realm from being forever overrun by the forces of darkness. The Warlock is in the background all of the time, guiding the Devil Woman, hoping to end Larna's interference once and for all.

### **Adventure Number 26: King Warlock**

The Warlock gets his final chance to finish Larna in this story. She returns to the land where she first arrived. The Prince of this land takes an immediate shine to her. When Larna loses her memory again, a kick back to adventure 22, the Prince and the Warlock try to take complete control of her mind and body. Larna has other plans though and knows that the only way she can return to her own dimension and to Earth is by killing the Warlock and taking his wand from him. When things can a little heavy for even Larna to cope with, she faces up to the fact that she must call on the help of the people she hates the most in this dimension.

### **Adventure Number 27: Loretta War**

After challenging the Loretis to come and get her on the planet of the Warlock, Larna finds herself in the hands of the evil race of people that have plagued this alternative dimension. This is the final fight between the pair of them...with Larna teaming up with the rebels of Loretta in her attempt to get home through the Dimension Vortex somewhere on the planet, before the planet is completely destroyed by war.

## **Adventures In Brief**

### **Adventure Number 28: The Fatman**

Larna returns to New Arizona in the year 2515 to find the whole planet being ruled by a single man. The Fatman. He's a criminal mastermind who first took over his home Living Quarter of Brisbourney, before expanding across the whole planet. He now lives in orbit, on a space fortress with high security, making it virtually impossible to get on board. Tom Aspel and Lauren Delaney have been assassinated. The police force broken down. Heather Morgan-Fox, Larna's partner/lover from Adventure #19 has been forced to marry the Fatman, because Larna was assumed to be dead. Then the Fatman makes his biggest mistake. He makes Larna angry. Larna's got a new mission, and she's going to clean up the planet.

### **Adventure Number 29: The Fatman 2 – The Abductor**

This adventure follows on slightly from Adventure #28. Larna returns to her home time. Immediately she is called into the police station and given a file containing a number of records relating to teenagers kidnapped from back in time. These girls have all got one thing in common...they are all stunners. A certain man, nicknamed the Fatman, appears to be involved. But, Larna knows that she cannot kill him in this time, as he has a part to play in the future. She must come up with a plan to stop him...without being able to assassinate him.

### **Adventure Number 30: Dream Shadow**

Shadow, who had been killed by Larna in a previous adventure, uses her black magic powers to escape from the Hellroom that she was trapped inside. Again using her magic, she invades Larna's dreams and swaps places with her soul, trapping Larna in the afterlife inside Shadow's body. The Grim Reaper gives Larna six days back in the real world so that she can kill Shadow and return the witch to the afterlife. Larna faces a battle for her soul...against an old enemy with some new tricks up her sleeve.

### **Adventure Number 31: The Guardian**

The Guardian is the protector of the Time Continuum. He holds a court to decide whether Larna's trips back in time have been worthwhile. Using flashbacks to her previous adventures, Larna tries to convince this Guardian that she has not polluted the Time Continuum with her time travelling. If she is found guilty, the Guardian has the power to reverse time and erase all influence of Larna Fox in the time continuum. Larna faces a strange situation, where for once, she does not have to literally fight for her life, but her life is being threatened.

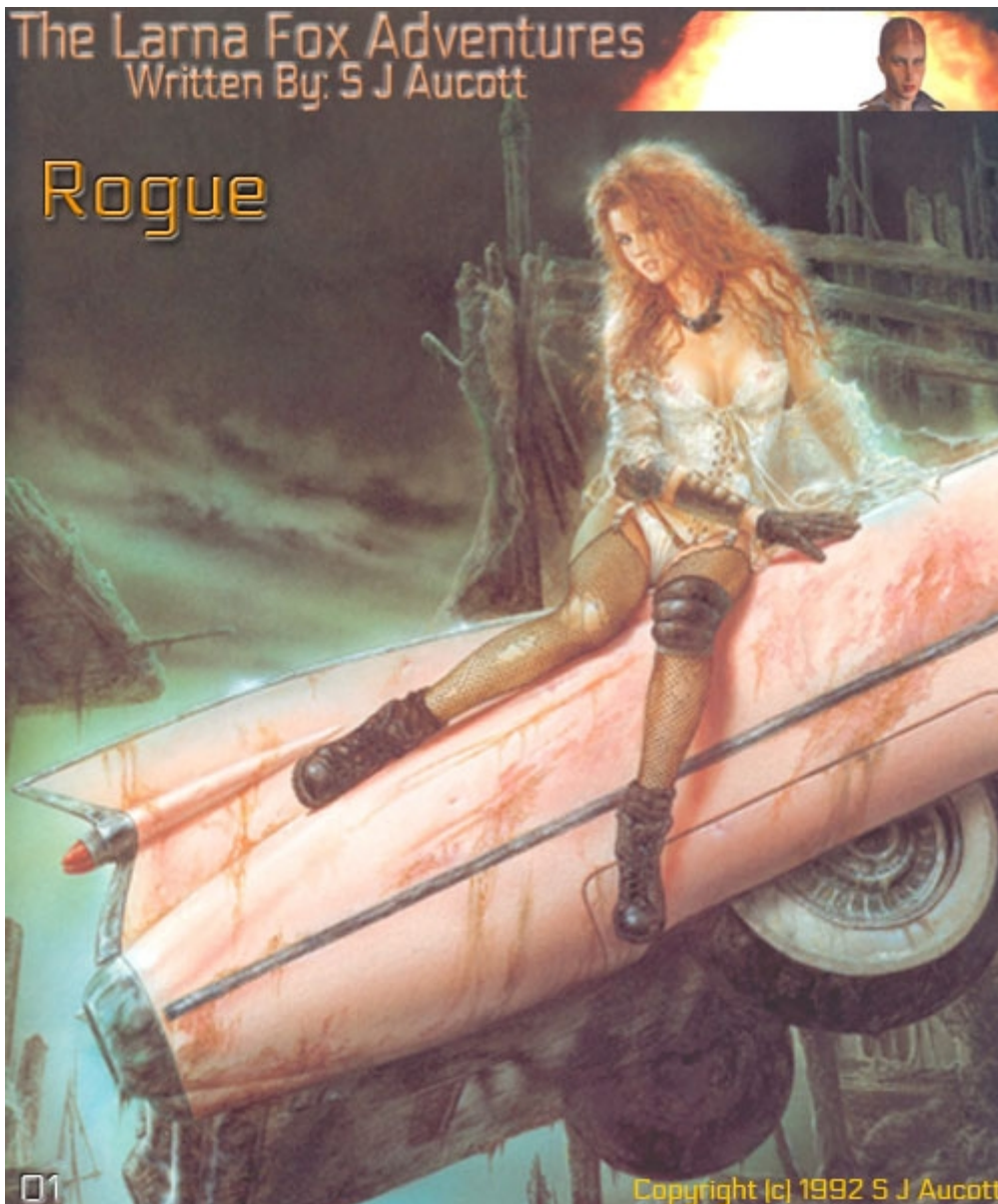
### **Adventure Number 32: The Time Crystal**

Larna faces one last battle with Shadow. This time she is helping the Guardian get back the one thing that gives him his power. The Time Crystal. The crystal controls time. Whoever owns it will become a God. Larna knows that she must not let Shadow get it ...or time will never survive the reign of darkness. This adventure can have only one of two outcomes – Larna dies or becomes immortal.



## **Section 6**

### **Detailed Story Outlines**



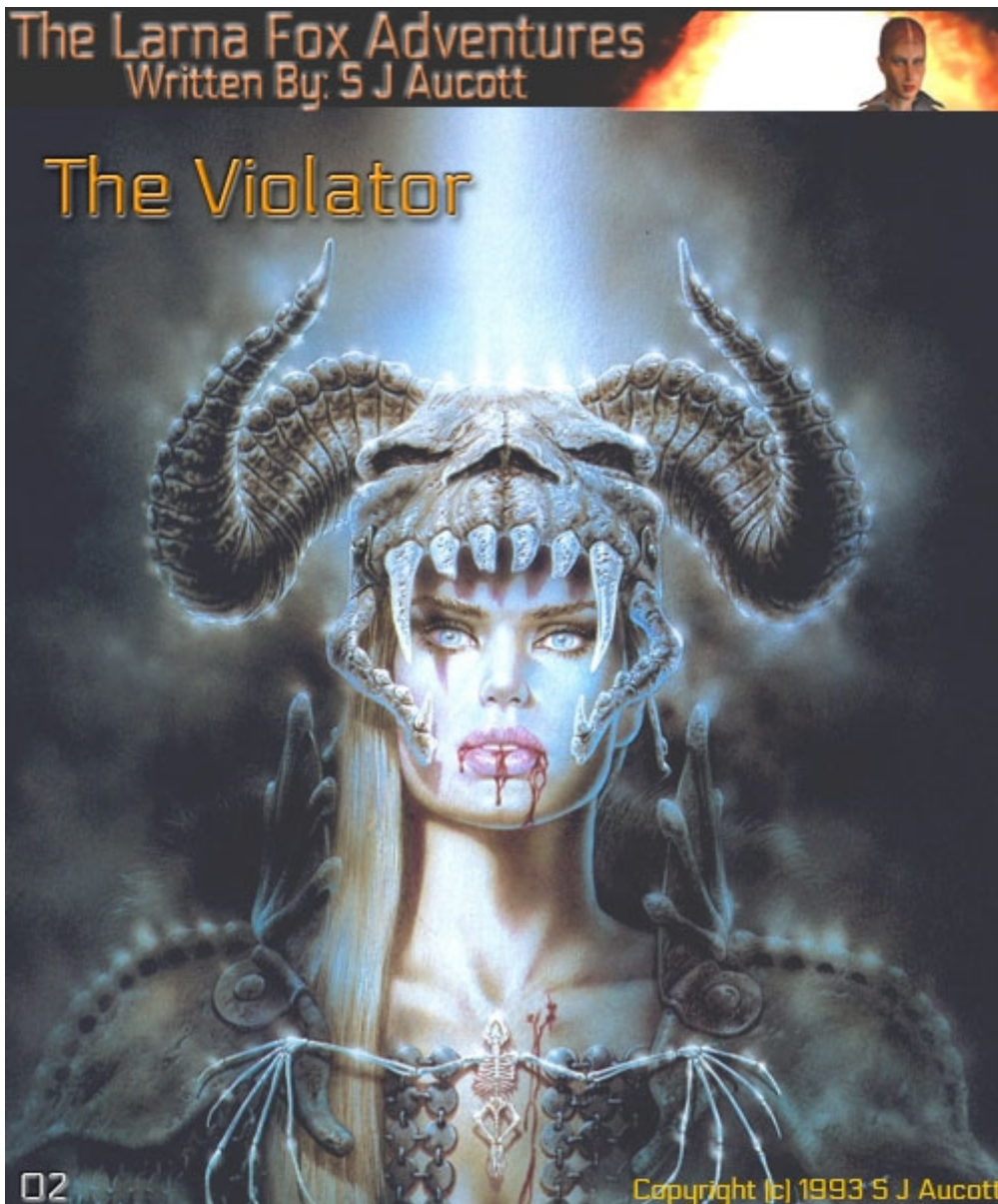
Rogue starts with Larna undertaking a rescue mission. A street gang known as the Revheads had kidnapped a young girl. The Revheads were also the ones responsible for the murder of Larna's husband. Larna rescues the girls and destroys the gang before being arrested outside. It had been a set up. Larna was transported to a holding cell ready for transporting into Bostary Prison. The Commander of Police, Tom Aspel, comes to her however with a suggestion. The leaders of New Arizona want her for a top-secret mission. Larna becomes a hired gun. Any task the police think is too dangerous or too unstable i.e. it would look bad for their image they would send Larna. Rogue left a video machine in an old warehouse after killing ten cops. It says that he has gone back in time to create his own criminal empire in the past. He believes that his evil skills would be perfect for the decadent 1990's. If she doesn't try, or fails in the mission then a little explosive in a collar attached around her neck will be activated and will blow her head clean off her shoulder. Larna has little choice but to agree and is fitted with a Thala (Time, History And Location Analyser). She is then told about Rogue's involvement with the Revheads. He financed them. That gives Larna a different motive. It is now personal. She wants revenge.

Larna appears in San Francisco in the year 1990. In front of her on the street is the body of a beautiful woman. Rogue had her killed. Rogue has taken up the name of Angelo Galdin. The leader's mother is working as Rogue's mistress. During her adventures in and around San Francisco, she meets several police officers, an FBI Agent, a nurse and a DEA Agent. Larna finally tracks Rogue down to an old mine. Along the way, Larna has to deal with kidnappings and bogus police officers as well as various attempts on her life. Larna has to make sure

that everything is back to the way it was before, before she leaves. That means everyone who is involved that should not have been is restored to as near as the life they had got before the interference occurred. Larna and Rogue have a face to face in the mine and Rogue disappears. Larna follows him.

Larna now arrives in 1991 in a side alley in downtown Los Angeles. Rogue has now taken up the name Georgio Andretti. He is trying to create a new empire in casinos. Larna must help a family get away from Rogue's clutches while destroying his empire. She gets help from Ray Ammer who she meets again. Larna ends up with a head to head with Rogue on top of the LA Raiders football stadium. Again Rogue disappeared before Larna could kill him. Larna had to follow him yet again.

Larna finally arrives in 1992 in the middle of the Dallas Cowboys Stadium. This time Rogue has got himself involved with someone a little closer to Larna. A cheerleader who just happens to be Larna's great-grandmother. It appears that Rogue has got himself arrested. Rogue managed to go back a few months further than Larna did. Rogue has already met the cheerleader and tried to kill her that's why he's in prison. The cheerleader turns out to be pregnant and the father of her baby is Rogue. Rogue is Larna's own great-grandfather. Rogue manages to escape however and comes after the cheerleader with his gang. Larna protects her and they end up in Miami. Finally Larna kills Rogue in an old warehouse in Miami. With her mission completed Larna returns home to 2499.



Larna is working on a case, undercover, trying to get into a gang when she sees a cop entering a building. There is a shout and then a piercing scream. Larna decides to go and check it out. The warehouse is full of women standing around like zombies. It appears that they have all been transported through time by the use of a collar, which is locked around their necks. This collar has got spikes on the inside and these spikes go into the neck. Once they enter the skin the wearer of the collar becomes a slave. They cannot move a muscle, or speak without being prompted by the controller.

The collar was designed in the year 2795. The Violator went through time herself, got a copy of the plans and built a collar to her own design specifications to include time travel capabilities. Jade is a vicious mind raper. She thinks people's minds are her playground. When she takes someone prisoner, she locks the Collar of Control (C.O.C.) around their necks, giving her more time to empty the slaves mind of all their memories. She can make her slaves do or feel anything by invading their thoughts and recreating their worst horrors.

The cops arrive soon after Larna killed Jade in the warehouse. The officer leading the investigation, Ski Powers, asks Larna to come to the SAT Laboratory with her to help identify the young women. Larna agrees reluctantly. They find that Professor Steinbeck's assistant has been secretly controlled by Jade. Larna soon realises that there is only one thing she can do. Go through time after Jade and stop her prize gathering before it happens.

The women in the warehouse had been kidnapped from the following places and years.

1. **Pittsburgh, America – 1989** - American
2. **Washington, America – 1989** - American
3. **Larne, Northern Ireland – 1990** - Irish
4. **Canadian Forest – 1990** - Canadian
5. **Nottingham, England – 1991** - English
6. **Boat in Pacific Ocean – 1991** - French
7. **Brazil – 1992** - Swedish
8. **Adelaide, Australia – 1992** - Australian
9. **Trans Siberian Railway, Russia- 1994** - Russian
10. **Tuscany, Italy – 1993** - Italian

Larna thinks she has killed Jade in Italy, but when she arrived back in New Arizona, everything has changed. The protective forcefield had never been designed and the nuclear explosion never happened. The world is full of violence and the sun is completely blocked by the smog over the cities. Diseases are going crazy. After being rescued from Jade, who turns out to be a Dimensional Traveller called Lillith, Larna is told by a female Doctor Steinbeck that the history started to change in 1994 when the New York mayor and her assistant were kidnapped and killed. Parts of their bodies were found in plastic bags all over the city. Their heads were posted to the town hall in large boxes. Larna goes back to New York 1994 and fights with Lillith/Jade again.





The story starts in 2895. Tatania is an Amazonian Female Warrior who was captured on the outskirts of the humanoid underground complex. She was not sent to jail, instead the historian sector leader set her to work in the file room. The story begins with her running down a long corridor trying to escape after she stole the file disc on Larna Fox. She was fired on by a security team with stun beams and was knocked out. The leader of this security team told his guards to take her to his quarters. They do as they are told while the leader of the team goes to return the file to the historian sector leader. After asking a few questions the leader returned to his quarters and got Tatania to get into a slave outfit. She was already wearing a collar of control (Used by Jade in The Violator). When he was finished with her he left the room. An army of Night Ghosts then attacked the complex. These Night Ghosts killed every humanoid they saw and carried Tatania off to their home.

Once there, Tatania is stripped naked and injected with a black liquid. This liquid when injected into a human would turn them into zombies. If injected into any other form it turns them into Ghosts or worse. The liquid this time turned Tatania into Shadow. As Shadow she controls the Ghosts and can do all kinds of magical and mysterious things.

She travels through time to New Arizona 2499 to try and kill Larna. She helps a teenage woman to get away from 2 guys who are raping her. She enters this girl's body and uses her as her vehicle so to speak. One of the guys who were raping the woman Shadow took under her control. She now goes after Larna and nearly kills her. The police save Larna, but Shadow disappeared through time. Before she disappeared in time she went into Bostary

and killed a prisoner, taking over her body as cover. The prisoner was Larna's ex-assassination partner and with her skills Shadow would be able to beat Larna easily. Shadow's mission is to steal a missile and destroy the earth. Larna is forced to go through time after her.

She goes back to the year 1994. Larna follows her closely. Shadow gets herself a job. She uses Alaska Jordan's body as her cover. Larna arrived in a high security laboratory and is arrested. She is taken to a detention cell and is questioned. Shadow however breaks in and steals a weapon. Shadow, as Alaska Jordan, got a job as a doctor in the lab. Once the weapon was stolen Shadow started to look for a way to launch it. First she had to kill everyone who knew anything about the weapon stolen. The creator of the bomb was still alive and at a banquet in Los Angeles. Shadows hired a gang of females to go to the city and hold the banquet hostage. Larna interrupts the plans and is nearly killed. A Warrior sent back by the leader of the Night Ghosts to help Larna kill Shadow saves her. The gang disappears and Shadow manages to escape also. However Jet (The Warrior) has got a device called Holena. It's a hologramafic computer that can track things down to the exact location. Jet travels through time by the use of a time door. A large door appears with blue mist and smoke. When a person touches the mist they disappear. Larna and Jet start the trail of Shadow.

First she tries to escape on the subway system, but after a short battle with Larna on the train she floats off into a sidings area. Jet manages to corner her, but she escapes before Jet could get Larna to kill her.

Next she goes to France. She hides out first in a circus tent, which is a side event for a motor racing event and then tries to escape by speeding out of the Harbour/Marina.

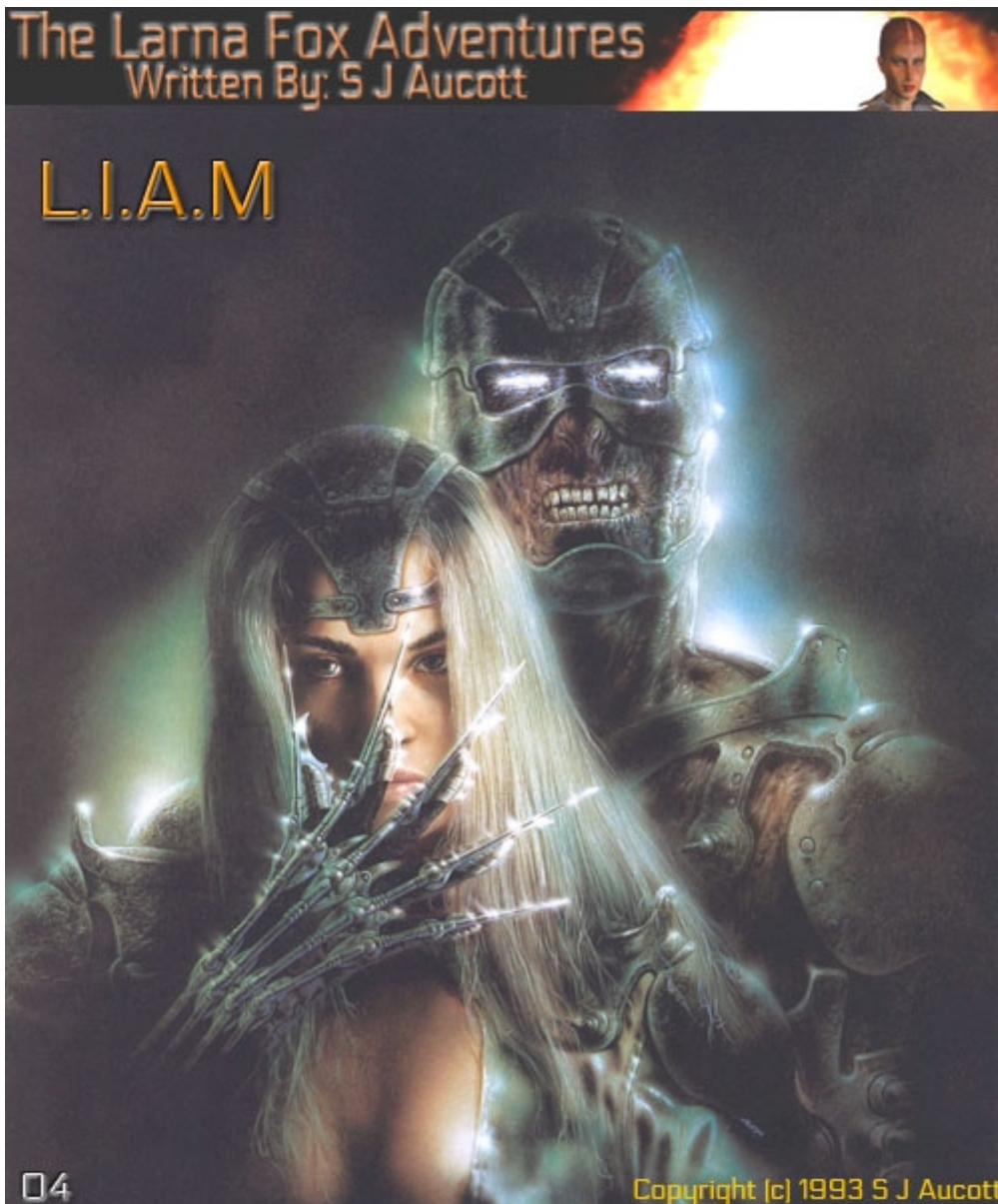
Shadow then visits an Old German castle. This castle has got a party going on in it for a well-known scientist. Shadow is after her. Larna and Jet save her and the three team up.

The fourth place Shadow visits is a Belgian Car Factory. Next, a Danish film set that had been designed like a university. Larna meets Shadow in the form of Alaska in this film studio. The sixth place visited is a Dutch sewer system, which leads to an Air Base.

Shadow; again in the form of Alaska and Larna have a fight in a Waterworks or Hydro-Electricity station in Spain.

Shadow then goes to a Mars colony built under a protection force field by people from New Arizona in the year 2648. They escaped in a rocket before the planet was destroyed again by a Fourth World War.

When Shadow knows that she could not beat Larna on Mars she goes to New Arizona and hides out in Lost Angels. Shadow starts the second phase of her plan. She took the bomb with her and now she lays a trap for the Commander of Police. He falls right into it and when Larna appears with Jet they are both forced to go and take part of the Challenge of Death. They do take part and meet each other in the final. Jet throws the contest away and lets Larna kill him. Larna didn't want to, for the first time since she was raped she found a man attractive. There was no other way though. She returns to Lost Angels to have a final battle with Shadow.



Larna and a Professor by the name of Doctor MacIntyre are watching the testing of a new killing machine. A large Mandroid called Liam (Lethally Instant Assassination Mandroid). Suddenly a bolt of lightening hits the lab and the Mandroid goes out of control. He smashes his way out of the lab and enters the streets. MacIntyre tries to get Larna to help him bring the Mandroid back, but Larna refuses. She soon changes her mind when she sees what Liam is capable of. Liam goes into the city, steals some high tech weapons and goes to a bank. Once inside the building Liam proceeds to murder everyone inside in cold blood. He breaks out and goes on a killing spree that takes nearly 20 lives. Everyone he sees he kills. No questions. Liam is finally cornered in another bank. This time he has taken one hostage. A woman. Larna tries to get her out, but Liam blows the bank up and escapes through time. MacIntyre and his daughter Romany go after him. Larna does not want to go. She says that she is fed up with time travelling and getting her ass kicked. She also says that she has been getting nightmares that Liam will kill her.

It is discovered that Liam kills MacIntyre in China and then disappeared, with Romany. He changes the future. Larna is now forced to go through time by the Commander of Police. He said that it was in her contract that if anyone or anything changed history Larna had to sort it out. Liam goes to several different years and places with Romany in tow as a slave girl. When Larna goes back she saves MacIntyre and now they have to chase Liam through time.

Places visited, the year and what happened:



1. **China:1994:** Hotel Room battle and underground city
2. **Hawaii: 1998:** Fairground
3. **Seychelles: 1992:** Building held hostage
4. **Thailand: 1999:** Athlete kidnapped
5. **New York: 1995:** University Campus held hostage
6. **New Zealand: 1990:** Female Prison
7. **A plane: 1996:** Plane held hostage coming to LA. Liam built second self - Scout
8. **Miami: 1997:** Porno Magazine held hostage. Guards shot. Women locked in rooms.  
Alarm Lasers turned to lethal weapons.
9. **England: 2000:** After the date of the nuclear war.
10. **Washington: 2000:** President's daughter kidnapped. Larna saves president by getting shot herself.



This story starts by repeating the ending of story four, where Liam kills Larna. It is a story about Larna's adventure through the afterlife, in both hell and a brief stop in heaven. It's mainly about the battle against the Grim Reaper which Larna is forced to take for a place in heaven.

Hell is where everyone arrives first. It is a tester. If you survive 24 hours in hell you can go up to heaven and challenge the Grim Reaper for entry. However after a couple of hours in hell you start to get living nightmares. Hallucinations that chase you through the never-ending maze they call hell. If the nightmare captures you, or corners you in the maze it forces you into what the devil calls Hell-Rooms. In these rooms the nightmare that caught you will be repeated over and over again for the whole of eternity. A person will be treated by the same living nightmare. These nightmares could be anything from having a wash to watching chess on television, or going to see a relative, to a physical or mental torture that happened to you while you were alive. Seeing a murder and not being able to do anything, being raped, being mugged, anything.

The battle with the Grim Reaper is very dangerous. If you beat him you get to go to heaven. Lose and it's back into hell with a nightmare of his choosing. These battles can be varied, but are mostly often designed to fit the character of the person being challenged. In Larna's case she is sent back down to earth as a ghost.

She has to save ten people in ten days. The Reaper gets to choose who she has to save. Being a ghost only the victims can see and hear her. She cannot touch a living thing, but if she concentrates hard enough she can touch non-living things, like a plant pot.

The ten people she has to save are:

1. **August 9, 1945:** A little girl in the city of Nagasaki. Larna has to help her get out of the city before it is destroyed by an atom bomb.
2. **August 9, 1880:** In an old western style village Larna has to save a woman who is carried off and killed by Indians. There is also a gun battle.
3. **August 9, 1901:** A girl is in a Venezuelan village when it is invaded by troops.
4. **August 9, 1928:** Dutch East Indies. A volcano erupts. Larna has to help a pregnant woman get out of the area.
5. **August 9, 1954:** Chinese gunboat. Larna has to help a female prisoner held in the lower decks get off the boat before it gets sunk.
6. **August 9, 1968:** Plane crashed into Germany motorway. Larna has to figure out how to get one of the female passengers off the plane.
7. **August 9, 1970:** Same as above except in Peru.
8. **August 9, 1982:** Cafe is bombed in Paris. Larna has to persuade the waitress to leave.
9. **August 9, 1921:** Famine in Russia, Volga Region of Russia. Larna has to help a woman to get out of the area before she dies of disease.
10. **August 9, 1999:** Woman becomes the target of a serial rapist and killer in Britain.



Shadow comes back from the year 3010. She survived the Lost Angels explosion (Adventure #3) and transported herself back to her own time. After a 115-year rest period she decided to act out revenge on New Arizona. She kidnaps the Commander of Police and the President of New Arizona from 2510 and starts causing in the town. One of the officers has an idea. He goes back through time and stops Liam before he kills Larna. The officer asks Larna to go through time to the future and rescue the Commander and the President. She tells the officer to contact her in ten years time. The officer tells her however that she doesn't survive to 2510, she disappeared in 2505. Larna agrees and goes through time to 3010.

New Arizona has gone by that time, destroyed by a mysterious Fourth World War that was attributed to an alien invasion. The whole planet is now called New Genesis. Larna lands right in the middle of the desert, surrounded by three things. An arrow, a mouse and an animal kind of thing. Suddenly the arrow changes into a gorgeous female warrior dressed in an ancient warrior outfit. She explains to Larna what is going on. Suddenly the four are jumped on by a large shadow and the mouse and the animal are killed. Arrow is carried off. Larna then sees an Ice Maiden. She tells her to find Dusk - a Night Ghost. She gives Larna a little verse that she must solve before she wins the battle. The riddle is:

First you shall see Ghosts than Ice  
This shall be followed by a trip through the world  
After Darkness you will find Peace

But to discover what lies after Time is a mistake

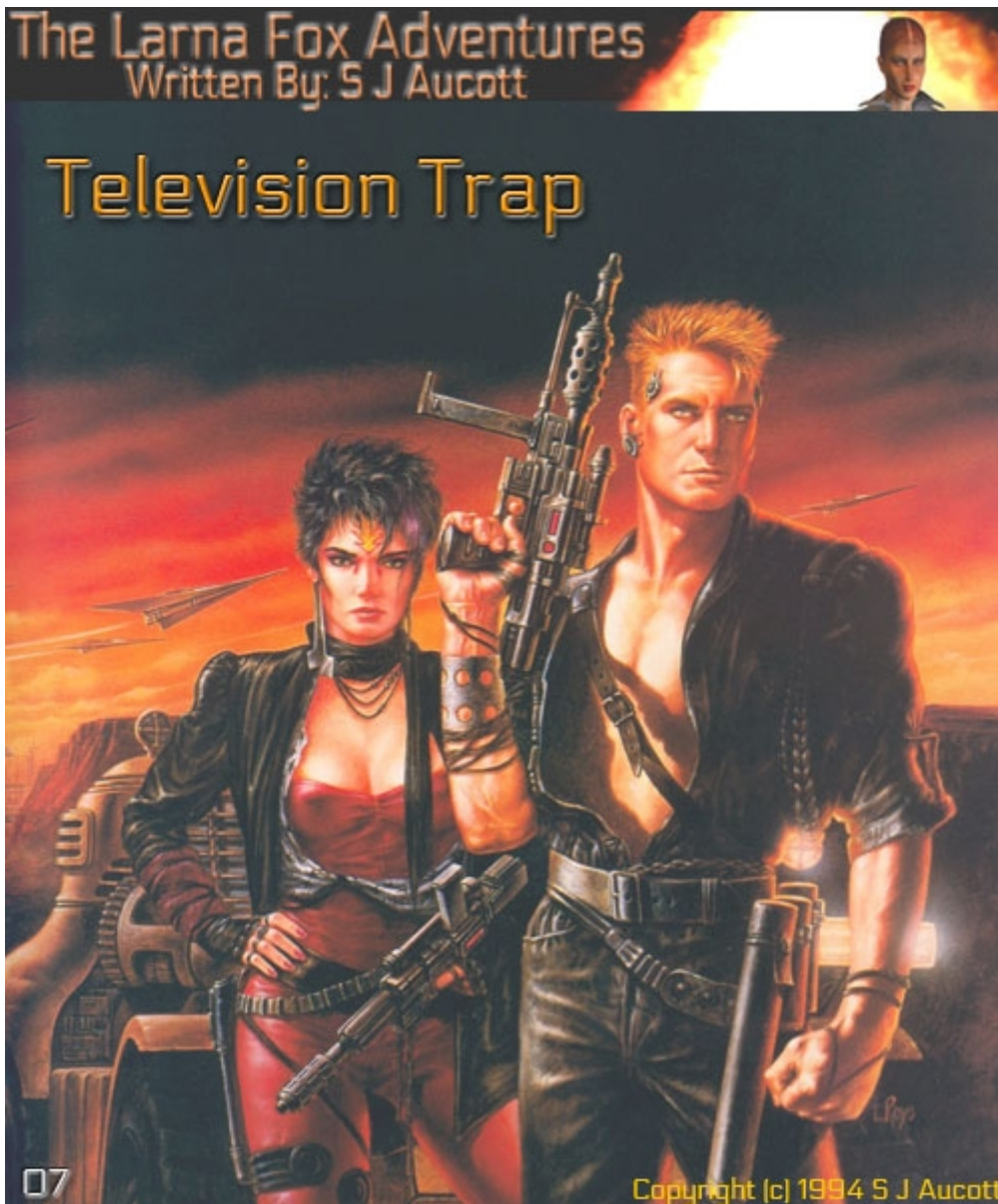
Larna finds Arrow in slave chains in the Darkland caves. After saving her she is followed by both the Ice Maiden, who Larna betrayed to get out of the caves with Arrow, and Dusk, who wants his slave girl back. Larna and Arrow have to fight their way through different areas of New Genesis and they meet all kinds of different people before they get to Shadow.

The different areas and people they see:

- Night Ghosts - Dusk if found - Darkland Caves
- Ice People - Icina (The Ice Maiden) - Frozenatica
- Warriors (Larna knocks a female warrior out and gets her clothes) - Darklands
- Eaters - Jungles
- Trees that come alive - Jungles
- Swampers - Swampland
- Sand People - Desert
- Desert Rats - Desert City
- The Little People - Underground
- Ocean Seakers - Oceans
- Amazonians - Amazonia (Unknown location)
- Cave Mungers - Rockies
- City Dwellers - Old City Ruins
- Office Furniture that come alive - Old City Ruins
- Remoters - No where special
- Electricity current that makes humanoid figures - The Power Zone
- Robots - Automaticon
- A zone where time runs backwards. Raw (Big giant) War backwards, thinks it's Revolutionary Armed Warmonger - The Timer Zone
- Vampyries - Luthos - Darklands

In the Power Zone, Midnight, a Night Ghost helper, is returned to his human form. Sonix a Warrior. When they do get to Shadow, she traps them both and they are imprisoned in her dungeon. This dungeon has been designed not only to bring physical pain, but also pain caused by over pleasuring of a female or male sexually. Larna and Sonix are stripped naked and placed into slave irons. The torture begins slowly. Larna however manages to escape with the help of a capture Vampyries and goes after Shadow.





Larna is walking down the street in a heavy rainstorm that has been created in the New York Section of New Arizona when the Commander of Police comes up behind her. He tells her that there is a new target to be eliminated. Colin Thompson. Colin is a different target. He kidnaps people by transporting them into television programmes. Colin has devised a way of making television broadcasts become reality and he has also developed a way of transporting someone inside the television and so making them live what is on the TV.

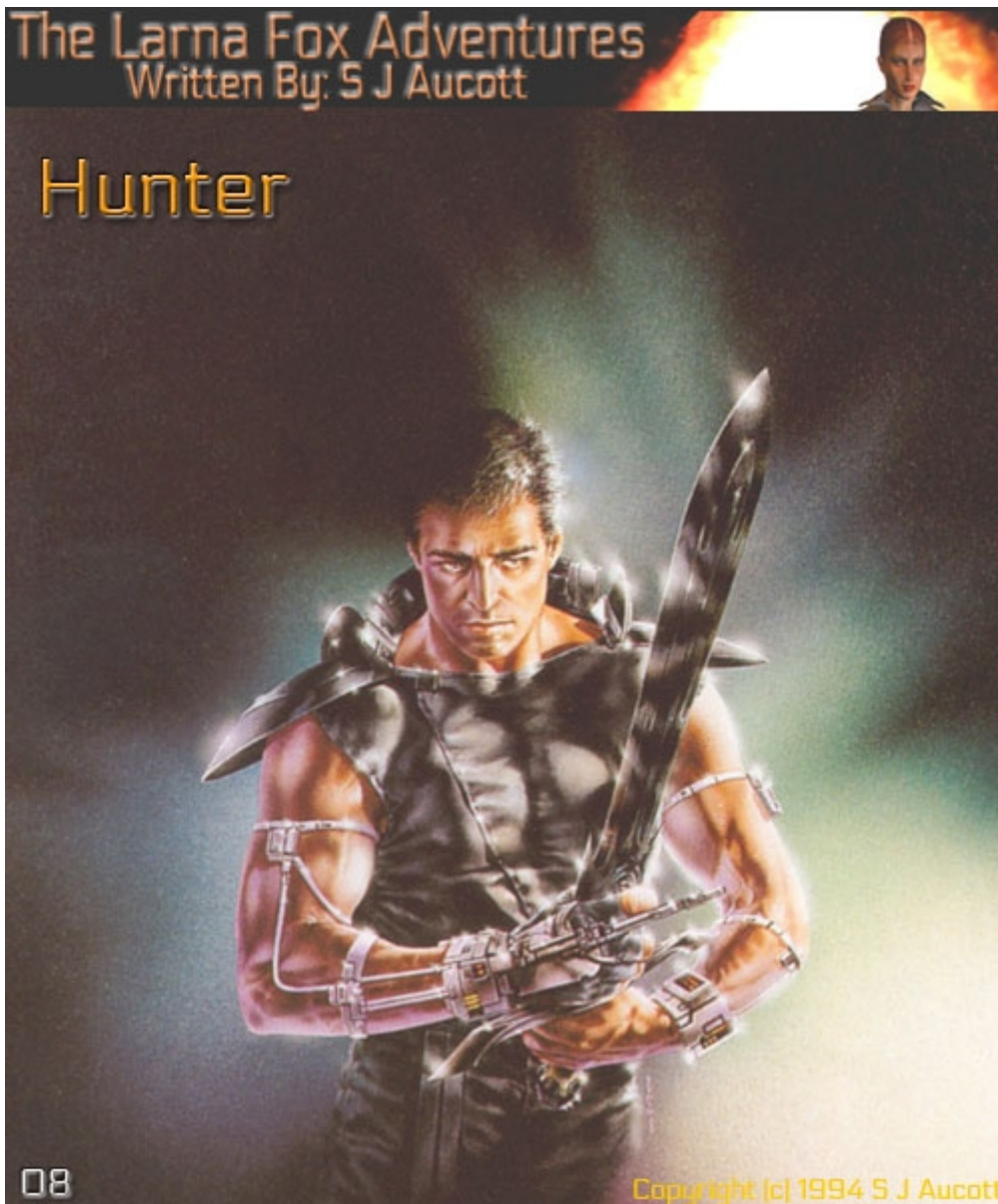
Larna goes to the television shop. She fights with Thompson, and kills him. She then transports herself into the television set to rescue the people that Thompson has trapped inside. Larna's appearance remains the same, but her clothes are simulated to match the programme she is in. Her name is consistent with the programme also.

The television programmes and the people trapped inside them are as follows:

- **Robin Hood:** Larna has to go after Jamie Delve for is in the character of Robin. The Sheriff of Nottingham has captured him
- **Sci-Fi Adventure - Space Trouble:** Paula Duffield is in a character called River. Larna arrives on the same Space Ship floating in space. Together they have to figure out a way to stay away from an alien who has eaten the rest of the humans on board.

- **Mobster's Luck:** Patricia Guthrie is the daughter of someone who owes a lot of money. Larna is the bodyguard of the man who is owed the money. This mobster takes the daughter as payment for the debt. Larna makes sure that Patricia is not hurt.
- **Western Horror:** Skeletons come out of Boot Hill cemetery with guns. They kidnap Willy Entwistle and take him to the graveyard. Larna comes to his rescue.
- **Ghostly Love:** Martin Gardener arrives on a desert island with a strange stately home in the middle. This house has a ghost (Larna). Larna becomes real when Martin kisses her. She then has to protect him from the pirates.
- **Killer Toon:** Animation. Chased by a killer cartoon character. Larna is seen as detective who tries to save Laura Lawrence.
- **Plane Trouble:** A plane crashes into a jungle full of dangerous killers and tribes. Larna has to try and stay alive in the jungle while protecting Tony Langdon.
- **Safari Adventure:** Michelle Holmes is seen as the daughter of a murdered man who goes to the deserts of Africa to see how her father was killed. While she is there revolutionaries kidnap her. They take her into the desert to make her into one of their harem girls. Larna has to see that no harm comes to her.
- **Race Against Time:** Scientists in a race to stop the nuclear bomb. Simon Holden is seen as a scientist who is held hostage by a gang of people who want the bomb to go ahead. Larna is seen as a cop who tries to save him.
- **Vamps:** Aliens invade earth and take humans as slaves. They attack a film crew staying at a hotel built over their spacecraft. They take people below ground by using special collar with spikes all around it. They are then hung in suspended animation while their blood is slowly drained from their bodies. Larna has to save Diane McAughtrie.
- **Computerworld:** A future adventure where Larna meets a band of people trying to stay ahead of the computers who now run the planet. Computers kidnap women by using slavers and use their bodies to reproduce other androids. Sharon Scott is trapped and taken as a slave.
- **Physco Cop:** Larna joins a street gang to try and stop them killing the mayor and his daughter. Declan Shearer replaces the mayor.
- **Pirate Adventure:** Larna arrives in a boat on its way to a prison island to rescue a Pirate Captain. Richard Wakenshaw is seen as that Captain. Larna enlists the help of a pirate crew to get him out.
- **A Bus Ride To A Big Town:** While on a journey in a new high tech bus there is an earthquake and the bus disappeared through the crack in the ground. The passengers find themselves in a land of giant people. Larna has to stay close to Davina Lowe in the programme.
- **Turbo Kid:** Larna has to get to Thomas Aitchison before an alien invading force from another dimension does.
- **Eaters:** Larna discovers that the teleportation of the victims to get them home has been sabotaged. Thompson had looped the home button on the teleporter to send them all to this programme. Larna has to enlist the help of Amanda Watson to get them out, and send them home.

Larna teleports them all out, including herself. But, something goes wrong. Colin Thompson traps her.



The story starts with Larna giving a presentation to a number of police cadets in a new space station high above the planet's surface. One of the police cadets is Hunter. Hunter knows everything about Larna. He has got both a crush on her, but he also seeks revenge. Alaska Jordan, Larna's ex-assassination partner, was Hunter's sister. He saw what Larna did to Alaska and now wants to pay her back. Hunter comes up with the perfect solution.

Larna is chased through time and various places that she has visited before by Hunter who wants to kill her.

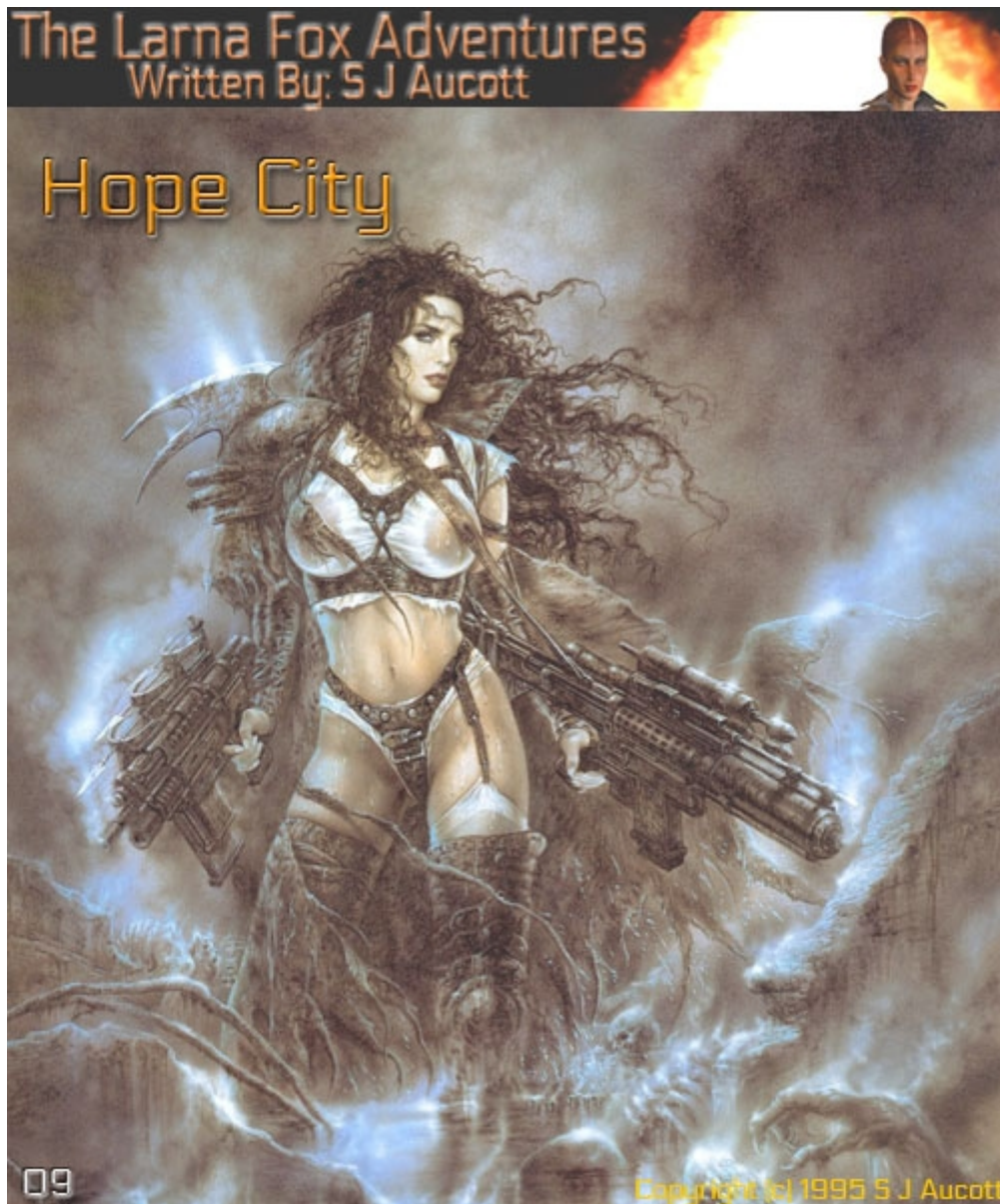
Places that Larna re-visits are:

1. **February 13, 1992** - Dallas+Miami - Natalie Beaumont - Larna gets caught up in the investigation into the murders of men at a strip club.
2. **August 24, 1989** - Washington - Susan Ward - A gang is kidnapping teenage girls off the street. This gang takes them to multi-millionaires' house and they are locked in a room. They are drugged and abused. This abuse is getting them ready for their starring role in a pornographic movie. Their first and last starring roles are them being stripped naked and abused, on film. They are then killed. It was the latest craze at the time. Snuff movies.



3. **July 25, 1993** - Italy - Annetta Capatoni - Larna finds that another Mafia boss who is trying to force Annetta's father into giving up the battle against him has kidnapped Annetta. Larna has to try and stay one-step ahead of Hunter, Annetta's angry father to try and find Annetta.
4. **August 30, 1989** - Singapore - Rebekah King - Story about the Belfast Child i.e. children being kidnapped from all over the world and being taken to Belfast. Larna joins Sheena McFaul and Rebekah to find out what is going on. Hunter trails her.
5. **July 30, 1990** - Canada - George Greenham - There have been a number of murders committed, running in Alphabetical order of names.
6. **April 30, 1998** - Hawaii - Teresa Beaumont - Kidnappers took several teenagers, whose partners are wealthy people in Hawaii, off a boat. Larna joins in the search.
7. **January 27, 1995** - Belfast - Grade 'A' Killer is killing students with 'A' Grades is the story at the background of the final chase between Larna and Hunter.

The final confrontation with Hunter is in a dock side warehouse in Belfast. Before Larna can react and shoot Hunter, Hunter hits Larna with a mind-erasing ray. Larna fires her laser gun and the story ends with the warehouse going up in flames and exploding.



The story starts in New Arizona 2506. A man by the name of Montgomery Tormaine is looking for a wife and a mother with whom he can have a son. His first wife was murdered by an assassin's bullet meant for him. He has chosen Larna Fox to be his wife against all the advice of his assistant Lenon. They have a slight problem however; Larna hasn't been seen alive since Hunter sent her through time. Lenon searches through time and finds her. There's another problem they discover now. Larna has got permanent amnesia and cannot remember anything, even her name.

Tormaine wants her the way she was, full of fighting spirit and goes back through time. He goes back to just after the explosion in the warehouse at the end of the Hunter story. He picks Larna up off the street before the police picked her up and took her to the Everglade Recuperation home. They take her back to Fontana where they restore her memory to what it was before Hunter hit her with the ray. When her memory is restored Larna is forced to become his wife and have his children. The police find she's back and give her orders to kill Tormaine. She tries when they are about to have S.I.C., but fails. Tormaine orders that her memory should be changed so that she can only remember being his wife. To avoid this Larna jumps through a Time Portal that appears behind her. This Portal sends her to the year 10,076.

Larna finds herself being worshipped as the Goddess Mathilda of Hope, Peace and Justice. Her old archenemy Shadow, who is calling herself the Goddess of Doom and Destruction, is back, after being returned to the time line by someone called the Time Guardian. With the

help of an old face, and a new friend, Larna must quest for the seven Stones of Utopian Creation and the necklace that they fit in, to stop Shadow from claiming control of the new kingdoms of New Genesis.

The names of the stones are as follows:

**The Daffodalon:** This is yellow. They say it can make things grow, because it looks like the sun. However it can only do half the job, it needs the Emerald Stone with it. This should have been found in Hope City. However, Lucifera had stolen it from the city and taken it to her palace in Lipolina and Rhore City.

**The Barkintan:** This is brown and makes the earth. This is located in Rhore City, along with the stolen Daffodalon, in the palace treasury.

**The Velveta:** This is blue and is said to control the flow of water. It is found in an underwater city (Lake City) in Catalonia and is guarded by sharks and other sea monsters. Protected by a swim underwater through an underwater tunnel and shoots, like at the swimming baths, that goes to a large storage of water where the stone can be found.

**The Emerald:** This is green and is said to help the Daffodalon Stone to make things grown. This can be found in Jungle City in Terriocotic, a section ruled by men, in which women are merely slaves. This tribe protects the stone, which is protected by a bar going across a raging river and a long tiring climb up a rope to the tree house where the stone can be found.

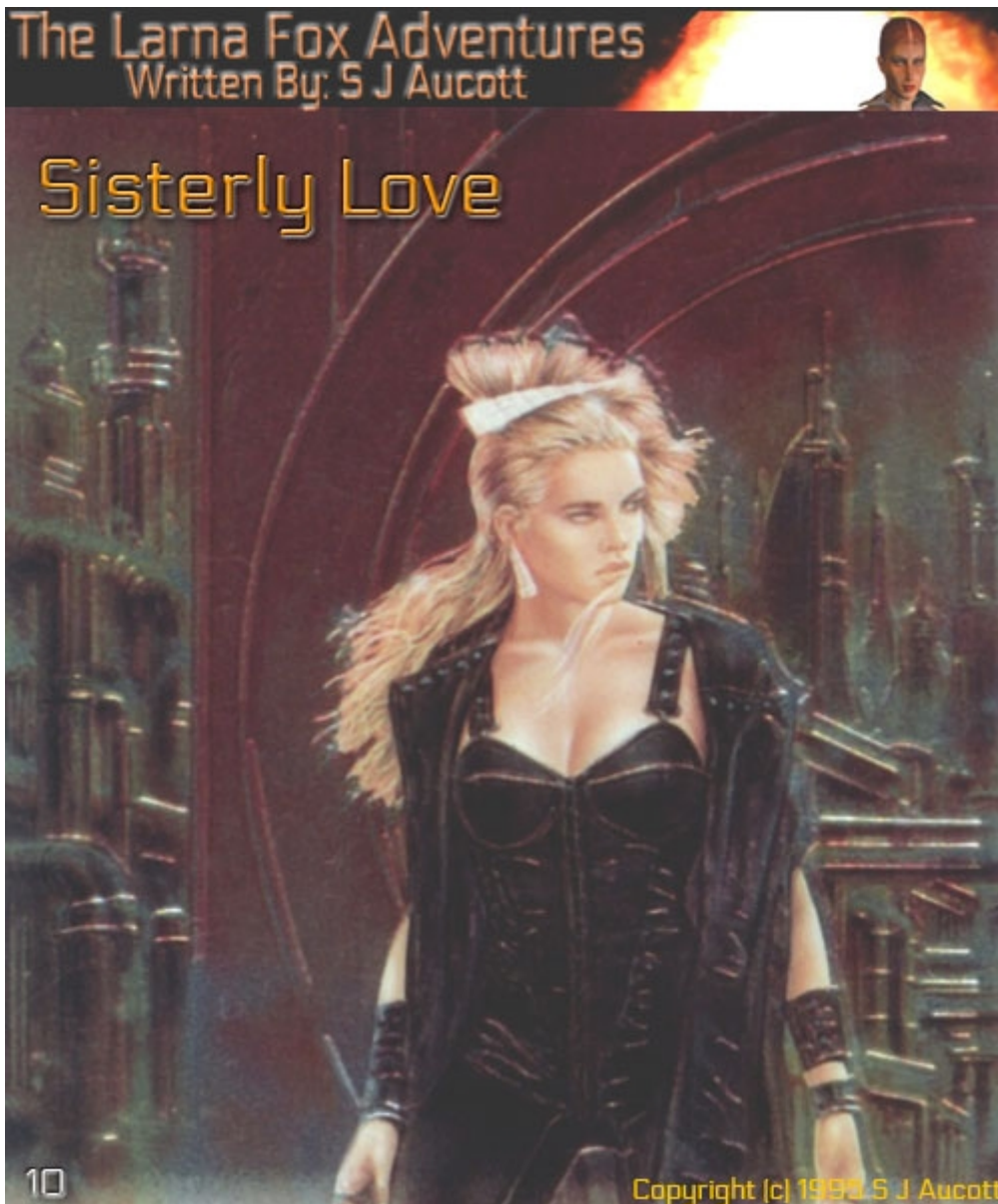
**The Necklace:** This is a band of gold with holes for each stone to be put in. It is found in Mythalona in Dream City and a tribe of Amazonians, the rulers of Mythalona, protects it.

**The Poppiat:** This is red. It can bring people back to life if they are killed. This stone is to be found in Dromonas, especially Battle City the capital. It is protected by a large gorge that looks impossible to cross. There are also several other features to protect the stone including a false floor and an old rope bridge.

**The Tarmacision:** This is grey and makes the rocks. This is found in Grave City in Anthromena and is protected by an Army of the Dead.

**The Glaciatican:** This is clear and makes snow. This can be found in one of the ice caves of Ice City in Zerotansula and is guarded by a snow monster and a yeti sort of creature. Protected by a toboggan run and an ice passage that is hard to stand up in.

The story ends with Larna re-activating the Time Portal in Hope City.



Larna steps out of the Time Portal door to a sight that is strange to her. She finds herself in Brisbourny, walking out of a Time Portal being built by a very clever, and bitter young woman. The woman explains who she is. Her name is Lauren Delaney. Larna immediately recognises the name. Shadow told her that she had a half sister, her father's mistake with another woman, in Adventure Three. This was her half sister. Lauren flips when she hears Larna's name. She runs through her the Portal she had been building, swearing that Larna's grandmother, on her mother's side, will die. Instead of transporting as herself in time, she was transported into someone in history, and appeared as that person. Larna decides to go through the Portal as well. After making several adjustments Larna steps through, following Lauren closely.

Lauren has traced Larna's grandmother, a woman by the name of Vienna Rose to four different locations in four different years. She plans to make sure that she is eliminated in at least one of the four locations.

The four locations, dates and places are as follows:

**October 20, 1995 - Hamburg, Germany:** Vienna is working in a club as a dancer. She was hired at first as a waitress, but Vienna, wanting to be an actress, like most young 20 year old girls, has worked her way up to doing seedy dances in the back club. At the present moment it time she is dating the owner of the club. The owner wants to take things a little further with her. Further as in hiring her out on dates with guys, paying serious money.

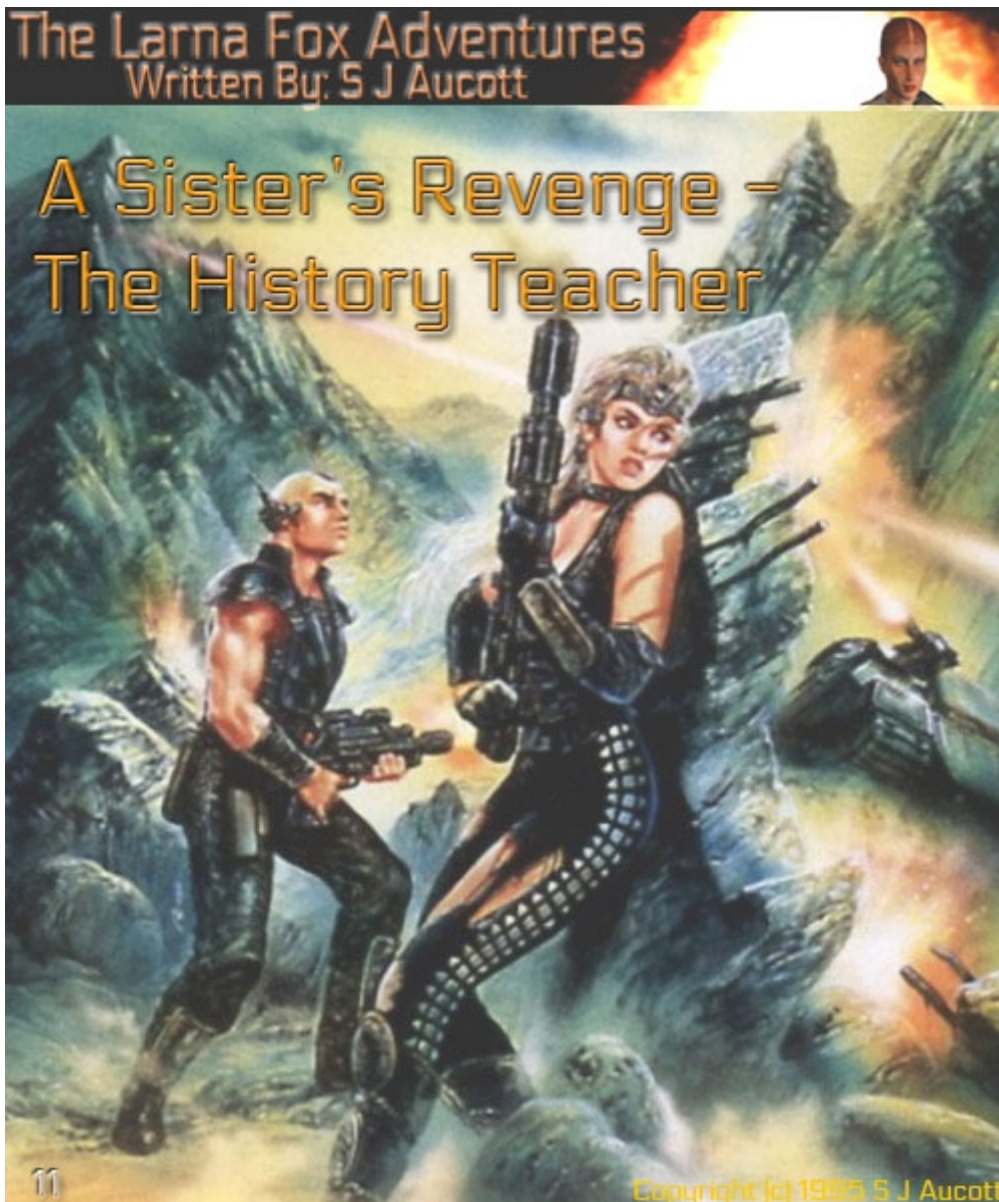
Vienna agrees. One man tricks her. Lauren is this guy's wife giving the instructions in the background. Larna arrives too late for the club scene. She must try and enlist the help of a leader investigative reporter to help her find Vienna, and stop Lauren.

**April 3, 1996 - Perth, Australia:** Vienna in a way has got her wish. Larna had arranged for her to get a record artist to listen to her sing. She's hired. Vienna is currently on tour in Australia, selling her latest single by going on various chat shows and teenage problems of various sorts. There's a problem. Vienna's bodyguard was killed while protecting her from a crazed fan. She needs a new bodyguard. Two people go for the job. Lauren, in the body of a big bouncer type. And, Larna. Who has to go as herself. They're both hired. Larna needs to try to keep Vienna away from her other bodyguard, without making it look too suspicious. To complicate things, Vienna has got a thing for the bodyguard Lauren is inhabiting.

**May 15, 1997 - Los Angeles:** Vienna has finally got her wish. She's an actress. However her hopes for the film are little too big. It turns out to be a pornographic movie, with her being the lead star. The director had seen her dancing in the Hamburg strip club. The man interested in Vienna in Germany is back. He was released from prison due to insufficient evidence. He wants to get back to his relationship with Vienna. He starts sending her letters, flowers. He starts stalking her, following her wherever she goes. Vienna's agent hires a private detective to deal with the situation. Larna intercepts the PI and takes his place, after paying him a substantial amount of money to cover lost earnings as he called it. Larna does not know who Lauren is. Lauren turns out to Vienna's best friend, who advises her, wrongly as it turns out, to go and see this nice young man who has been sending her flowers.

**June 17, 1998 - Vancouver, Canada:** Vienna has moved to Canada, trying to create a whole new life for herself. Her boyfriend turns out to be her future husband, and father to Larna's mother. Lauren changes the past and there is nothing that Larna can do about it. She kills the boyfriend, while kidnapping Vienna. The pair of them was out on a date, when Lauren and her rapist partner, kidnapped Vienna. The rapist is trying to create his own collection of women in the basement of his house. He has three, but wants more. All three women are locked in the basement, suffering all the tortures that the rapist wants to deal out to them. He wants a woman that cannot say no. Larna realises that the only way to get Vienna out of this is to go to the police. She starts helping a police detective to find the rapist. Even going to the final lengths of acting as bait, trying to lure the rapist out.





A teacher by the name of J B Stiles is up in front of the Education Committee accused of raping a female student. The student claims that she was asked to stay behind to do some work. Instead of doing the work Stiles raped and assaulted her. Stiles denies it, but he is found guilty and fired. He goes crazy, wanting to prove his innocence.

He storms out of the room and meets a woman waiting outside. The woman is Larna's half sister Lauren Delaney. Lauren suggests that Stiles goes back in time to kill the girls parents, then he can never be accused. Stiles likes the idea and both Lauren and Stiles transport back in time thanks to Lauren's Time Portal to kill the parents of the girl accusing him. Larna, who had just stopped Lauren from kidnapping Peter Fox - their father - tracks after her half sister once more. The pair goes back and kidnaps Francesca De Caskey, the girls' mother, from a restaurant in Hawaii.

After a brief encounter in Hawaii, Lauren and Stiles escape, with Francesca, and once back in New Arizona they lock her into a holding room. Larna tracked them down, but before she could rescue Francesca and stop Stiles taking control of Lauren with a C.O.C., a freeze ray froze her. Stiles was now in control. He forced all three of his prisoners to go back in time. Transporting Larna and Francesca into the bodies of insignificant people and Lauren and himself into people with power. They travel through eight different time zones.

The places that are visited are as follows:

**Europe 1076:** On a religious pilgrimage through Europe, a gang of outlaws attacks the bands of travellers. Stiles and Lauren carry off Francesca. Stiles wants to take Francesca to a monastery to marry her. He has fallen in love with his prisoner. Larna tracks after them to try and stop them. Lauren, who was once under the control of the C.O.C. is now free of it, and determined to pay Stiles back for what he did to her in the future.

**South America 1525:** Sun tribes in the Aztec Region believe that a sacrifice to the Moon God will keep their god happy. They capture Francesca while on a hunting party. Stiles was the leader of this party. They intend to sacrifice Francesca. Stiles tries to stop it, but is beaten and locked up. Larna tries to stop them, but is betrayed by Lauren. Who, in turn, the chief of the tribe betrays. Larna faces a battle of skill, with only one chance to save Francesca.

**Italy 520:** Francesca is a slave. Larna is the bounty hunter who has caught her. Stiles and Lauren are part of a travelling caravan who arrives in the same village that Larna and Francesca are. Francesca is bought by Lauren and, as part of Lauren's payback on Stiles, is framed for a murder. Larna challenges Lauren to a fight of honour. Lauren sends Francesca back to the future, trapping Francesca in a stasis field, giving them the chance to escape before the fight.

**Egypt 1300BC:** Pharaohs. Larna is captured, along with a rebel spy group, and taken to a dungeon. Lauren and Stiles start their romance and - when believing that Larna would be trapped - leave through the Portal. Unfortunately for them Larna has other plans.

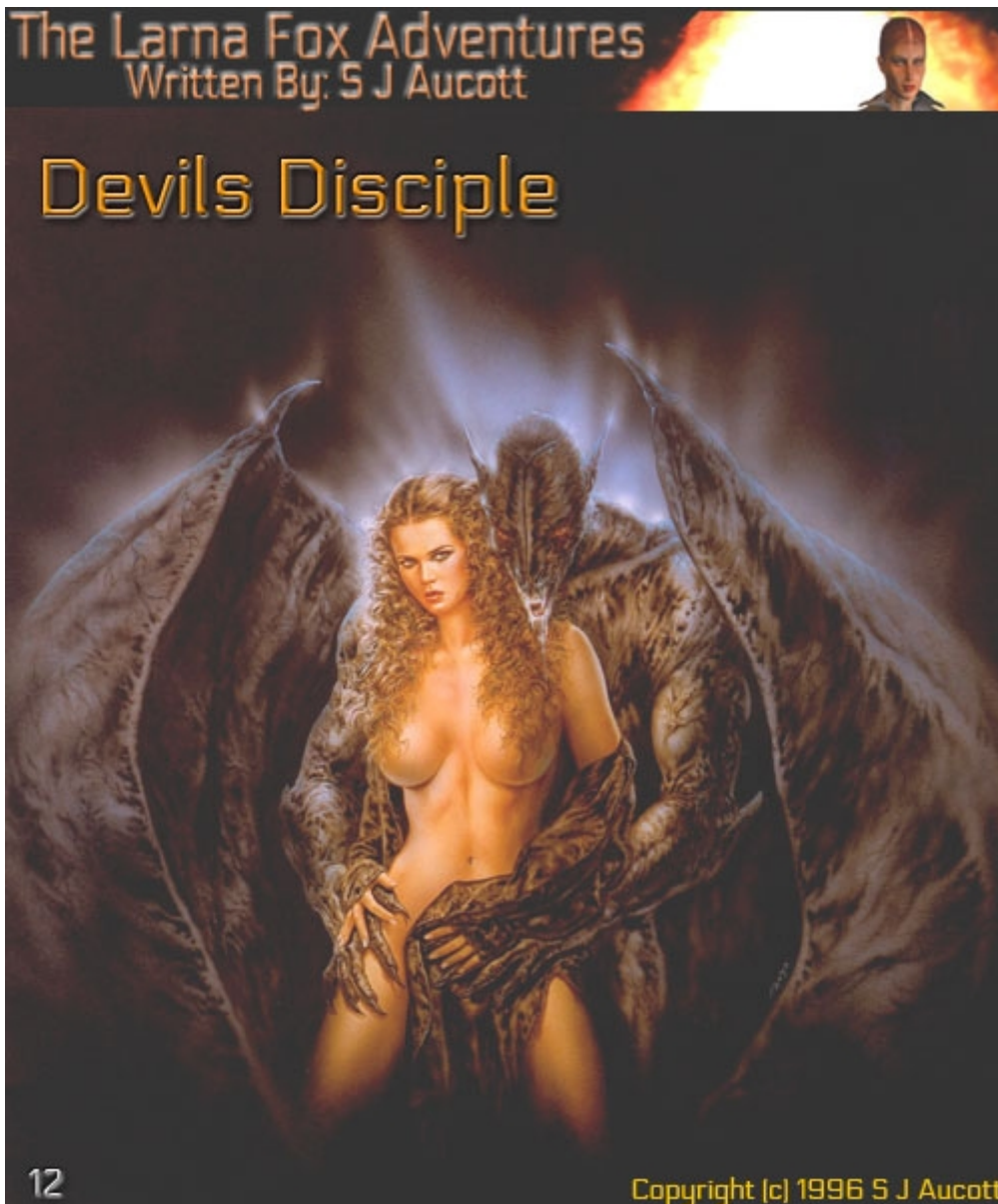
**Europe 376:** Goths joined forces with Roman emperors to fight off the Huns coming up behind them. Lauren and Larna are prisoners in a Roman slave wagon. They are trying to sell slaves to raise money for a battle with the Huns. A Huns raiding party break up the plans. Larna again faces a fight with an awesome opponent. Lauren and Stiles leave before the end.

**Spain 1811:** Larna is caught in a village being used by French Troops in the Peninsular War. Before Stiles can really torture Larna, the village is attacked by British Troops and the British capture Stiles. Larna feels that it is payback time. She beats up Stiles, and when the British find Lauren, Larna uses her to get at Stiles. Larna leaves just as the British are raping Lauren. Stiles manages to get to the Portal as well, but Lauren does not reach it. It disappears before she ever gets the chance.

**New Mexico, July 16, 1945:** Larna and Stiles are trapped together - arrested as spies in a top security area in New Mexico, just before the first Atom Bomb was exploded there. They have got only a short time to get out. If they are still there when the bomb goes off, it will have drastic effects on the Time Portal. They could be sent anywhere. The Time Portal Control band has been taken away for examination. Larna leaves Stiles to rot as she goes off to get it back. Larna escapes, but there is no sign of Stiles.

**Canada, July 4, 2000:** Just before the Nuclear explosion, Lauren is back. She managed to get to the Portal this time when it appeared in her time. When Larna activated the Portal it appeared in both times - giving Lauren the chance to get to this time with Larna. A rapist and murder that has just escaped from prison kidnaps Lauren. She is forced into helping this killer kidnap other victims to satisfy his urges. Larna, who feels that she needs to make it up with Lauren, goes after them to try and get Lauren free.

Larna manages to escape the rapist, leaving the double-crossing Lauren with the rapist. Larna teleports back to Brisbourny, where Stiles tries to finish Larna off once and for all. He fails and Stiles teleports back into history. Larna quickly transports Francesca back to Hawaii and destroys the time portal, trapping both Stiles and Lauren in the different times. Or so she thinks.



When Lauren comes through the Portal battered and bruised she is taken to the Freedom Space Station. Aspel and Larna are told about the event and go to investigate what happened. While they are there Prophet Damien Lucifer attacks the place. He kidnaps Lauren. Larna goes after Damien to his 'Church' hidden deep in Bostary Prison. Damien has been recruiting Zarr's for his religion. Damien is crazy, devoted to the anti- Christ. No other religion is considered good enough. Damien sees the Devil as the all mighty powerful one. He wants to recruit children to his cult. Lauren was the first, because she is already most of the way on to the dark side, with revenge dominating her heart. A Spinal Pain Tap is being inserted into the back of her neck, right at the top of the spine, as Larna finds the hidden Church.

Larna tries to kill Damien, but he is surrounded by a force field that he calls the fire curtain of Lucifer. All it is an invisible bodyshielding. Larna needs to find a way of deactivating that field before she can kill the men. Damien has also designed something called an Esambo, 'Electrical Stun And Manipulator of Brainwaves Operator'. It can send out a large electrical beam that shocks the target and stuns them for a few minutes. It can also be used to control people's brainwaves, especially if their thoughts are dominated by evil, like revenge, jealousy, anger or hatred, and command them to do anything that Damien wants.

Damien disappears through time, with Lauren as his new disciple, using the Portal that Lauren helped him build from her original plans, which Lucifer stole, from her computer via hacking into her system before it exploded. They can travel back to where and whenever



they want and do whatever they want while they are there. Larna has to follow him, try to stop the mad man from creating a time wide cult of devil worshippers.

The places Damien goes to are as follows:

**New Arizona - May 17, 2427:** Damien goes on a scouting mission through New Arizona and ends up kidnapping Larna's mother and father. Larna now sees the image that Shadow projected for her in Lost Angels (Story #3). She saw that she killed her parents by telling them the wrong STC number in a hurry to get them away from Damien.

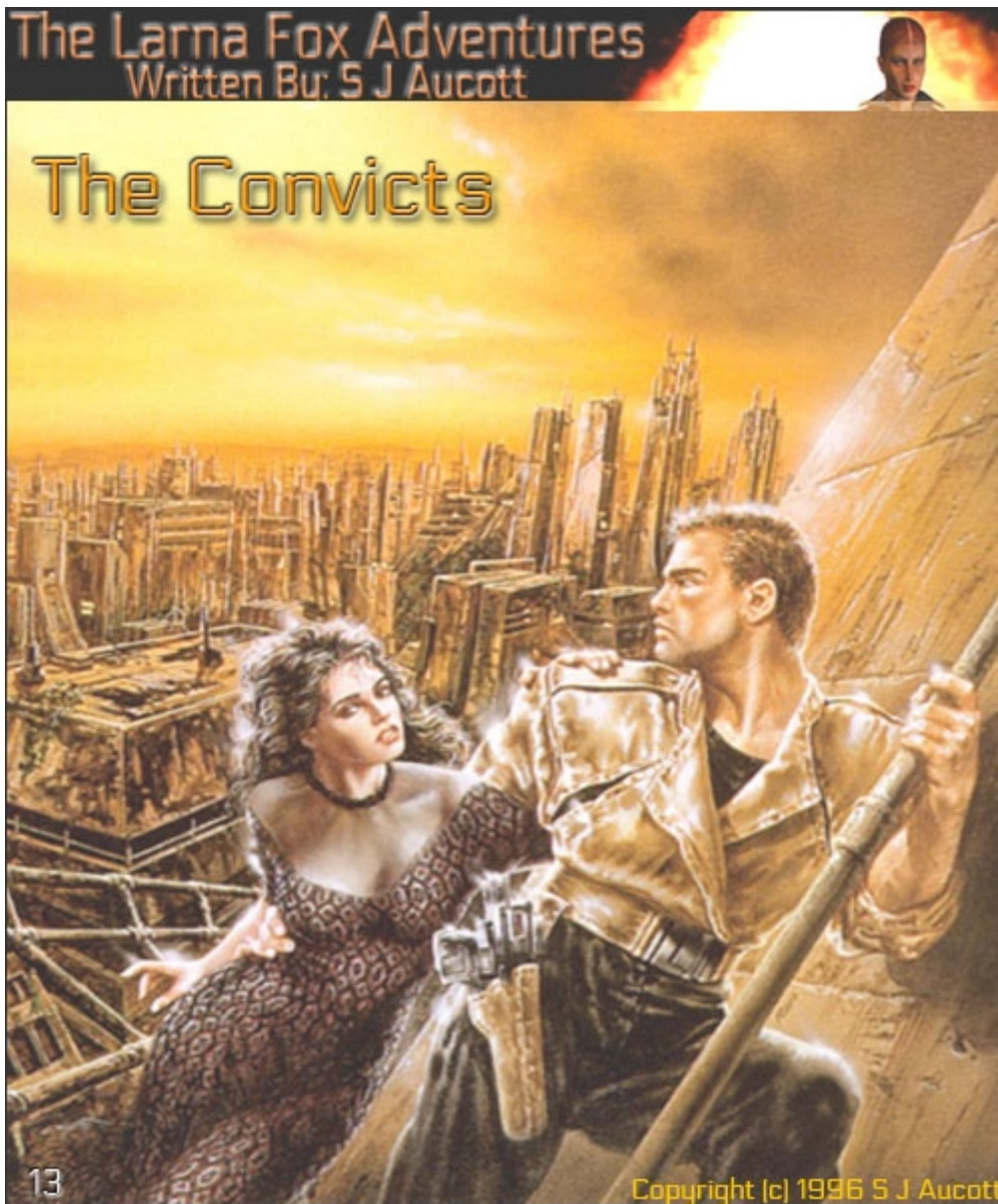
**Japan - July 31, 1996:** Damien goes to a downtown section of Tokyo and starts to make prostitutes murder their clients. Larna has to try and understand the language and help a Japanese Police Officer to find Lucifer before the murders take over the city. Damien then goes on to take control over women's minds, bringing them to him so that he can 'enjoy' their company. Lucifer disappears to Australia where he has a large mansion. He kidnaps a woman and holds her hostage inside the mansion, trying to turn her to the dark religion. Larna has to try and save this woman without the help of any police.

**South Africa - June 30, 1997:** Damien uses his power to make black people kill white people. The country started to head back to what it was with the Apartheid rules. Whites fearing blacks. Whites beating blacks. Damien watches with interest as he starts to destroy a country. Damien does not care. His master has instructed him to command the evil forces of the planet. That is what he is doing. Larna cannot stay out of his way for long. A gang of blacks turns her upon.

**Canary Islands - December 1, 1997:** Damien makes the people of on a wild rampage, covering his plans to steal all the money from the bank on the main island. Larna sees right through his plan, but cannot get the help of the police because they are too busy trying to save their own lives. The island people have become like zombies, under the power of Damien's Esambo. He starts to island hop, leaving Larna one step behind every time.

**New Orleans - July 4, 1992:** In a Independence Day parade Damien sends all the spectators crazy, making them attack one another, and starting the biggest riot in the cities history. Again using the confusion for cover, he kidnaps three women and carries them off to a secluded spot. Damien gets Lauren to do his dirty work. Lauren is now so scared of him that she would do anything for him. Damien abused her frequently. She was starting to hate him, just as much as she hated her half sister. Lauren has been ordered to kidnap teenage girls and bring them to Damien, while the confusion of the riots is still keeping the police preoccupied. Larna, used to the plan, must try and find a way of stopping the Prophet Of Evil.

**New Mexico, America - July 4, 2000:** Damien transports inside the nuclear missile site. The site which launched the first nuclear missile against Russia. He launches the weapon. Lauren finally comes to except Larna as her sister and friend when Larna saves her from Damien's unwanted sexual attentions. However, there is no time to transport out. The story ends with them all seeing a large flash of light. The nuclear explosion.



Things start off a little crazy in this story. Just as the nuclear explosion was about to burn through the missile site control room, a light door appeared at the far side of the room. Larna was dragged from the missile site through the door by three strange machines. She found herself coming through into another sort of control room with a Portal framework in it. She has no idea where she is. The machines were given orders to remove Larna's clothing. Larna resists and jumps through the Portal. She finds herself now in woodland. A gang of men, dressed in primitive clothing, then surrounds her.

The men tell her that she is on the planet Slaronia. An evil race called the Loretis attacked the planet. They captured the living quarters. The men were sent out into the wastelands to do battle against Strike-Clones sent out to exterminate all humanoid life in the wastelands. The women were kept in the living quarters. The quarters were turned into a farm. A breeding farm where the Loretis impregnate the Slarone females with Loretis DNA to keep their people going. The Slarone females are free to go wherever they like in the living quarters, but they are permitted no belongings of any sort...even clothing. All the women above twenty-five were killed. The ones between fifteen and twenty-five were operated on. A fertility monitor was implanted into their bodies...when the light turns green on the indicator attached to her naval, it means she is ready for impregnating.

Larna helps the men get to the farm and get inside by being captured herself. One of the men, 223-M had a girlfriend inside the complex...her name was 675-R. They did not have names...just number identifications. 675-R had disagreed with her masters on a fifteen-

year-old woman being impregnated. She had been sentenced to a double pregnancy. Larna helps 223-M and 675-R to escape the farm. Larna calls them Rhonda and Marcon to save confusion with numbers for names. They all transport through the Dimension Portal back to Earth. The Loretis masters are not happy. They call in a pair of bounty trappers to chase after the three escapees and to kill Rhonda and Marcon before they say anything.

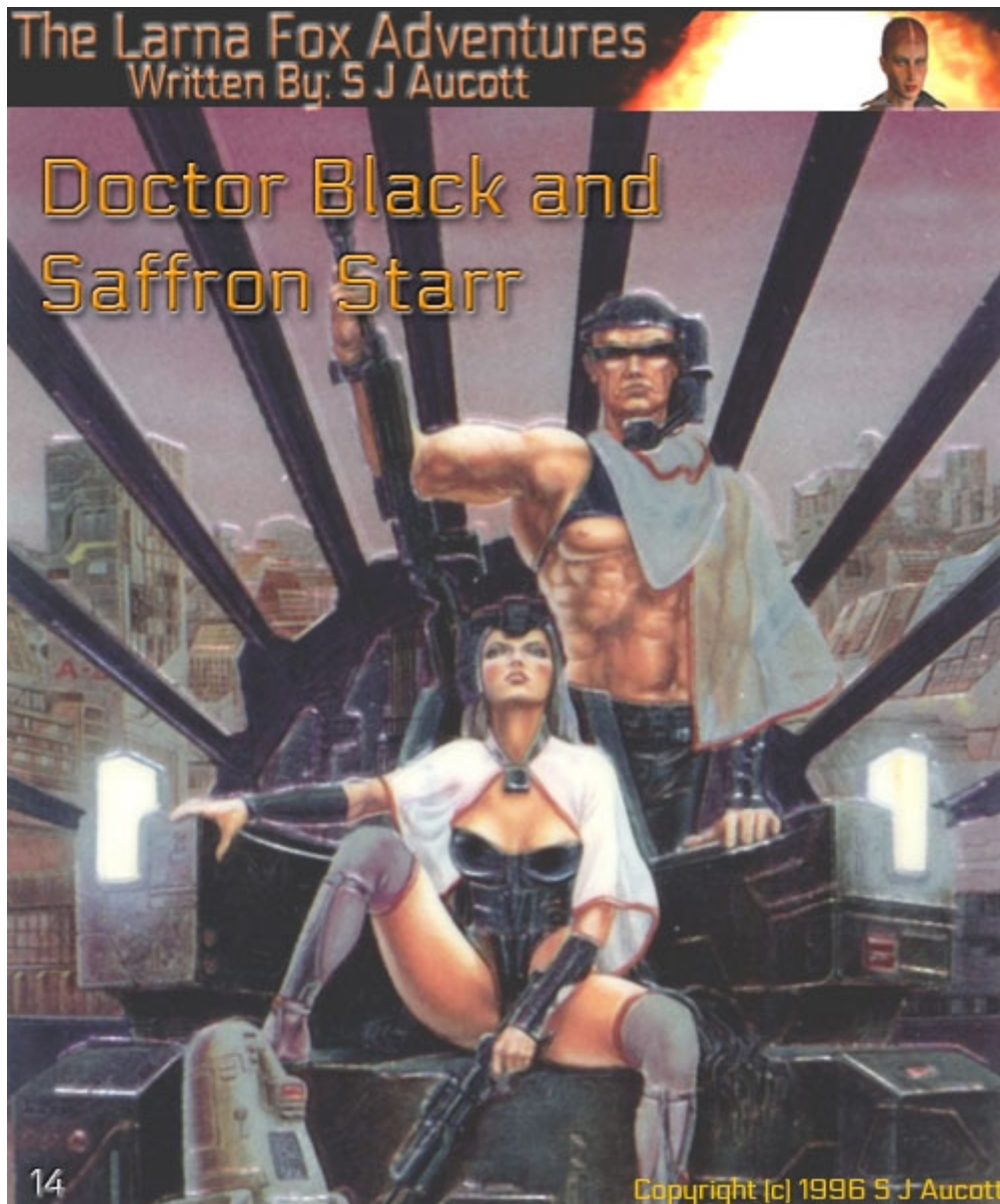
Bounty trappers are like bounty hunters. The only dimensional Bounty Trappers were a partnership called L and J. L and J were Liam and Jazz. Liam managed to escape from the ice lake in the year 72043. Liam meets up with a Dimensional Traveller, Jazz, who is after the killer who killed his sister, Jade. Together Jazz and Liam form an unbeatable team. They cannot wait to take their revenge out on Larna Fox.

When they arrive on Earth, Rhonda arrives in a different place to Marcon and Larna. Rhonda arrived in Northern Ireland 1995, while Larna and Marcon appeared in Scotland 1995. Liam and Jazz both arrive in Northern Ireland to trail after Rhonda. Rhonda makes friends with a bank manager after stopping an armed robbery at his bank. He takes advantage of Rhonda simple nature and rapes her after getting her drunk. Rhonda leaves very upset. Jazz and Liam go around to the man's place and kill him after gaining the information they require. They trail Rhonda through Belfast and finally catch up with her in a nightclub. Larna manages to escape, but the two bounty trappers capture Rhonda and Marcon. They know they are being paid to kill Rhonda and Marcon, but they want to eliminate Larna. So they keep the two Slarones their slaves by placing a C.O.C. around their necks. This plan of action, they think, will bring Larna to them.

Larna realising that she cannot defeat Jazz and Liam on her own befriends a Private Investigator. His name is Hunt Faulkner. Larna realises very quickly that Hunt will have a number of important contacts. So, Larna goes with Hunt back to his home base of Scotland to try and stay away from Jazz and Liam, while figuring out how to save the Slarones. Liam and Jazz follow after her, bringing Rhonda and Marcon with them.

Larna, being unable to travel through time because of a Thala malfunction, must find a way of staying away from Liam and Jazz, while trying to come up with a plan to rescue Rhonda and figuring out a way on how she can get back to the future. Larna, on Hunt's request, goes undercover as a student at a Scottish University. Hunt goes back to his office to start the hunt for Rhonda and Marcon. Jazz and Liam followed Hunt and take him hostage. Larna begins to wonder if she is ever going to get away from the two bounty trappers. During her time as a student she has to uncover an arsonist. Talk someone down from committing suicide. A petty thief who steals from his fellow students. And has to find out how a student was killed during a day out. There is also the problem of finding a drug dealer.

Larna figures all of these problems out then becomes involved with a face to face with Liam and Jazz. All her problems are answered in one swift and surprising way.



Larna wonders why so many people greet her when she goes back through the Portal. Tom tells her that a leading Doctor and his nurse from New Arizona are her new assignment. It turns out that they had turned to crime. They are however handing out a drug that Black created called Hare. This drug is a very lethal drug which, once taken, needs to be kept taken otherwise the high levels of emotions it creates can turn hostile and force a person to kill themselves. Larna goes to the crime section of New Arizona, but cannot stop Black and Starr from going back in time. She has to go back after them...with a dual purpose. To stop the distribution of the drug and to get the antidote for the poison they have injected into her system. The poison gives her fourteen days to live.

Larna arrives in Australia on a boat. She saves the life of a police officer, Shane Roberts. Shane's partner has been kidnapped by Doctor Black and Saffron Starr. They have created a personality-altering chair, which changes a person's thoughts. Shane's partner is changed into a stripper and a hooker. Shane joins forces with Larna to stop Black and destroy his distribution centres in several locations.

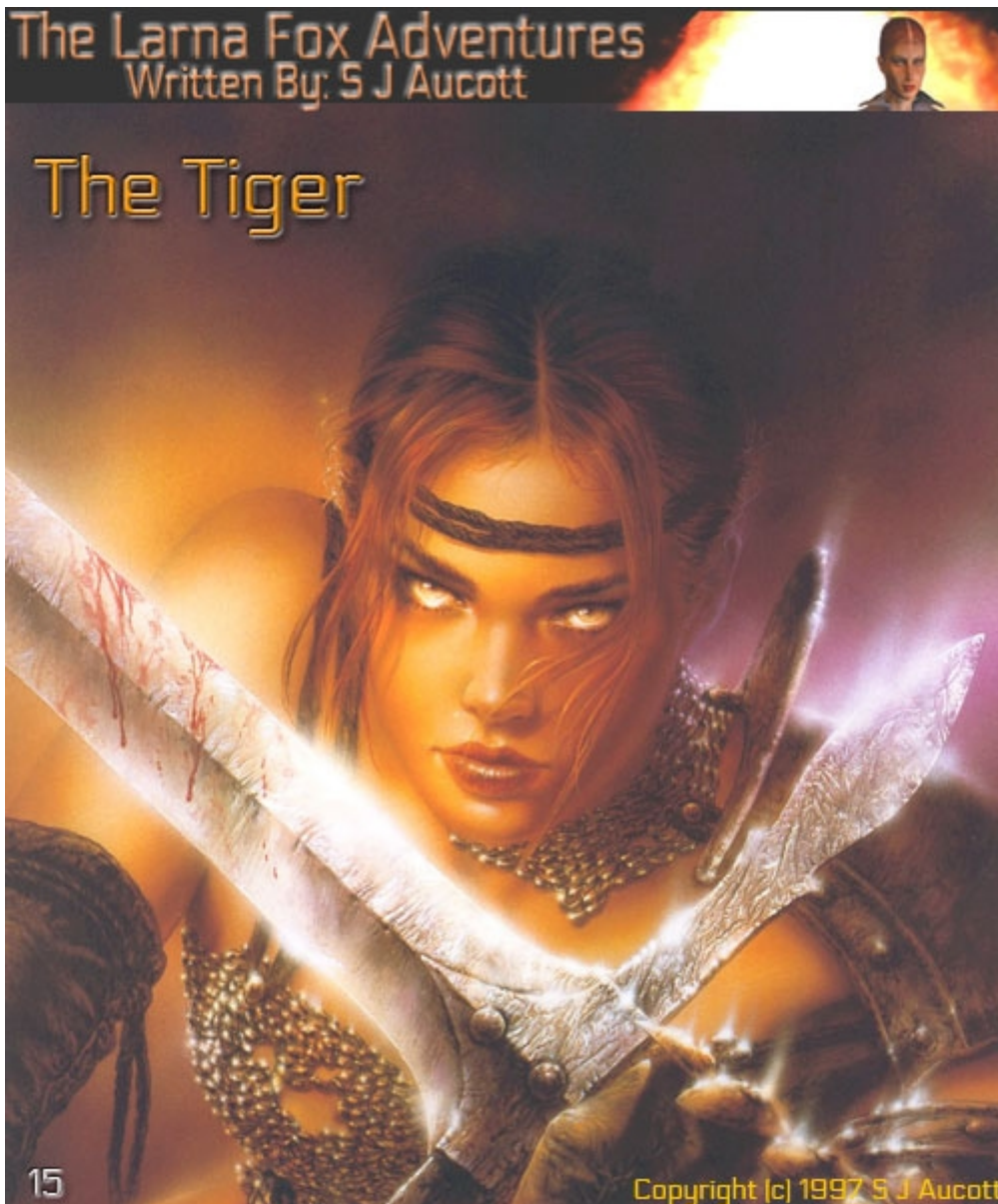
They have to go to eight different countries.

1. Australia
2. New Zealand
3. Holland
4. Italy
5. Germany

6. Columbia
7. America
8. Canada

Saffron kills Black in Germany, because she thinks she can do better on her own. Shane is assassinated in America when they first arrive. Larna is left to track down the cyborg Saffron on her own. Canada is a missile site, because Saffron plans to launch a rocket into the atmosphere to explode and spread Hare across the whole planet in one go. Larna has a face to face with Saffron, but the effects of the poison start to hit Larna. Larna destroys Saffron with a clever twist, but cannot get out of the hut. The sabotaged missile then blows up, destroying the hut in a ball of flames.





The Tiger is an evil Amazonian Warrior in the future, who travelled through time to make the world a better place for her to live in.

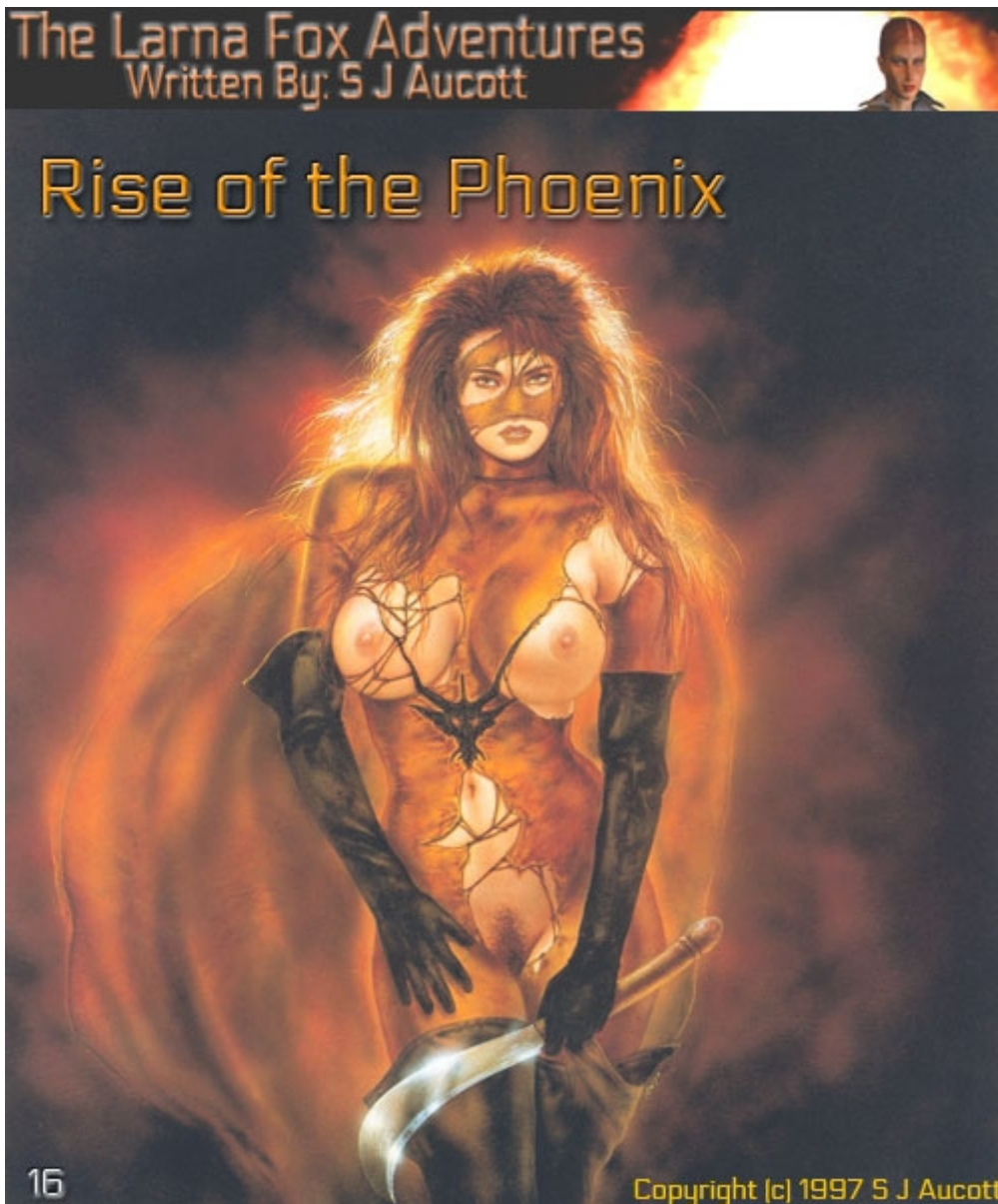
Larna, who was retrieved from the past by Commander Tom Aspel from the hut before it exploded, is recovering from the effects of the poison. To aid in her recovery she is being housed in a special recoup room on board the Freedom Space Station, which floats around the Earth. Larna is horrified when her sister disappears right in front of her. Everyone starts disappearing. The Space Station also goes. Larna finds that the planet has been completely altered by a disruption in the time line. The Thala gets a lock on the exact dates the time traveller went from and to. Not wanting to risk the past, Larna travels into the future, to the year 25,019, to try and stop the time traveller before she goes back.

In 25,019 she finds herself in a female dominated society, run by Amazonian women. The women are all masters. Men are called Drones and are classed as slaves. They are led around like dog on a leash. Larna finds herself party in a slave auction, where she buys a young teenage Drone. Drones classed as Mates, Entertainment, Workers, Pleasure or Disposable. With each rank come different duties and different levels of clothing. Larna uses the Drone to help her find the Tiger. It doesn't take long for the Tiger to find her. With Larna's hair colour, she is classed as being a witch and arrested. An old Time Portal is discovered in the statue of the Goddess Mathilda (Story #9).

She thinks she has blown up the Time Portal, but in fact the Portal activated and sucked the Tiger into it. Larna was the reason the Tiger ended up in the past.

By the time Larna gets back to New Arizona things have changed. She finds herself in a war zone. Giant machines are invading the planet. The alien invasion force captures Larna then take her to the mother ship. She makes friends with a student of old languages. Larna realises that the Tiger must have survived. She first has to escape from the alien ship, then transport through time to the past to stop the changes that the Tiger made.

The Tiger went back to a time when one large Empire ruled Europe. With the help of the Vikings, the Tiger takes over the empire, changing the face of Europe. Larna has to join forces with the original empire to make sure that she does not succeed.



Half in the future, half in the past, this is the story of Larna's battle against an old enemy.

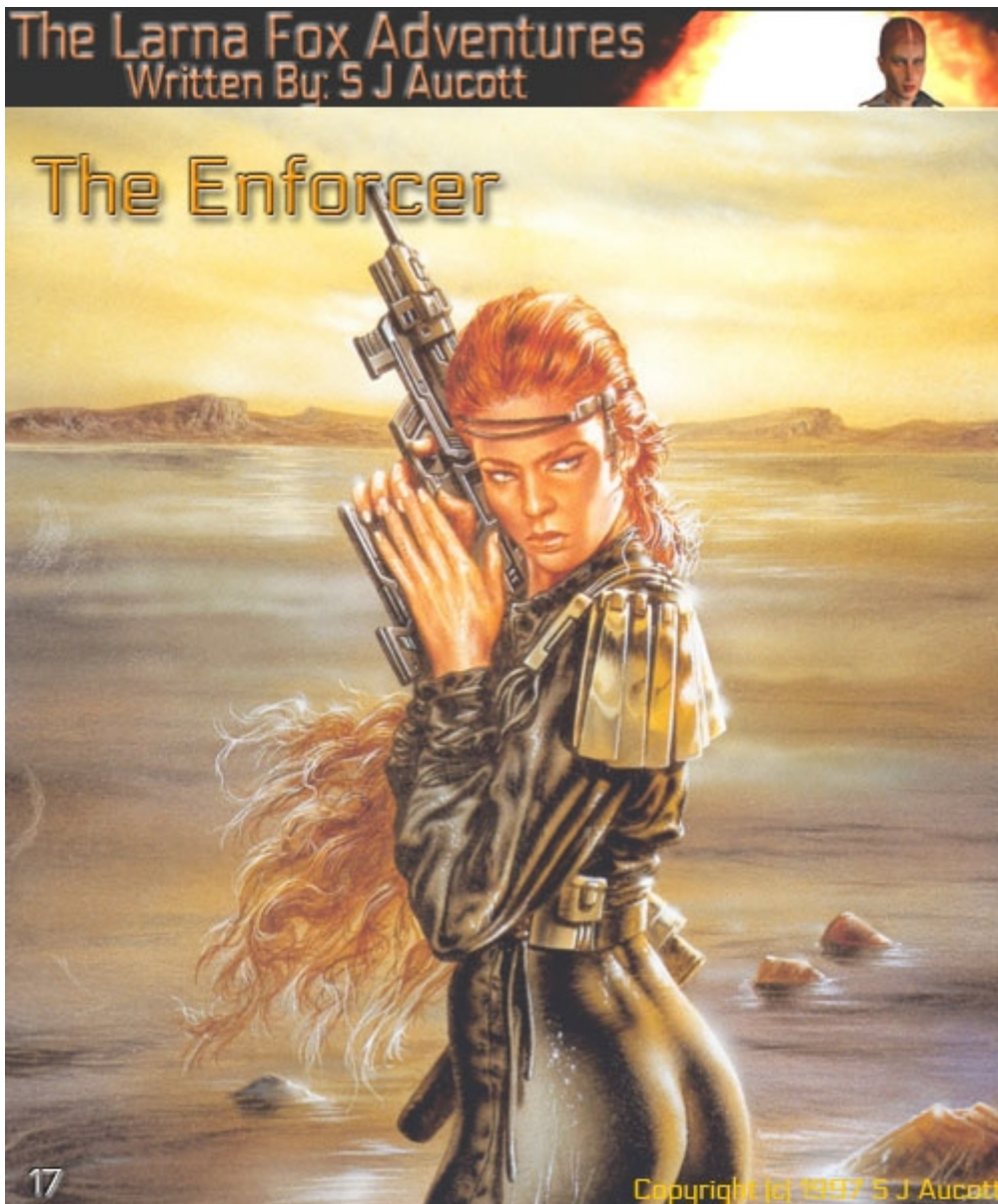
At the end of the previous story, Larna thought that she had killed Phoenix – the Tiger, by causing a landslide to block off the entrance to a cave. Phoenix survived the landslide, but was trapped inside the cave for the rest of her life. She died a slow and painful death in the cave. Now, 1,658 years later, Phoenix is about to be regenerated. The cave is now deep under the ground just on the outskirts of Germancey. The cave is unearthed by a group of excavators. These guys take the skeletal remains back to an unethical Professor, who is conducting highly unethical experiments in regenerating human beings from their remains. Now he has the perfect specimen. Phoenix is regenerated in the Professor's machine, which scans the bone structure for DNA traces, then reanimates the DNA similar to a transportation platform. Phoenix is kept strapped down on a table, while the Professor conducts tests on her to examine the regeneration process. After twenty-four hours, Phoenix started to degenerate. Her blood was found to be worn out, due to it having to work twice as hard then normal. It means she needs a fresh supply every day. Phoenix escapes, kills the Professor, then hits the streets. She wants to get Larna, but has to keep a fresh supply of blood handy everyday.

Her strength is unmatched. She cannot be killed by conventional means, because every day when she replaces her worn out blood, her body regenerates again, healing any wounds that she may get. As the body toll mounts, Phoenix gets used to the new technology and



computer systems. When her ideal blood carriers have all been drained – she moved on to New Arizona and her real target.

Larna, who thinks that Phoenix is dead, returns to the future to find the mass of bodies rising. She, and a female police officer, start to investigate the rise in bodies being found. Phoenix attacks the female officer, but does not kill her. Just paralyses her. Phoenix captures Larna at the same time. Phoenix knows that to Time Travel is the only way she can get the blood required. Larna goes after her. She then realises what needs to be done to stop Phoenix's reign of terror, is to stop her being trapped in the cave landslide, and to find some other way of destroying the Amazonian Warrior in the past...before she was ever regenerated. Larna disappears before Phoenix gets the chance to kill her though.



Red Justice is a woman with a mission. Our story starts with the creation of a new force, whose sole aim to do battle against evil through- out time. The Enforcer. Red's mother was slaughtered in one of the night clubs on the Mars Colony in the year 2691. The people responsible for her death were Larna Fox and the Warrior Jet, when they were chasing after Shadow. Red was just turning thirteen at this point in time. Story switches to her when she is turning twenty-one. Her new parents cannot control the thoughts of revenge eating away at Red's insides. Red transports back to the planet Earth, to the humanoid complex, which had been destroyed by the Night Ghosts. She arrives on Day 10, in the year 2896, having travelled forward in time thanks to the Mars Colony transportation platform. She finds Holena and all the files containing information on every person in time. She steals this information, then using Holena's ability to transport something through time, goes back in time to start running through her own hit list of people who she sees as needing punishing.

The name on the top of that list is Larna. Red goes back to the year 820, the year when Larna was finishing off Phoenix once and for all, to kill Larna, because of all the killing that she has done in her life, including that of Red's own mother. Now Red is chasing after her. Larna has to decide whether to kill Red, or try to persuade her that she was just doing her job. Holena stops her though. Larna has to stay alive; otherwise the Mars Colony is not established. Something Larna does in her personal future results in the colony being created.

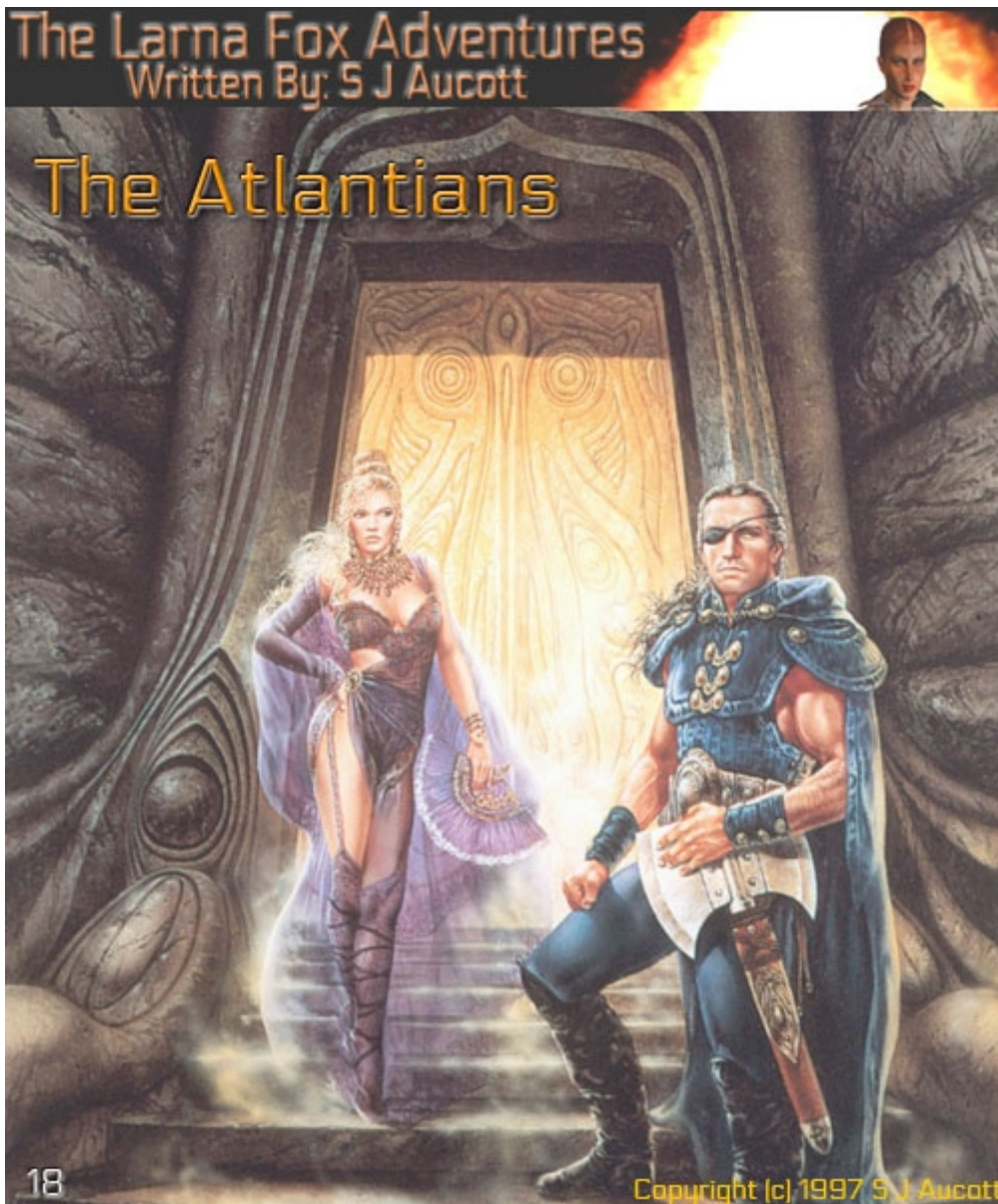
Red decides to carry on with her plan, running down the hit list of criminals that she wants to exterminate. Larna has to go back after to stop her from killing these people, because they have an impact on the future events of the planet. Especially one, a rapist, who saves the lives of over two thousand people by guiding them into the underground sewer system when the first nuclear explosions could be seen. Larna is forced to choose between Red...a good person who is doing everything within her power to get rid of evil people through time, just like her or the people she is going after.

Criminals that Red goes after include:

**July 26, 1995 - New York:** Red arrives in the Big Apple to get the first three names on her hit list. The first is a rapist who climbs in through the bedroom windows of his victims, then attacks them in their own bedrooms. Red tries to kill him before he attacks the first woman, but Larna has to stop her because he has a serious impact on the future. Larna makes sure that the rapist is safe, before going after Red again. Red targets a thief next, who steals from rich houses. Then final target in New York is a drunken husband who beats up his wife and assaults his children. This target gives Larna trouble with flashbacks of her own foster father's attack on her.

**May 7, 1998 - Detroit:** In Detroit Red targets a policeman who murders his suspect instead of arresting him, because of the revenge burning through his body due to the fact that this guy had killed his partner. She also goes after a woman who kidnaps a young boy because she lost her own child. Larna points out what Red had turned into at this point. When the Thala tells her of a change in the timeline, she explains to Red that that is what she should be going after. They join up to go and change the timeline back.

**August 13, 1996 - Los Angeles:** Twenty beauty contestants mysteriously disappear while flying to the competition. No one on the plane can remember anything of what happened. The police are stumped. There have been no ransom demands, and no contact from the kidnappers. The women have vanished. Red arrives to kill someone who was going to steal a car, but Larna talks her into helping her find the missing beauty contestants, as that was never supposed to happen. Turns out that, two-dimensional travelling collectors have taken them captive. Pypa and Drum and the King and Queen in another dimension...they travel to alternative Earth's so that they can increase their collection of beautiful people from other worlds. Red is taken in by the spell of the flute. Larna manages to avoid being brainwashed thanks to her limited telepathic ability. Pypa kills Red right in front of the captured Larna, before Pypa, Drum and the beauty contestants all disappear, leaving Larna with vengeance filling her soul.



This is a continuation of the previous story. Larna transports to New Arizona to find that everyone has been placed under the same brainwashed spell that the beauty contestants had in Los Angeles. Pypa and Drum are back. They travelled forward in time, instead of going to an alternative dimension. They have now decided to take people from New Arizona with them as well. Leaving the rest to kill themselves.

Pypa is the Queen of Atlantis. In her world, the only place that did not sink was the continent of Atlantis. The sea engulfed everywhere else. This left Atlantis as the only place still in existence. Pypa and her husband, Drum, have a weird fascination with beautiful people from other dimensions. They brainwash these people, then take them back to Atlantia, the new name for the continent, as trophies. The trophies are all kept in the palace, for the personal enjoyment and gratification of Pypa and Drum.

Pypa plays a mystical flute, traditional to her dimension and her home world of Atlantia. The flute brainwashes anyone in range. Drum plays the mystical drum, which accompanies the flute. The beat of the drum commands those under the spell of the flute to do whatever the husband and wife pair want them to do. From New Arizona they take twenty-one people, two thirds of them women. Larna cannot do anything to stop them, or chase after them, as the whole of New Arizona is turned against her. Two police officers arrive then...they have travelled from another dimension also to track down Pypa and Drum because they have stolen people from their world. Together the three of them travel to Atlantia to get their people back.

The King and Queen have complete control over Atlantia. The people have been brainwashed by the flute into doing anything that Pypa and Drum wants. They have set up slave camps in the city, which is where Larna ends up when the police are all killed. She managed to keep the dimensional portal control, but she now finds herself party to a slave market...and the harsh training those slaves must face, thanks to the King and Queen. Larna leads everyone in a rebellion...taking back the city that they once ruled. Larna smashes the flute...breaking the power that the pair had over everyone else.





This story starts with a mysterious woman being found, nude, in the grounds of the SAT Laboratory. She's unconscious. Larna and Tom are called in to investigate. It appears that aliens had abducted her on September 15, 1995. Her memory is blank, but she remembers escaping from the space ship. While they are trying to find out what was going on, a shape shifting alien bounty hunter comes to try and take Heather Morgan back to the ship. Heather runs off, escaping to Bostary, using an explosion as the shield for her escape. The bounty hunter is not impressed and tracks after her. Tom Aspel also disappears. Larna has to try to find Heather before the bounty hunter does. She also has to investigate the disappearance of Tom Aspel.

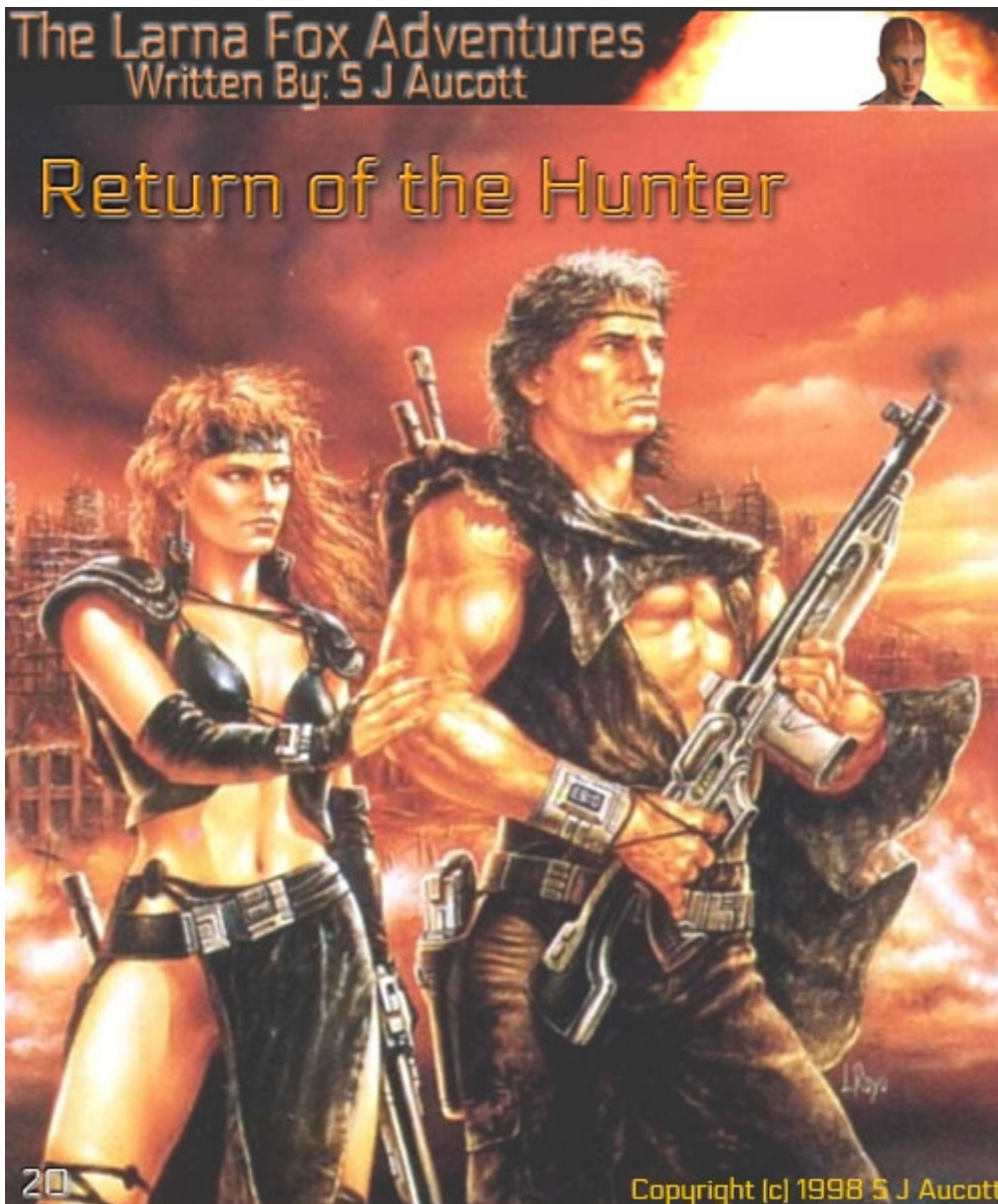
While investigating the disappearance of Tom Aspel while he was checking on a Virtual Reality game, a mass breakout of Zarrs gives Larna a different problem. She finds out that Tom and Heather have been dragged into a game by the bounty hunter, who was also behind the breakout. The Zarr's that have escaped have gone back through time. This was the bounty hunters plan. Larna is torn between what she should do. She knows that Tom and Heather have only got a certain amount of time left in the game machine before the bounty hunter switches the machine off. But then there are the Zarr's; who are causing chaos in the past. She has a difficult choice to make.

It follows Larna's trail in two halves. The first half is the adventure through the world of Virtual Reality and the games the bounty hunter throws at her. The second is her operation

in the past to capture the escaped Zarr's. When that fails, she tries to stop the breakout before it happened.

At the end of the story, after Larna has returned from dealing with the Zarrs that had escaped, she gets married to Heather, because the pair of them are deeply in love with each other and want to be with each other for the rest of their lives.





Hunter and Alicia - rescued by five of the escaping Zarrs from the previous adventure - are back, and ready to continue their hunt of the Fox.

Hunter's hatred for the woman who let his sister die has not died down. Thanks to his gang of Zarrs, he was helped out of the exploding warehouse in Belfast. Now - with the help of those men - he wants to pay Larna back for all the pain that his is still suffering - and the fact that she is still alive will drive his hatred on.

Larna - knowing about the five convicts, but not about the reappearance of Hunter - is tracking them through Belfast. When she finds them - and discovers Hunter with them - Larna fails to get away. The six men trap her in their hideout. Fortunately an eyewitness who saw a woman being forcibly kidnapped had called the Belfast police. Hunter and his men were locked up. Larna was taken to hospital. Hunter's gang to not stay locked up. Using the Portal they transport over to the hospital. The hunt begins again. Larna, using her Thala escaped to a different year. But Hunter - being the brains of the operations - links the Portal destination selector to Larna's Thala - giving them the ability to transport after her instantly.

One of the convicts has come up with a master plan of stealing millions of pounds worth of money from financial institutions all around the world. He is a computer genius who can break into any system as long as he has a foot in the door. Like an account in the bank that they are raiding. So Hunter sends out the other four Zarrs who saved his life to the Four

Corners of the earth to open bank accounts so they could steal the money. Larna must go and stop them from opening the accounts and changing history by stealing all of this money. The men think that they had stopped Larna with shooting her and making her fall of the Lagan Bridge in Belfast. They go to the year 1999 so that they can continue with their plan.

List of places that the Zarrs go to open up bank accounts or that are visited during the story:

1. **New Arizona: March 3, 2501** (Start of the story)
2. **Belfast: January 27, 1995** (End of the previous story).
3. **Belfast: July 8, 1999** (Larna follows the gang and discovers plot).
4. **Tokyo, Japan** (Stops first convict from opening bank account).
5. **Johannesburg, South Africa** (2nd convict)
6. **New York, USA** (3rd convict).
7. **Munich, Germany** (4th convict).

After tracking down the gang to their hideout in Belfast again, Larna is brutally tortured by Hunter and Alicia. She is rescued by the computer genius, who cannot stand to see how his boss is treating Larna. Hunter kills him for his interference and then escapes through time to Cornwall, England in late December 1999. Alicia does not go. She is arrested by the police and sentenced to life imprisonment. While in prison she has her baby girl, which is Hunter's mother.

The story ends with Hunter and Larna flying off the edge of a cliff while they are fighting in a speeding truck. The date when this happens is December 31. The time when it happens is exactly midnight - on the exact moment the year changes to 2000.



Liam, the cyborg created in Story #4, comes back from his dimension travelling to ask for Larna's help. The Loretis have captured Liam's wife Rhonda, the Slarone female from Story #13. One day while he went out to work in the fields of the farm they had built, the Loretis attacked and carried Rhonda off. They have taken her as a prisoner and are transporting her to a brutal prison colony on an outlying planet of the solar system. The scum of the galaxy are sent to this prison and it is a place where prisoners go into, but never come out of.

Larna is transported to the transport ship. Unfortunately for her, the rescue attempt does not succeed. Larna is captured by the Loretis, after she falls for a trick hologram image of Rhonda. Now Larna faces the trip to the same prison, as the murderer of a Loretis female.

When they are inside the prison they are put through a degrading initiation by the prison guards in the main prison building, before being taken into the heart of the prison. The prison is like a semi-civilisation. They have created their own gangs inside the place. Rhonda and Larna immediately become targets for the rape gang. Twenty or so brutal's who like nothing more than raping women. As Larna and Rhonda are one of the very few women that get transported to the prison, the gang targets them immediately. Not only that, the Loretis go after Larna for killing one of their females. It's a battle for survival...until the warden of the prison sees them both. The pair of them are taken out of the prison, but taken to some place, which is not much better.

The warden takes them to a Market...the sleaziest market in the whole of the galaxy. Rhonda is a star asset, due to her unique Starone ability to be fertile most of the time. Larna is to be sold as a fighter, especially after what the warden saw in the prison colony. Larna is forced into having to prove her ability to the buyers, by facing a fighting contest in ring called 'The Death Pit'. If she wins, both her and Rhonda go free. If she loses, Rhonda will be sold into slavery...and Larna will be dead.

Liam poses as one of the slavers, who rescues the pair of them and they flee in a stolen space ship. The space ship is attack and the dimension jump computer on the ship activates. The ship is catapulted through the Vortex, into a dimension that cannot be predicted.





The ship that Larna and the others escaped on is forced into making a crash landing on some forest-covered planet. The crash kills Rhonda, deactivates Liam and leaves Larna unconscious. Christen is the only one to survive the crash. As she staggers clear of the wreck a net is thrown over her and she is dragged away by several soldiers on horse back.

The flaming wreck of the ship was seen flashing through the sky by a troop of soldiers, who come to investigate the crash site. They have never seen anything like this space ship, and are even more surprised when they see Larna. According to their legend, the Queen of this land, a stunning woman with fiery hair and a temper to match disappeared under strange circumstances when the evil tribes from the North were invading the land. Larna is the spitting image of this missing Queen, so the soldiers take her back to the castle, claiming that their ruler has returned.

Larna, who is suffering from amnesia, thanks to the heavy knock to the head during the crash landing, is washed away by the emotion of the castle when they see that a woman, fitting the description of their long lost Queen has returned. The King has just died, and as there was no other ruler, the people instantly take to Larna as the new leader of their people. Larna faces all the challenges of a woman with no memory, trying to come to terms with a life that was never hers to begin with.

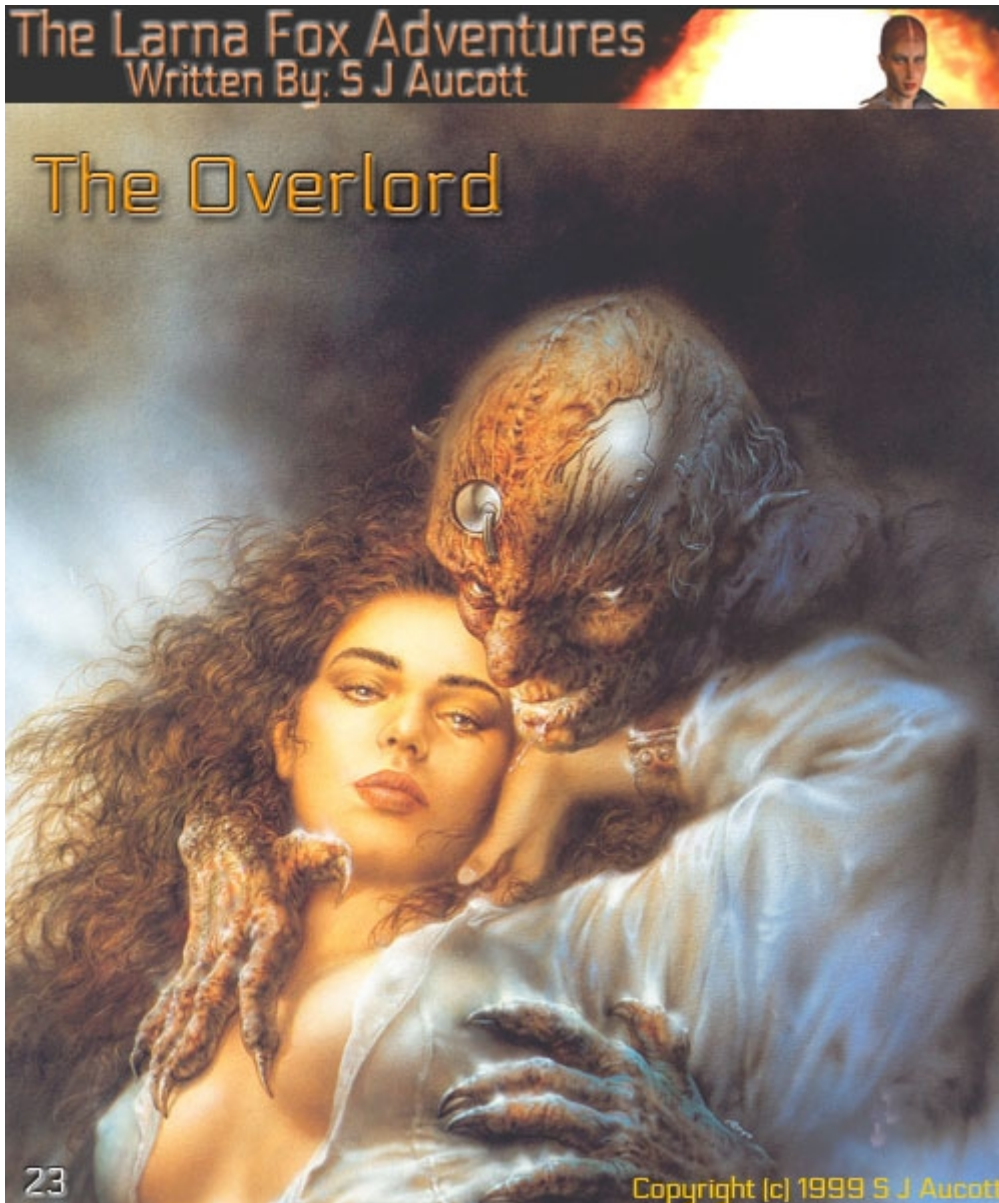
Then things take a turn for the worse. Christen was captured by soldiers from a Northern Province. They took her back to their fortress command centre where the Duke in charge of

the Military rule Province, tortures her for information. Christen does not know anything of course, so she is brainwashed into becoming a serving girl in the fortress dungeon. The Duke then hears the rumour about the return of the Queen of the Southern Province. Knowing this to be nonsense, because he saw the real Queen die in his dungeon five years earlier, he wants to find out more. He starts another war, intent of invading the land for good this time. Larna is now faced with having to rally the troops once again.

Not long into the war, a raiding gang from the North storms the castle and kidnaps Larna. Larna is taken deep into the Northern Province, in chains, so that she may be brought up in front of the Duke as the prize treasure of the raid. Larna faces a brutal torture at the hands of this Duke and his wicked vices, until she receives a blow to the head, restoring her old memory and her old abilities. When she returns to herself and shows the guards a thing or two about beating a prisoner, the Duke decides to take her on a tour of the castle, showing her his collection of wax-works...which are actual dead people coated in wax. The Queen of the Southern Province is just like Larna. Larna meets Christen in the dungeon. She does not remember anything about her former self. With the help of some of the other prisoners in the castle Larna manages to break out, taking Christen with her. She faces being hunted through the forests of the Northern Province, before making it safely back into the Southern Province.

Larna uses her Queen status to form another army, this time she stands at the head. The battle ensues, leaving Larna with a big choice to make at the end of it. Does she stay on this planet as a Queen, or use the dimension computer from the downed space ship to send her back to Earth so she can return to her waiting partner and become plain and simple Larna Fox again.

This



story is based around Larna's attempts to get back to her own dimension. She is helped by the people from the world she has just saved to get off the planet using a trading ship as transport. The Captain of that trading ship though has just a small ulterior motive for taking Larna along. He wants to sell her off to a mining planet, to work for the Overlord in the mines.

Only women are capable of working down in the heart of the mine. Men would die from the toxic fumes created by the chipping away and mining of the minerals below the surface. Once a woman goes to this planet she never returns and is never seen again. They are slaves working below the surface, treated more like criminals than people. The guards are brutal and often beat or sexual harass the women workers. The women have little or no choice but to accept the conditions that they have been sentenced too.

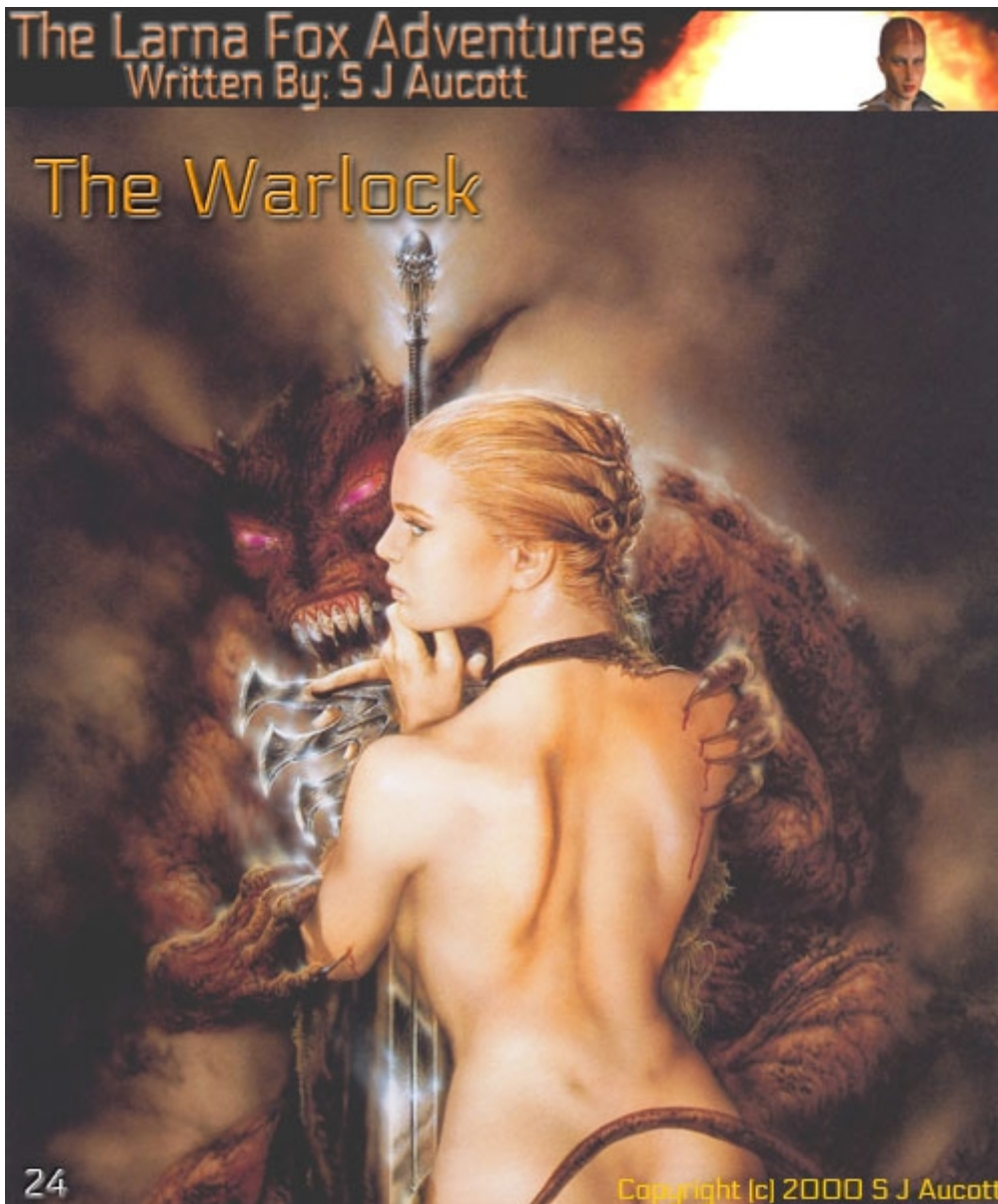
It starts with the initial payment room, where the Captain displays the treasures that he has to offer the mine. Examination of each woman is conducted...they are weighed, then stripped searched, in front of an all male audience, to check on their physical condition and suitability to work in the mine. If accepted they are fitted with a tight metal band around their wrist, which has a bar code on it. The next stage of the process is the changing room area, where they are all forced to change from their old clothes into badly fitting, loose dress that does not help cover her body. It is loose so that she is not restricted while working on hands and knees in the tunnels far below the surface. No underwear. No shoes. Just the one flimsy dress that when worn out will not be replaced. Given a talk on the rules



of the mine. No talking to each other while working. Work well and be fed. Doing exactly what the guards say when they say. Not a person with a name anymore...just the number on the metal bracelet around their wrist. Partnered with another woman...locked together with ankle manacles with a short chain between them. Partnership punished together if one does something wrong. Makes it hard to fight when chained together in a pair...limits the movement of one person. Black mark system operated. Mark given for everything done against the rules. Five black marks and miss a meal. Ten and they get a punishment beating. Fifteen and they spend time in the isolation cell. Twenty and they are given to the guards who are free to do whatever they please with them. Final stage of the induction is the cage ride down into the mine itself.

Overlord is the old man in charge of the mine, who likes to use some of the women as sources of revitalising energy. They are hooked up to a machine which slowly drains them of energy to give to him. They do not die, just weakened by the process. Has a number of women who he uses on a regular rotator basis. Two are permanent in charge of looking after his ailing body and making sure that he is cleaned and maintained at all times. He is always strapped into a wheelchair...the affects of being down in the mine for so long. His wife is a lesbian, who loves nothing better than to abuse the women workers as often as she can in as many ways as she can. Normally likes to see them tied up and helpless to stop her from abusing them.

The women sleep in rough bunk beds, with no blankets or mattresses. Hard wooden beds offering little comfort after a hard days work in the mine. Fed once a day. Lose all track of time, as no daylight reaches the tunnels of the mine. Larna meets a friend, who she tries to protect. The friend is used by the Overlord and by his wife. Larna is plain beaten by the guards. But she plans to get her own back.



Larna's space shuttle, that she used to escape from the Overlord's prison, runs out of fuel. She is forced to crash land on a strange forest planet. After only a short time there she meets a strange old man, who claims that he can help her, in exchange for her killing a few people for him. Larna refuses. The old man transforms in a cloud of smoke into a tall, elegant, sorcerer dressed in a long dark cloak. He makes six men appear instantly out of fresh air. They attack Larna without warning. Larna fights back, as normal, until the sorcerer hits her with a strange black beam. The more she fights, the weaker she feels. The men secure her in chains, then under the instruction on the sorcerer drag Larna off to the nearest city.

The men take her to what looks like a school. It turns out to be a tortuous slave training camp, before a collar was permanently locked around her throat. She was taken to a market and sold. Her owners treated her badly. Raping her and beating her for the slightest little thing. Kept in just a slip, which was like a maid's outfit. Slept in barn, chained to the wall so she would not escape. The tiny farm that was her home was on the edge of the city. Larna stayed there for at least a month, until Amazons from the North raided the place. Larna helped them so they took her back to the forests of their home realm. Larna needs no training. She just wants the collar taken off her neck. When that is done the Amazons give her a new outfit. The outfit that she is given consists of a mixture of leather and chain mail. Leather boots, with daggers on the sides. Legs bare from middle of shin up to middle of thigh. Short leather mini-skirt, held up by a strong broad belt with little silver circles on which are explosive devices. Leather corset around waist, with chain mail over the top.

Emphasises bosom more by lifting it up. Top covered by chain mail up to neck. Leather band up her forearms. Arms bare except for them. Bands attached with tiny fasteners around her middle fingers. Boomerang shaped weapon at her left side. Broad sword on her right. Larna only has one thing on her mind. To get revenge on the Warlock who tricked her in the first place.

Larna goes to a lush green valley as the first place for her search. A sparkling white castle sits on the far hillside of the valley as she looks. From the news that she has heard, there is a high reward being offered by the King if the right person comes along to help him get rid of a certain sorcerer.

Darius, the Warlock, wants to take over the Kingdom for himself. He has kidnapped the King's daughter. Larna volunteers to go and rescue the Princess from the Warlock's Dark Heart castle, which lies in the middle of the City Of The Dead...a place which, if any living being steps on the earth, they are killed instantly. The Warlock creates an evil clone of the Princess and tricks Larna into taking the clone back to the King. That clone has one mission, to kill the King so that the way is clear for the Warlock.

Places that Larna visits on her way include:

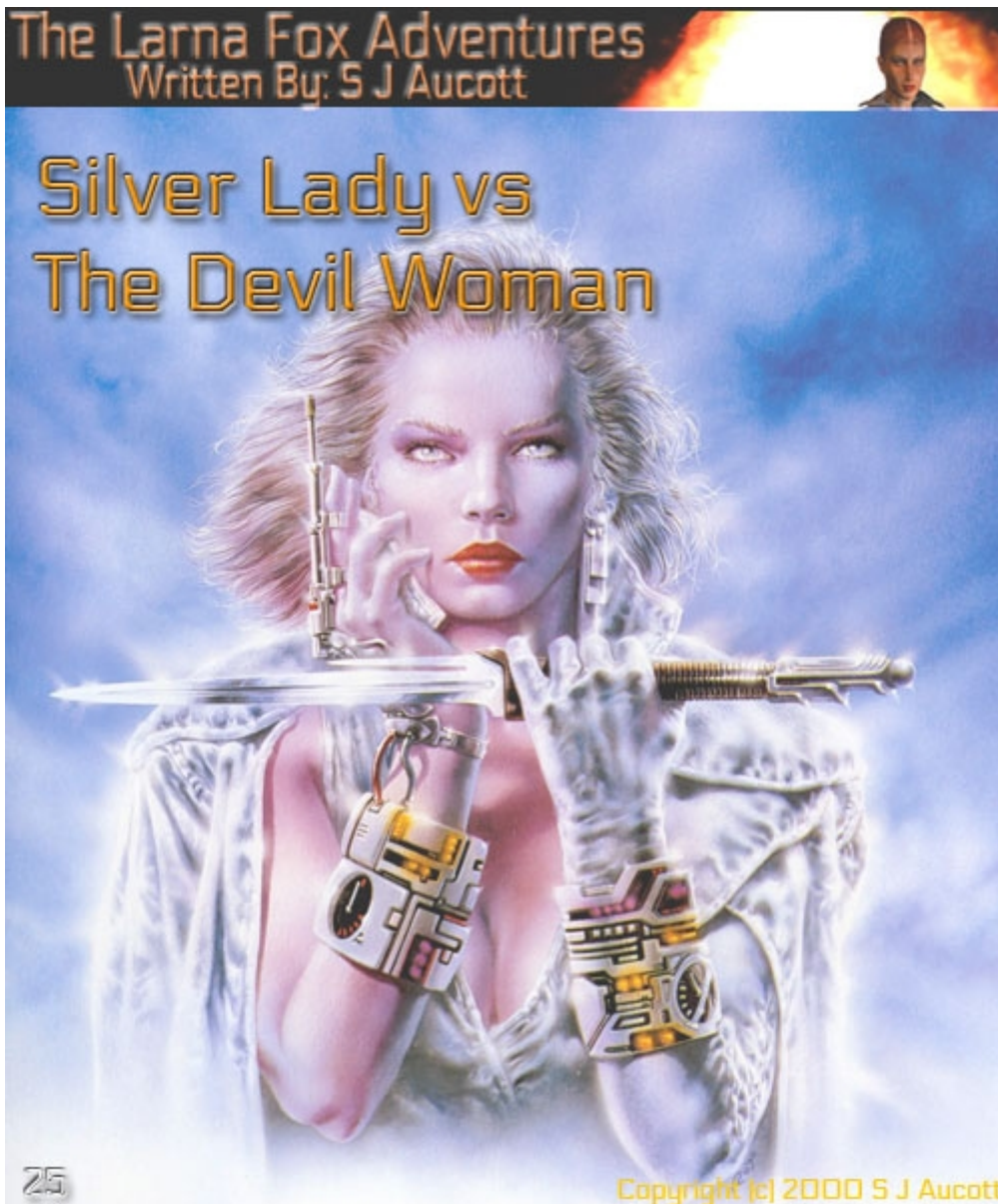
**The Warrior Inn:** This is a wooden building, which is the home for all of the Warriors of the land. They come to talk over their latest victories, or the last battle they fought in. It is a place to drink and meet old comrades. Larna, has no old comrades, but she always goes to this place to listen to the gossip and the news...just to keep her ear in to the latest happenings going on around her. She is the only woman to ever go to this place, but the men, having heard of her feats, stay away from her...for the most part anyway. Some try to test out her skills, but they soon regret the attempt.

**Village Of The Slaves:** This is a village of old slaves, old people who have been 'retired' from the slave market. Larna hates this place because it brings back bad memories of her previous experiences on this planet.

While in this village, she meets with an Oracle who tells her that there is a way to get back to Earth and her own dimension, but she needs to get the Warlock's magic staff to help create a Vortex of Fog. Time is short as well, because it could only be carried out on a full moon.

She meets the 3 Outcasts here. They are travellers who had been forced out of every village that they have tried to settle in. They are all around the same age, middle twenties. The first is a talented musician who can charm the birds out of the trees with his singing and playing. He longs to just sit and play music all day long and do very little else. The second is especially good with machines. He is the conscientious one in the group. Always likes to work hard and plan things. The third is a writer. He is a dreamer, who loves nothing better than to write out stories of adventure and heroism. The three of them, seeing opportunity in front of them when they meet Larna, decide to follow her on her adventure to rescue the Princess.

Larna is forced into going back to the Dark Heart lair of the Warlock to save the real Princess, before she is married to the Warlock and the Warlock takes over her mind and soul with an evil spell. Larna also wants to get the Warlock to send her back to Earth, the planet that she came from. The Warlock tricks her and sends to right across the realm to the eastern lands, where she faces another mystical battle. Larna is even more determined to get revenge on him now.



Having arrived in a strange land thanks to the trick played on her by the Warlock, Larna finds that the realm she is in, is under the brutal rule of a strange half woman half horse creature, who has the ability to transform into any living things that she wants. The villagers in the realm live in constant fear. The young women in the villages have all been disappearing, taken by the Devil Woman, who turns them in Zombie Soldiers. She uses some of them as virgin sacrifices, so that she can retain her evil powers given to her by the God Of Evil that she worships. The Devil Woman is the arch enemy of the Silver Lady, who is the epitome of everything good. She is being held hostage in the dungeons of the Devil Woman's lair.

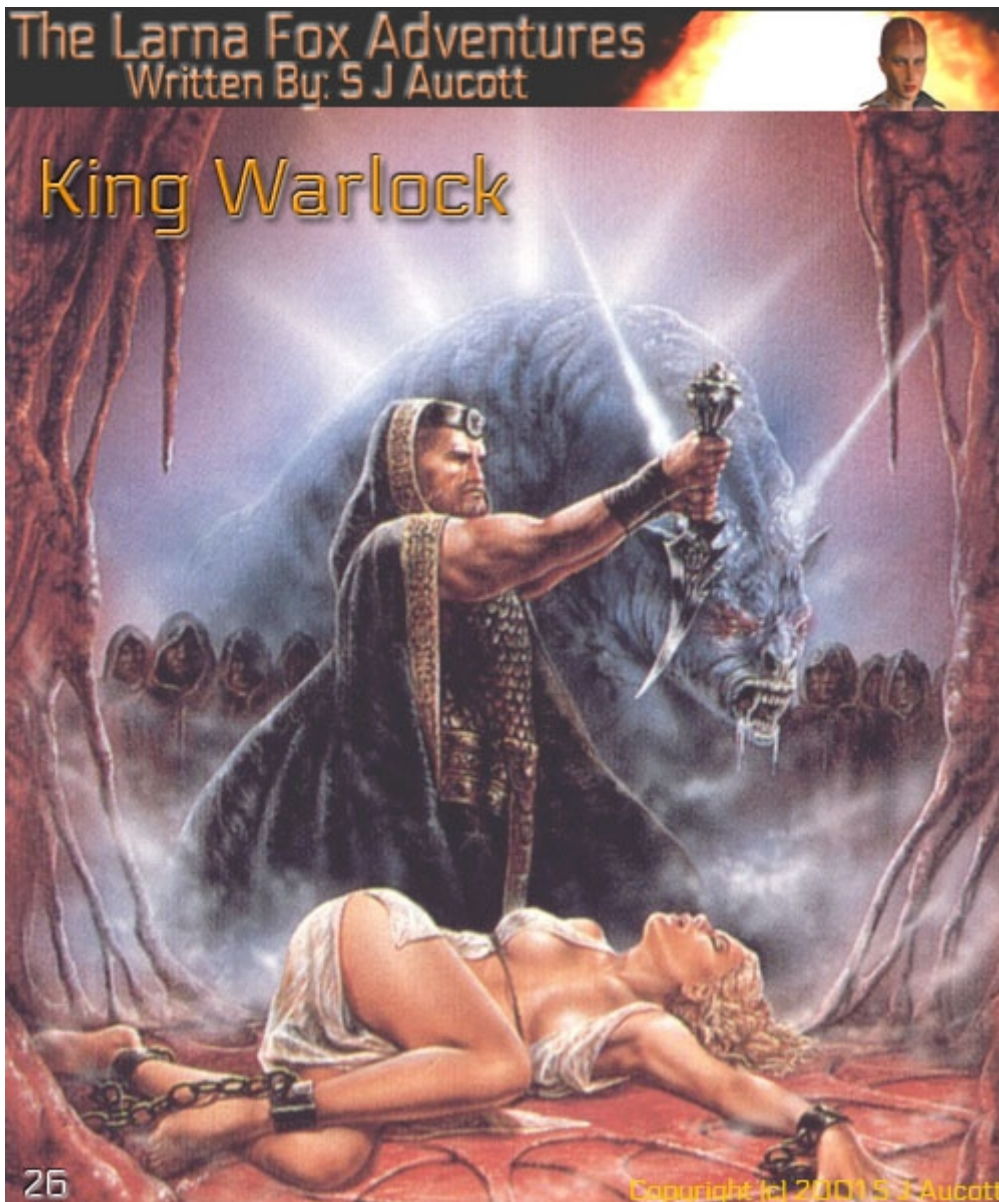
When two Amazons from the tribe that had helped Larna escape from slavery in the last adventure come into the same realm, knowing that they must save the Silver Lady from the clutches of the Devil Woman, before an army of darkness strolls across the land to take over. Larna faces a whole army of walking Zombies, who are only doing what they are because of the evil spell cast on them by the devil woman. The Devil woman plays a trick on Larna, by reading her thoughts, and changing into her mother. Her real mother from Earth. Larna would not have fallen for the trick, but a strange hypnotic dust that the Devil Woman uses on men to get them to sleep with her, causes Larna to turn into her servant for a short time. The Devil Woman also lies that she has the power to send Larna back to Earth.

In the castle of the Devil Woman, Larna meets up with an old magician, who has had his powers stolen by the Devil Woman. While trying to help the magician and the Silver Lady,

get out of his dungeon cell, Larna is attacked by the Devil Woman, who transforms into a fire-breathing dragon. She then turns into a Giant. Larna finds herself locked into the dungeon. The Devil Woman plans to use her for the next sacrifice. She kills one of the Amazons in a sacrificial ceremony. That only inspires the one remaining to do everything that she can to escape. It does not work like that. She gets killed while trying to escape. While in the dungeon pit of the cell, Larna finds the 3 Outcasts from the first story. They fell into the clutches of the Devil Woman when they thought that they were going to pay homage to the Silver Lady.

It is left down to Larna to figure a way to get them all out of the dungeon and to allow the Silver Lady to have her one on one encounter with the Devil Woman as it has been laid down in legend.





Larna returns to the realm, which she first appeared in. The Silver Lady had told her that the Warlock is trying to take over the kingdom here, after being defeated in adventure #24. The path leads on. To the city of the Merlonds. The city that remains in Larna's nightmares.

It is just as she remembers it. Slaves walking around with their heads down. The Merlonda strolling around, heads held high in an arrogant posture. The Warlock has now taken over the role as King. He killed the man and took over his shape and form. The Prince does not suspect anything, but the Princess does. She was soon silenced and sent away from the city.

When Larna is caught in the city she is sent out to a brutal underground prison run by strange deformed 'creature-like' men. Inside this prison she meets the Princess and they plan their escape.

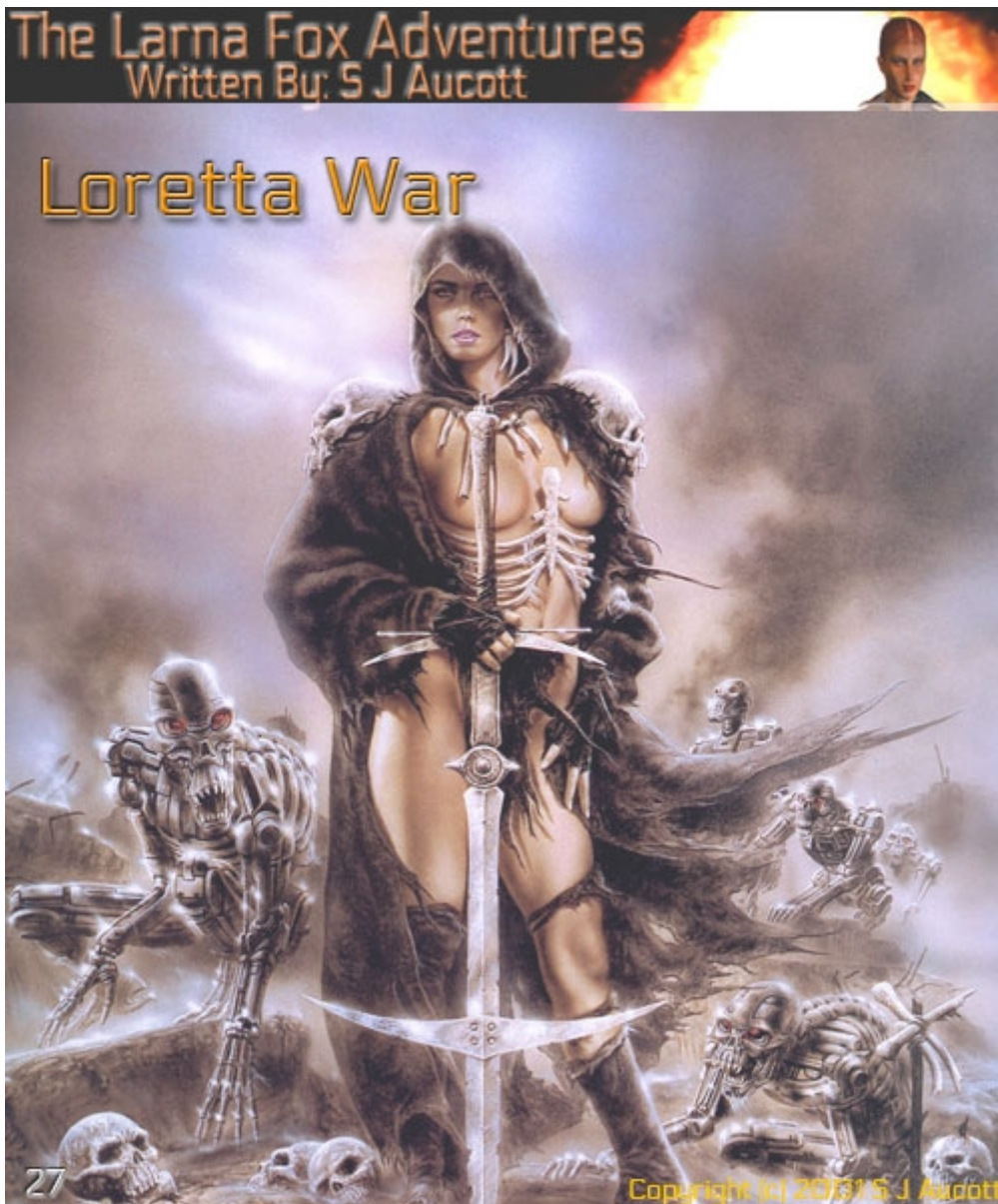
Darius just stalls for time. He does everything he can to put obstacles in Larna's way. He Dark Lord that he worships needs a sacrifice and Princess Mia from Adventure Number 24 is the perfect answer. Larna faces a running battle through the streets of the city fighting off the city guard in an attempt to get to Mia before it is too late. She has the help of the Princess, who turns out to be quite the Tom Boy and warrior.

The Warlock is all-powerful in this city. He seems to have completely control over everything and everyone, tricking everyone and clouding their minds to all the evil that he is

plotting and twisting, in his disguise as the King. People even start turning to worship the same Dark Lord.

Larna helps the Princess back into the palace, but Mia has already gone. She has to go and stop Darius from bringing his Lord into the world. She faces a difficult decision. The Warlock is the only man who can send her home, but she cannot leave him alive to enslave this world. An old enemy then makes an appearance.





Larna faces the final battle with the evil forces that rule this alternative dimension. The only way that she managed to escape the planet of the Warlock was when the Loretis launched an invasion of the planet. They attacked the planet, destroying everything with ease and taking prisoners. Larna, being one of them.

She finds herself imprisoned in an underground fortress prison complex on Loretta, the dark home planet of the Loretis, after a tortuous trip back in a carrier vessel. Inside this prison she is beaten, tortured and abused by the guards freely...pushing her towards the brink of her resistance, until finally she snaps. She starts a riot in the prison. Finally escaping from the underground complex, she finds herself hunted on the surface. The rebels find her first.

Larna sees the chance to destroy this evil race once and for in one final encounter with them. If she destroys the planet then she would have done everyone a favour. She then discovers that they have a Dimension Vortex on the planet. It has not been used for decades, but it could be. Teaming up with the rebels, Larna leads the line in the fight against the evil Loretis. Once the other people in the galaxy see that the Loretis are not as strong and invincible as they claim to be...being beaten by just one woman shows them up for the fakes that they really are...they start to join in the rebellion against this dominant army. They find themselves being fought at every turn. Larna leading the line like a trooper.

She wants to make them pay for what they have done to her in the past...



Larna returns from the different dimension, but does not return to the same time that she left. She returns to the year 2515, over ten years after she had originally left New Arizona. Things have changed in this future world. There is no longer a General Council of New Arizona. There is just a one-man single leader. Tony Johnston is his real name, but everyone knows him as the Fatman. He hails from Brisbourny, where he first took over that city. He is so power hungry that he lets nothing stand in his way. His life of crime developed, including a certain venture at the North Pole. He now controls every single Living Complex on the surface of the planet, while he orbits the planet high above, in a High Security, no admittance, fortress in space. Larna knows him from when Red Justice tried to kill him in a previous adventure. Tony was after Lauren then, plotting and planning a way to get to the wife of the Chief of Police. In the end he got to both of them.

Tom Aspel and Lauren Delaney have been assassinated, some four years earlier. Heather Morgan-Fox, Larna's partner by marriage has been forced to marry Johnston, because Larna is assumed to be dead. She has had Larna's and her child; a boy named Jet (Who ends up being the Warrior from Adventure #3). She also has to take care of Tanya – Lauren's young daughter who turns into Tatania aka Shadow. The Fatman bringing them up as his own is why Tatania has a twisted mind in the future and does not know who her parents were. Heather is held a virtual prisoner up in the space fortress. Held hostage to the whim of the Fatman. The Fatman has control over everything on the planet. He runs his own form of Monopoly, where criminals rule the streets and the police force no longer

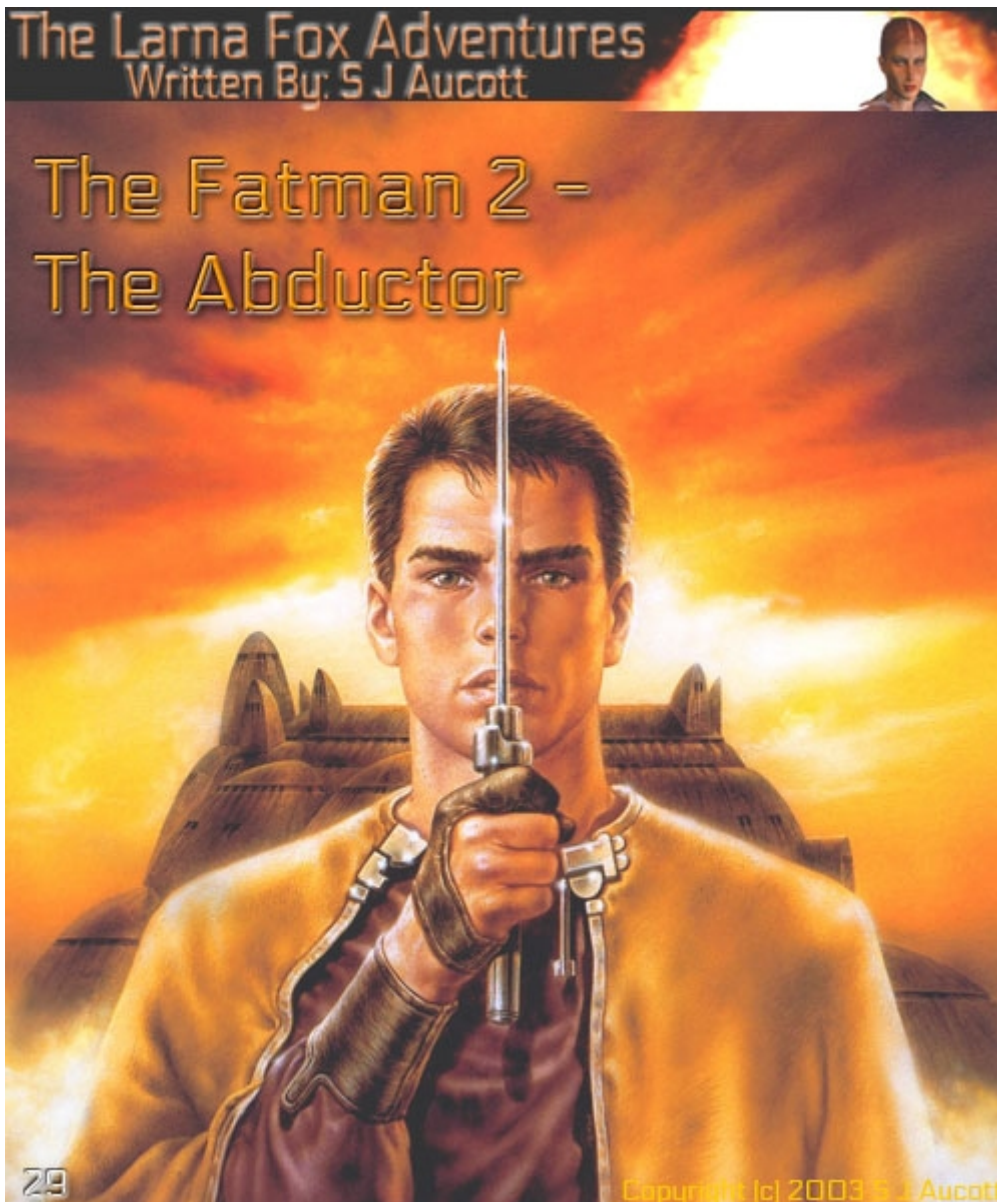
exists to stop any crimes. The good people on the planet are forced to live under a brutal regime of crime and filth.

Larna finds the world in utter chaos. The story follows her attempts to free Heather. Johnston controls the city through the use of Gatherer gangs on the surface. He collects the beautiful young women of the city for use in his Artic Pleasure resort and for the personal satisfaction of his more powerful business connections by using a sick Lottery system. Larna discovers the fact that her half-sister has been slaughtered and decides to pay the Fatman a visit.

For a time Larna tries to play along and become his bodyguard. At least that way she was close to Heather. But, she could not stand to be around the arrogant Johnston for long. When she tries to kill him, he is ready for her. Larna gets sent into the old Bostary Prison Complex, which is now used as a holding area for young women.

After surviving an assassination attempt inside the prison complex, Larna escapes and finally finds a small band of resistance fighters, who are what is left of the old police force. She leads them in an attack on Artic Pleasure and the SAT Laboratory, which has been turned into a Re-programming centre for Johnston's victims.





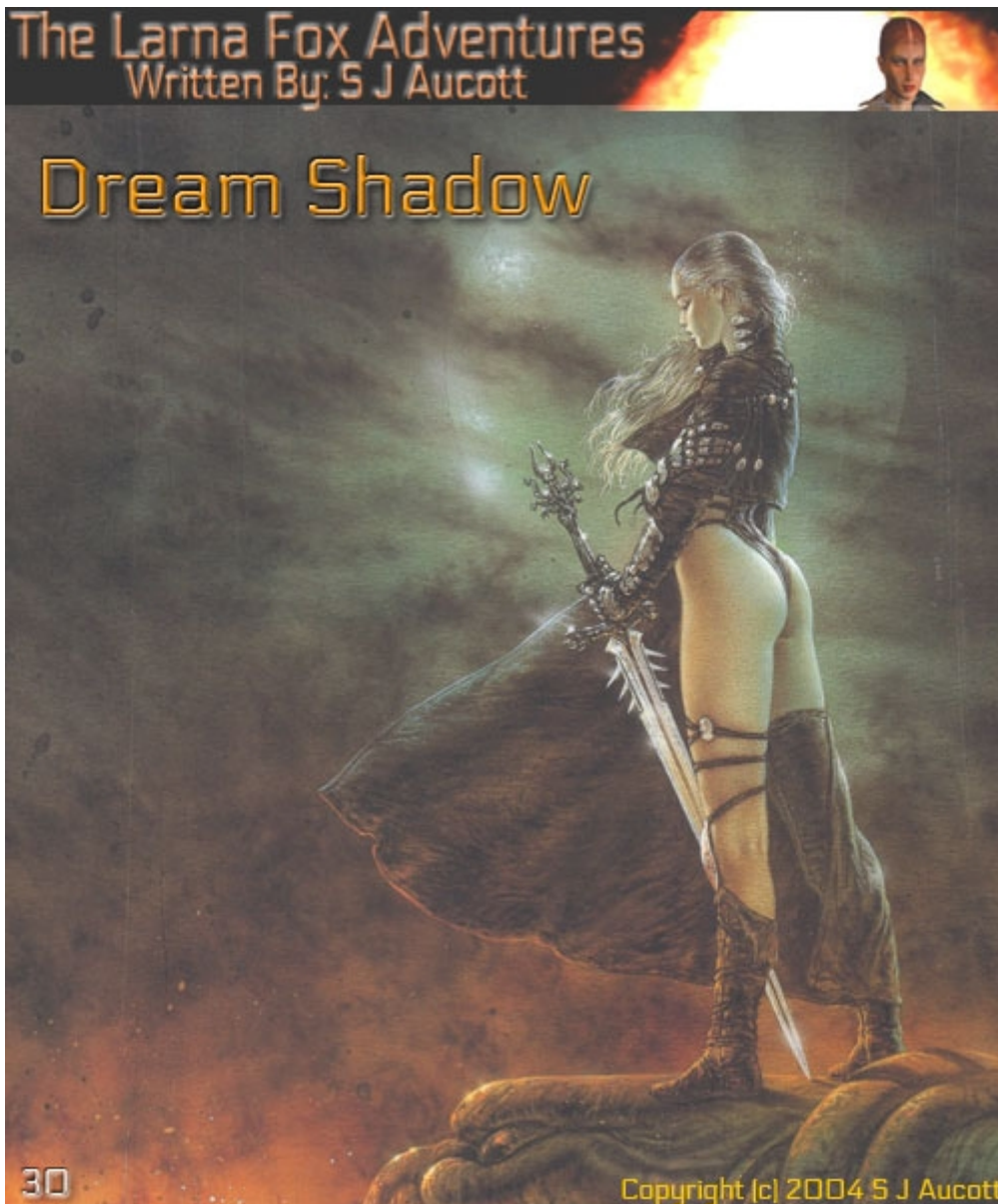
Larna faces a battle with the enemy from the previous adventure in this story. Having returned to her own time, she is given the news that there appears to have been a number of teenagers, mysteriously disappearing from their homes in the past. They have gone out, never to be seen again, by anyone. The only thing that these girls have in common, is that they are all stunners. They all come from different times, from different places, and from different backgrounds.

On further investigation at the SAT Laboratory, it is discovered that they have all been brought to the present time. Only their LSR's are not being picked up. Even through the Invisible Protection Force-Fields that surround every Living Quarter, the LSR's should still be registering. Larna then discovers a new advertisement on the Information-Net. 'Come and live the fantasy of your life, with beautiful young women who do not say no to anything. Guaranteed satisfaction with fresh young girls who are NOT Pleasure Nymphs!' The police find out that there is a secret hide-a-way, created on the North Pole, that is being used as a private fantasy island. The magnetic forces at the North Pole hide the complex from every single form of scanner present. People even have to be transported out there in shuttles. The name of the man in charge is Tony Johnston aka The Fatman.

The younger version has set up his own private brothel, using the young girls from the past as his whores. They have been mind-conditioned to offer pleasure and service to any man or woman who wants them. They are all listed in a catalogue. Under the complex is the

training centre...a complex psychological program room to condition the girls without the use of the C.D.C..

Larna must try and find a way of stopping him from running this place. Larna must go back in time to stop him from kidnapping the young woman in the first place. He always uses the same process of kidnapping them. They reply to an advertisement for a modelling job. He interviews them. During the interview he drugs their drink. When they are out cold, he locks them inside a crate, chained up, gagged and blindfolded. They are returned to the complex, where they are undressed, cleaned, examined, then placed into the procedure...the mind conditioning helmet placed on their heads. Sometimes he changes the plan, especially when Larna becomes aware of what he is doing. Then he just stalks his victims and picks whoever he fancies. He has travelled back to San Diego, mid-1999 to start up this campaign of terror. Larna must make sure to stop him.



In the afterlife, Shadow, the evil black witch that Larna first battled in Story #3, uses her unnatural Black Magic powers to help her escape from the Hellroom where she had been trapped, wanting to seek revenge on the woman that sent her there – Larna Fox.

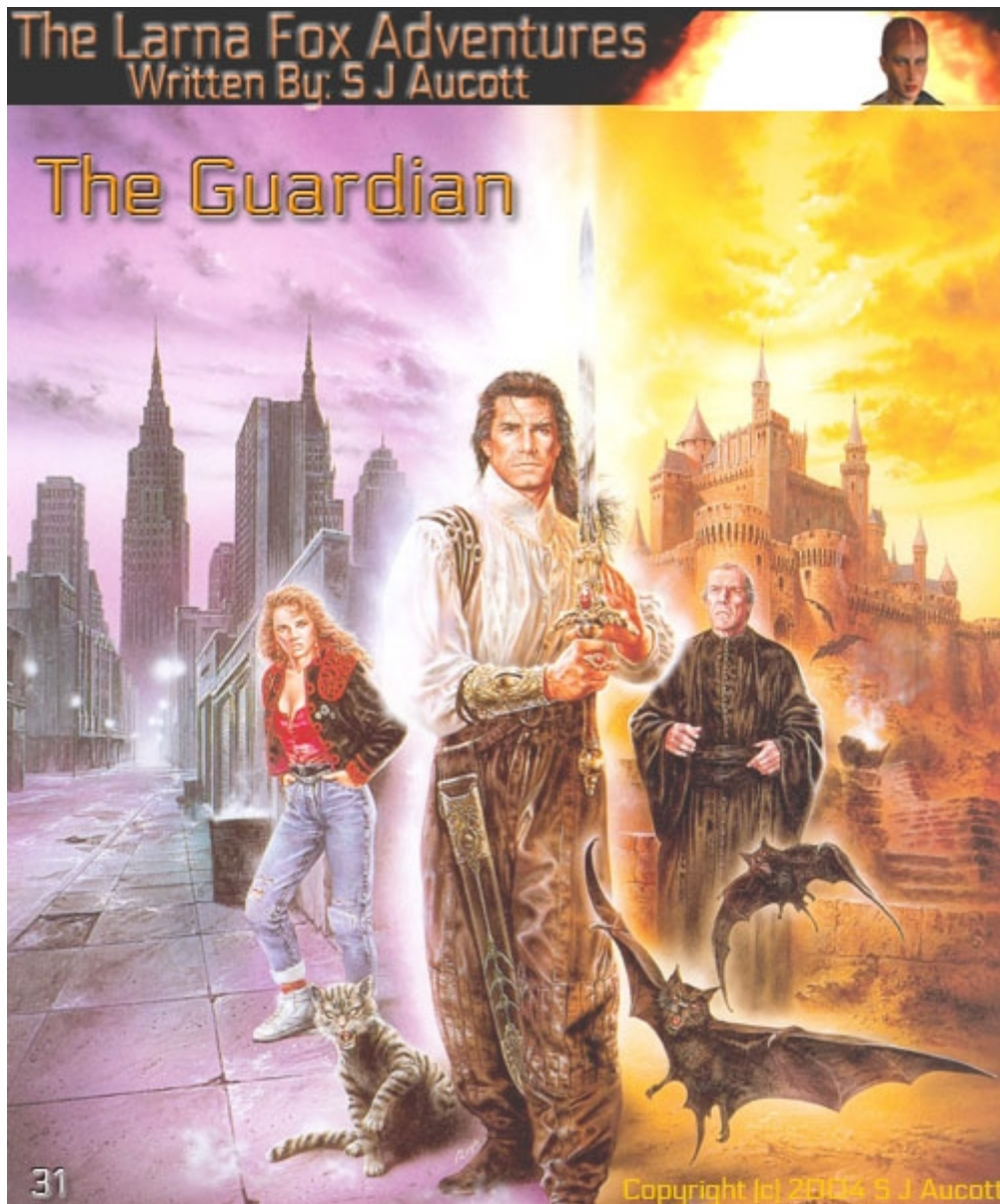
Again using her magical powers, Shadow invades Larna's dreams, using Larna's dream vision capability against her. By magic, Shadow changes places with Larna so that now Shadow is born again, by inhabiting Larna's body.

Larna is trapped inside a Dreamscape reality created by Shadow's wicked and perverted mind. The deal is if she can survive six different Dreamscapes, all designed to attack her psychological and physical form, then she gets to return to her own body. Of course, Shadow is going to make it as difficult as possible for Larna to fight her way through the Dreamscapes.

In the meantime, Shadow is enjoying the delights that come with being inside Larna's body. Including Heather Morgan-Fox. Shadow attacked Heather and later enslaves her. Shadow still maintains most of her black magic mental power, which she uses to take control. The New York sector is in a state of gang-war after the deaths of its leading crime figures, so Shadow finds it easy to move into the territory. When Tom tries to stop her, he ends up being trapped in a wicked perverted S&M club that has been turned into a true dungeon of pain and suffering. Shadow just feeds off the suffering she causes.



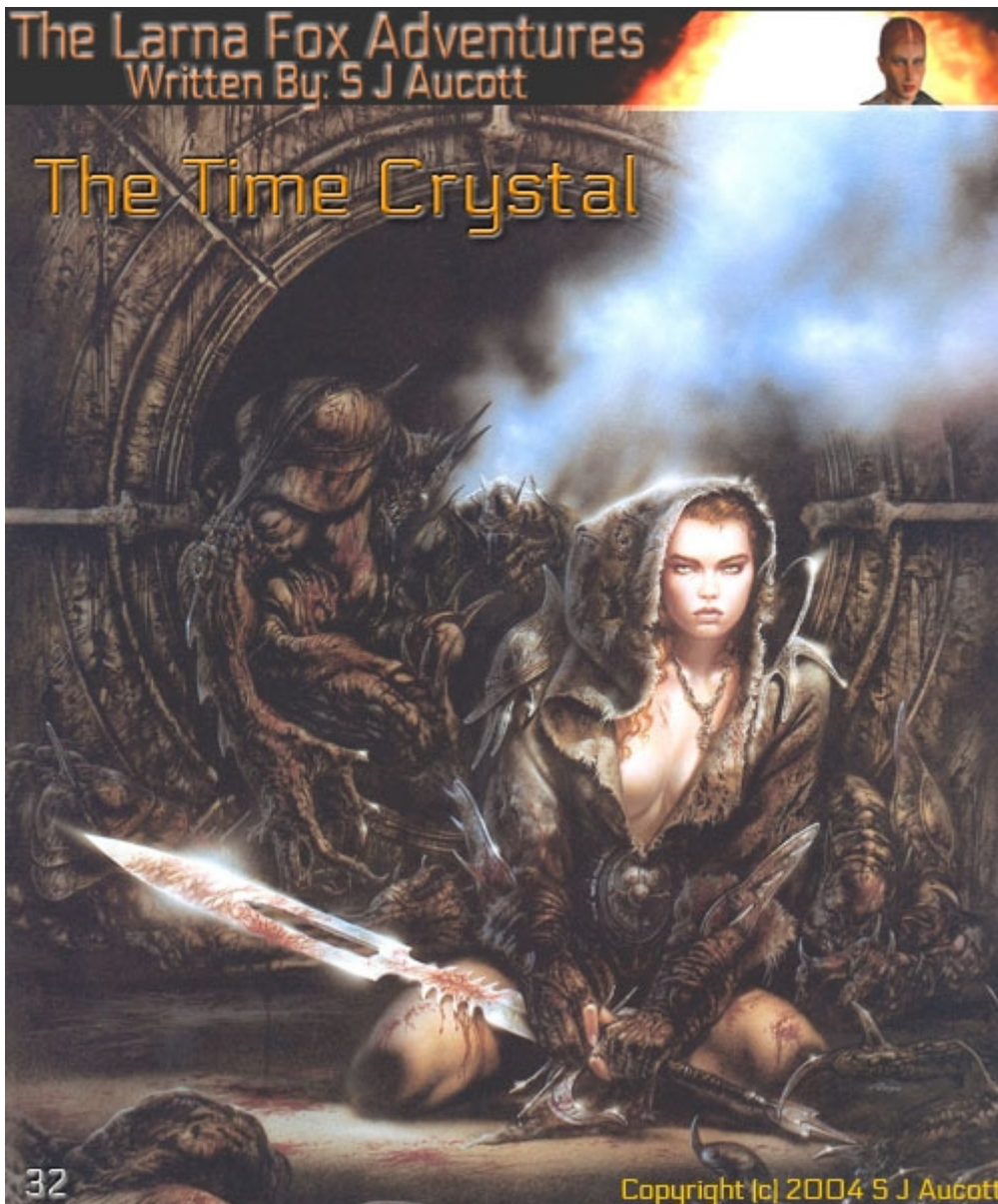
Shadow's plans are disrupted by Larna's endeavours in the Dreamscape. She has to go and make sure that Larna does not succeed. That distract does not go unnoticed by another interested third party, who has come to put Larna on trial.



The Guardian claims to be the protector of the Time Continuum. He helps Larna to escape from the Dreamscape reality of the previous adventure. He arrests Larna for polluting the time line too much by her constant travelling through time. Using flash backs to her time travel adventures, the Guardian holds a kind of court, to judge whether the travelling should be deemed as important to mankind.

He finds that it is not the case and winds Larna's history back to the moment she was arrested in the street by Tom Aspel. The Guardian prevents Rogue from time travelling by destroying all research into that avenue of travel. He sabotages the experiments, giving Professor Steinbeck the impression that time travel does not work.

The story ends with Larna appearing standing resting against a lamp post on a poorly lit street. A number of other girls are also on the street. The year is 2035 and she has no memory what-so-ever of her previous existence.



Larna finds herself as a hooker on the streets on 2035 New York. She is suddenly snatched from behind and dragged further into the alley. The man rips at her clothes. Larna is helpless. The Guardian, the man who caused her to be in this position in the first place, then appears and stops the man.

He claims that he needs her help. After Larna was tried in his court, he claims that he went on to put Shadow through a similar trial. Shadow, Larna's arch-enemy from several of the adventures that she had had through time. If she was the good girl of these adventures back through time, then Shadow was the ultimate evil babe. Before he had the chance to finish the trial, Shadow used her Black Magic powers to escape. She also tried to steal the Time Crystal. The Crystal was the ultimate source of his power and allowed him to remould the Time Continuum into anything that he wanted. Whoever possessed the Time Crystal could control time. He or she would be a God. Unfortunately, her attempts caused the crystal to shatter and splinter. The fragments of the crystal were scattered all through different time periods. Shadow was desperate to get it, so she went back in search of the pieces.

The Guardian restores Larna's old memories by using his wristband computer. Teaming up with the Guardian, Larna goes back after Shadow, wanting to stop her from getting the piece, while restoring the crystal to the rightful owner. The first place that they go to is the nuclear explosion in the year 2000. The Guardian states that this explosion is the pivotal point in the whole time line. If it does not happen then none of the future events take place.

Larna was the individual responsible for the explosion in the first place, in a cruel twist of fate, creating the future that she came from.

Six more places that the crystal is sent too:

- 1 **The Legend of King Arthur.** Larna and Shadow get in the middle of the legend with devastating results for the Guardian.
- 2 **Dunluce Castle in Northern Ireland** in 1639 that destroys part of it. Shadow joins forces with the mythical figures of Banshee's to attack and torment the owners of the Castle where the crystal splinter is to be found.
- 3 **The ancient Pyramids and the Great Pharaohs.** The crystal is part of the sceptre that is to be buried by with the Pharaoh in his tomb. Shadow violates the tomb and creates the mysterious curse placed on to it, that the next person to enter will face unending hardship.
- 4 **The Roman Colosseum.** Larna finds herself being captured by Roman soliders. She fights them off and draws attention to her ability. The Romans take her in chains to the Gladiator school. She is trained along with the other Gladiatrix until the time when she is thrust into the Roman Colosseum. Shadow takes on the part of a Roman lady in a position of power. Part of the crystal is somewhere in the Colosseum.
- 5 **Stonehenge built by a cult worshipping a strange mythical dark God.** The 'henge is supposed to be a chapel and a place where they can go and worship the God. Shadow is the God. Larna realises that the crystal splinter is part of the worship procedure.
- 6 Larna must now get control of the crystal before Shadow transports on to the next place, otherwise she will lose the battle forever and be stranded on the island of **Atlantis** days before the island sinks under the water. They both know where the final splinter of the crystal can be found. In the temple of the God Poseidon. Larna must sweet talk her way through the people of this city to get the splinter. Shadow gets it first and completes the crystal.

A strange transformation in Shadow occurs. Shadow is transformed into a Guardian. A female version of the controller of the Time Continuum. She becomes the God that she always wanted to be. Shadow wipes out any trace of Larna in existence with a simple thought. A beam of light comes from the crystal, envelopes Larna and shrinks inwards until she has gone completely. Shadow then watches on as Atlantis sinks below the sea, a side-effect of the crystal splinter being removed from the God's temple.

Shadow is immortalised. She will live forever and have complete control over the one thing that mortal man cannot control. The one thing that can truly be evil at times ... Time.