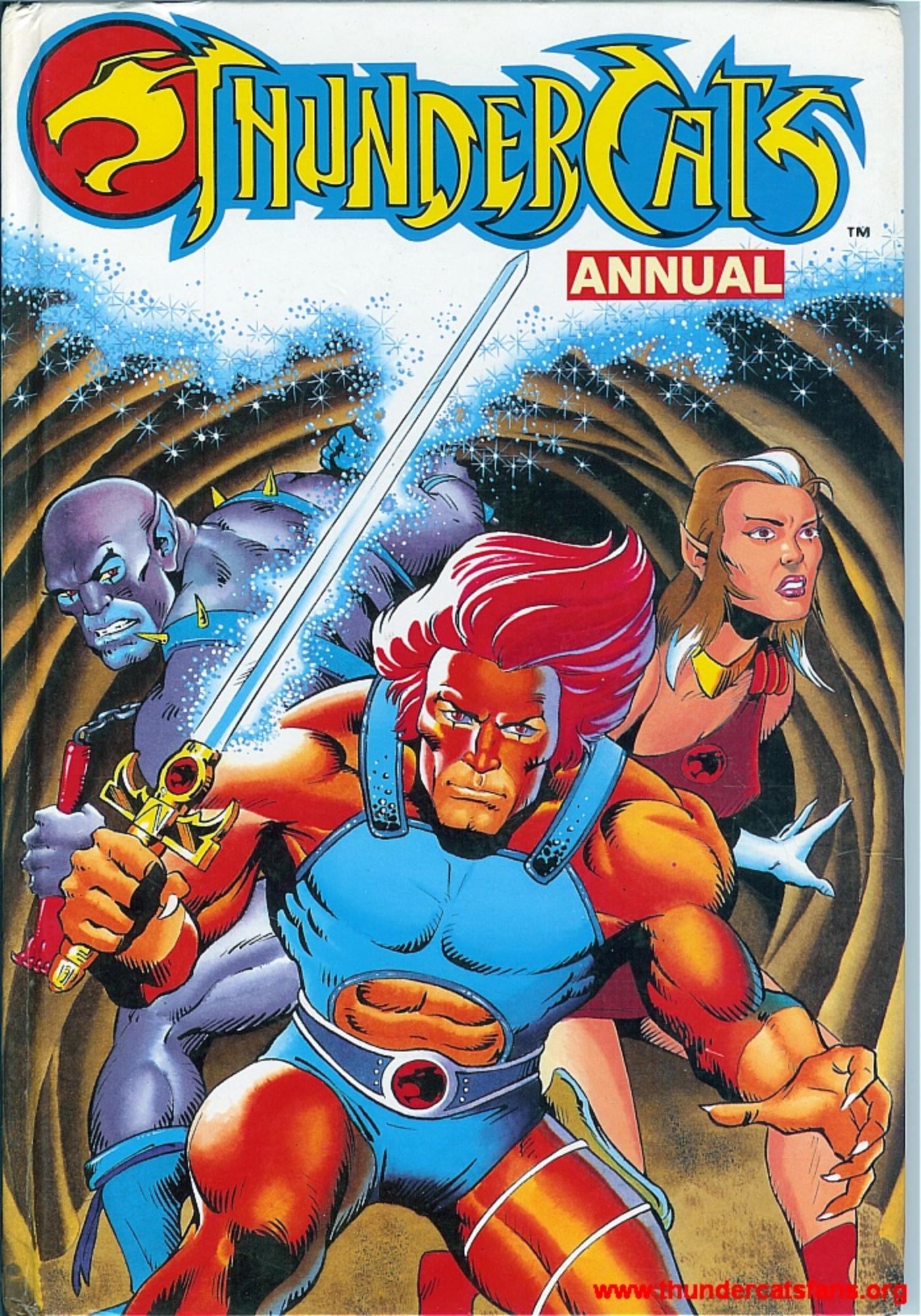
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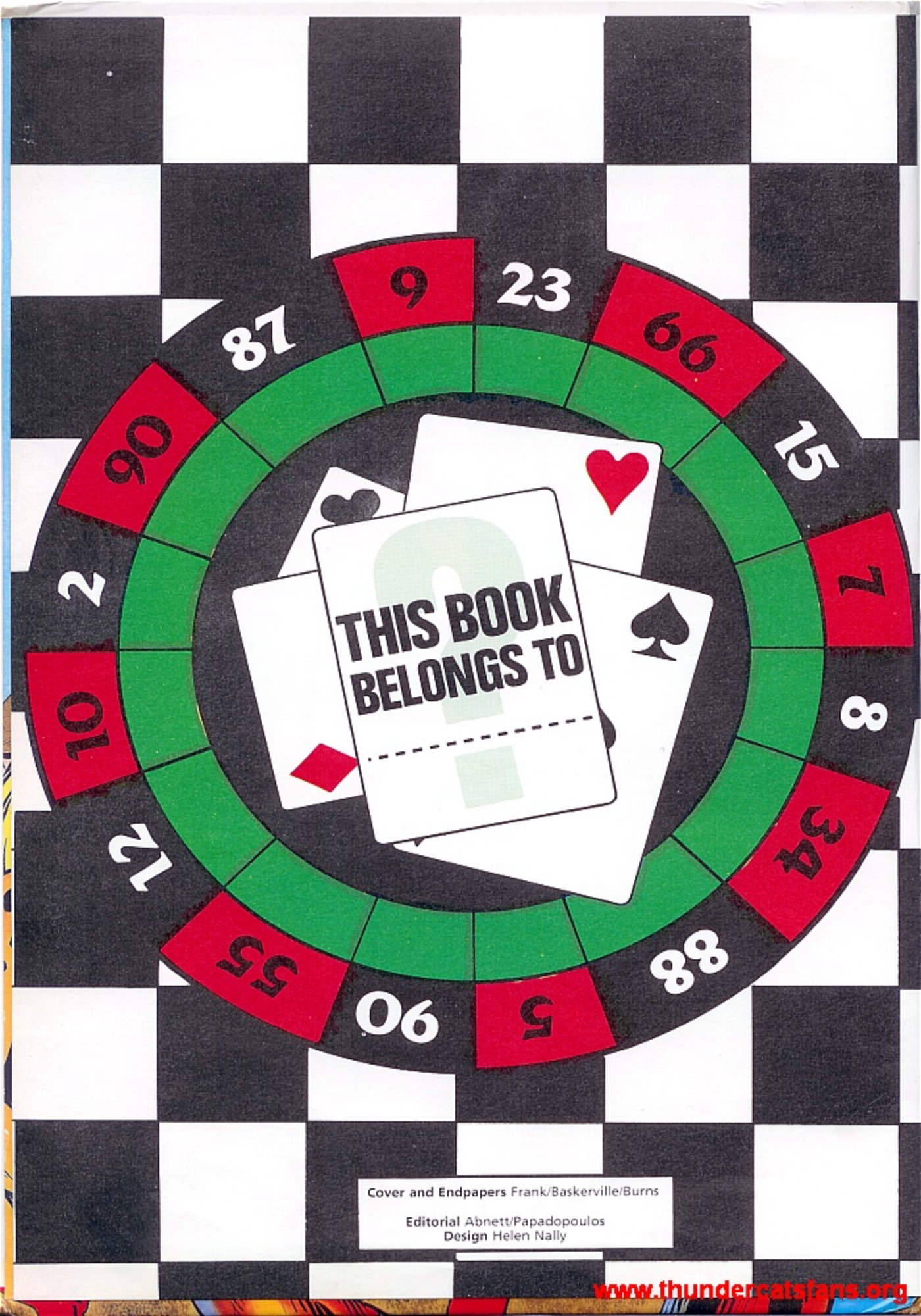


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THUNDERCATS™

Nine lives of fiendish feline frolics for fans and fools alike.
Feast your eyes.
WELCOME
to the inner sanctum of
THUNDERCATS lore.
Meet The Puzz-lar. His games are yours, as a twisted evil mind is turned towards our mighty heroes in
The Perils of Puzz-lar.
It's big and it's clever!
ALL RISE
We commence proceedings in the kangaroo court of **Catamountain**, the first Thundercat and maker of the Sword of Omens. Witness the brave defenders of Third Earth pitted against one another in the epic **Trial by Fire!**
With such a profusion of pulsating plights, puzzles and, of course, our
Profile Pin-ups . . .
Will you ever make it to the end, cat lovers?

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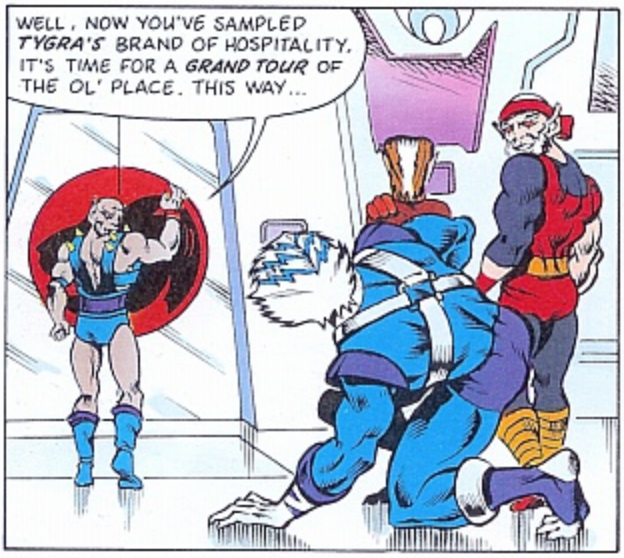


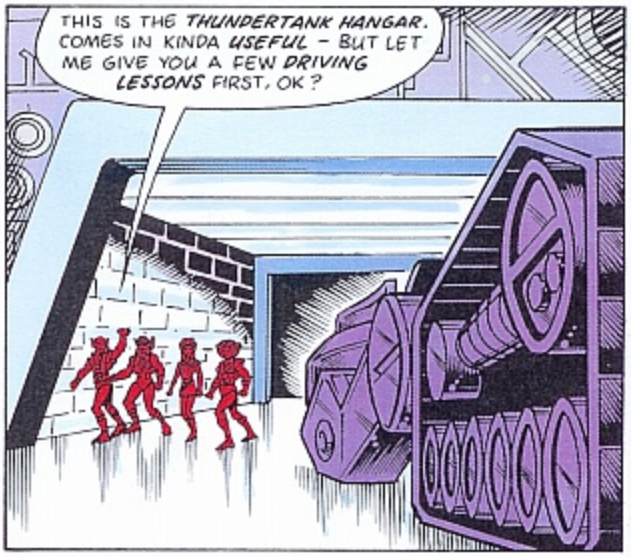


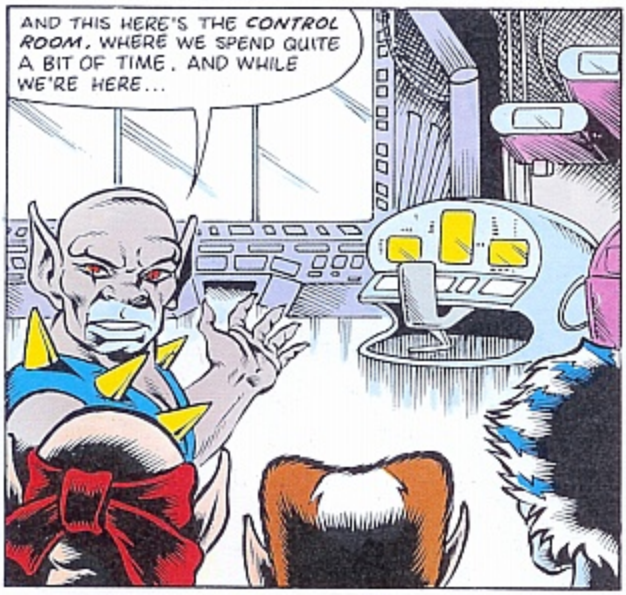


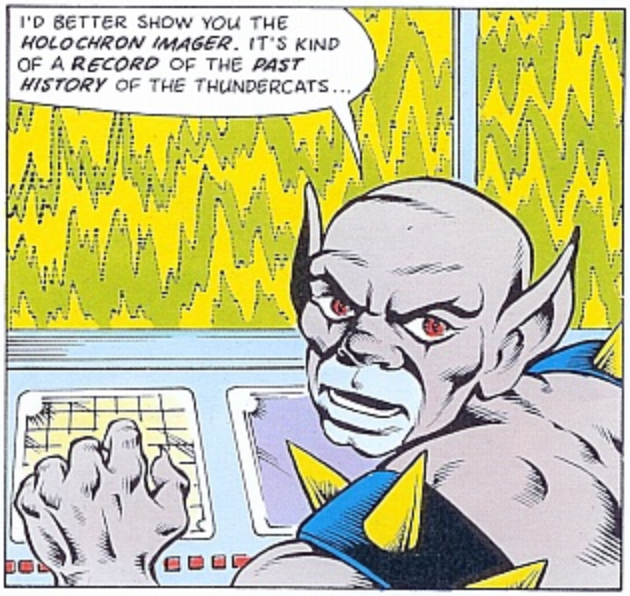


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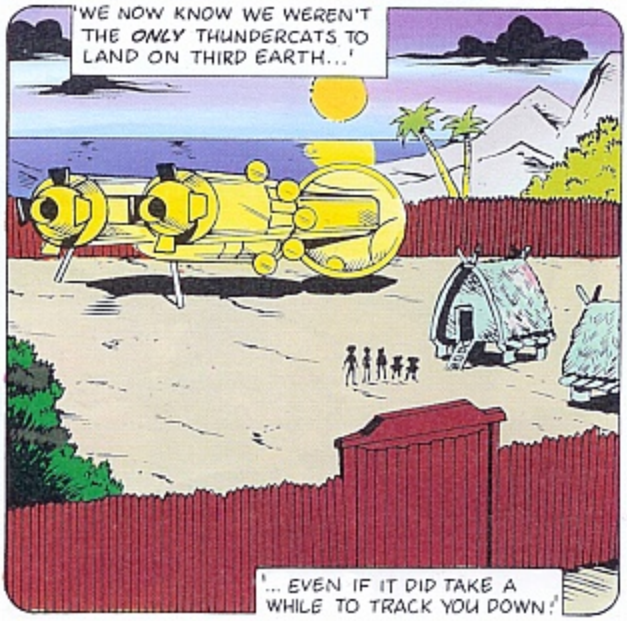








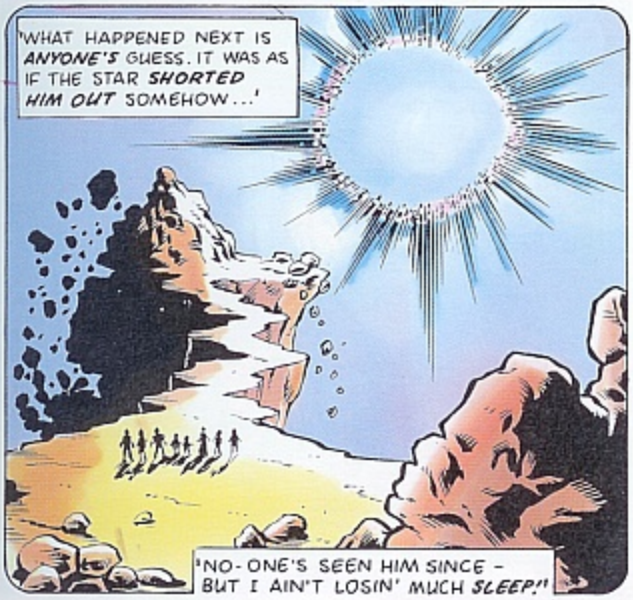


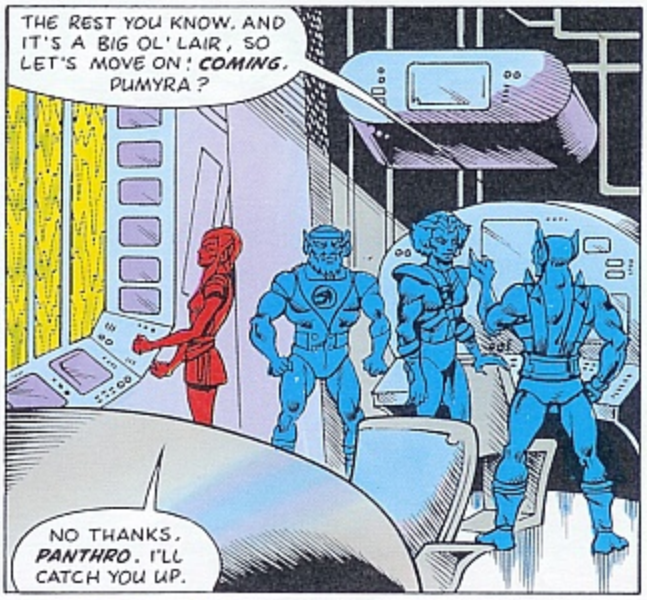


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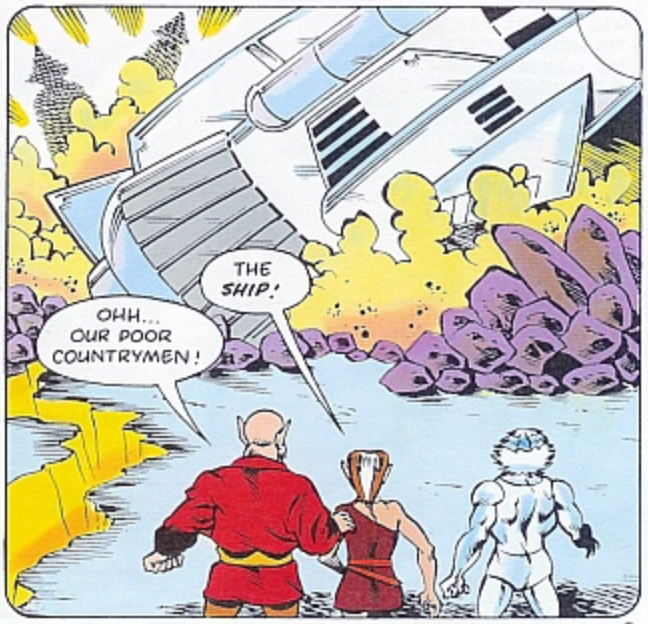




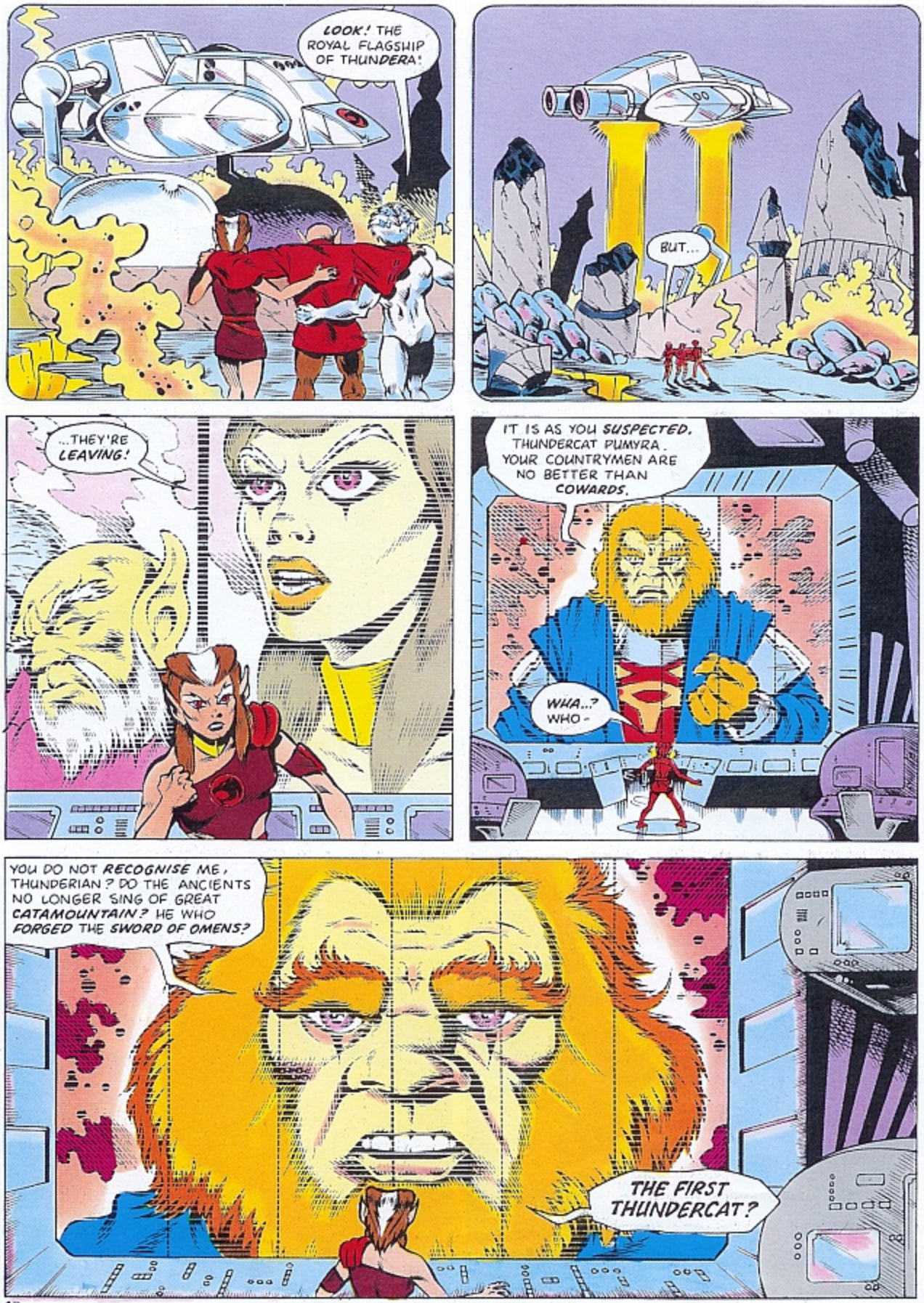








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Lion-O



Since the death of Jaga, upon entry into earth, the ThunderCats are led by Lion-O, now grown to adulthood during the trip through space. With the aid of his nursemaid, Snarf, Lion-O has much to discover and learn about his powers and this new planet, all of which, will lead to some exciting adventures. Lion-O's special weapon is a large, metal, lion's claw glove/shield which he wears on his left arm.

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THUNDERCATS

Cheetara

Cheetara has a great talent for running and can attain 'super speed', so she is seen as only a flash across the land. She is stunningly beautiful, but still has a friendly disposition. Her weapon is a magic staff, which, when attached to her left arm is no larger than her fist. But all she has to do is to flex her hand, and immediately, it telescopes into a long, multipurpose weapon. She can fight with it, pole vault with it or use it as a spear. She can even just throw it by spinning and it flies into the legs of her enemies and trips them! And when the battle is complete, all she need do is flex her wrist again and the magic staff is once more its original size.



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THE PERILS OF PUZZ-LAR! PART 1

"Lion-O! Oh, Lion-O!"

Lion-O looked round from the console he had been monitoring to see Wilykat come running across the control room in Cat's Lair. The young cub was panting for breath and his eyes were wide with terror. Lion-O had to practically grab Wilykat to stop him running straight into the console.

"Calm down." said Lion-O.

"B-But . . . b-but," stammered Wilykat, unable to get a grip on his speech.

"Calm down and tell me what's happened." said Lion-O. "It can't be that bad."

"It is!" exclaimed Wilykat. "He's got Wilykit!"

"Who?" demanded Lion-O.

"We were up at the Hunting Plains beyond the Berbil Village, playing on our spaceboards when the air in front of us started to twist and shimmer. An entire building materialised in front of us! It was shaped like a giant question mark but, Lion-O, it was at least a mile long!"

"What happened to Wilykit? Did she go inside?"

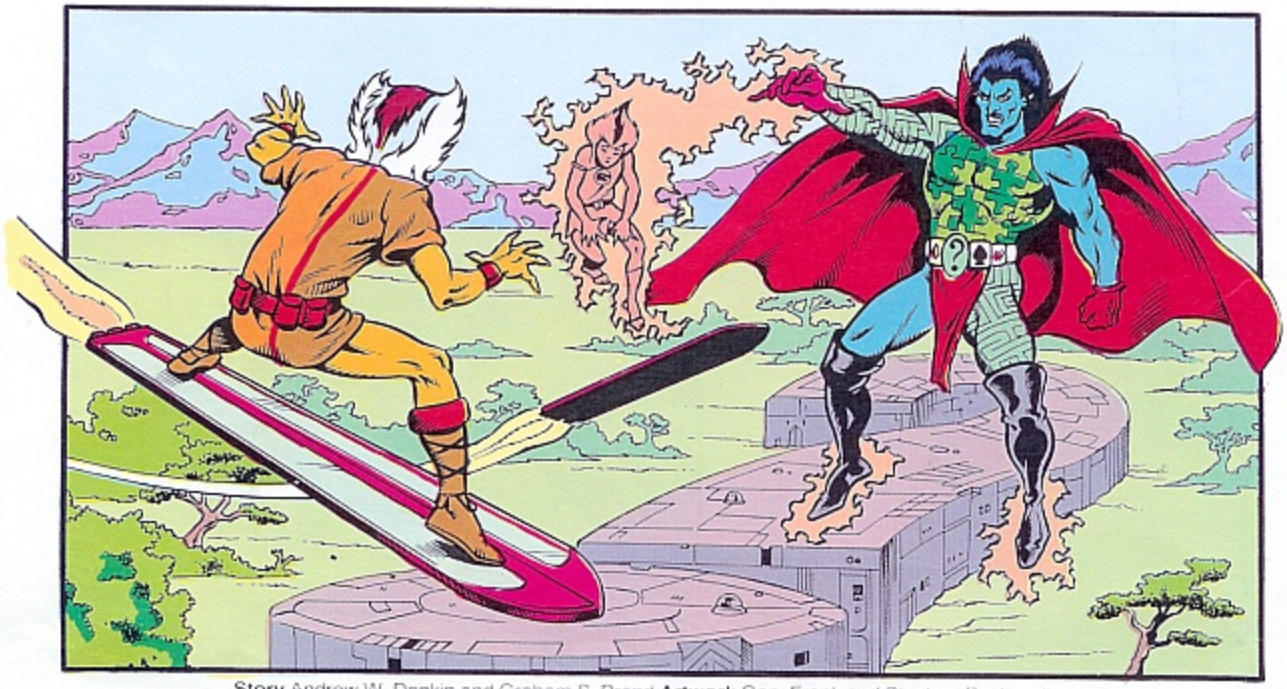
"No. Before we could move away, this . . . this . . . horrible figure appeared. He said his name was Puzz-lar and that he wants to challenge you!" Lion-O watched as Wilykat's eyes misted up.

"Puzz-lar captured Wilykit so you couldn't refuse his challenge. But, Lion-O, he's got such power!"

"However powerful Puzz-lar is," proclaimed Lion-O, "we have to rescue Wilykit, whatever the cost!"

Lion-O called to the other Thundercats scattered through Cat's Lair.

"Thunder . . . Thunder . . . THUNDERCATS HO!"



Story Andrew W. Donkin and Graham S. Brand **Artwork** Gary Frank and Stephen Baskerville

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Lion-O, Panthro, Pumyra, Wilykat and Cheetara stood looking across the Hunting Plains to where the giant building had appeared.

Of the Thundercats, only Tygra, Bengali and Lynx-O were missing, away on a scouting mission with Snarf.

Lion-O led the others into the strange building. The walls were cold to the touch and it looked centuries old. Suddenly, the air ahead of them began to shimmer and the form of Puzz-lar appeared before them.

"Welcome to my Puzzle Palace," he cackled. "I knew you would come."

Lion-O stepped forward. His hand already on his weapon, the Sword of Omens.

"Give us back Wilykit and we shall leave you in peace," he proclaimed.

Puzz-lar's taunting laughter echoed around the ancient chamber.

"I have a challenge for you, Thundercats. I wish to add Third Earth to my collection of planets, and I'm told you are its champions."

Lion-O had heard enough. He pulled out the Sword of Omens.

"Thunder . . . Thunder . . . THUNDER . . . OH!" he said meekly, as he watched his weapon vanish!

"My magic staff's gone!" exclaimed Cheetara.

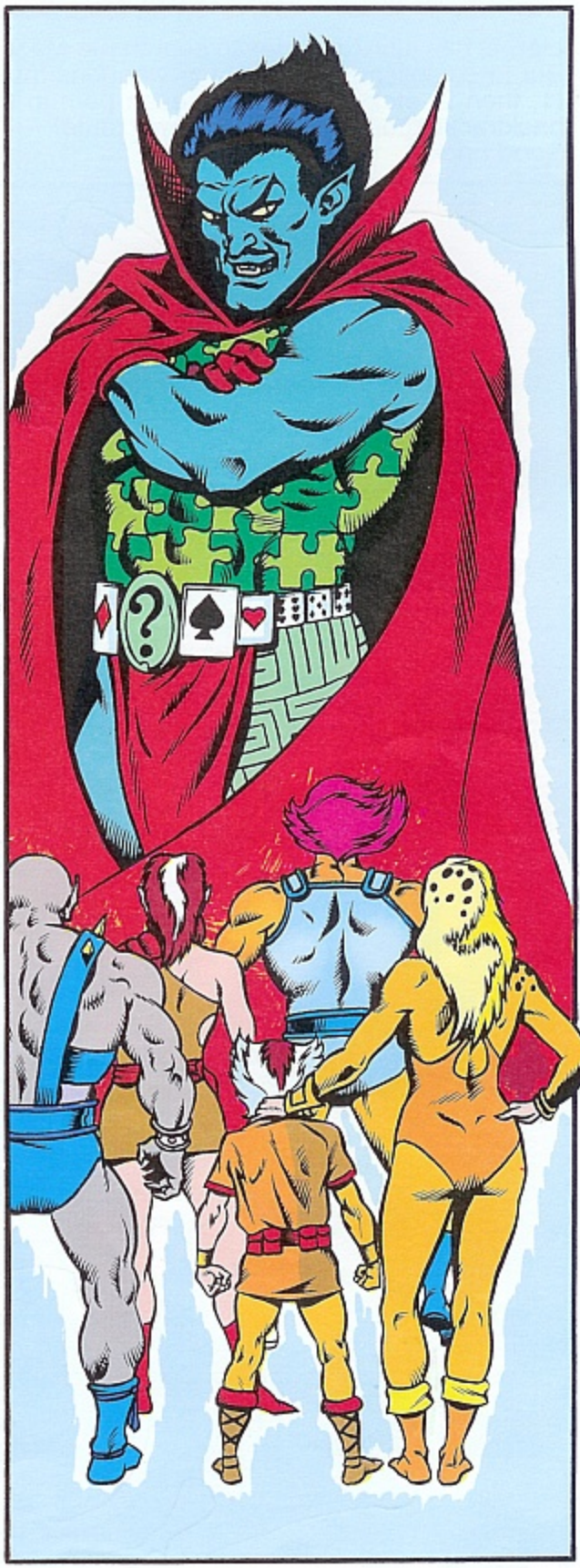
"And my knumbchucks," said Panthro.

"If you want to save Third Earth, you have no choice but to play my deadly games," smiled Puzz-lar.

"It's hardly a fair fight without our weapons!" protested Pumyra.

"On the contrary. Getting your weapons back is the first game," explained Puzz-lar.

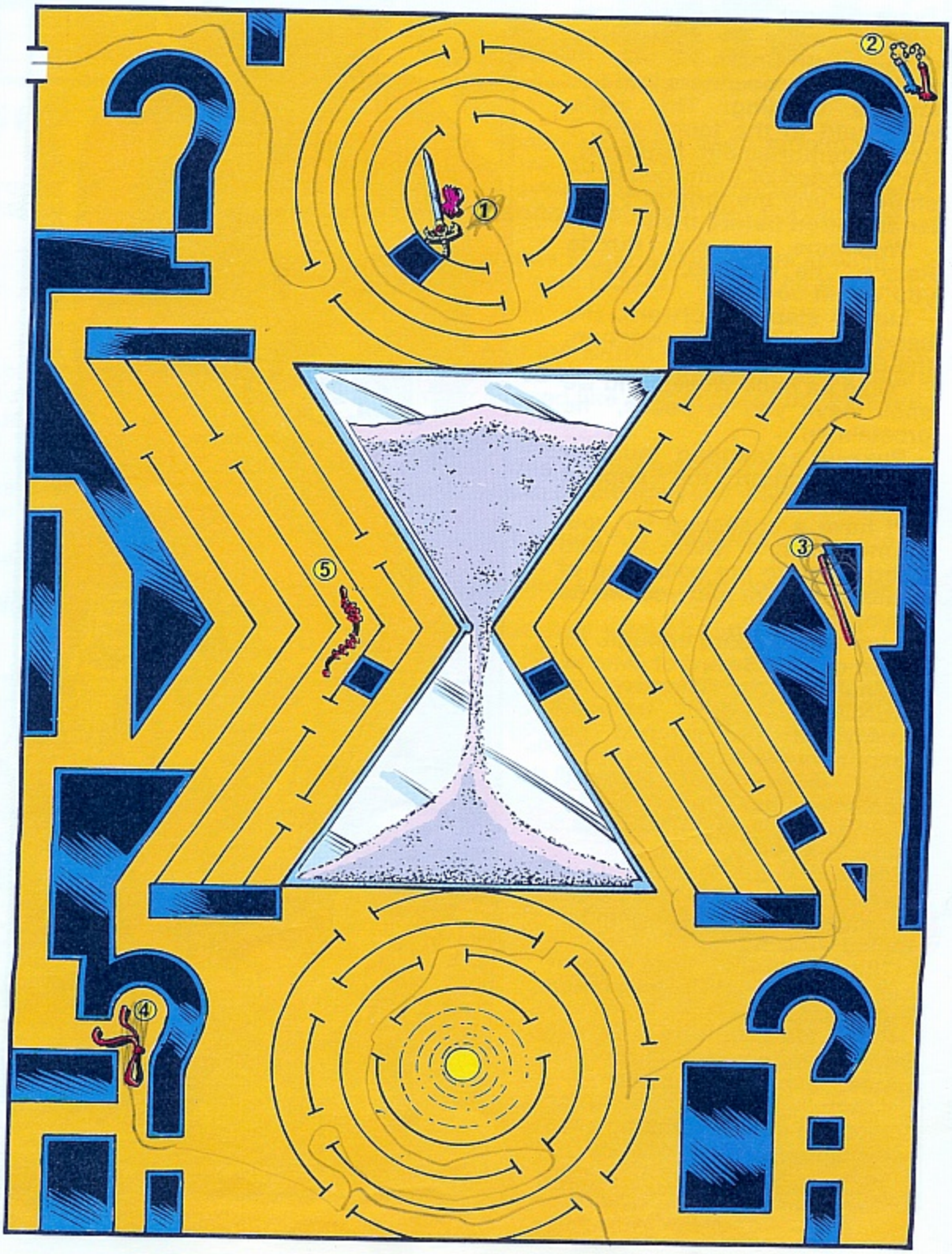
"Step," he said, gesturing towards a sinister-looking gateway, "into the maze of time . . ."



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THE MAZE OF TIME

Lion-O has just 7 minutes to search the Maze of Time, and find the missing weapons. But to complicate the task, the weapons must be picked up in their numbered order, (1, then 2, etc). Even worse, each path in the maze can only be used once. So no backtracking or crossing your own route!
Good Luck!



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The Thundercats move away from the Maze of Time, pleased that they had recovered their weapons.

Ahead of them lay a long corridor that ended in a pair of giant oak doors. Through the doors was a massive, stately hall, decorated by works of art. Paintings and strange mosaics covered all the walls. The Thundercats walked slowly in, awestruck by the beauty of the art collection.

"Look," said Wilykat, fascinated. "Each painting shows a different alien race. It's like an art gallery."

"This is *not,*" announced a voice, startling the Thundercats, "an art gallery. This is a Trophy Room!"

Then the voice continued in a more hesitant manner, "O . . . oh, I'm sorry to have alarmed you . . . sirs and madams. But I do get upset when people call this an art gallery."

"My names Ray-mond," he added, bowing humbly.

Ray-mond was a humanoid rodent. His nose and whiskers twitched nervously as he explained. "You see, sir, it's my job to record Puzz-lar's triumphs over his victims."

"Why do you do this?" asked Cheetara.

"Well, I don't have a lot of choice since I lost my freedom in one of Puzz-lar's so-called 'games'. No disrespect intended, sir," he added quickly, looking up at the ceiling.

Lion-O invited Ray-mond to join them, saying that they intended to defeat Puzz-lar. Ray-mond looked very sad. He sniffed furtively.

"I don't think that's possible. You see, it's already too late."

Even Lion-O's heart sank as he looked at the gallery wall to see that a mosaic showing the Thundercats being defeated was already in place!

Continued on page 20



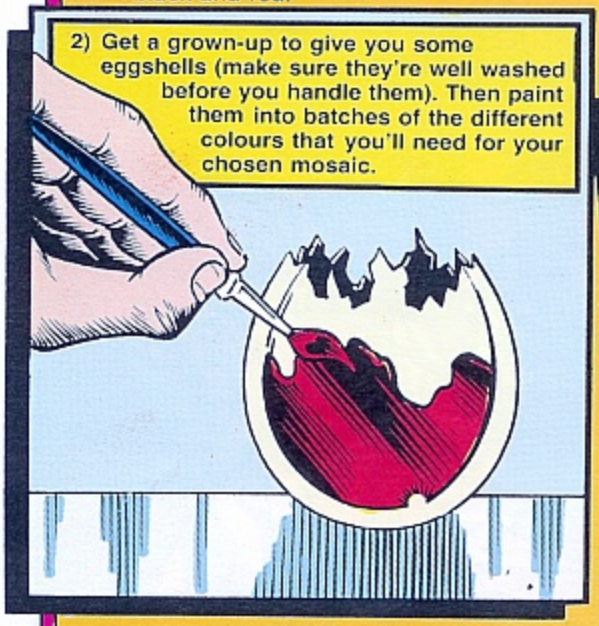
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Here's how to make you own eggshell mosaic. They're a lot of fun, and very easy to create.

EGG-SHEL

1) Draw or trace a picture of your favourite Thundercat onto a piece of paper and back it with cardboard. To get started you can use the picture of Lion-O on the page opposite.
First break the picture down into colours. Lion-O's coours are orange, yellow, black and red.

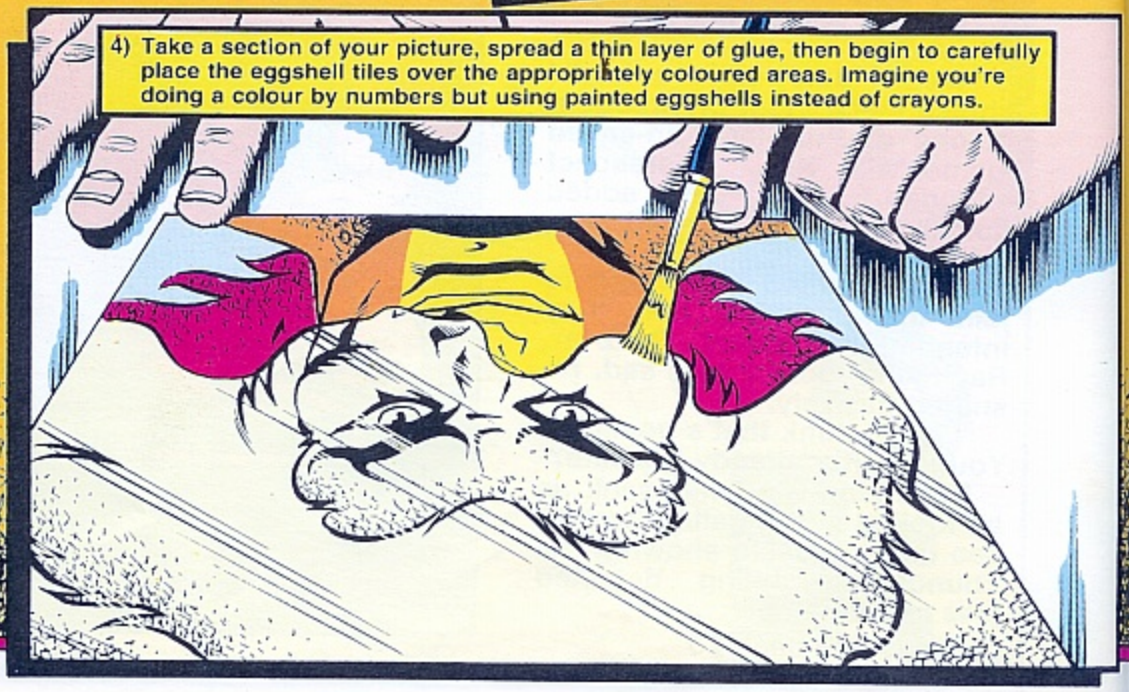
2) Get a grown-up to give you some eggshells (make sure they're well washed before you handle them). Then paint them into batches of the different colours that you'll need for your chosen mosaic.





3) Allow the painted eggshells to dry, then gently crush them into 'tiles' – pieces about a centimetre square in size. Remember to keep each colour separate.

4) Take a section of your picture, spread a thin layer of glue, then begin to carefully place the eggshell tiles over the appropriately coloured areas. Imagine you're doing a colour by numbers but using painted eggshells instead of crayons.



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L MOSAIC

5) Finally, when you've finished, you can varnish the entire mosaic. This makes it look like a true work of art and will help keep your mosaic in good condition.



1) **Orange** – most of Lion-O's face.
2) **Yellow** – area around his mouth.
3) **Red** – his hair
4) **Black** – lines/details/eyebrows etc.

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"What in the name of Thundera, is that supposed to mean?" demanded Lion-O, pointing towards the mosaic that showed the Thundercats being defeated by Puzz-lar.

"That," explained the flustered rodent, Ray-mond, "is your next puzzle!"

"A mosaic?" asked Lion-O.

"Not just a mosaic. For hidden in the design are ten images of your missing companion, Wilykit. Before you can leave this room, you must find them all!"

MOSAIC

"The exact mosaic design is shown below. Can you help Lion-O find the ten Wilykits hidden in the picture?"



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When the Thundercats left Puzz-lar's trophy room, their ranks had grown in number. Ray-mond had decided that he had faith in the Thundercats' abilities and had joined them.

"You see, usually the puzzle players don't even get as far as the trophy room. I . . . I . . . d-do hope Puzz-lar's not too upset at me joining you." said the worried rodent. "But I have been there such a very long time."

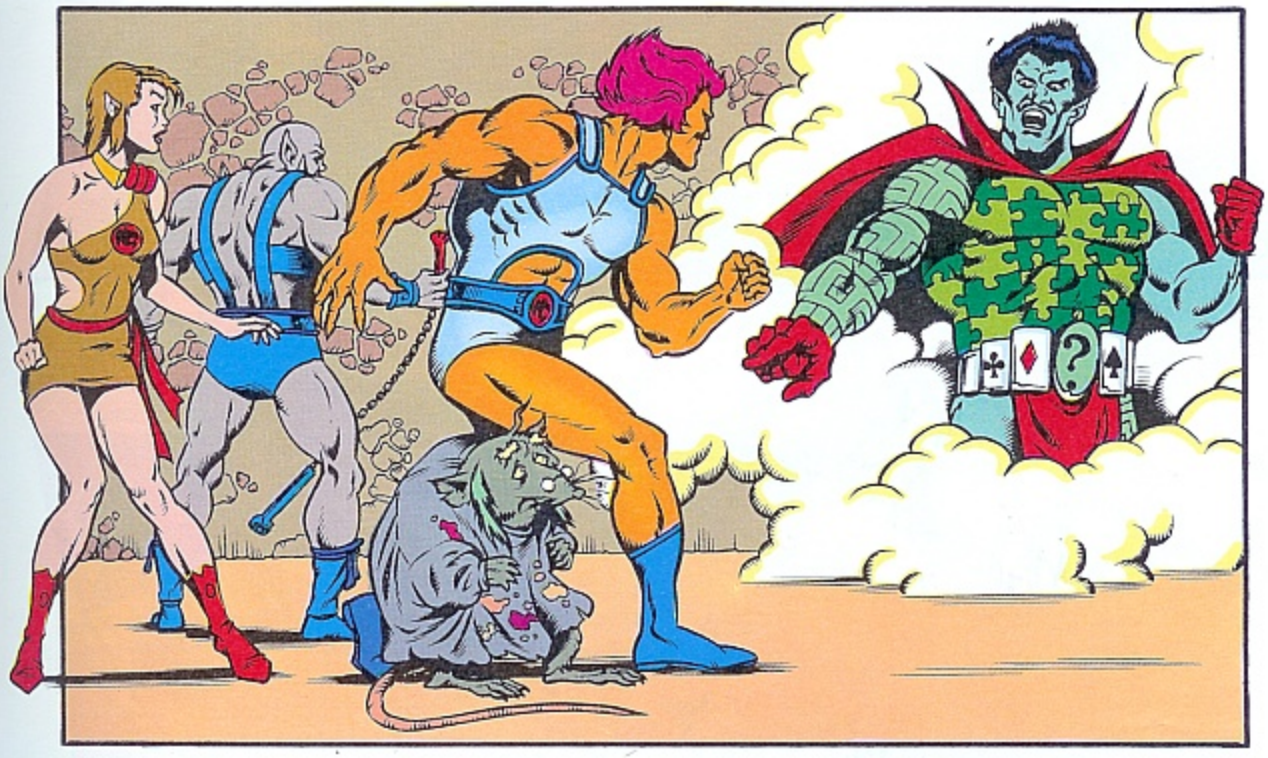
"How long?" asked Pumyra.

"Well," answered Ray-mond slowly – he seemed suddenly lost in thought, "I kept a diary for the first thousand years but then . . . then I sort of lost count," he said sadly.

"Don't worry," said Cheetara, soothing him, "We'll get you out of here."

"I . . . I do hope so. Puzz-lar is so very powerful and he can be quite beastly when he puts his mind to it."

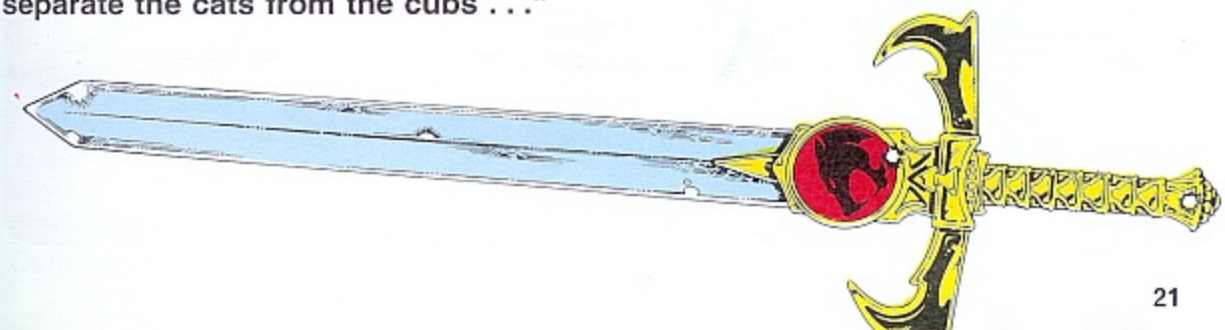
As if in answer to the little creature's comments, Puzz-lar's evil form appeared in front of them.



"You have chosen foolishly, traitor!" Puzz-lar shouted angrily at the rodent. Ray-mond retreated to the back of the group where Cheetara comforted him. Lion-O stepped forward.

"I know the world of Third Earth," he said. "You do not. We have many friends who will fight you, no matter what happens to us, Puzz-lar."

"I know of your *friends,*" said Puzz-lar, with venom in his voice. "Your Third Earth cronies are here to help you in the next game, Lion-O! I guarantee it will separate the cats from the cubs . . ."



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CIRCLE OF ALLIES



The players begin at 'Start' and move in an anti-clockwise direction trying to score as many points as possible. Passing over, or landing on a 'Direction Choice' square gives the player a choice of two routes.

If you land on another player during the game then you steal all that player's points. But watch out, they could land on you and steal them back!

The winner is the player with the most points after 20 throws of the dice each, or if you prefer, the first player to reach 200 points.

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After the Thundercats had all competed in the game, Puzz-lar's face showed a grudging respect for his competitors.

"Now, he announced, "you must pass through the Tunnel of Shadows."

"And what if we refuse to enter your tunnel?" demanded Panthro. The old warrior preferred direct combat to puzzles and games.

"You don't need to go anywhere, Thundercats. The tunnel will come to you!"

The stone chamber around the Thundercats began to darken. Puzz-lar seemed to be sucking the very light out of it! Within seconds the chamber was in total blackness. At first there was silence. Then the Thundercats heard a dripping sound. Then a thicker, gooey sound as if a layer of sticky mud was propelling itself at them. At the same time, they became aware of a disgusting stink, like rotten eggs, which was getting stronger and stronger.

"Oh my!" exclaimed Raymond. "I rather fear that this is the e-end!"

"What's happening?" asked Lion-O, as the revolting sounds got nearer.

"The Tunnel of Shadows is where Puzz-lar consigns the souls of his victims! They decay and rot to become walking Sludge Monsters!"

"Let's see what we're up against." said Lion-O. Holding the Sword of Omens, he commanded "Give me light beyond light!"

Immediately, rays of bright light exploded from Lion-O's weapon. The Thundercats gasped at what they saw. They were surrounded by an army of demonic Sludge Monsters! Their heavy grey bodies moved slowly, stretching and squelching towards the Thundercats!

Continued on page 36



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The real Sludge Monsters are pretty nasty pieces of work created by Puzz-l Bu

MAKE YOUR OWN S

1) First, get six old newspapers and rip them into tiny pieces. Put the pieces into a bucket, add a spoonful of washing powder, and fill with warm water. Get some help from a grown-up doing this. Then mix it all up and leave to soak for a few days.



2) Take the mixture out of the bucket and squeeze and squash the paper until it is one great pulp. Press the water out so that it becomes more solid.

3) Then put it back into the bucket and add 400 grams of cold water size (from any Do-It-Yourself/wallpaper shop). Add just enough water so you can mix it with your hands until it is solid enough to hold together without crumbling.



4) Now take a couple of handfuls of the sludge you've made and begin to shape your Monster. How large you make it is up to you. Copy the illustrations of the Sludge Monsters in this story, and make sure you get their evil, grasping, sludgy bodies just right!

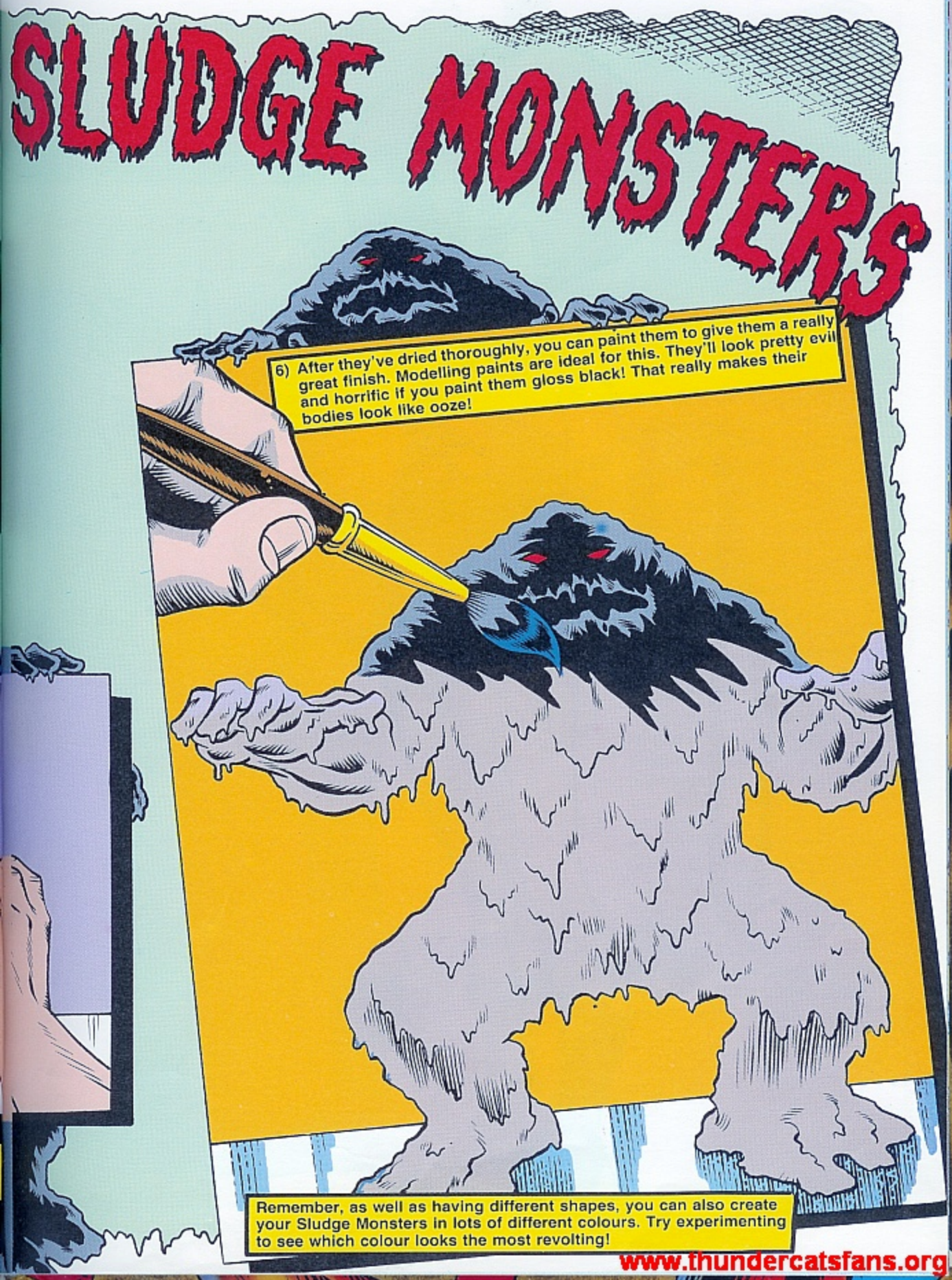


5) When you're happy with the shape of your menacing Sludge Monster, you'll have to put them away in a warm place (maybe an airing cupboard) for a week or so, until they dry out.

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But here's how you can make your own more controllable Sludge Monsters . . .

SLUDGE MONSTERS



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Wilykit

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Wilykat



The twins are the youngsters of the ThunderCats, they are mischievous and sometimes a bit disrespectful of their elder ThunderCats, and when reprimanded, they are never totally repentant, although they sometimes seem it. They too have their very own weapons, but they are milder versions of the elders' weapons. These are in the form of a cartridge belt each which contain various powders. Some of these powders produce smoke screens, others contain itching and sneezing powders and there are even some which can crystalise into sharp pointed jacks, which are thrown under the feet of their enemies. A lariat each are their weapons, looped about the waist, which are released by them spinning, the loop of the lariat sometimes whirling up above their heads. They are a crafty couple.

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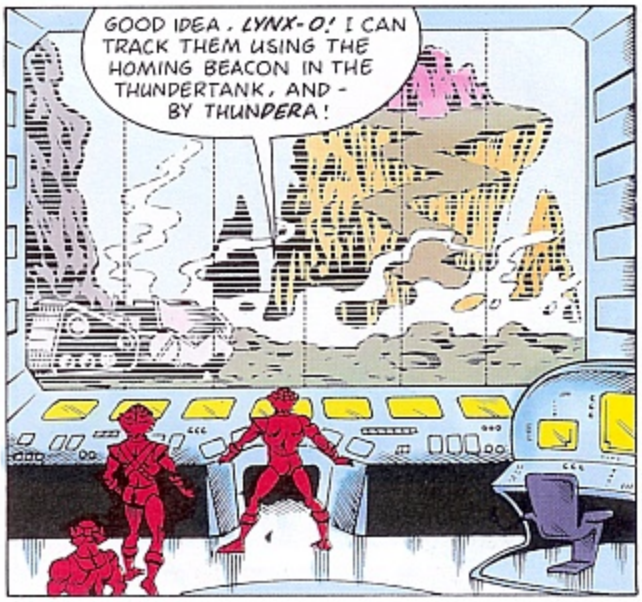


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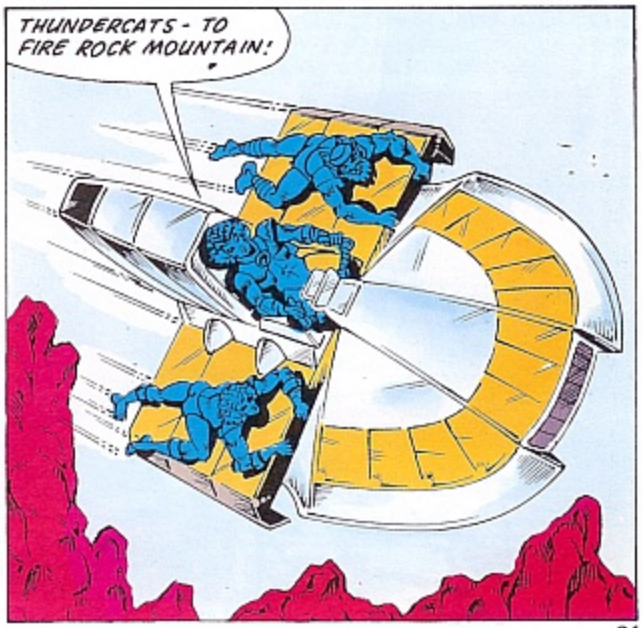








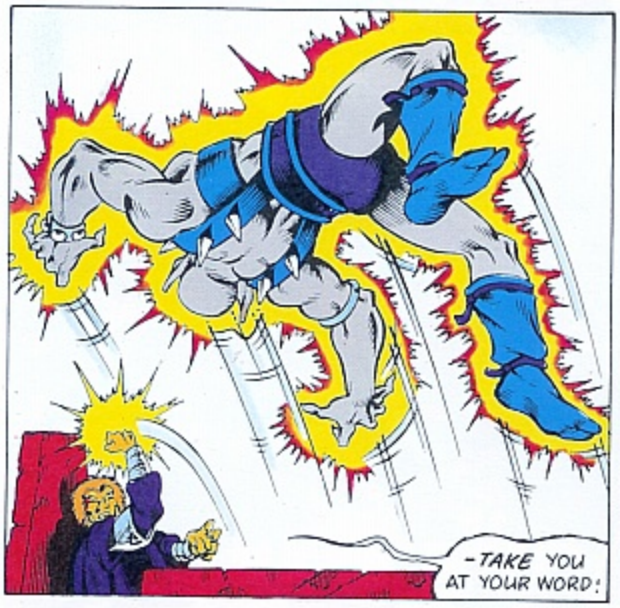




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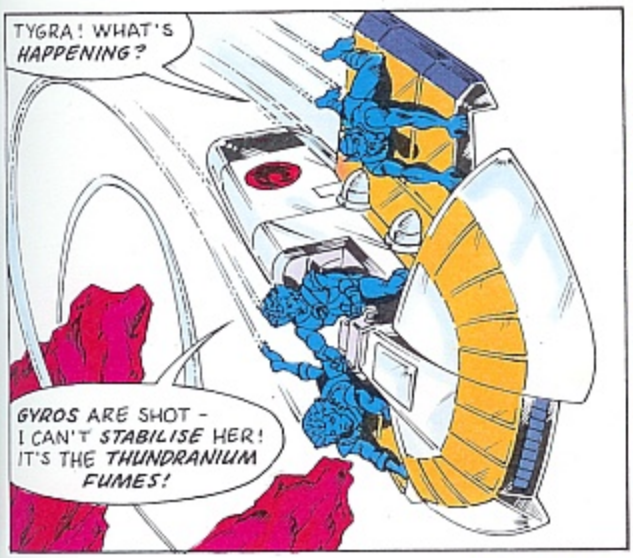


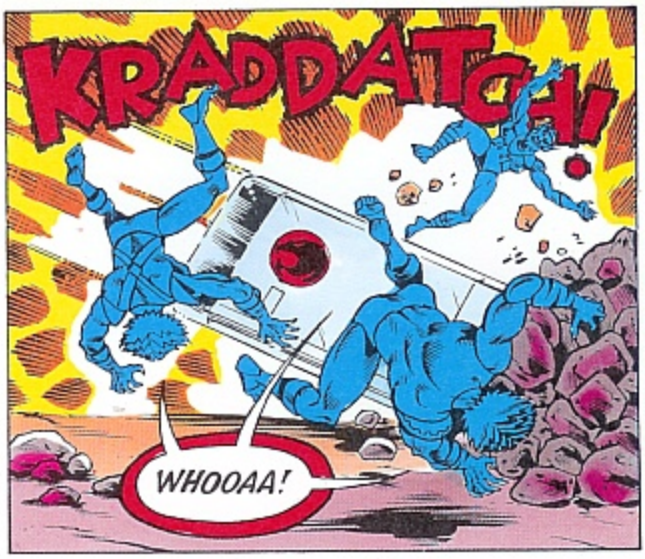


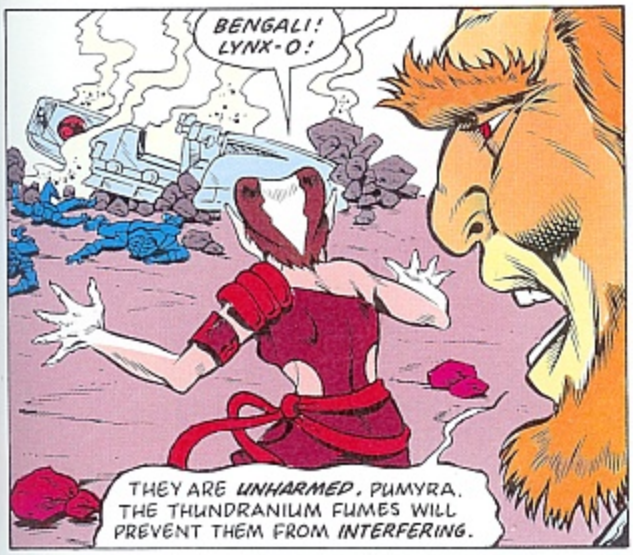




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NEXT: JUDGEMENT DAY!

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Tygra



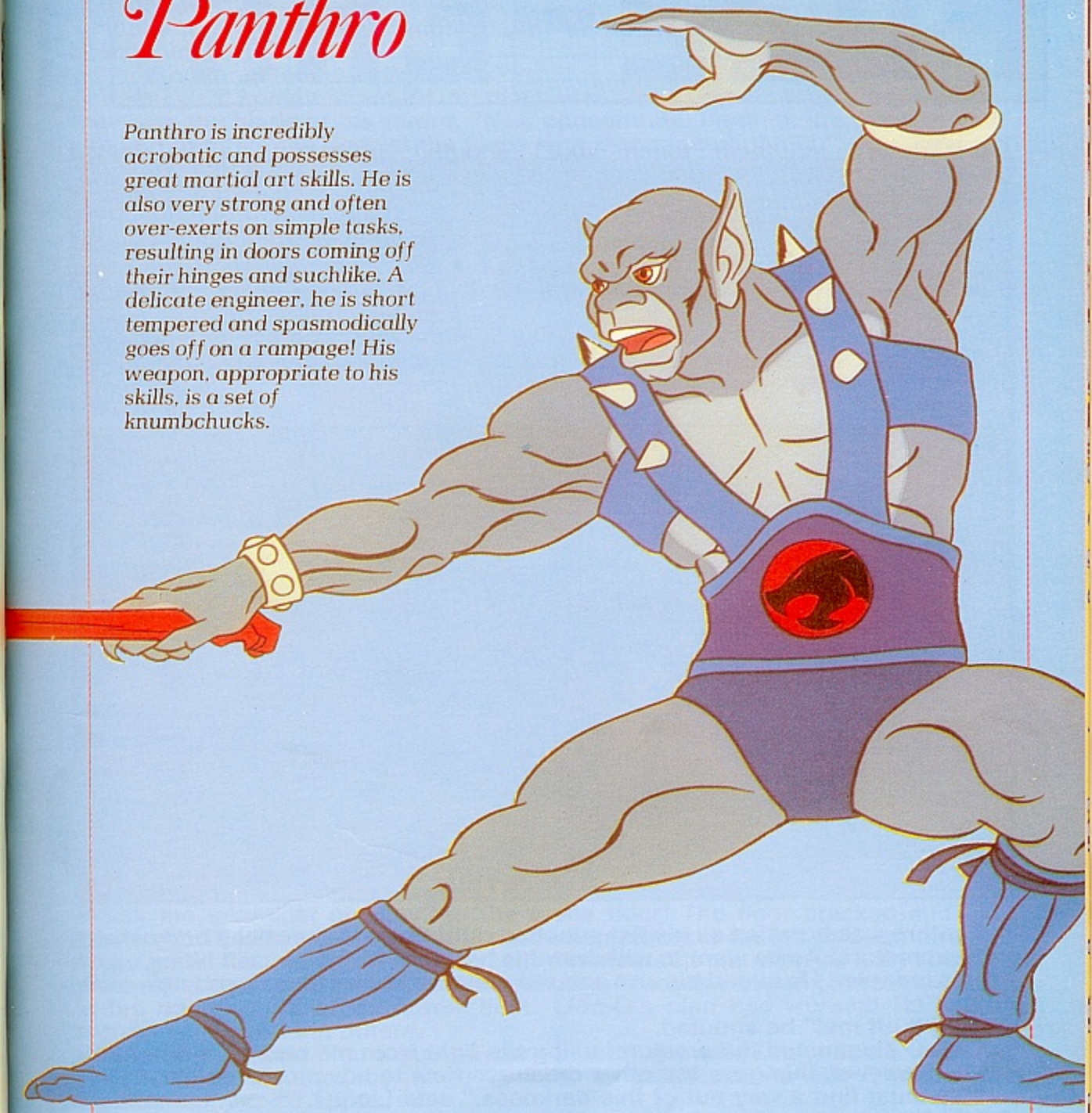
Tygra is the titular head of the ThunderCats. He is also the architect amongst them, and it is he who will design and supervise the construction of the Cats' Lair. His character is one of nobility and tolerance, it is always him who deals with Lion-O's impetuousness and rashness, Panthro's tantrums, Wilykit's and Wilykat's mischief and kindly keeps the rest in hand. Tygra's weapon is a whip with small weighted balls on the end.

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THUNDERCATS

Panthro

Panthro is incredibly acrobatic and possesses great martial art skills. He is also very strong and often over-exerts on simple tasks, resulting in doors coming off their hinges and suchlike. A delicate engineer, he is short tempered and spasmodically goes off on a rampage! His weapon, appropriate to his skills, is a set of knumbchucks.



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THE PERILS OF PURR-LAH!

PART 2

"Don't let them touch you!" shouted Ray-mond, as the Sludge Monsters continued their menacing advance towards the Thundercats.

"They'll try to pull you down into their disgusting slime!"

Lion-O swung the Sword of Omens above his head. When the ray of light hit each of the dark creatures, they seemed to fall back, but only temporarily. The trouble was that there simply wasn't enough light to keep all of the shifting Sludge Monsters back at once.

"Don't worry," said Panthro confidently. "I know what to do."

"Wait." said Lion-O but it was too late. Panthro stepped forward and threw his best punch at the nearest Sludge Monster.

"Uggh!"



Panthro was horrified as his fist punched right through the sticky body sludge of the creature! As he went to withdraw his hand, he found himself lifting up the whole monster! He raised his arm and the creature began to melt and flow along it!

"Get it off me!" he shouted.

Lion-O illuminated the creature, using the light from his sword, and it melted away. However, this gave the other creatures time to advance even closer.

"We must find a way out of this darkness," said Lion-O. "It can't extend too far. This chamber was as bright as day a few minutes ago. Cheetara, use your superspeed and see if you can get out into the light."

Cheetara obeyed Lion-O's instructions but as she tried to pick up speed, she found her feet slipping in the slime on the floor!

"Ugh! It's no good!" She shouted as she fell towards the slime!

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Soon, Pumyra and Wilykit also disappeared into the advancing wall of grey ooze.

"We're in a bad way!" exclaimed Lion-O.

"L-Light. We must have more light, sirs", begged Ray-mond.

"Let me hit them again," volunteered Panthro. "At least, we'll go down fighting like warriors!"

"We're not finished yet!" replied Lion-O. "What this battle needs is a little lateral thinking."

Panthro's brow creased in confusion.

"If you want something to hit, try this," said Lion-O, scratching a cross on the floor with the blade of his sword. "Now concentrate, Panthro. We need all your strength to strike the floor at the same time that my sword hits."



The Sludge Monsters were about to engulf the last two Thundercats as they struck the mightiest of blows to the stone floor! The floor cracked and then crumbled! The Thundercats and the slime engulfing them fell through onto the floor below. The sludge c[illegible]oned the Thundercats' landing as they tumbled down. The black and grey ooze of the Sludge Monsters began to dissolve away in the normal light of the lower floor. Lion-O's plan had worked! He looked around and found the others.

"Thank you, sirs. Thank you so very much." grovelled Ray-mond, who was embarrassing Panthro by hugging him in gratitude. As the Thundercats regrouped, Puzz-lar appeared.

"You," he said bitterly, "have destroyed my army!"

Lion-O smiled.

"But I still have Wilykit," sneered Puzz-lar, "and if you ever want to see her again, you'll need brains instead of brawn for this problem!"

The Thundercats turned to see their next challenge . . .

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LION-O'S CHOICE



The Thundercats were in a chamber with four exit doors. Each door had a different name. One of the doors was the way to Wilykit, while the others led to certain death!
The Thundercats must use the clues below to get a list of six letters. Each clue gives one letter of the alphabet as its answer. Get the list of six letters, then you must rearrange *five* of them to find out which door they can safely use.



"The end of . . ."



"They have three between them."



"He has two of these."



"For this mutant, these always come in threes."



"This Captain's second last."



"The mutant owner's fourth."

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The Thundercats passed safely through the door and then spread out to explore the chamber beyond.

"Lion-O! You need my help!" boomed a familiar voice. Lion-O spun round to see the ghostly form of his longtime adviser.

"Jaga!" he exclaimed. "Am I pleased to see you!"

"Listen to me, Lion-O," instructed the wise elder. "You are facing a very dangerous enemy."

"I know, Jaga. What should I do?"

"If you want to defeat Puzz-lar, you must get the Thundercats to split up. Send them off in different directions."

"Split up?" questioned Lion-O, "but, Jaga, you always taught us the value of teamwork."

"True. But this is an unusual situation, Lion-O. Splitting your resources is your best option."

Lion-O thought deeply about the former Lord of the Thundercats' advice. It just didn't seem right. Lion-O was Lord of the Thundercats now and he had to make his own decisions.

"With respect, Jaga, I cannot agree with you. I have . . ."

"Do not question me, you idiot!" snapped Jaga. "Just obey my commands!"

"I'm sorry," said Lion-O, "but somehow I don't think you're the real Jaga!"

"Ugh!" sneered 'Jaga'.

Lion-O stepped back as 'Jaga's features began to contort in anger, only to be replaced by Puzz-lar's unhappy face!

"I will beat you yet!" he said coldly, as he faded into thin air.

As Lion-O headed to join the others, he saw Panthro coming towards him.

"We need your help," said the old warrior, "We've found Wilykit."

"That's great!" smiled Lion-O.

"Not quite," explained Panthro. "We've found seven Wilykits.Which is the real one?"

Continued on page 42



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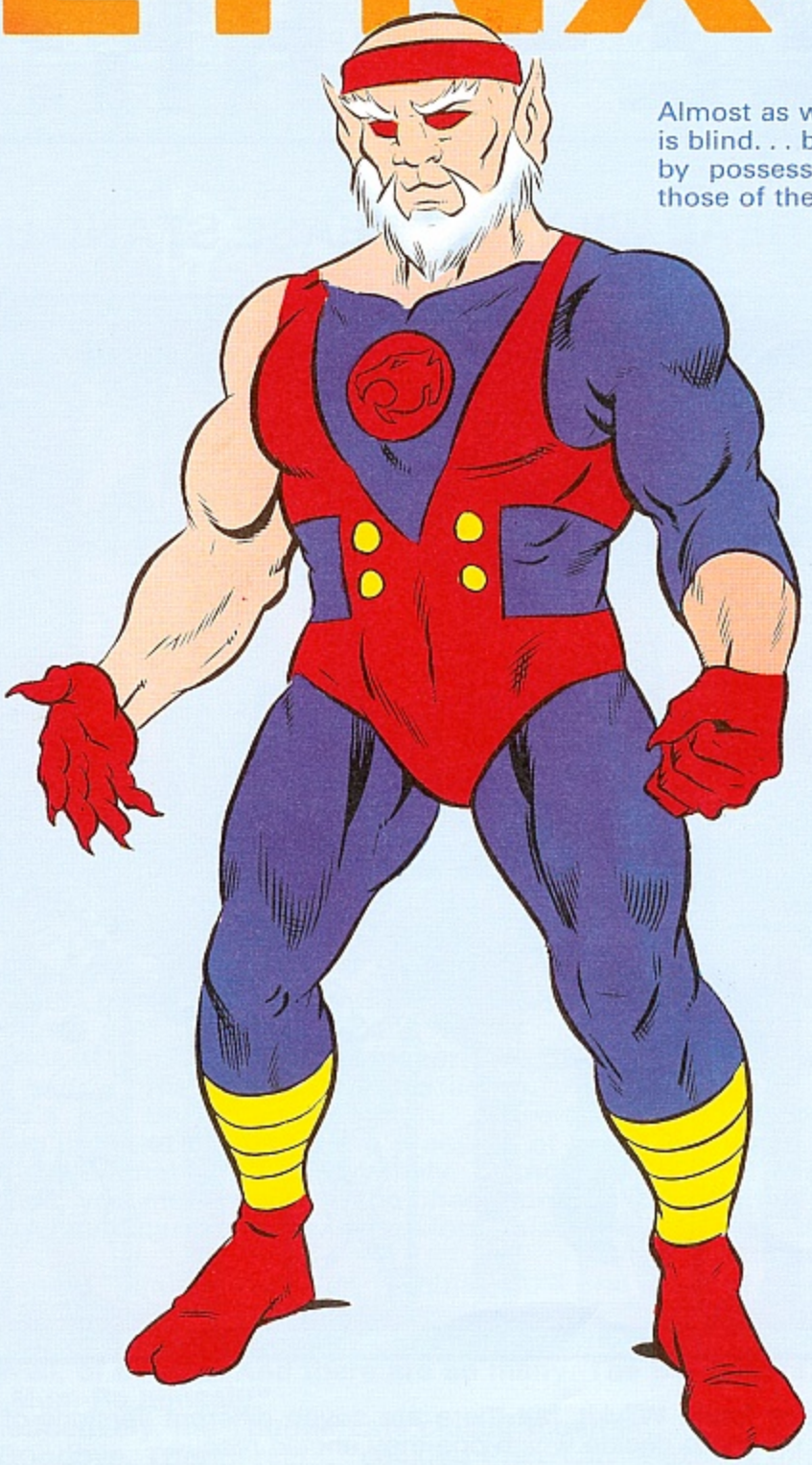
BENGALI

Reckless and brave, Bengali is the second of the new Thundercats, and brother to Tygra!



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LYNX-O



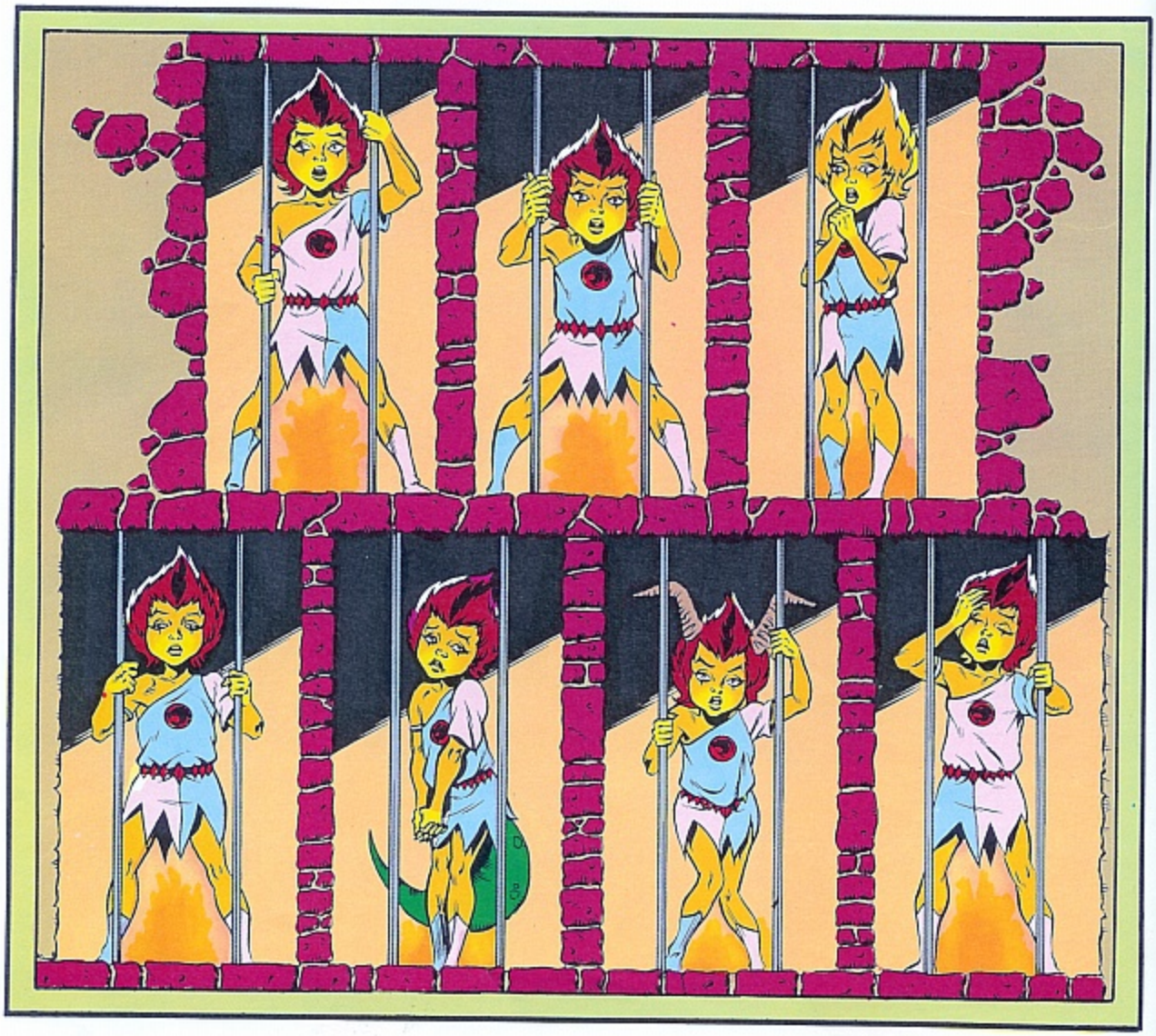
Almost as wise as Jaga, Lynx-O is blind. . . but makes up for this by possessing senses beyond those of the other Thundercats!

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THE PERILS OF PUER-LIAR!

PART 3

"WILL THE REAL WILYKIT PLEASE STAND UP."



The Thundercats have found Wilykit, but there are seven different versions of her! Help Lion-O and the others to decide which one they should rescue. Which is the *real* Wilykit?

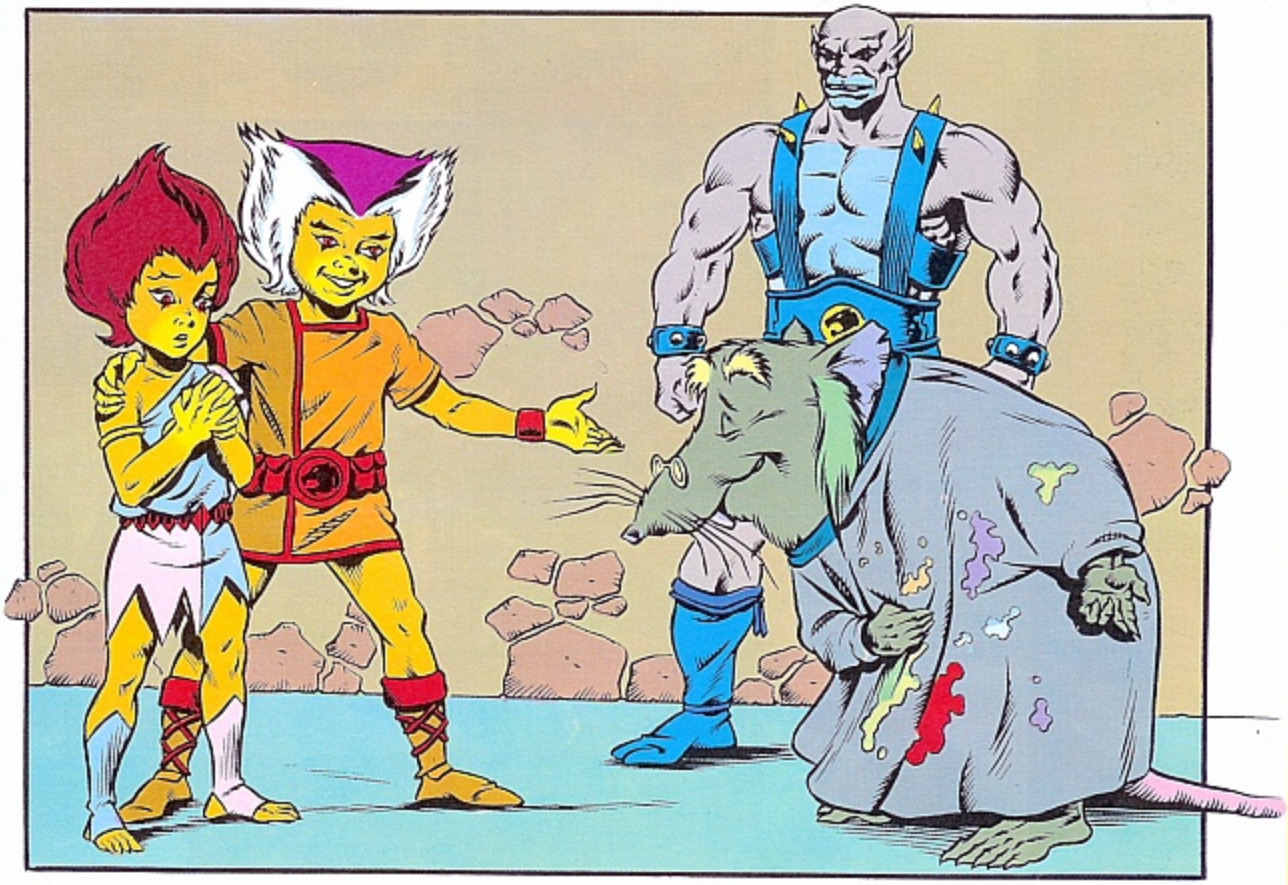
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The Thundercats had succeeded! They had rescued Wilykit!

Lion-O and the others watched happily as Wilykat hugged Wilykit. They were all glad to have her safely back.

"There's only one person here that you don't know," said Wilykat, "And that's Ray-Mond."

"So very pleased to meet you, Miss Kit." said Ray-Mond, performing a deep bow that looked so strange it made even Panthro smile.



Lion-O stepped away from the group and addressed them as leader.

"Our task is now clear. We must defeat Puzz-Lar to ensure the safety of Third Earth!"

"True!" boomed Puzz-Lar, appearing above them. "But that is something you will never do!"

"Look at him." Ray-Mond whispered to Cheetara. "See how his image is fainter than before? His energy must be fading."

"He's not beaten yet, though." Cheetara reminded the rodent who was becoming quite excited at the prospect of being free again.

"It seems that I chose you wisely, Thundercats. To get through so many of my puzzles, you must really be the champions of Third Earth!"

"We have many enemies who would disagree with that statement," said Lion-O.

"I know," smiled Puzz-Lar, "I think you'll find most of them waiting for you in your next puzzle!"

"You've gathered together our enemies?"

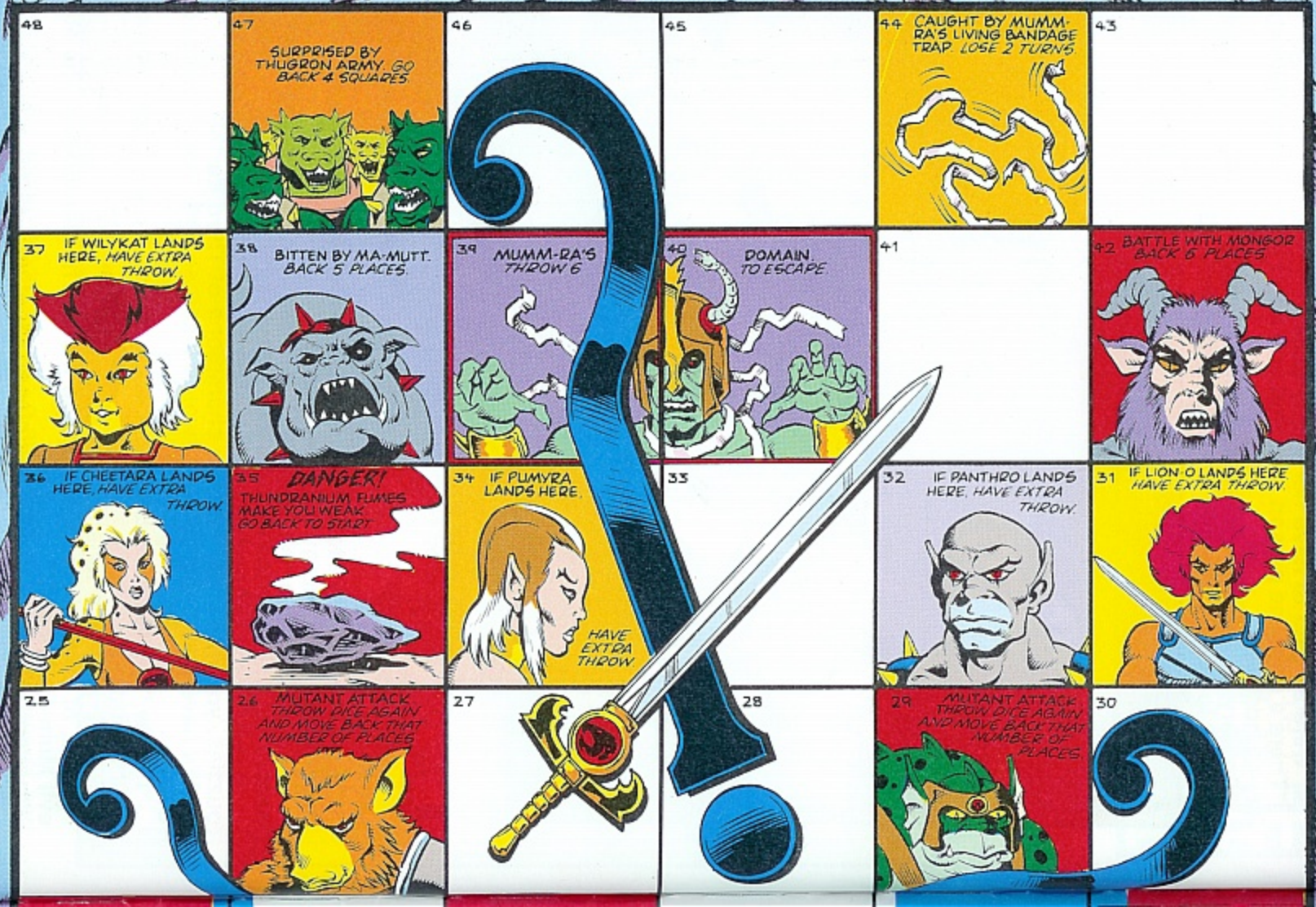
"Well, of course! And there are so many. The Berserkers. The Mutants. Even evil Mum-Ra himself!"

Instinctively, the Thundercats closed together.

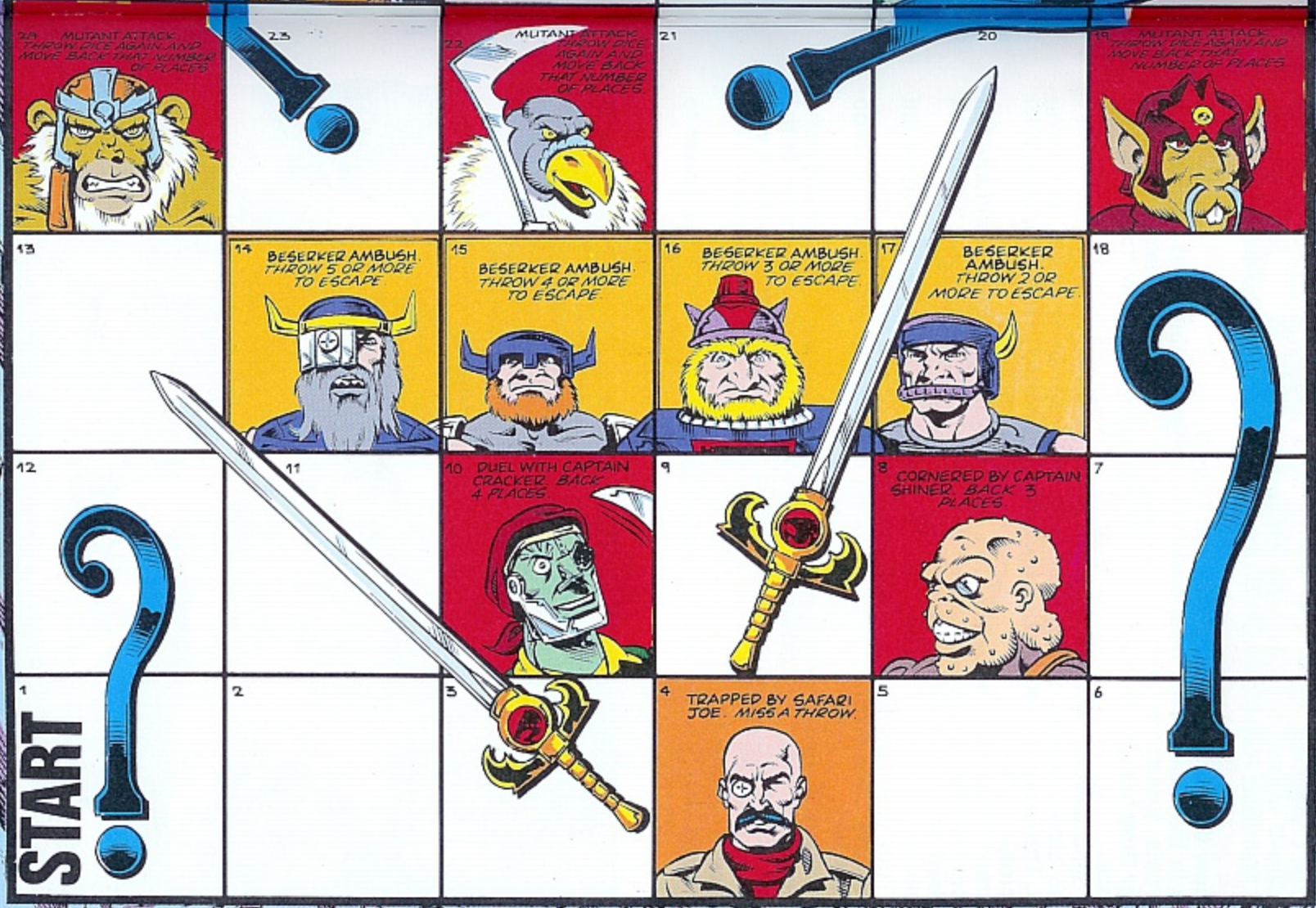
"Goodbye, Thundercats," cackled Puzz-Lar, "I expect this to be the last time we see each other!" . . .

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THE THRILL GAME



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For you to play the game, use a single dice and the Thundercat counters, with each player electing to be a different Thundercat. When you land on a square, just follow the instructions. If you land on the bottom of a sword then climb to its top, and if you land on the top of a question mark you fall to its bottom. The winner is the first person to land *exactly* on the last square, if you throw too big a number you stay where you are.

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Lion-O watched as the gates leading out of Puzz-Lar's Thrill Game closed behind them. The Thundercats had survived!

Puzz-Lar controlled his Puzzle Palace from what was called "The Dice Room" and Lion-O wanted to know where it was.

"Well, sir," twitched Ray-Mond. "It's right in the heart of the Palace, at the centre."

"Do you know the way from here?" asked Lion-O.

"I think it's in that direction." Responded the rodent, pointing at the far wall. The Thundercats looked around the gloomy stone hall. Usually, Puzz-Lar appeared after they had got through one of his puzzles, but now there was just an eerie silence.

"Perhaps," said Lion-O, "we can take the battle to him!"

However, as Lion-O spoke, the lights began to flicker as if power was being drained away. The ground shook with a distant tremor and Cheetara drew Wilykit and Wilykat closer to her.

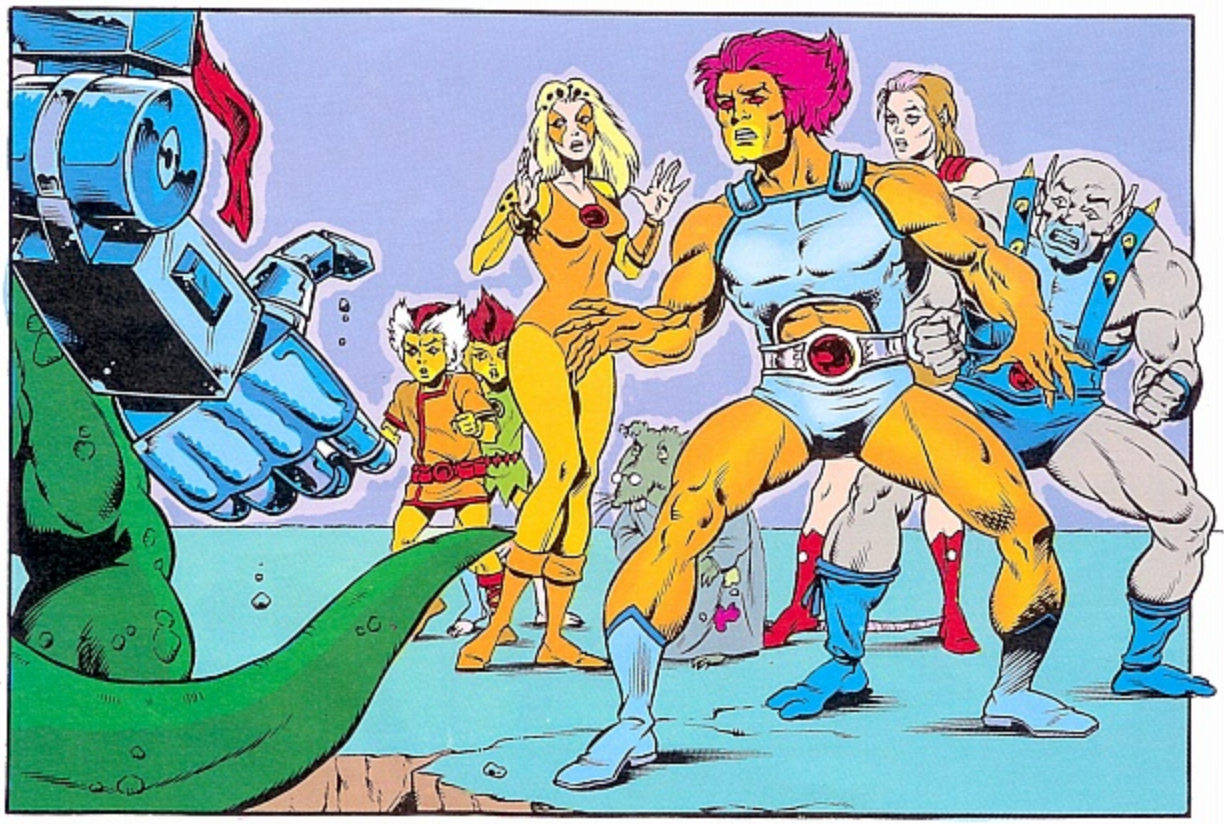
"Show yourself, Puzz-Lar," shouted Lion-O. The lights flickered again and the ground tremors became stronger. Suddenly, Puzz-Lar's sinister voice whispered from the ancient stone walls around the Thundercats.

"Your continuing existence angers me, Thundercats!" he said, his voice full of menace. "Your enemies need to work together to defeat you!"

The Thundercats backed away as the ground in front of them began to throb and vibrate violently.

"I have created your ultimate foe!" announced Puzz-Lar as a giant metal hand came smashing up through the ground! The creature pushed away more of the stone and rose from the pit. A sharpened scythe glinted in its other hand! It was a terrible combination of all the Thundercats' greatest enemies! The Thundercats' eyes widened in horror.

"At last," hissed the unmistakeable voice of Mumm-Ra, "I have the power to destroy you!"



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THE ULTIMATE FOE

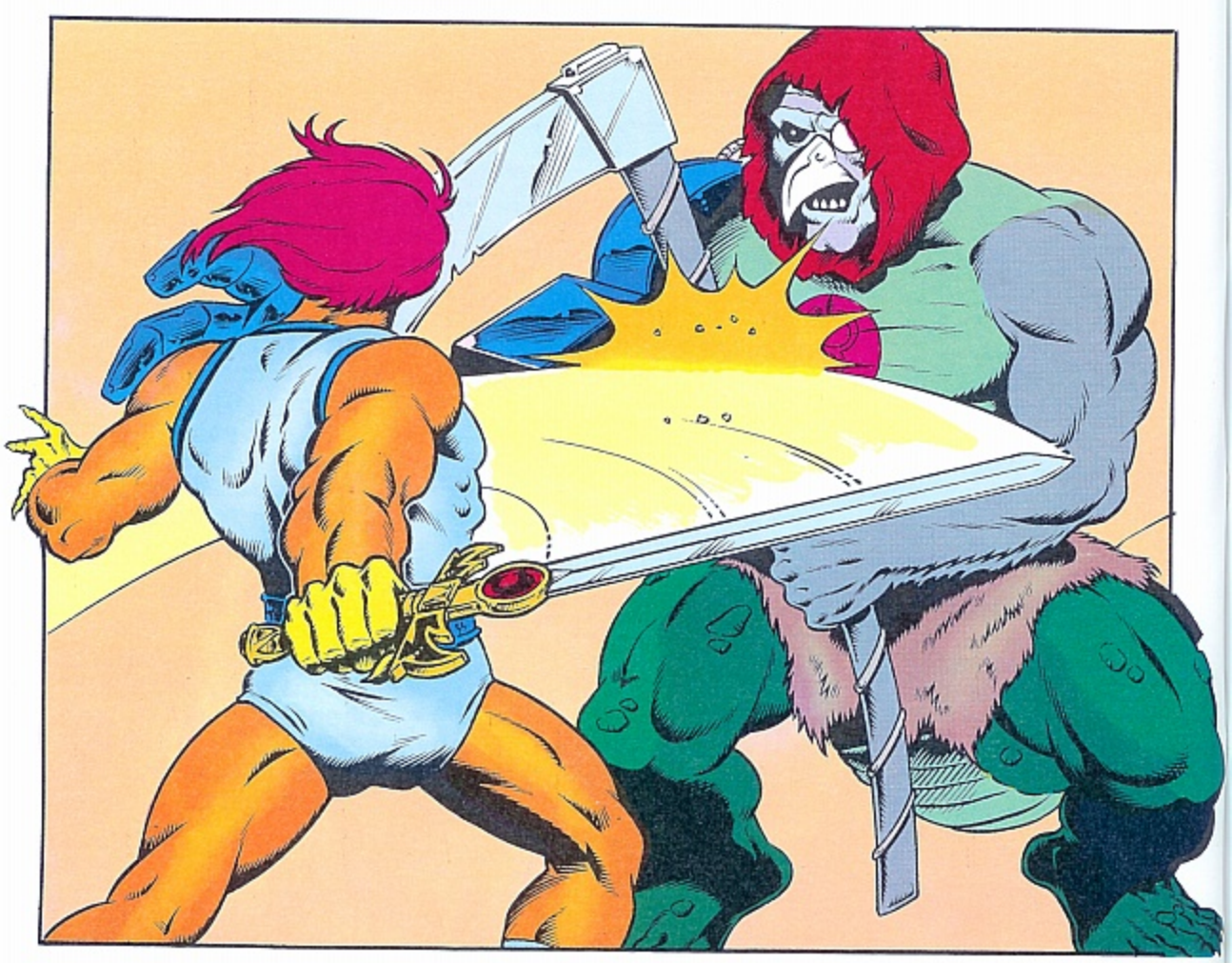


The Thundercats have to fight the Ultimate Foe, which is made up of parts of their deadliest enemies.

Can you name all the villains included in this monster menace?

Make sure you've identified all seven sections before continuing.

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The hideous figure of the Ultimate Foe towered above the Thundercats. In the distance, Puzz-Lar cackled with delight.

Lion-O had to formulate a battleplan quickly.

"Cheetara," he ordered, "get the cubs and Ray-Mond to safety."

Lion-O looked across at Panthro but before he had time to speak he had to dodge the deadly scythe that the creature had swung at him.

"Mumm-Ra!" shouted Lion-O, as Mumm-Ra's head seemed to be in charge of the unholy alliance of body parts. "Puzz-Lar means to conquer Third Earth. We should work together against him instead of fighting each other!"

"I'm going to enjoy killing you!" snarled the creature, too consumed with hatred to listen to reason.

Lion-O tried to kick the scythe out of the creature's hand but it moved too quickly. Lion-O then started to back away towards the far wall of the chamber.

"Coward!" spat the creature, following him.

"This must be part of Lion-O's plan," whispered Panthro to Pumyra. "But Thundera only knows what he's up to!"

Sword and scythe clashed violently, sending the ugly sound of battle echoing around the stone chamber! The creature now had Lion-O trapped against the far wall.

As Panthro raced forward to help, the creature raised its giant cyborg hand and smashed it into the flroor below. Lion-O was caught by the shock waves and was sent tumbling over. Lion-O leaned against the far wall looking stunned! The creature's massive cyborg hand had already started its death swing towards him!

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"Die!" screamed the Ultimate Foe, putting all of its strength into the punch. Panthro, running towards them, watched with relief as Lion-O dodged the blow

The full force of the creature's fist hit the stone wall, destroying a large part of it. The creature staggered away, surprised by the shock of the impact.

Lion-O stepped through the hole in the wall and into the next chamber. His eyes signalled to Panthro and the others to follow him.

"What's he doing?" wondered Panthro aloud.

"E-e-excuse me for saying so, sir," stuttered Ray-Mond, "but I think Mister Lion-O's using that dreadful creature to break through the walls to get to Puzz-Lar himself!"

Panthro and the others climbed through the hole in the wall just in time to see Lion-O duck as the creature smashed down the wall at the end of the chamber.

As they ran after them, they could see that the creature, driven by Mumm-Ra's hatred, was in a frenzy! It was lashing out punches at anything around it! A quick sidestep from Lion-O and the creature had demolished another wall!

"You fool!" shouted a familiar voice from within the chamber.

"Puzz-Lar!" said Lion-O stepping through into the gamemaster's inner sanctum. Inside, Puzz-Lar sat atop a tall throne, while around him in the darkness three-dimensional images of mazes, crosswords and puzzles of every sort flickered back and forth. The room was a physical extension of his twisted mind!

Lion-O saw a smile creep across Puzz-Lar's lips. He soon found out why when the Ultimate Foe grabbed Lion-O from behind! Its giant cyborg hand closed around Lion-O's throat!

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As the giant metal fist tightened around Lion-O's throat, a pair of strong blue hands suddenly appeared on the evil creature's shoulders. With the element of surprise on his side, Panthro was able to throw the creature head-first into a nearby wall. The wall collapsed, burying the creature's repulsive body beneath it!

"That's taken care of that!" smiled Panthro. "Now we'd better see to *him*!" he said, pointing towards Puzz-Lar.

"You may have defeated my creature," said Puzz-Lar "but I'm far from finished!"

Puzz-Lar concentrated and, as he did so, a series of bright red energy globes formed above him. Then the globes circled the Thundercats, crackling with deadly menace. Lion-O realised that there was a globe for each of them, Lion-O himself, Panthro, Pumyra, Cheetara, Wilykat, Wilykit and, of course, Ray-Mond.



"How about a little life and death gamble for you all? Watch . . ." said Puzz-Lar.

He concentrated again and, behind him, a giant dice began to form in mid-air. As it revolved, Lion-O saw that each of the dots on it was actually the face of one of the Thundercats' group!

"We're going to play Russian Roulette." announced Puzz-Lar. "It's very simple. I roll the dice and whoever is shown on the scoring side will live for a while longer. Those whose faces are not shown will be instantly killed by these energy globes!"

"But there are seven of us!" protested Lion-O. "The most you can score with a single dice is six. One of us is bound to die!"

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Puzz-Lar looked at Lion-O with a mixture of pity and contempt as he manoeuvred the giant dice to the far end of his inner sanctum. The energy globes hovered frighteningly close to the heads of the Thundercats as Puzz-Lar prepared to roll the dice!

Lion-O knew he had just seconds to turn the situation around or Third Earth would be joining Puzz-Lar's collection of conquered planets!

"Accept the gamble," said Puzz-Lar. "You might be one of the survivors . . . of the first throw." he added.

"Roll the dice then, Puzz-Lar!" shouted Lion-O.

At Puzz-Lar's mental command, the single giant dice started its roll along the inner sanctum floor. Lion-O stepped into its path. The dice was six feet square and formed out of solid metal. Lion-O concentrated on its tumbling flightpath, ignoring the buzz of the nearby energy globes.

"Give me Might Beyond Might!" the Lord of the Thundercats shouted, as he raised the Sword of Omens above his head!

As the giant dice bounced off the stone floor in front of him, Lion-O swung the sword! He used all of his skills as he struck the perfect blow!



The Sword of Omens had sliced the dice into two equal halves! Each went spinning off. The first half came to rest scoring a one, showing Ray-Mond's face. The other half landed scoring a six, showing the faces of all the other Thundercats!

All the group's faces were included. Lion-O had scored a seven with a single dice!

"You fool!" screamed Puzz-Lar, with terror in his voice.

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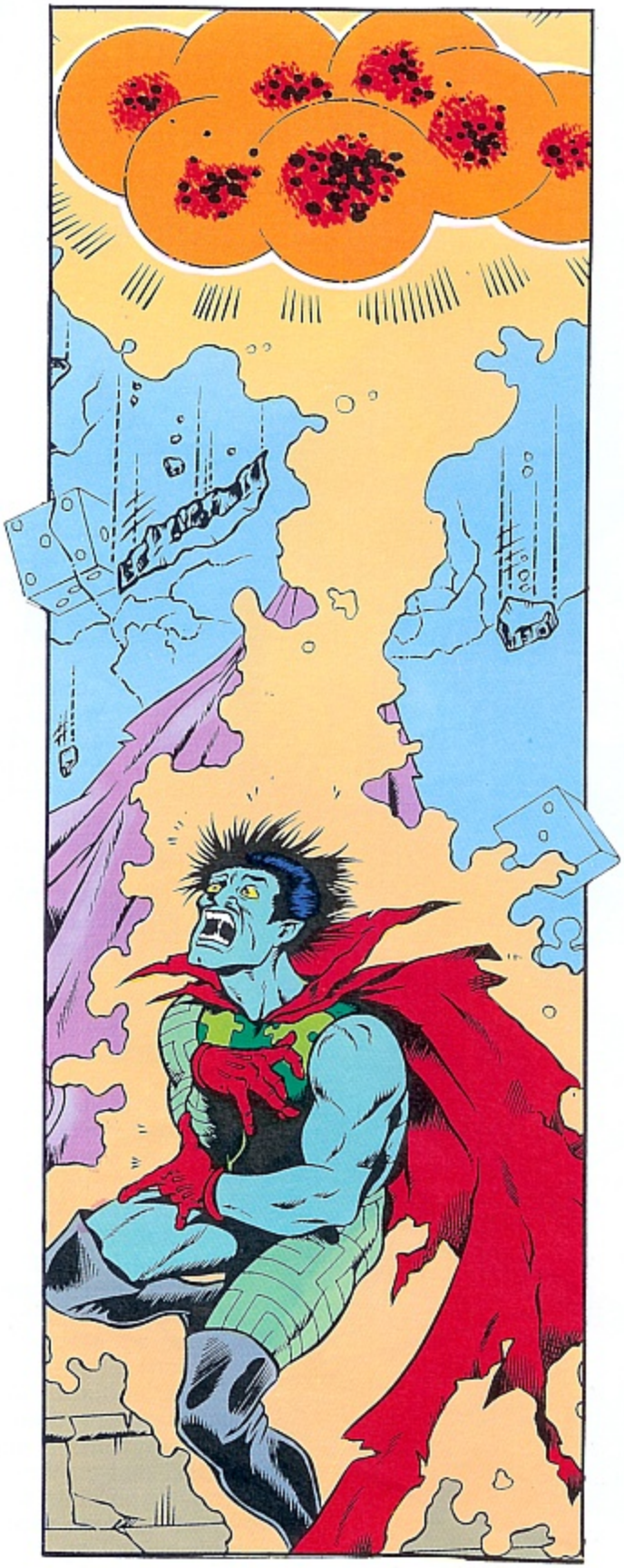
THE ULTIMATE GAME



Thundercats must defeat Puzz-Lar, and they need your help in this final game. Each player elects to be a different Thundercat, and puts their counter on that Thundercat's start square on the outer ring. The players then throw two dice each turn, and move round obeying the instructions as they go. To move onto the next ring you need to throw a total of exactly 7. (Any combination, 6+1, 2+5, 3+4, etc). When a 7 has been thrown, the player moves onto the next ring taking up their restart position. The winner is the first player to get to the centre and defeat Puzz-Lar. But, watch out! If another player lands on your counter then you have to go back a ring! Good Luck.

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"Do you realise what you've done?" shouted Puzz-Lar, beating a hasty retreat.

"Once those energy globes are released, they have to consume somebody! And I'm the only one not shown on the dice!" he cried. "They'll go for me!"

The red globes revolved around Puzz-Lar like balls spinning around the centre of a roulette wheel.

As the globes electrified Puzz-Lar, the lights dimmed and the building began to shake. The Puzzle-master screamed in pain!

A huge section of the ceiling suddenly collapsed at the far end of the room!

"Let's get out of here before the whole roof comes down!" ordered Lion-O. The stone walls were already cracking. Puzz-Lar, under attack from the energy globes, was losing control!

The group got outside just in time to see the Puzzle Palace crumble and then fade into oblivion.

"I wish Ray-Mond could have stayed for dinner!" said Snarf, passing the Berbil Fruit Moussaka around the supper table in Cat's Lair.

"After so long as a prisoner in Puzz-Lar's Palace, he wanted to get out and explore Third Earth as soon as possible." explained Cheetara.

"– SNARF – After today!" said Snarf, "you should all relax. Maybe after dinner we could finish that game of 'Cats and Ladders' we were playing?"

Snarf managed to dodge the first few pieces of Berbil Fruit Moussaka that were thrown at him, but soon the little animal was half-buried in the stuff.

"W-what – what did I say wrong?" he asked!

THE END

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PUMYRA

Fast as a leopard, Pumyra was one of the three new Thundercats to arrive on Third Earth in the Berbil Starship!



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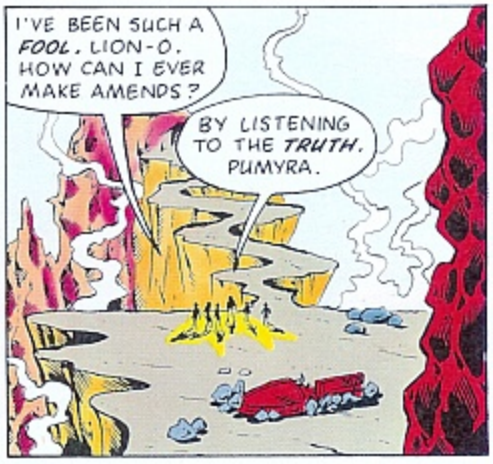


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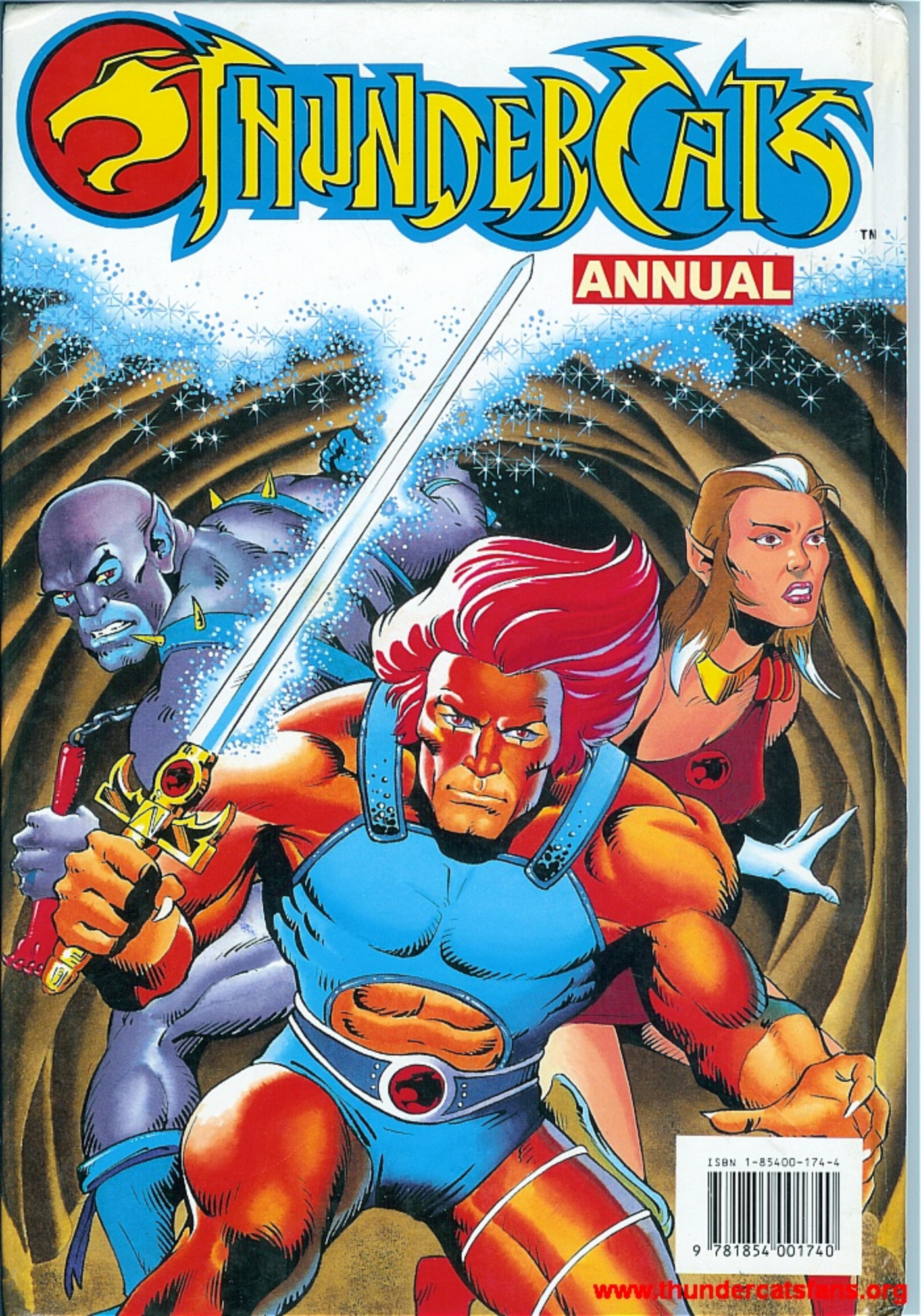


THE END

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