

ESCAPE FROM THE MOON

How to play ESCAPE FROM THE MOON

It is your destiny to escape from the moon!!!

This is a choose-your-own-adventure-type book. You get to make choices. The choices tell you to go to different pages of the book. **DON'T READ A PAGE THAT THE BOOK DIDN'T TELL YOU TO GO TO.** That is the biggest rule. You are allowed to read this page though.

The second rule is **YOU NEED A SEPARATE SHEET OF PAPER**, to take notes on. You might want to draw a map of the moon on that sheet.

Also, you might find a part of this book that says something like...

You got a can opener! **NEXT TIME YOU TRY TO OPEN A CAN, ADD 7 TO THE PAGE NUMBER YOU GO TO.**

You should take a note of this on your separate sheet of paper so you'll remember that you have a can opener and what number you're supposed to add. Then, when you get to a part that says...

TRY TO OPEN THE CAN: go to page 90.

You'll know that you should add 7 and go to page 97 instead. Okay now we can start your adventure! **Go to page 01, which is still this page.**

01 AT THE SPACESHIP

You are stranded on the moon! Your spaceship has crashed close to the north pole of the moon. You are standing outside your spaceship, wishing badly that you could fly it back to your home planet.

TRY TO FLY YOUR SPACESHIP: go to page 27.

THINK ABOUT YOUR PAST: go to page 30.

GO SOUTH: go to page 17.

02 TALK TO THE MOON QUEEN

“Pardon me, your Highness,” you say. “I have come from a distant planet. Even on my world, the wisdom of the Moon Queen is legendary. Will you please give me some guidance for my long journey home?”

The Moon Queen gazes into a smoky orb.

“Adventure is a curse,” she whispers. “The wise do not go out into the world seeking danger.”

“I don’t know if that applies in this case,” you tell her. “I’m just trying to get back home. I’m not going out into the world seeking danger.”

The Moon Queen points up into the starry sky. You try to follow her finger.

“A world spins around that star,” she whispers. “An empire, a million years old. Princes, wars, monuments, elections. But we don’t even know the star’s name. And we never will.”

You squint at the sky. “Which one are you pointing at?” you ask.

The Moon Queen points down at you. “Beware, space-traveller!” she whispers. “You may soon learn that adventure is a curse.”

“You already told me that,” you say.

“Then I have nothing more to tell you,” she whispers.

Go back to page 26.

03 READING SOME BOOKS

You look at the titles on the bookshelf. There aren't many here. A few of them look like they could be interesting, though.

READ ABOUT THE DREADED MOON SQUID: go to page 36.

READ ABOUT THE DREADED MOON PRISON: go to page 31.

READ ABOUT THE BEAUTIFUL MOON QUEEN: go to page 20.

GO BACK OUTSIDE: go to page 33.

04 TAKE A GREEN CRYSTAL

You snap off a green crystal. It is long and pointed, like a pencil. But it has five sides instead of six. **REMEMBER: THE SECRET NUMBER OF THE GREEN CRYSTAL IS 5.**

Go back to page 25.

05 TALK TO THE MOON QUEEN

You hand the moon squid's letter over to the Moon Queen for her to read. She puts on her spectacles and squints over the paper.

"I see," she whispers. "I will call off the state of emergency immediately. And I will issue a moon-wide decree that none shall do anything to bother the moon squid."

"That seems very wise," you tell her. She looks up at you in surprise, as if she forgot you were here.

"Ah, yes," she whispers. "You are to be thanked for parleying with the fearsome moon squid. I shall grant you a boon, space-adventurer. If ever you require the help of the Moon Queen, you need only ask."

"Actually," you tell her, "I know this prisoner in the Moon Correctional Facility who would really like to get out."

This part is probably very confusing if you don't know who Prisoner C is, so I really hope you've talked to that guy already.

"Ah, yes," whispers the Moon Queen. "I will commute Prisoner C's sentence in this very instant!"

She waves her fingers through the air, and a legal document materializes in her hand. She gives it to you.

"Now we are even," she whispers. "You must never ask me for a favor again, moon-walker."

NEXT TIME YOU TALK TO PRISONER C, ADD 9 TO THE PAGE NUMBER YOU GO TO.

Go back to page 26.

06 TAKE A BLUE CRYSTAL

There is an egg-shaped blue crystal protruding from the cave wall. You grab it with both hands and yank it out of the rock face. **REMEMBER: THE SECRET NUMBER OF THE BLUE CRYSTAL IS 20.**

Go back to page 25.

07 INSIDE THE PRISON

You stand at the prison reception desk. A reception droid stares at you with glassy eyes from the other side of a glass partition.

“What is the purpose of your presence here?” it asks, in a hideous buzzing voice.

You tell it that you would like to speak with one of the inmates.

It takes a few seconds to process this information. The clicks and whirrs of its robot brain echo in the empty waiting room.

Finally, it asks: “Which of our prisoners would you like to visit?”

TALK TO PRISONER A: go to page 08.

TALK TO PRISONER B: go to page 21.

TALK TO PRISONER C: go to page 13.

LEAVE: go back to page 29.

08 AN INTERVIEW WITH PRISONER A

You go into the interview room to speak to Prisoner A. She sits on the other side of a huge pane of bulletproof glass. She pinches her lips together when she sees you. She squints.

“Why are you in moon prison?” you ask her.

“I ran an illegal casino,” Prisoner A explains.

“I thought gambling was legal on the moon.”

“I thought so too,” says Prisoner A. “But, as it turns out, it’s only legal to operate a gambling operation if you have the proper license. There’s all kinds of paperwork and fees that I didn’t know about.”

“That’s too bad,” you tell her.

She jumps up out of her chair. “I don’t need your pity!” she yells. “Just you wait—when I get out of here, I’ll build the greatest casino the moon has ever seen! And this time, it’ll be legal. I’ll file so much paperwork, it’ll make your head spin!”

You take several steps back. “I didn’t mean to upset you. I’m sorry.”

“Get out of here!” Prisoner A screams. “I don’t want to talk to you anymore.”

So you get out of there.

Go back to page 07.

09 LOOKING AT ROCKS

You inspect the rocks.

Some of the rocks have cracks in them. Does that mean they fell from a great height?

Some of the rocks are round. Have they been worn smooth by the current of a stream?

Some of the rocks are darker than others. Does that mean they have been cooking for centuries under a hot sun?

Some of the rocks are brittle, and crumble when you touch them. Why are these rocks so weak? Don't they know they're supposed to be tough?

Some of the rocks are soft. Like sponges! That doesn't make any sense. What is wrong with these rocks?

Here's a normal rock. It's a plain old irregular rock shape. It's hard, like a rock is supposed to be. Thank goodness.

Here's a rock shaped like an egg! Is it actually the egg of a strange moon creature? No, it's just a rock shaped like an egg.

Here's a rock with a little hole in it. Is there something in the hole? No.

Here's a rock that is exactly the same as that normal rock from before. It's the same size and shape as that other rock. It has little dark spots in exactly the same places. How is that possible? Now you're not sure that the other rock was really normal. It's not normal at all for two rocks to be identical! It's really weird!

Oh, but here's a rock that actually is normal. That's reassuring.

Let's do something else.

Go back to page 17.

10 TAKE A RED CRYSTAL

You see a red crystal with an interesting shape. Almost kind of a hook shape! Wouldn't it be cool if you could hook something with this crystal? But it's probably pretty fragile. It wouldn't work very well as a hook.

It's still pretty, though, so you grab it. **REMEMBER: THE SECRET NUMBER OF THE RED CRYSTAL IS 2.**

Go back to page 25.

11 FLOATING MOON SQUID

An immense moon squid is floating over you! Its tentacles spread across the dark sky. Its gigantic eye slowly turns this way and that—what is this moon squid looking for? Is it hungry? Will it reach down and grab you in its tentacles, and chomp you up with its mighty beak?

Are you safe here, standing directly beneath it?

TALK TO SQUID: go to page 28.

GIVE SOMETHING TO SQUID: go to page 23.

GO NORTH: go to page 17.

GO EAST: go to page 29.

GO WEST: go to page 33.

12 TRYING TO GET IN THE SHIPWRECK

“Is the password ‘gravy?’” you ask.

“No,” says the door.

“Is it ‘armadillo?’”

“No.”

You think about it for a while.

“Is the password ‘mustard mustache?’”

The door laughs. But it doesn’t say anything.

“Well?” you say.

“Oh!” says the door. “I thought you were joking. No, the password is not ‘mustard mustache.’ I really don’t think you’ll guess it.”

“Is it the name of a person?”

“I’m not allowed to say,” says the door.

“Can you give me any kind of hint at all?”

“No,” the door says. “I’d get in trouble.”

“Well, I don’t want you to get in trouble,” you say. So you leave it alone.

Go back to page 24.

13 AN INTERVIEW WITH PRISONER C

“Just a parking ticket,” Prisoner C explains.

Prisoner C’s cell is on the top floor of the prison. There isn’t much furniture, but there’s a lot of space, which is nice.

“What kind of parking ticket gets you imprisoned in the Moon Correctional Facility?”

“A really big one!” He points out the north window. “See that wrecked ship? That’s mine. I crashed here about a year ago.”

“Hey, I crashed here too!” you say.

“Hey, that’s too bad,” says Prisoner C politely, even though you interrupted him. “Well, the place where I crashed turned out to be a nature reserve, and I was ordered to move my ship. But I couldn’t! The manifold is busted.”

“That’s interesting,” you say. “My ship’s manifold is in perfect working order, but the battery is dead.”

“That *is* interesting!” says Prisoner C politely. “Well, the Moon Queen declared that my ship was parked illegally, and if I couldn’t move it, I would have to go to prison. And so you see...”

“How’s your ship’s battery?” you ask.

“I don’t know,” he tells you. “I’ve been in prison.”

“Could I get inside your ship and find out?”

He sighs. “I guess? If you get the Moon Queen to commute my sentence, I’ll give you the ship’s password.”

“Awesome! Thanks!” You rush out of Prisoner C’s cell.

NEXT TIME YOU TALK TO THE MOON QUEEN, ADD 33 TO THE PAGE NUMBER YOU GO TO.

Go back to page 07.

14 GIVE NOTHING TO SQUID

“O mighty moon squid!” you bellow. “I beseech thy horrible mercy! I have no offering to give you!”

The gigantic moon squid doesn’t respond. It only goes on floating. Its huge eye might be looking at you—or it might be staring across the stars.

Go back to page 11.

15 IN THE SHIPWRECK

“The password is ‘three,’” you say.

“That’s right!” says the door.

It opens, and you climb into the wrecked ship. The interior is very dangerous—the hallways are all bent and busted up, and many of the walls are smashed apart. There are jagged pieces of metal and exposed sparking wires all over the place.

You climb down a rusted ladder into the engine room. The smell of fried technology stings your nose. Moon-bugs skitter underfoot as you inspect the machinery. The engine is beyond repair, but maybe there’s something in here that still works...

Yes! The ship’s battery is still in working condition—and it still has 30% power left! You yank it out of its socket.

NEXT TIME YOU TRY TO START YOUR SPACESHIP, ADD 5 TO THE PAGE NUMBER YOU GO TO.

Go back to page 24.

16 GIVE THE RED CRYSTAL TO THE MOON SQUID

“Have mercy upon a mere human, o squid-master of space and time!”
You raise your red crystal up for the moon squid to grab in its mighty tentacles. “Humbly I present this offering—please accept it!”

But the moon squid doesn’t accept the red crystal. It ignores the red crystal completely.

Go back to page 11.

17 FIELD OF ROCKS

You stand among thousands upon thousands of moon rocks. There are more moon rocks here than anywhere else on the moon.

Moon rocks are worthless.

LOOK AT ROCKS: go to page 09.

GO NORTH: go to page 01.

GO EAST: go to page 24.

GO SOUTH: go to page 11.

GO WEST: go to page 18.

18 CRYSTAL CAVES

You are at the entrance to a fabulous cave full of crystals. Sparkling lights in dozens of colors spill out from its rocky entrance, covering the ashen surface of the moon in a glittering rainbow.

ENTER THE CRYSTAL CAVES: go to page 25.

GO EAST: go to page 17.

GO SOUTH: go to page 33.

GO WEST: go to page 24.

19 GIVE THE GREEN CRYSTAL TO THE MOON SQUID

“O great and terrible moon squid!” you scream. “Please have mercy on my pitiful life, and the pitiful lives of my fellow moon-dwellers! See, I give you a gift! This green crystal, of untold value— Please eat this crystal instead of me! Please, please, please take this gift and spare this worthless moon from your infinite wrath!”

The moon squid reaches its mighty tentacle down and grabs the green crystal out of your hands.

“Thank you, thank you, thank you, moon squid! We do not deserve such generosity!” You bow over and over again in gratitude.

The moon squid squirts some of its ink onto the pencil-shaped green crystal. Then it gets out a piece of paper.

When it finishes writing on the paper, it hands the message down to you:

I'm really sorry I've been hanging around your moon for so long. I'm just waiting for my cousin. We're supposed to meet here and then check out some black holes. Pretty soon we'll be out of your hair. Please tell the Moon Queen that I don't mean you any harm and I won't destroy the moon or anyone here, as long as you don't mess with me.

Sincerely,

The moon squid

You fold up the letter and thank the moon squid again.

NEXT TIME YOU TALK TO THE MOON QUEEN, ADD 3 TO THE PAGE NUMBER YOU GO TO.

Go back to page 11.

20 READING ABOUT THE MOON QUEEN

You flip through the Encyclopedia of Space Royalty until you find the the entry concerning the Moon Queen:

The **Moon Queen** is the queen of the moon. Her beauty is as legendary as her wrath, and her wrath is as legendary as her wisdom.

Born Philippa Westing-Price in 1983, the current Moon Queen ascended to the lunar throne after the previous Moon Queen went missing in 2004. From her predecessor she inherited the Nine Planet-Rings:

- Althac, the ring of Mercury, which allows her to view objects at a distance
- Cirenev, the ring of Venus, which lets her to control the moon's weather
- Merin, the ring of Earth, which makes it impossible to knock the Moon Queen over
- Rahad, the ring of Mars, also the key to the Fire-Vaults of Mars
- Larcepe, the ring of Jupiter, which grants her electrical powers
- Urtgar, the ring of Saturn, which protects her from poison and disease
- Noth, the ring of Uranus, which allows her to speak all languages
- Lynko, the ring of Neptune, which possesses unknown powers
- Yinlir, the ring of Pluto, which represents her administrative power over the Moon Correctional Facility

The Moon Queen wears all nine of these rings at all times.

You close the book.

Go back to page 03.

21 AN INTERVIEW WITH PRISONER B

You meet Prisoner B in a dark room. The air is thick with strange-smelling smoke and glowing particles.

“I am a wizard,” Prisoner B explains.

“Is that why you’re in prison?” you ask.

“Yes,” says Prisoner B. “I cast a very powerful and very illegal spell.”

You’re not sure you want to know what type of spell could be so powerful and so illegal.

But he waves you closer, and whispers in your ear: “It was the Month-of-Sundays spell,” he says. “For the length of August, every day was a Sunday.”

You draw back from him in disgust. “That’s awful.”

“It was horrible! The bank was always closed. Newspapers were unnecessarily thick. Churchgoing folk had to go to church every single day—and their ministers didn’t have time to write new sermons. So it was the same material. Over and over. For thirty-two days.”

“I thought August had thirty-one days.”

Prisoner B lowers his head solemnly. “A cruel twist of fate,” he says. “That very same month, my apprentice—his examinations were coming up on September first—cast an Extra-Day-of-August spell.”

“He should be in prison, too, then!” you tell him.

“No, no! It was a simple mistake. I couldn’t let that tarnish his record. I took the blame for both spells. I was sentenced to lifetime imprisonment in the Moon Correctional Facility, but my apprentice is free to pursue a magical career. It’s worth it.”

You shake your head. The justice of the moon is not like the justice of your home planet.

Go back to page 07.

22 TAKING THE LETTER TO PRISONER C

You rush into Prisoner C's cell, waving the letter of commutation that the Moon Queen issued.

"Is that what I think it is?" asks Prisoner C excitedly.

"You bet! It's a letter of commutation from the Moon Queen!" You hand it over.

"I can't believe it! I'm finally free!" Prisoner C clutches the letter against his chest. "Thank you, thank you!"

He starts running back and forth across his cell, collecting his meager possessions. You let him enjoy his good news for a bit before you ask:

"So, about the password to your ship?"

"Oh, right!" Prisoner C prances over to you. "You can take the battery if you want; I won't be needing it. The password is..."

He leans down and whispers it in your ear.

NEXT TIME YOU TRY TO ENTER THE SHIPWRECK, ADD 3 TO THE PAGE NUMBER YOU GO TO.

Go back to page 07.

23 GIVE SOMETHING TO SQUID

To offer a gift to the all-powerful moon squid, **go to page 14, plus the secret number of your gift.**

Or you can go back to page 11.

24 SHIPWRECK

You find a crashed spaceship, wedged into a ravine. The vessel is still in one piece, more or less, but it clearly won't be flying again. It looks kind of like your own ship, although it's a much older design.

When you try to open the door, it buzzes at you. "Please say the password," it says.

TRY TO GET IN THE SHIPWRECK: go to page 12.

GO EAST: go to page 18.

GO SOUTH: go to page 29.

GO WEST: go to page 17.

25 IN THE CAVES

You stroll through the crystal caverns, admiring the thousands and thousands of glowing gems. The combined brilliance of so many priceless jewels is enough to make your eyes hurt.

GO BACK OUTSIDE: go to page 18.

TAKE A RED CRYSTAL: go to page 10.

TAKE A GREEN CRYSTAL: go to page 04.

TAKE A BLUE CRYSTAL: go to page 06.

26 AT THE MOON QUEEN

The Moon Queen holds court in an amphitheater of carved moon-stone at the exact south pole of the moon. She is the most beautiful creature on the entire moon. Her snow-white hair cascades over her shoulders like an avalanche of exquisite moon pearls. Her milky-white fingernails glitter in the starlight like the razor-sharp petals of the mythical moon-rose.

TALK TO MOON QUEEN: go to page 02.

GO NORTH: go to page 33.

27 TRYING TO LEAVE

In the cockpit of the spaceship is a big button labeled “TAKE OFF.”

You push it.

Nothing happens.

So it's time to see what's wrong with the ship. Is the flywheel aligned? Yes, it's aligned. Is the manifold okay? Yes, the manifold is in perfect working order. Are there enough gaskets? Yes, there are plenty of gaskets. Does the magneto have the correct amount of flux? Yes, the magneto flux is basically perfect.

Is the battery charged? No, the battery is completely dead.

You won't be able to escape from the moon without a new battery. Let's just hope they have batteries on the moon!

Go page to page 01.

28 TALKING TO THE MOON SQUID

You kneel before the horrific and majestic moon squid.

“I am but a simple space-traveller,” you say. “How could I have wronged you, moon squid? I have been stranded on the moon for only a short time. It is possible, nay, it is likely, that the denizens of this moon have done something to offend you—long before I arrived. I beg of you, moon squid: Delay your vengeance until I can escape from the moon. Let justice be done—let the guilty be punished! But please, please do not destroy me. If you only allow me to fly away from this moon in my spaceship (as soon as I get it fixed) I will go out into the universe and tell everyone about the incredible mercy of the horrific and majestic moon squid. Even if nothing remains of this moon after your rampage but a cloud of moon-dust! Please, please, please, please, please, please, please!”

The moon squid does not answer you.

Go back to page 11.

29 OUTSIDE THE PRISON

You stand at the gates of the infamous Moon Correctional Facility. The building is like a giant black tombstone, looming over the lunar countryside. There are no windows.

Supposedly, the criminals who end up in the Moon Correctional Facility are some of the nastiest people in the universe.

GO INSIDE: go to page 07.

GO NORTH: go to page 24.

GO EAST: go to page 33.

GO WEST: go to page 11.

30 THINKING ABOUT YOUR PAST

You close your eyes and reminisce on your previous adventures and your career thus far. You have had bad times before—worse times, even, than crashing your spaceship on the moon! Remember those times? Oh, those were awful times. You were so sad, back then. But you kept your chin up, right? Yes. You toughed it out through those troubles and overcame your obstacles.

So it stands to reason that you'll be able to overcome this current obstacle of being stranded on the moon.

You've had good times, too, though, haven't you? Yes! You've had such wonderful times in your life. Lots of different good things have happened to you. If you tried to write a complete list of your happy memories, it would take all day and all night. You wouldn't get anything else done. You must not attempt to write a list of every single good thing that's ever happened in your life, okay? Listen to me. It would be a huge waste of time. You have better things to be doing—like escaping from the moon!

Go back to page 01.

31 READING ABOUT MOON PRISON

The Encyclopedia of Institutions has this to say about the Moon Correctional Facility:

The dreaded **Moon Correctional Facility** is located on the moon. It has been the prison of numerous infamous space criminals, including Luza Gerkoid, Pita Relk, Balthazar Hooksforhands, and Anansi the Spider.

No one has ever escaped from the Moon Correctional Facility.

The warden of the Moon Correctional Facility is ROTyLx-11-7K, an intelligent computer the size of a sperm whale. It lives deep beneath the moon's surface and calculates how unpleasant each prisoner's life should be, based on the magnitude of their crimes and their recent behavior. If a prisoner is quiet and polite, ROTyLx-11-7K will let that prisoner have extra pudding or stay up late. But when a prisoner yells, or damages prison property, ROTyLx-11-7K will transfer that prisoner to a cell in the basement, infested with moon-wasps or eels.

You close the book.

Go back to page 03.

32 TRYING TO LEAVE

You climb into your ship's claustrophobic maintenance tunnel. You pull your old spaceship battery out of its slot and insert the one you took from Prisoner C's ship.

It works! All the lights in the spaceship turn on, and the engine begins to hum. Now it's time to escape from the moon!

You run back to the cockpit. Just as you're about to slam your hand down on the "TAKE OFF" button, there's a knock at the door.

So you run over to the main door of the spaceship and look through the little window. Prisoner C is out there!

You open the door.

"Can I come with?" asks Prisoner C. "My ship doesn't work at all, especially after you took my battery."

You say, "I guess."

"Thanks!" he says. He pushes his way past you, dragging a big duffel bag into the ship. "Don't worry, I'll sleep on the floor."

"There's actually an extra bed you could sleep on," you tell him. "I could set it up in the spare cabin."

"That's okay," says Prisoner C. "I kind of like sleeping on the floor." He starts spreading out a sleeping bag in the middle of the hallway.

"Okay," you say. You go back to the cockpit and slam your hand down on the "TAKE OFF" button.

The ship lifts off from the surface of the moon and zooms off into space!

YOU WIN.

33 AT THE LIBRARY

The First Public Library of the Moon is little more than a bookshelf standing alone on the lunar surface. There is no librarian to be seen. There isn't even a chair to sit on while you read. The good thing is, you don't need a library card.

LOOK AT BOOKS: go to page 03.

GO NORTH: go to page 18.

GO EAST: go to page 11.

GO SOUTH: go to page 26.

GO WEST: go to page 29.

34 GIVE THE BLUE CRYSTAL TO THE MOON SQUID

“Please, please, o great and powerful moon squid!” you wail. “Please accept this pathetic blue crystal! Do not destroy me with your gigantic beak! Take the crystal, and spare my life!”

The moon squid doesn’t take the crystal. It doesn’t say anything. It doesn’t even blink. One of its tentacles waves slightly—it might be waving the blue crystal away.

Go back to page 11.

35 AN APPEAL TO THE MOON QUEEN

You ask the Moon Queen if she remembers Prisoner C.

“Ah, yes,” the Moon Queen whispers. “He parked his spaceship on my grove of endangered moon-orchids.”

“He didn’t really *park* his spaceship there,” you explain helpfully. “His ship crashed.”

“I guess I shouldn’t say ‘endangered moon-orchids,’ the Moon Queen whispers to herself, ignoring you. “It would be more accurate to say ‘extinct moon-orchids,’ since those were the last ones in existence. But ‘He parked his spaceship on my grove of extinct moon-orchids’ is a rather silly sentence.”

“You mean he *crashed* his spaceship on your grove of extinct moon-orchids,” you correct the Moon Queen helpfully. “It was an accident.”

The Moon Queen blinks at you.

“I think it would be a great demonstration of your magnanimity,” you tell her, “if you commuted his sentence.”

The Moon Queen nods. “I see. You are asking me for a favor. I will consider it—if you do something for me first.”

“I’ll do anything,” you tell her.

“That is not wise of you to say,” she whispers. “Now I can make you do anything—anything! For example, I can demand that you save us from the enormous moon squid that has been floating nearby.”

“But that’s impossible!” you say, trembling. “How can I, a mere space-traveller, stand against a mighty moon squid?”

“I have no idea,” whispers the Moon Queen. “But that’s the only way you’ll get Prisoner C out of my moon prison.”

Go back to page 26.

36 READING ABOUT THE MOON SQUID

You pick up the Encyclopedia of Space Creatures and turn to the entry concerning the moon squid:

The **moon squid** is a space-dwelling mollusk of immense size. Eyewitness accounts indicate that it is roughly 700 or perhaps 800 feet long. However, most experts agree that moon squids do not exist. Such an animal would be powerful enough to destroy every planet or moon in its path. As Professor Eustace Bascilanius of the University of Deimos writes: “Anyone who got close enough to see a moon squid would surely be crushed in its gigantic tentacles, so anyone who says they got close enough to see a moon squid must be lying.” If moon squids were real, they would undoubtedly wipe out all other forms of life in the universe.

“We may be able to quell the wrath of a hypothetical moon squid,” Professor Bascilanius goes on to say, “if we were to give it something it loves more than destruction—such as green crystals, or the powdered tusk of the space narwhal. But space narwhals aren’t real either. So that’s not really an option.”

You close the book.

Go back to page 03.