

The FUNFAIR OF EVIL

*A daring adventure game
for children*

BY PATRICK BURSTON
ILLUSTRATED BY ALASTAIR GRAHAM





YOUR TASK

Your task is to stop Professor Killjoy from releasing his anti-laughing gas, which will make the world miserable. His secret laboratory is hidden in an abandoned funfair.

Each time you choose a new path, you will be told which page to turn to next.

But there are many hazards – you must negotiate mazes, search for clues, solve puzzles.

All you have with you is a pair of handcuffs.

Your sole companion is a monkey called Mimi who is not always very helpful. Whatever happens, you cannot turn back. Good Luck!

Text © 1986 Patrick Burston
Illustrations © 1986 Alastair Graham

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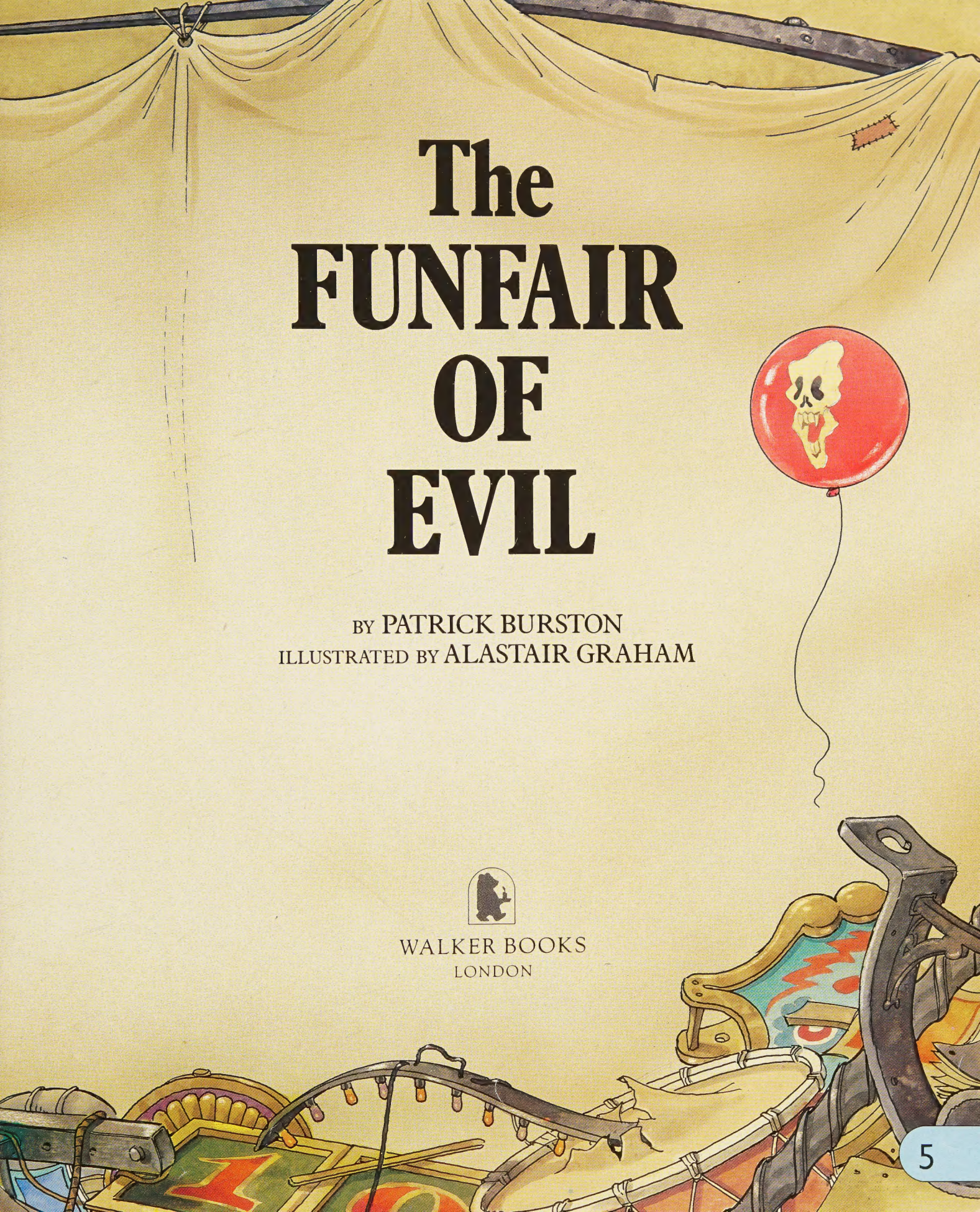
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The funfair of evil. – (Which way???)

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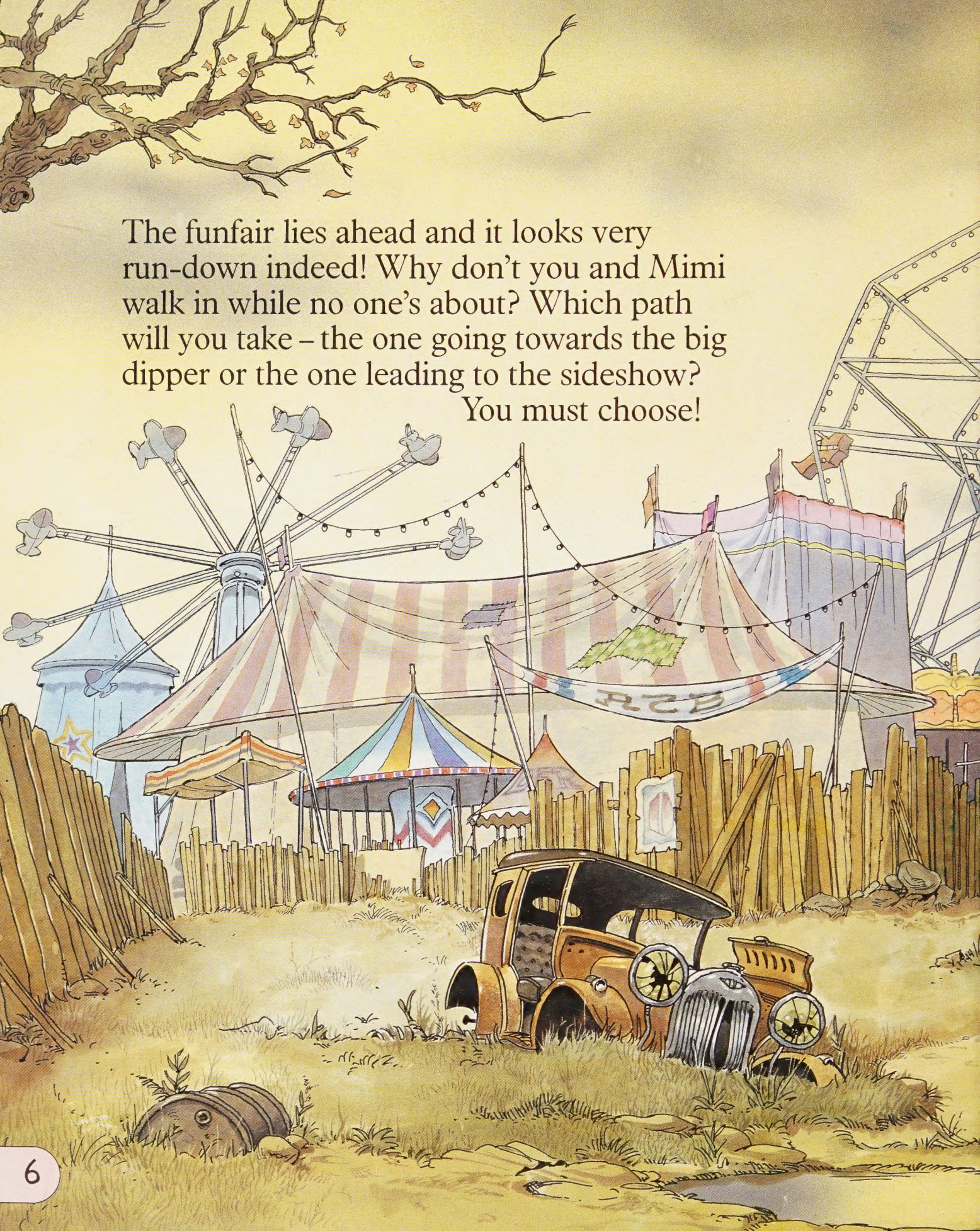
The background of the cover is a light yellowish-tan color, representing the interior of a tent. At the top, there are dark, horizontal lines representing the tent's structure, with a piece of white fabric draped over them on the left. On the right side, a red balloon with a yellow skull and a red tongue is attached to a thin black string that winds down towards the bottom right. The title 'The FUNFAIR OF EVIL' is written in a large, bold, black serif font, centered in the upper half of the page. Below the title, the author and illustrator names are printed in a smaller, black, all-caps serif font. At the bottom of the page, there are several mechanical and structural elements of the tent, including a large metal anchor-like piece on the right, a wooden frame with a blue and red patterned fabric, and a green and yellow striped fabric with a red 'L' shape on the left. A string of small, multi-colored lights is draped across the bottom center.

The FUNFAIR OF EVIL

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WALKER BOOKS
LONDON



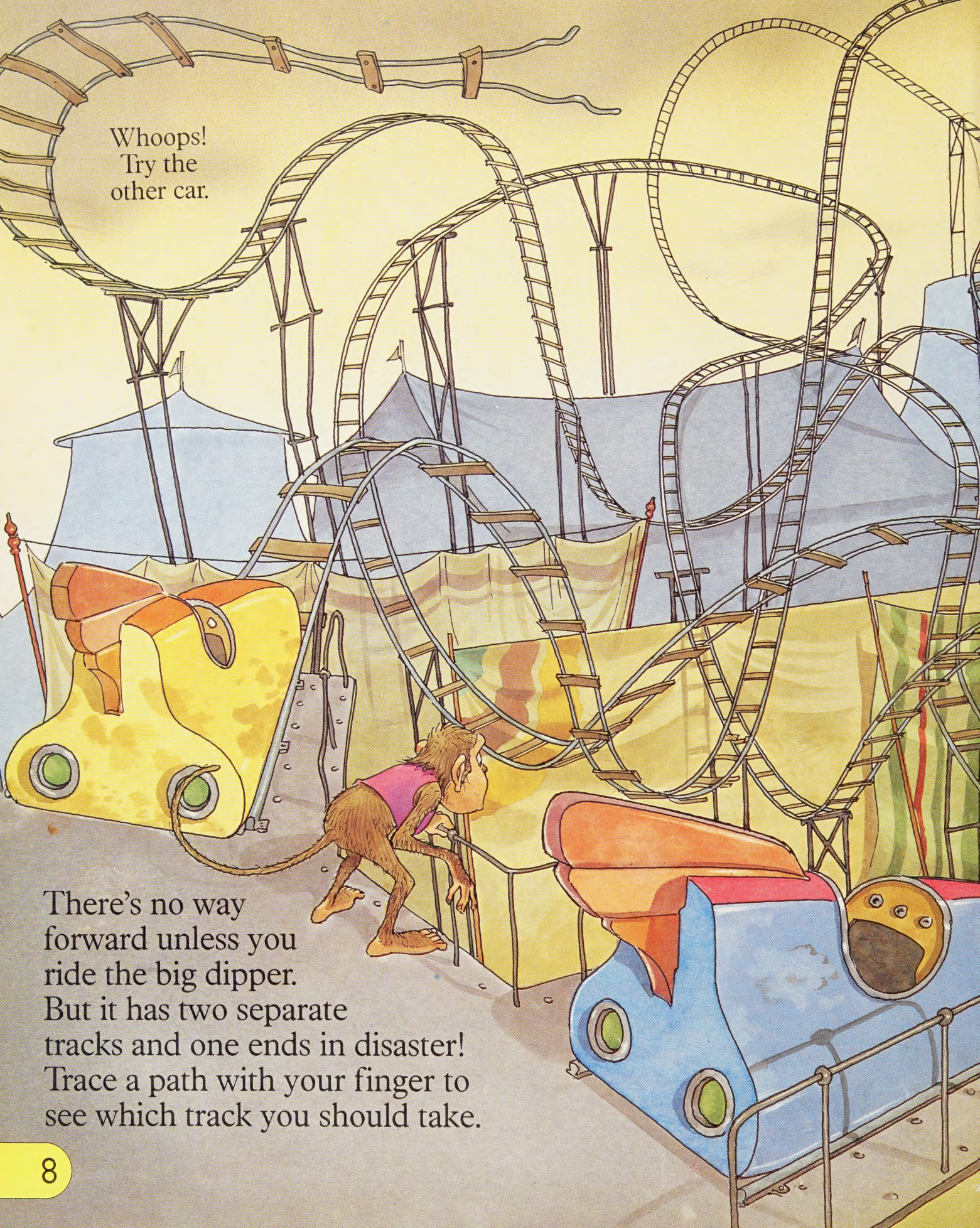
The funfair lies ahead and it looks very run-down indeed! Why don't you and Mimi walk in while no one's about? Which path will you take – the one going towards the big dipper or the one leading to the sideshow?

You must choose!



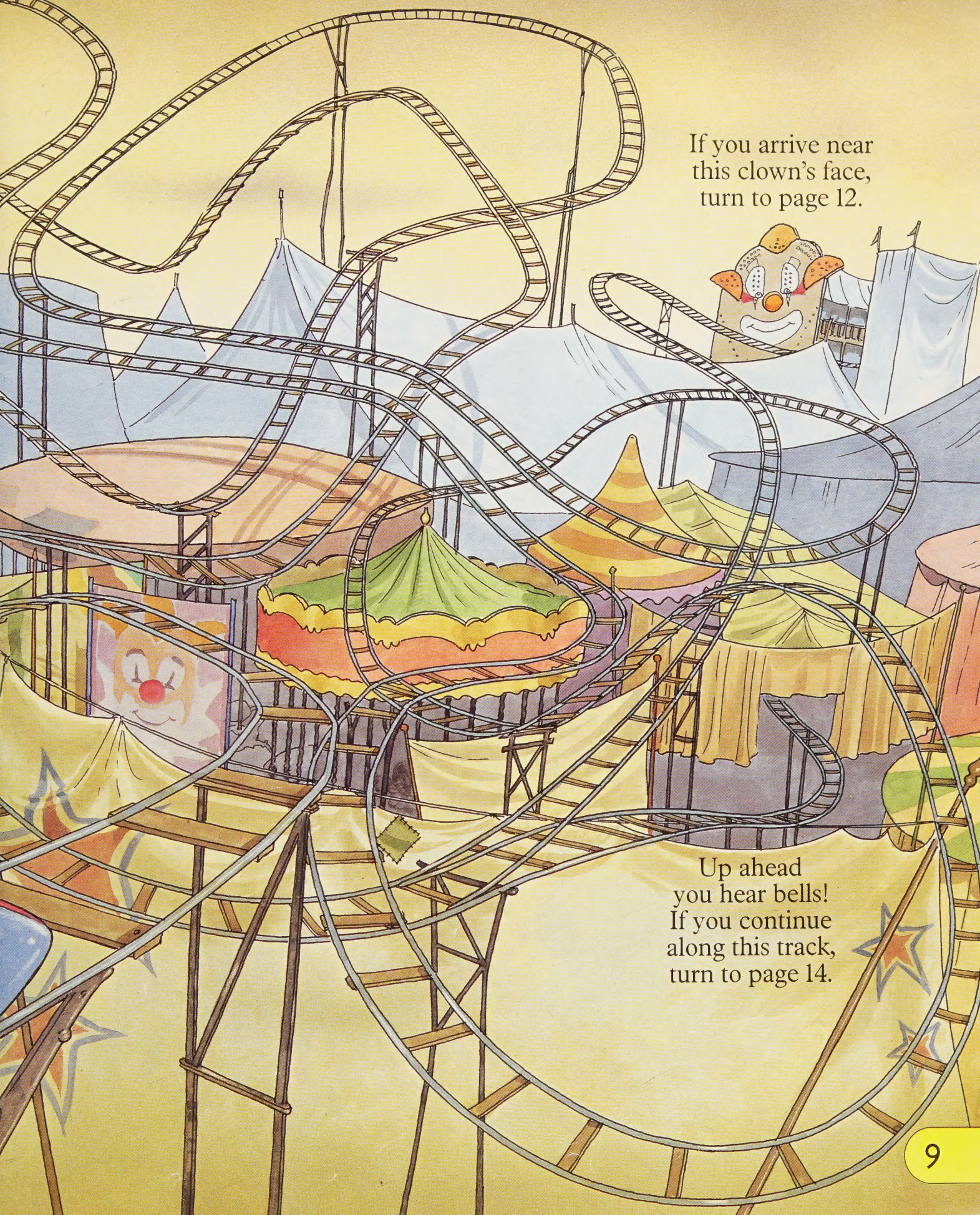
Turn to
page 8.

Turn to
page 10.



Whoops!
Try the
other car.

There's no way
forward unless you
ride the big dipper.
But it has two separate
tracks and one ends in disaster!
Trace a path with your finger to
see which track you should take.

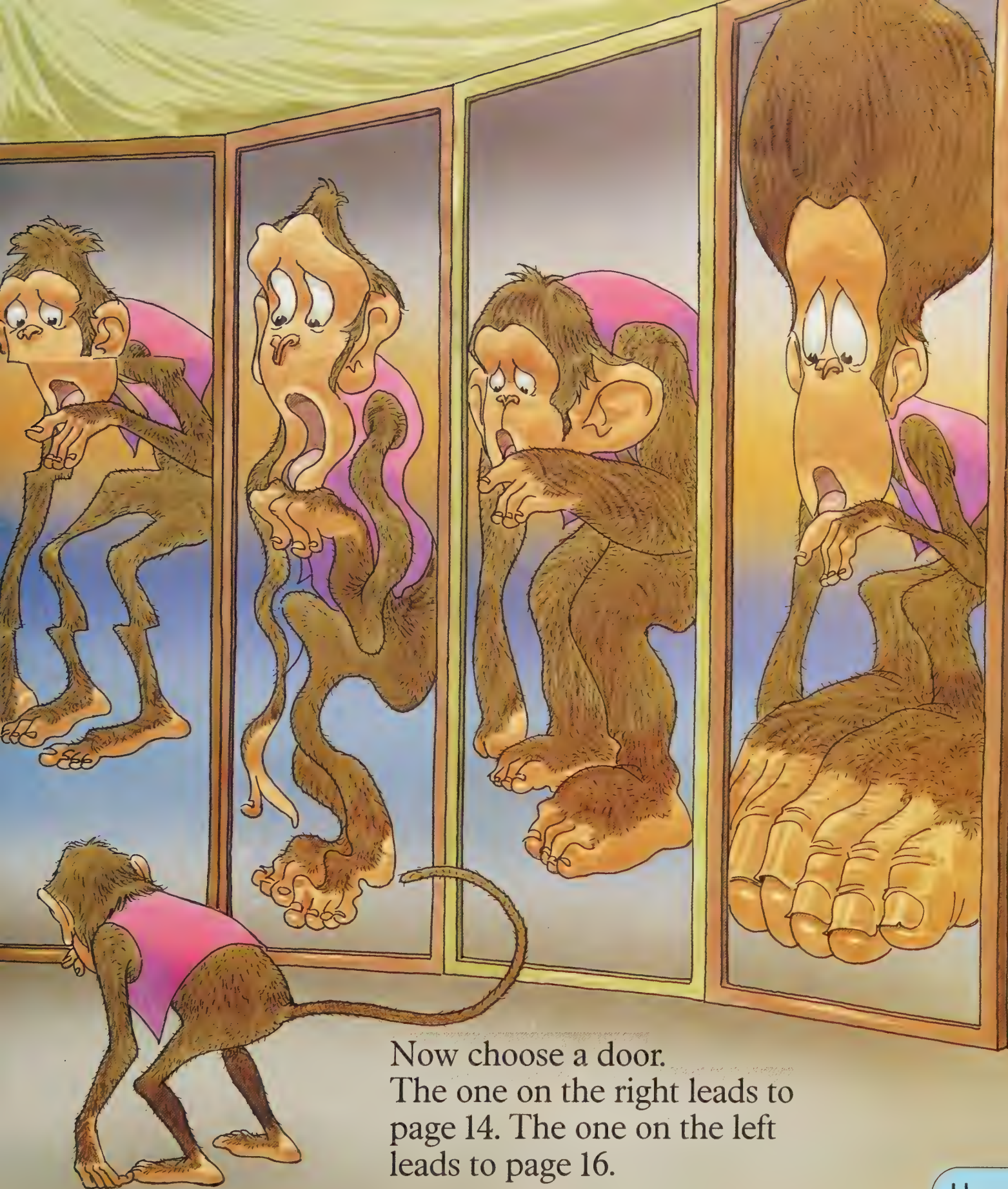


If you arrive near
this clown's face,
turn to page 12.

Up ahead
you hear bells!
If you continue
along this track,
turn to page 14.



You are trapped in the hall of mirrors, where images are distorted! Two of the mirrors show identical reflections of Mimi – these two mirrors are really doors. Can you spot them?



Now choose a door.
The one on the right leads to
page 14. The one on the left
leads to page 16.

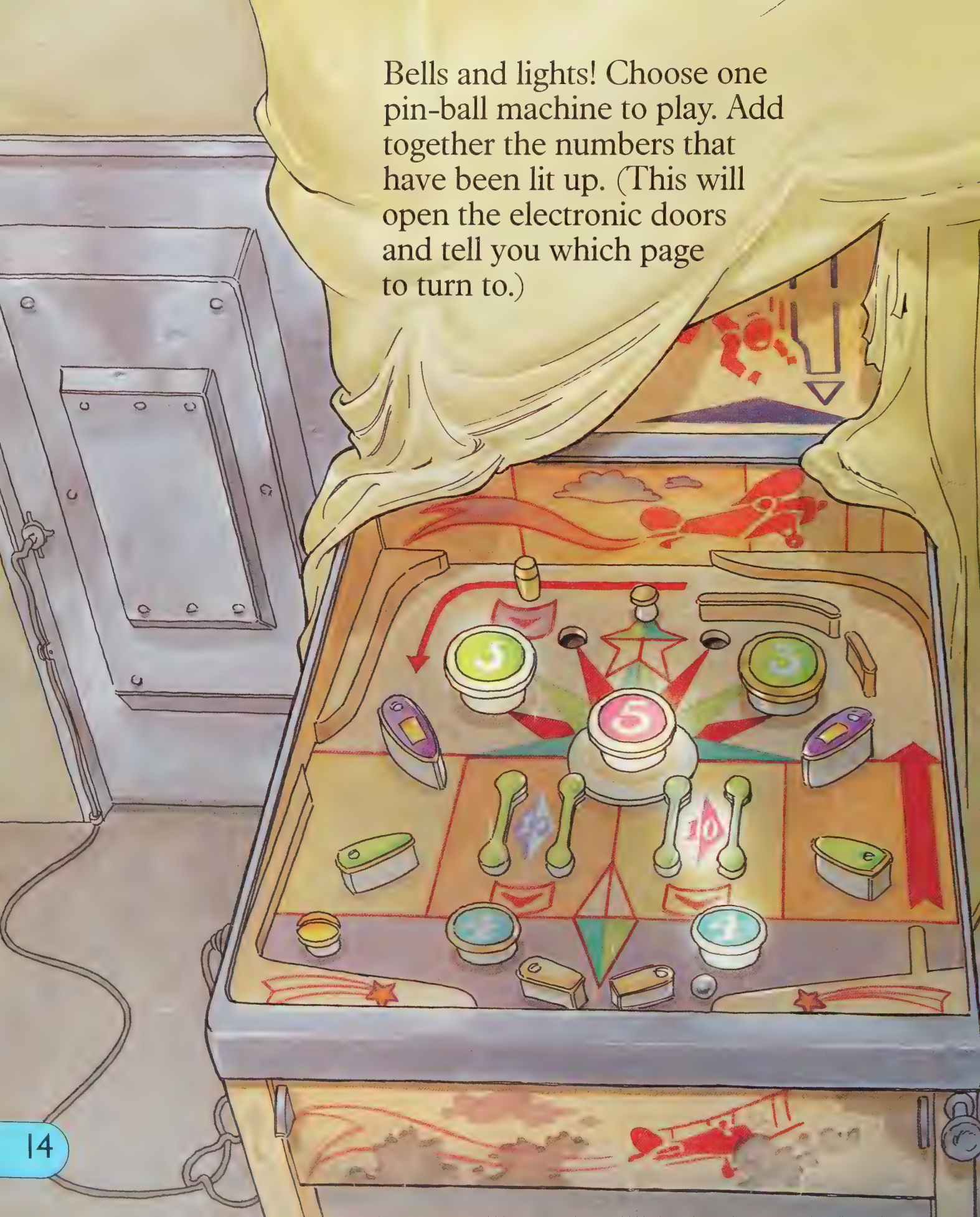
The huge clown's face is dotted with light bulbs. But nine sockets are empty. Could the missing bulbs contain anti-laughing gas? You had better find them all, just in case.



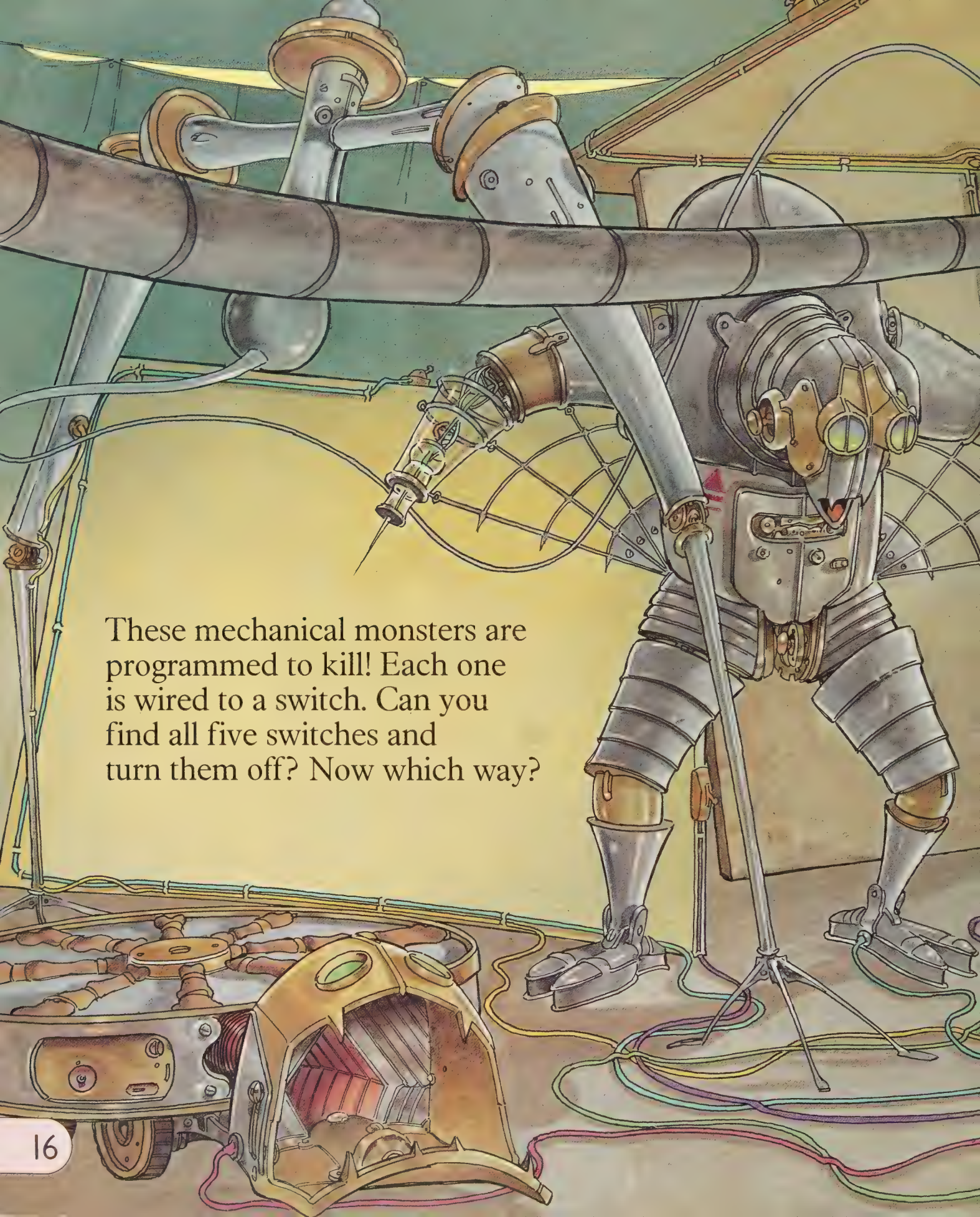


All bulbs accounted for! Now which way?
If you go up through the clown's fiery-
looking nose, turn to page 20. If you choose
the gypsy's caravan, turn to page 18.


Bells and lights! Choose one pin-ball machine to play. Add together the numbers that have been lit up. (This will open the electronic doors and tell you which page to turn to.)





A detailed illustration of a mechanical monster, resembling a giant robot, standing in a laboratory or workshop. The robot is constructed from various metal parts, including pipes, gears, and a large cylindrical body. It has a complex head with multiple eyes and a mouth. The robot is holding a long, thin rod or pipe. In the foreground, there is a large, open mechanical component, possibly a switch or a control panel, with various wires and mechanical parts visible. The background shows a grid-like structure and other mechanical elements. The overall style is that of a classic children's book illustration.

These mechanical monsters are programmed to kill! Each one is wired to a switch. Can you find all five switches and turn them off? Now which way?



Turn to
page 22.

Turn to
page 24.

The gypsy fortune-teller's
crystal ball shows the face
of mad Professor Killjoy.
Remember it – you may
see him soon!





The gypsy has dealt you two hands of five cards. Each adds up to the number of a page – one will lead you to the Professor. Choose!



Professor Killjoy has set fire to all this funfair junk. Quickly, find a fire extinguisher! You can't proceed until the fire is out. Then choose your exit carefully.



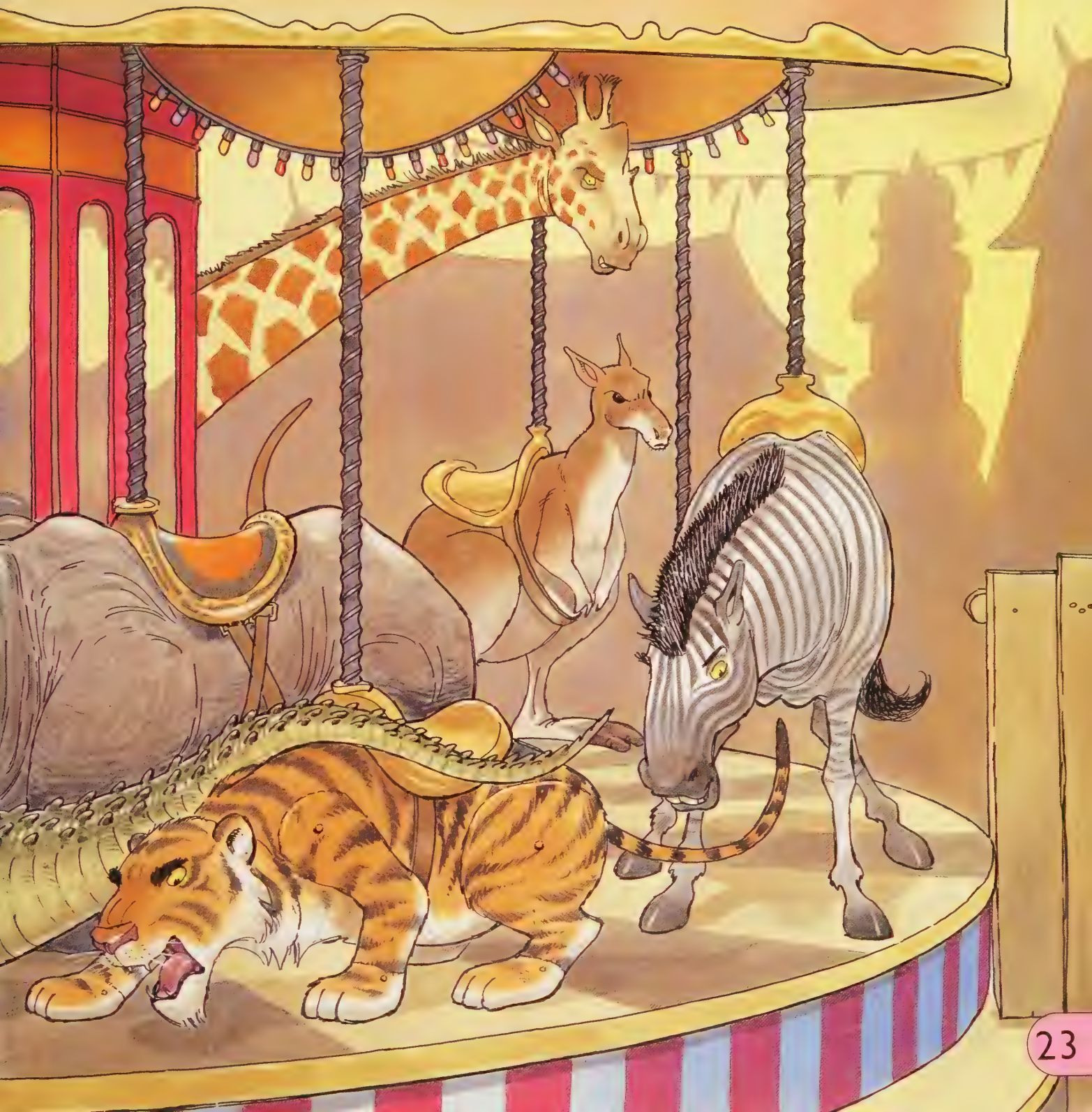
Turn to
page 28.

Turn to
page 30.

You must ride this merry-go-round to the other side. Can you spot the animal that's safe to ride? The Professor has swapped all the rest for real ones that could attack you!



Which way now – if you have survived?
You can go either into a sideshow tent
(turn to page 32) or explore behind the
tent (turn to page 30). Make your choice!



This food looks delicious and
you and Mimi are hungry!
But beware! You might eat
or drink something nasty.
Spot what is wrong!
Now which way?

Turn to
page 34.




Turn to
page
32.

Professor Killjoy is somewhere in this photographer's gallery. (Do you remember what he looked like in the crystal ball?) Quickly, fasten the handcuffs on him!





Now you must find his
laboratory...the trapdoor
leads to page 44; the fumes
are coming from page 36.



The dodgems of death!
Don't step on the floor –
it's electrified! Cross by
walking on the cars. The
numbers on the last cars
tell you which page
to turn to next.



Now which way? There are two gates,
each secured by three padlocks. The three
keys that open them are hidden among the
hoopla prizes. Find the keys, then win them by
choosing the hoops that fit exactly over the
three stands. Now which gate?





The waxworks museum! But four of these historical figures are really members of the evil Professor's gang in disguise and each has made a mistake. Spot them so you can sneak past to one of those openings in the tent.



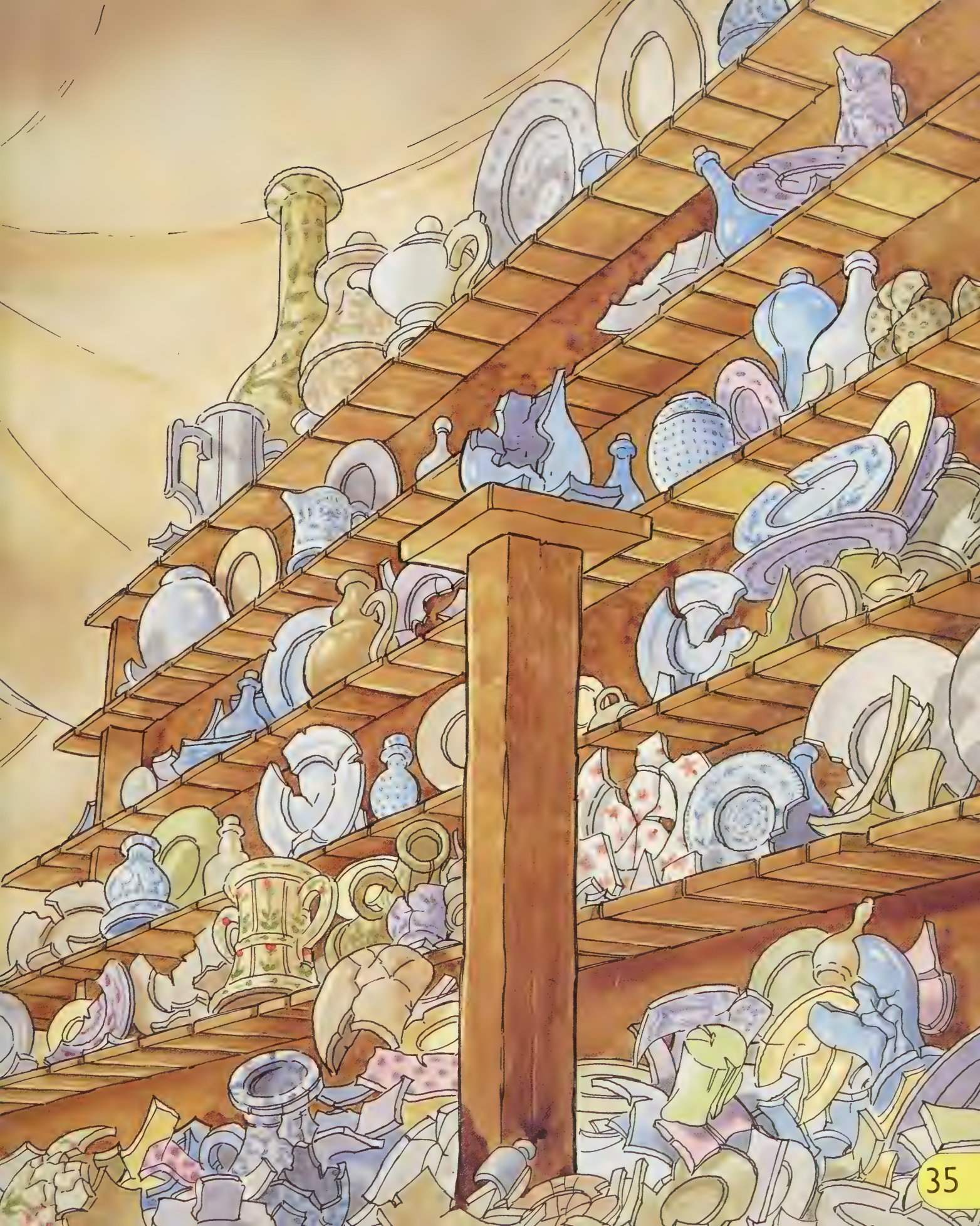


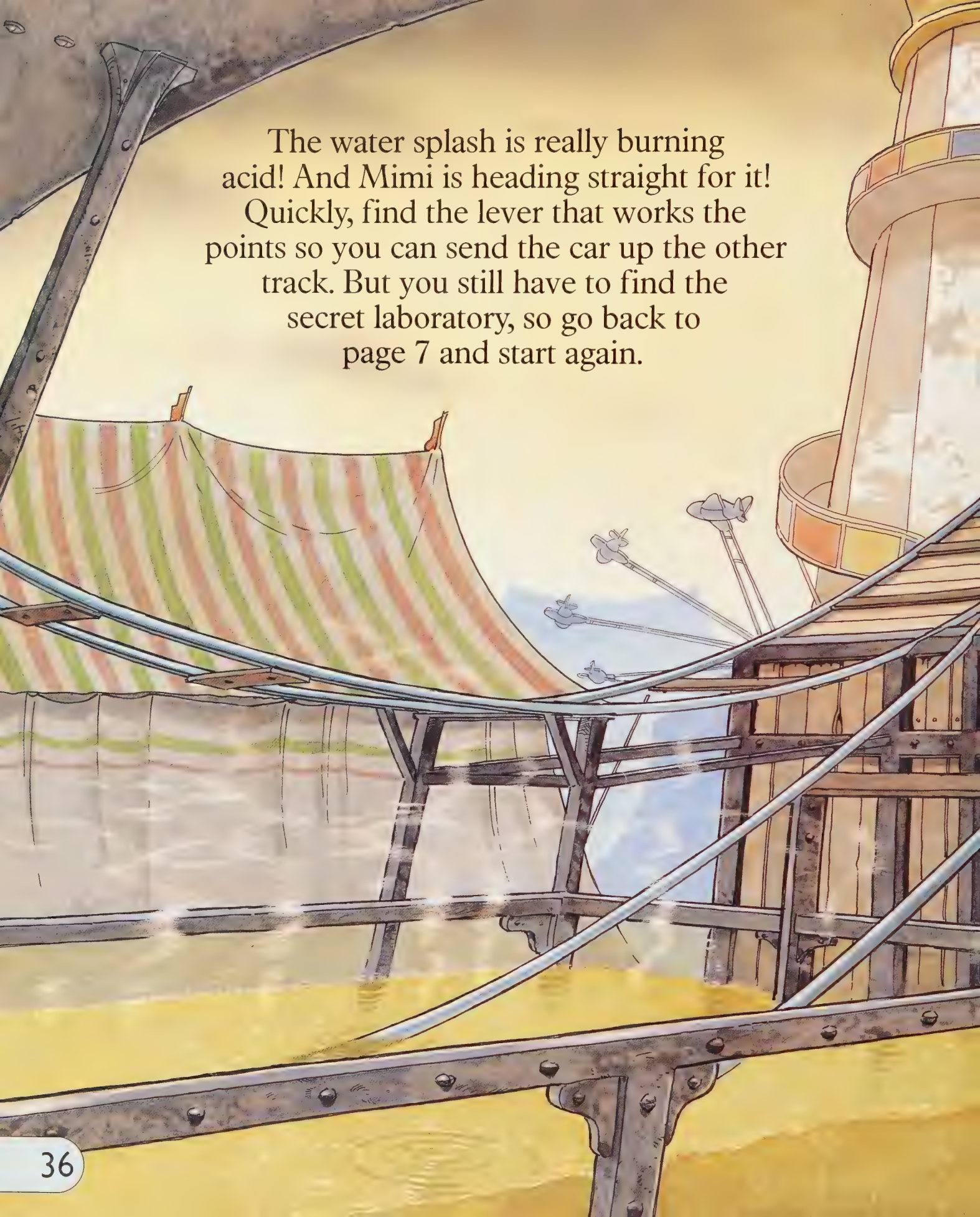
Turn to
page 40.

Turn to
page 42.

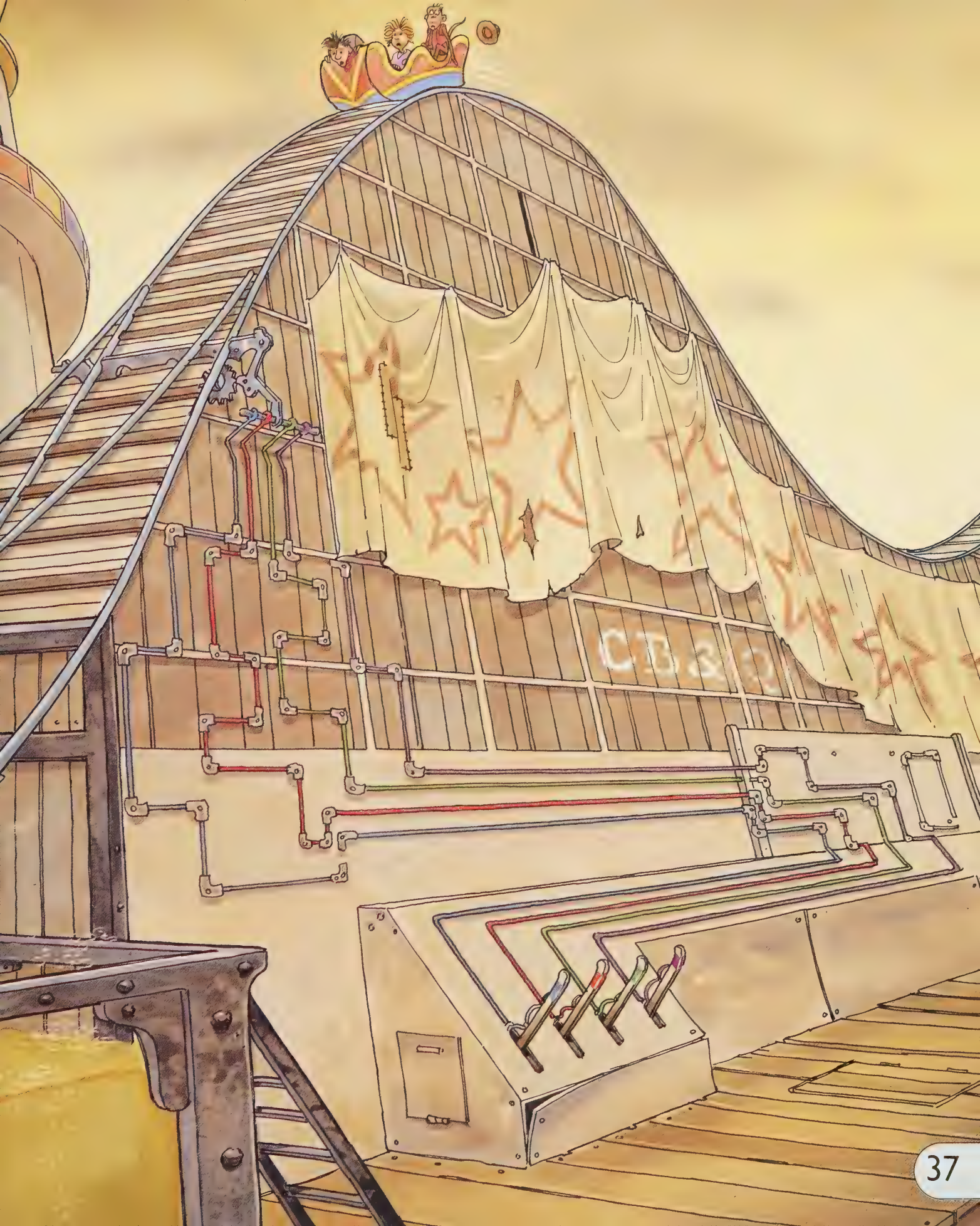
People used to have a smashing time in this sideshow! But the Professor has filled five blue flasks with anti-laughing gas. Mimi has already found one...find the rest to make sure they don't get broken. Now which way? If you go towards the helter-skelter, turn to page 42. If you choose the water splash ride, turn to page 36.





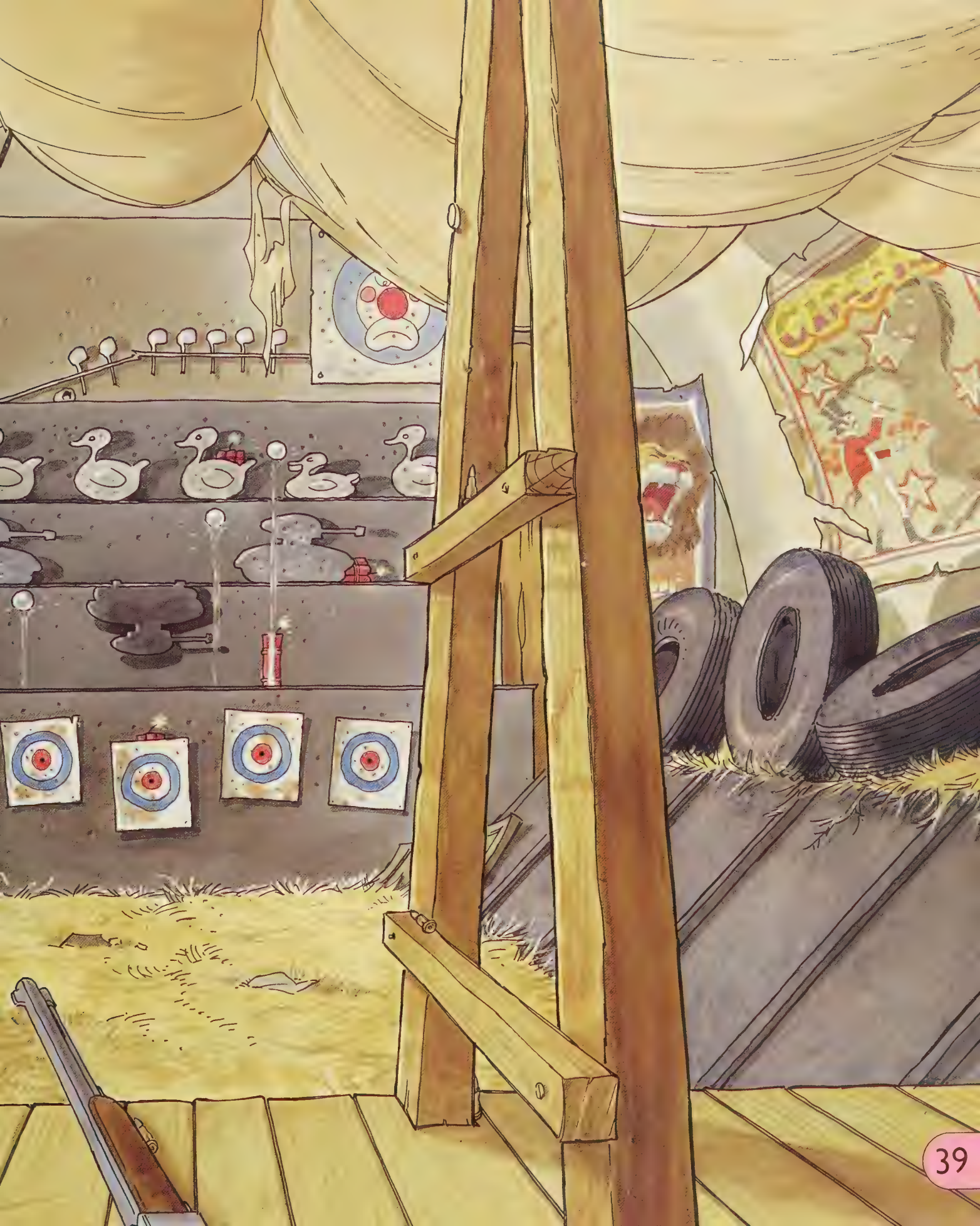


The water splash is really burning acid! And Mimi is heading straight for it! Quickly, find the lever that works the points so you can send the car up the other track. But you still have to find the secret laboratory, so go back to page 7 and start again.

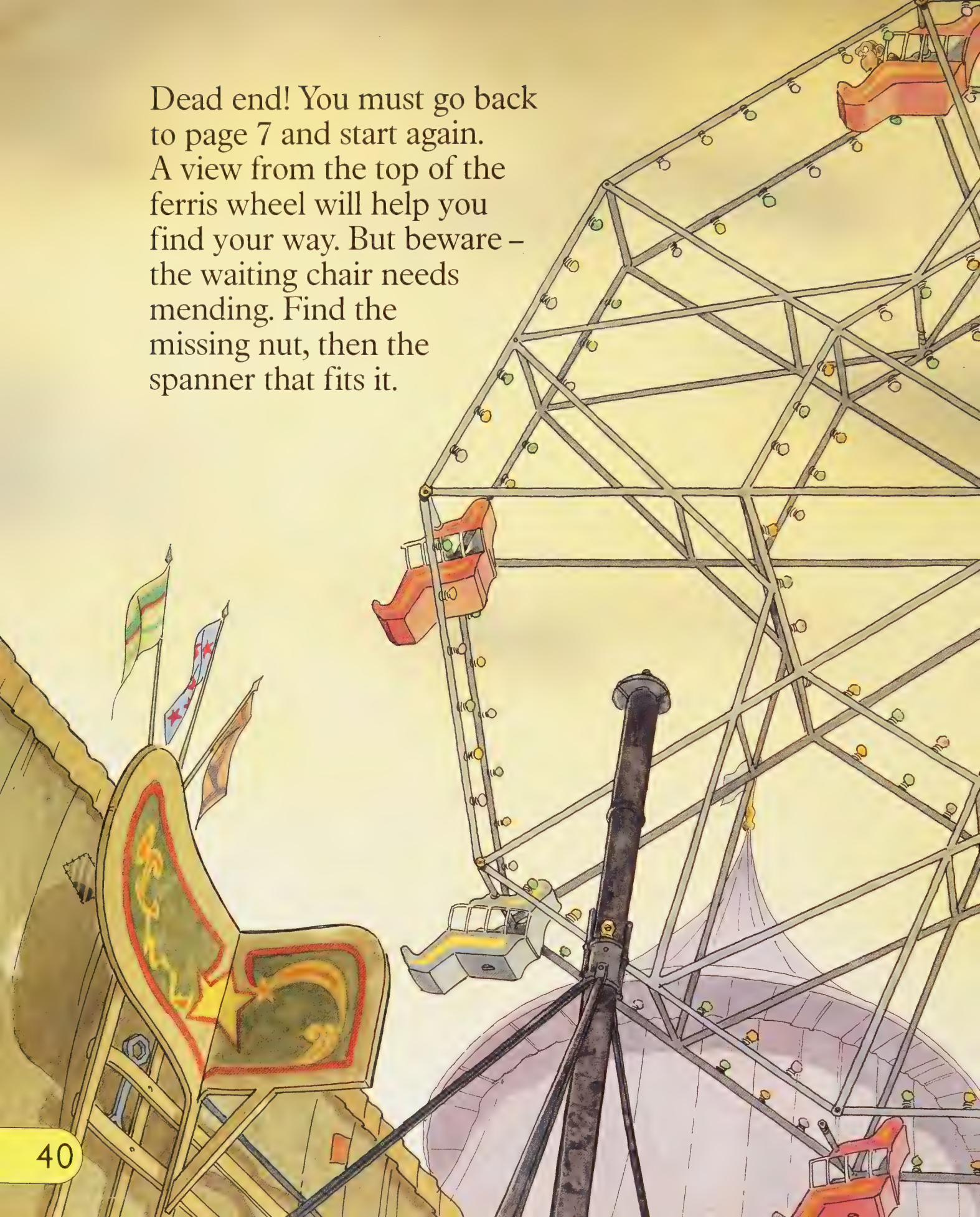


The rifle range – with dynamite hidden in five places! Find five bullets so you can shoot off the fuses before the place blows up. But you still have to find the secret laboratory, so go back to page 7 and start again.

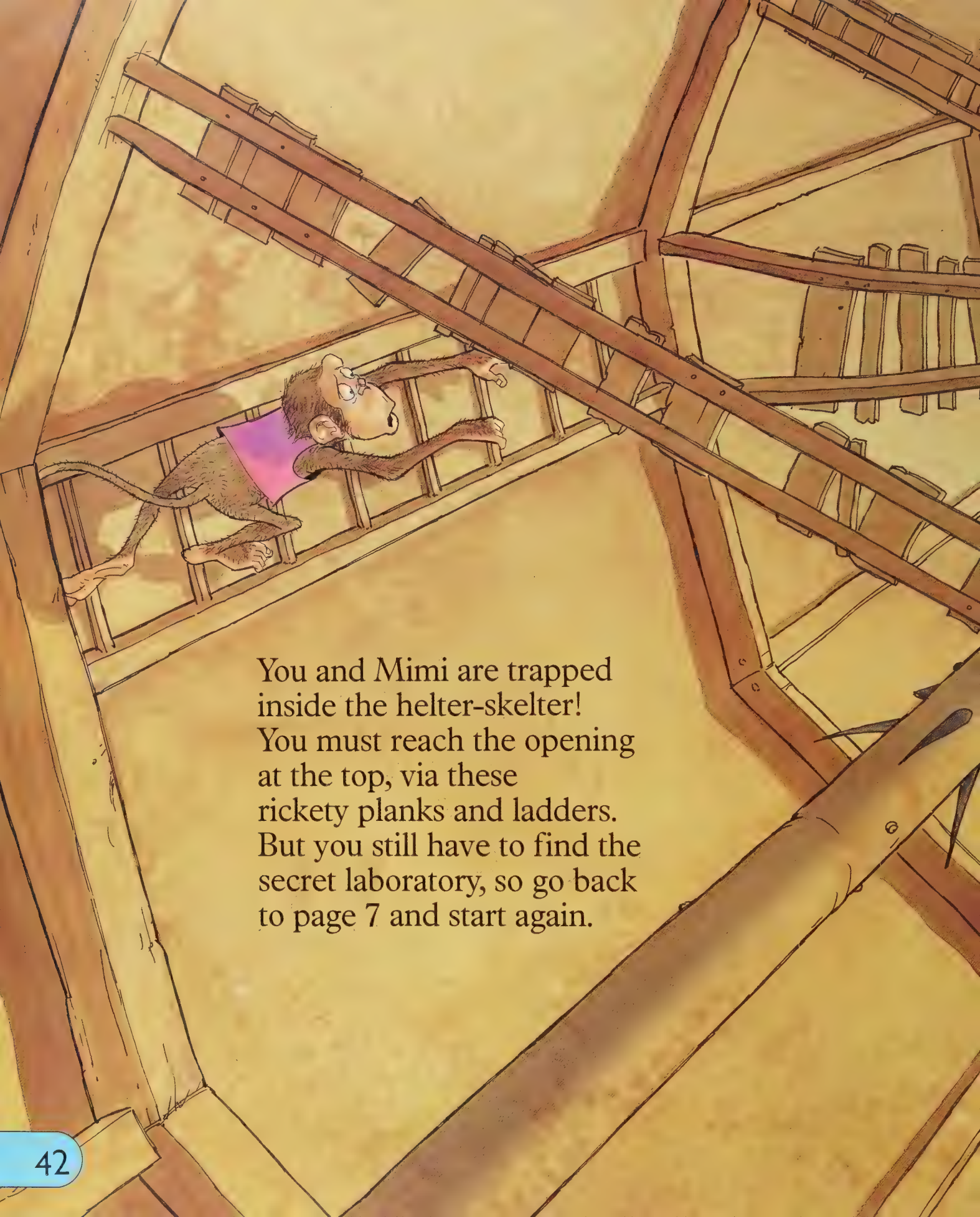




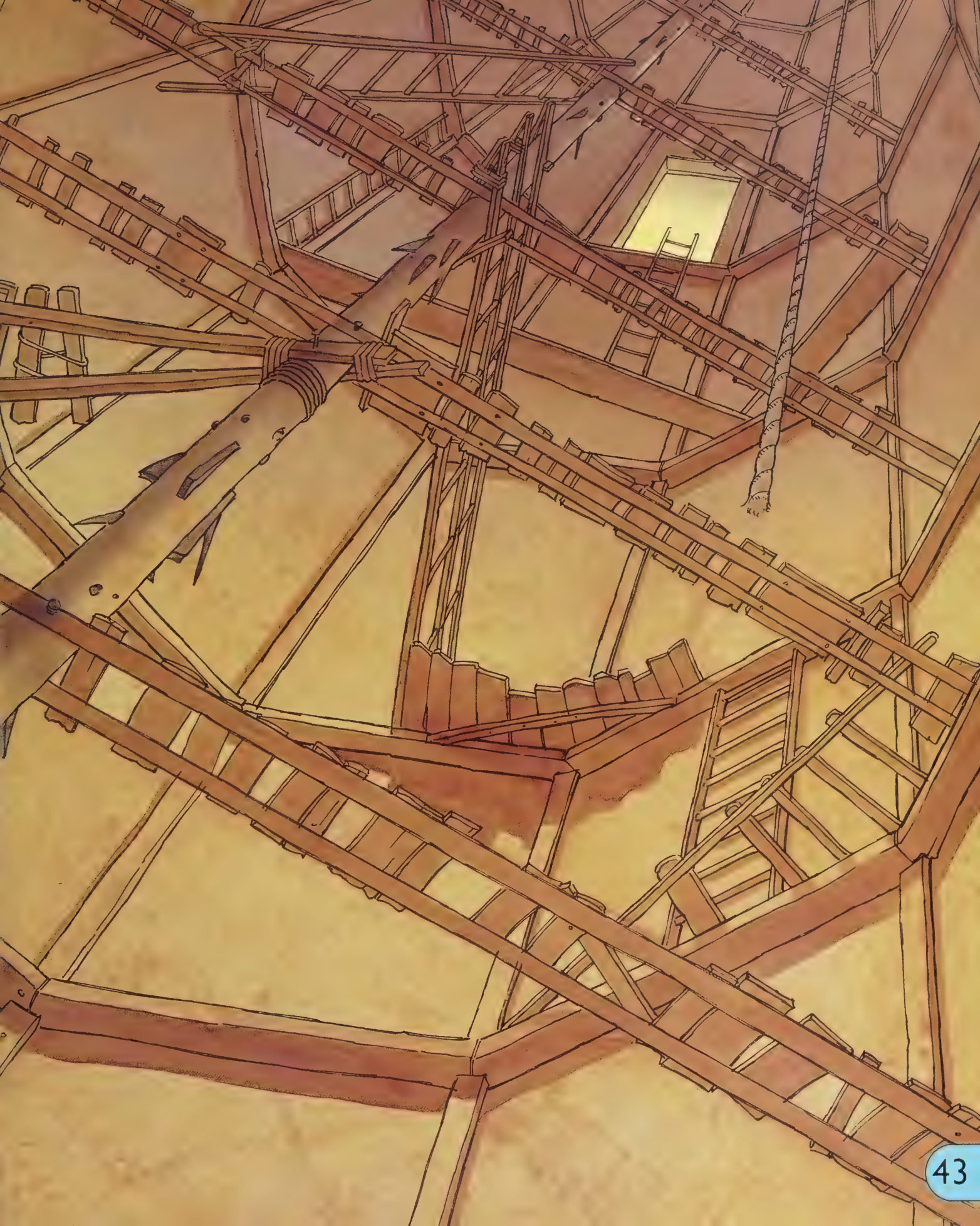
Dead end! You must go back to page 7 and start again. A view from the top of the ferris wheel will help you find your way. But beware – the waiting chair needs mending. Find the missing nut, then the spanner that fits it.







You and Mimi are trapped
inside the helter-skelter!
You must reach the opening
at the top, via these
rickety planks and ladders.
But you still have to find the
secret laboratory, so go back
to page 7 and start again.

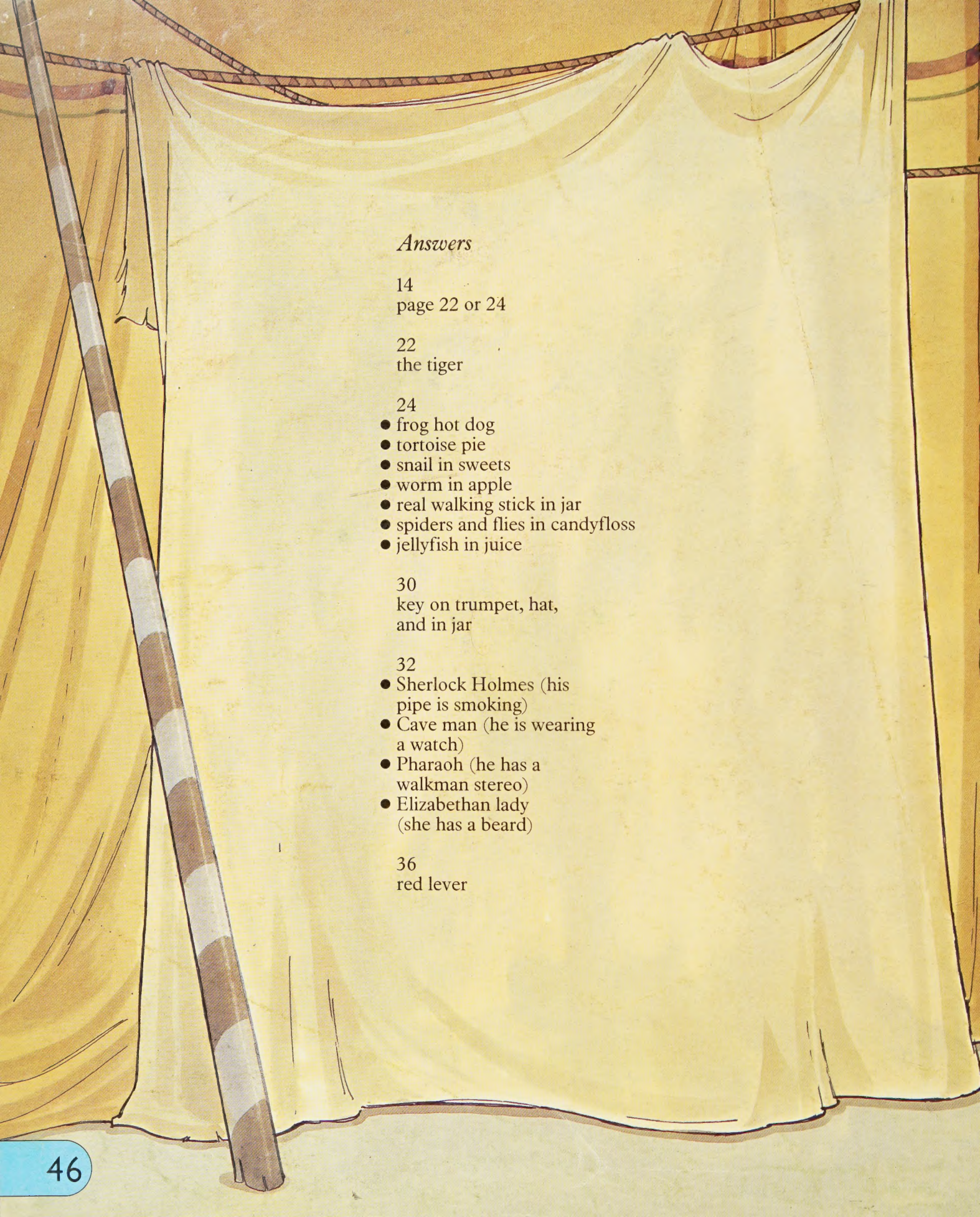




This is it!
Professor Killjoy's
secret laboratory! But
that balloon of anti-laughing
gas is about to burst!
Find the tap that turns off the
gas. It is on the circuit
which connects the cylinder
to the balloon.
(Trace a path with your finger.)



573422 22 56
55000 66247 90742 W 72
729 58602 $\text{CO}_2 + \text{H}_2\text{O}$ 15000 547791
629151 **WELL DONE!** 213202
C746 **YOU'VE FOILED THE** $\leftarrow 4200$
= $8+5x=7$ 6 765193
 \downarrow 1850x
202070 72%
34989 +3 \rightarrow
167081 $x^2+x^2=7$
2x+2x 320000 97+97=2



Answers

14
page 22 or 24

22
the tiger

- 24
- frog hot dog
 - tortoise pie
 - snail in sweets
 - worm in apple
 - real walking stick in jar
 - spiders and flies in candyfloss
 - jellyfish in juice

30
key on trumpet, hat,
and in jar

- 32
- Sherlock Holmes (his pipe is smoking)
 - Cave man (he is wearing a watch)
 - Pharaoh (he has a walkman stereo)
 - Elizabethan lady (she has a beard)

36
red lever





– WHICH WAY? –

In the funfair of evil you are the hero of a quest to find mad Professor Killjoy's secret laboratory.

Part adventure, part game, this book is full of danger – booby-trapped sideshows, dodgems of death, a rickety helter-skelter, a derelict big dipper.

Each page presents a challenge and a choice: which way to go? There is only one true path to the evil Professor's laboratory. With courage and luck you will eventually find it!

Other titles
THE PLANET OF TERROR
THE JUNGLE OF PERIL
THE CASTLE OF FEAR

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