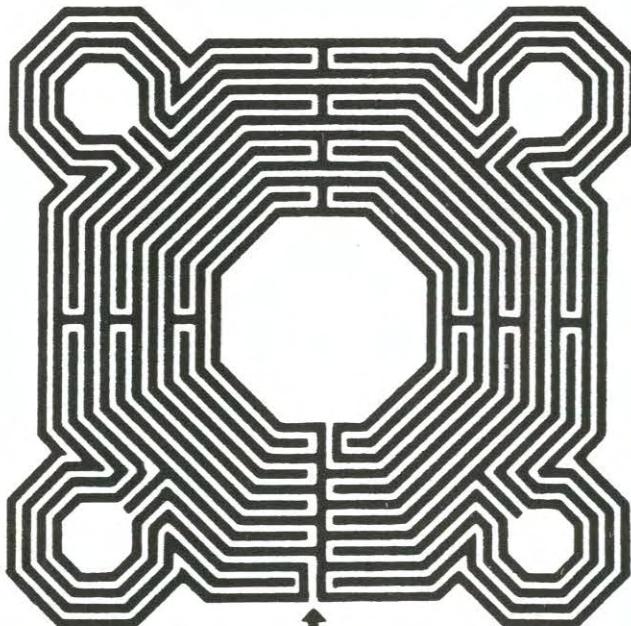


Turtle Talk

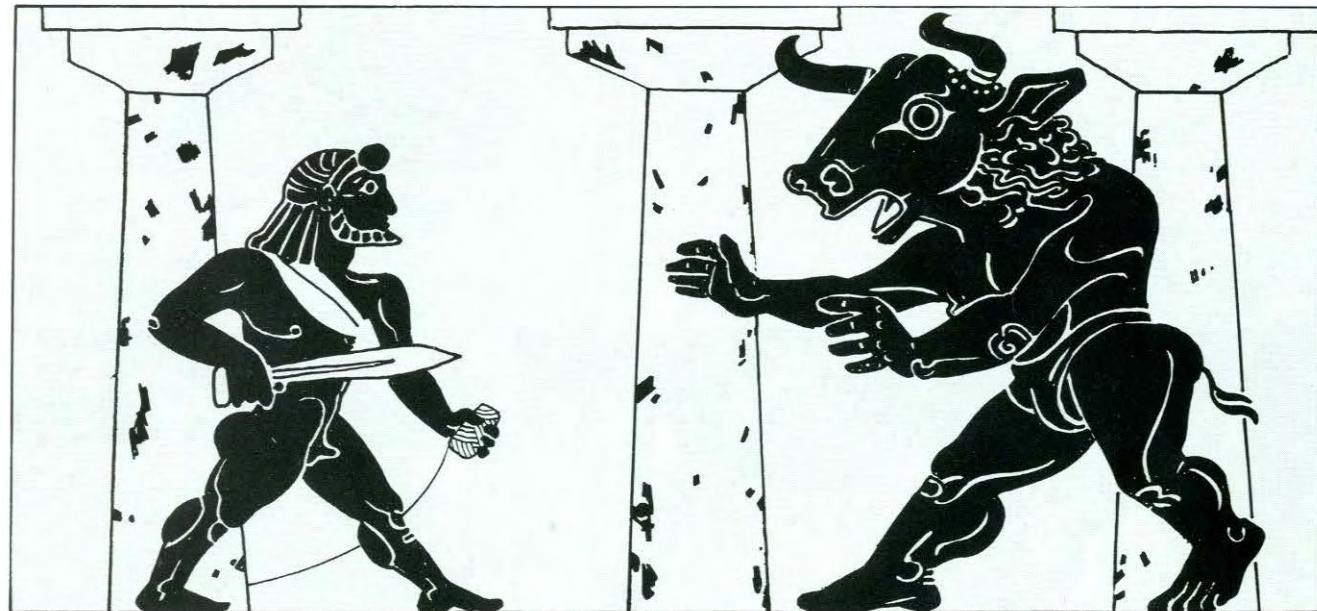
IT'S AMAZING

Early christians used mazes in the design of their churches. People had to crawl through them as a form of penance. Most of these church mazes have disappeared. One of the most famous was on the floor of the Great Cathedral of Chartres, in France.

This maze was made from blue marble and was set in the floor of Rheims Cathedral in France in 1240. It was removed in 1779 because the noise people made walking through it disturbed the services.



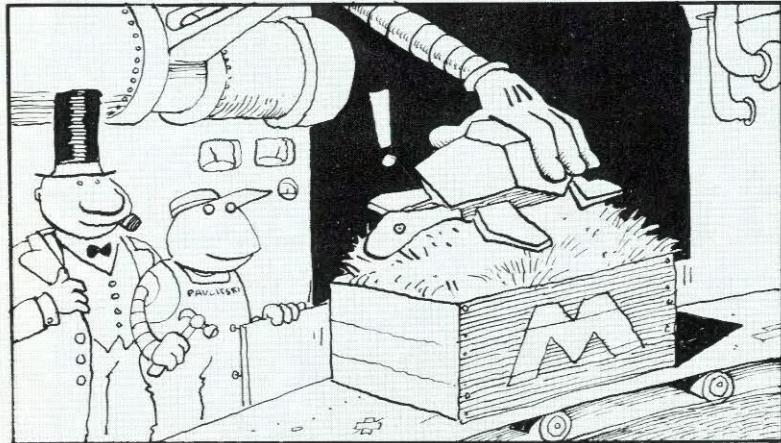
Theseus and the Minotaur



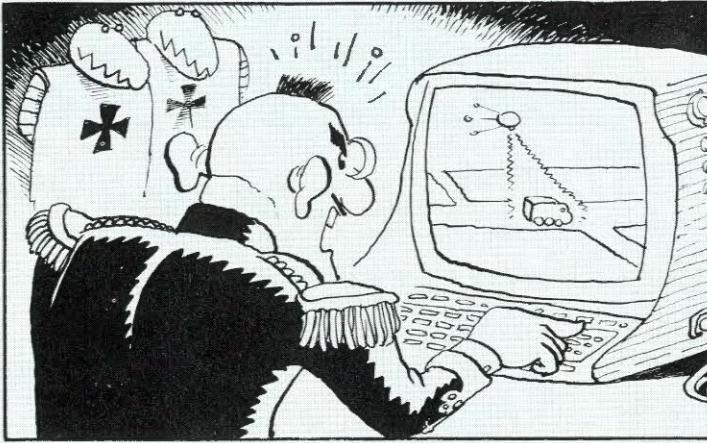
The most famous maze story of all is that of Theseus and the Minotaur. King Minos of Crete had an enormous maze built as a prison for a monster, half man and half bull called the Minotaur. Every nine years seven boys and seven girls were sent from Athens into the labyrinth to feed the Minotaur. Theseus, prince of Athens went to Crete to kill the Minotaur. He fell in love with King Minos's daughter, Ariadne. She gave Theseus a sword and a ball of silk. He tied one end of the string to the doorway and entered the labyrinth. He went through the tunnels

of the maze trailing the silk behind him. At the centre he met the terrifying monster. Ariadne had told him that the only way to kill the Minotaur was to stab it between the horns. After a fierce fight he managed to kill the Minotaur by striking the blow in the right place. He rewound the ball of silk and found his way back to the entrance. He and Ariadne escaped from Crete back to Athens. Archaeologists have discovered a palace which may have been the Cretan labyrinth. It is full of winding passages and stands on a mountainside in Knossus in Crete.

The Adventures of Myrtle the Turtle



A robo-arm lifted Myrtle from the production line at the Valiant Turtle Factory and lowered her into a crate. The robo-packer carefully placed straw around her to protect her on the journey, and nailed the lid on the crate with his hammer arm. The crate was lifted into the back of a truck and it left the factory.



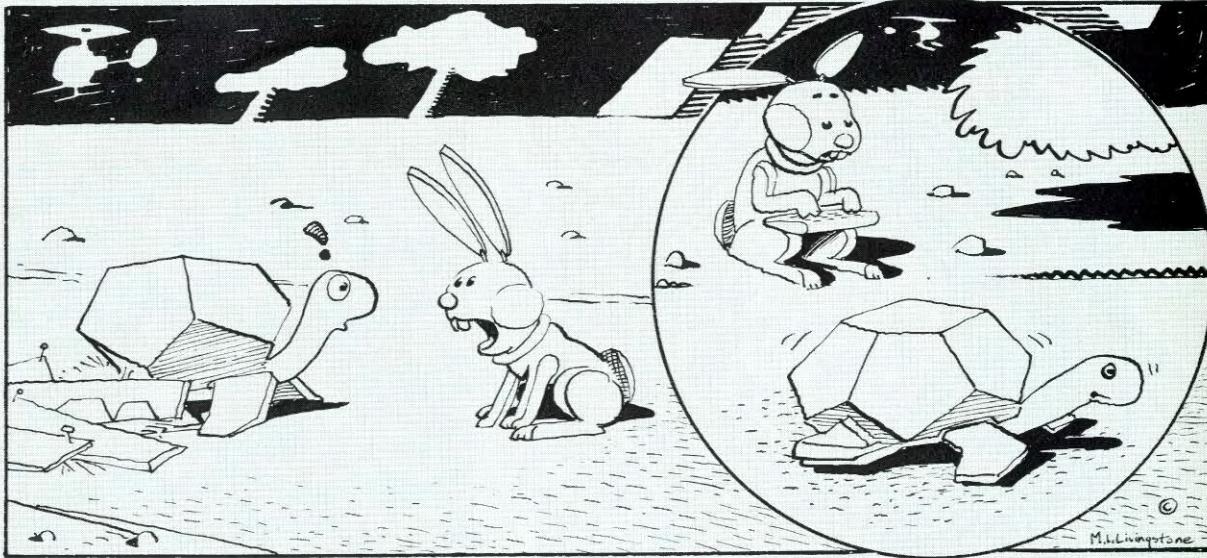
Far away in his castle Baron Von Bugbyte was programming his computer. On the screen was a map of the road from The Valiant factory to the town. The Baron chuckled. "Soon my satellite will be overhead and my plan will be complete. I will capture a turtle and use it in my dreadful experiments".



The truck sped down Silicon Street. A green beam shot down from the sky and dazzled the driver. The truck skidded and jerked. The case containing Myrtle fell out the back and smashed on the road.



Inside the crate Myrtle felt the truck swerve. There was a terrible crash, then everything was quiet. The crate was broken. Myrtle looked up and saw the stars. She had never seen them before. "What are those beautiful lights in the sky?" she asked herself. "Stars," a voice squeaked from the shadows.

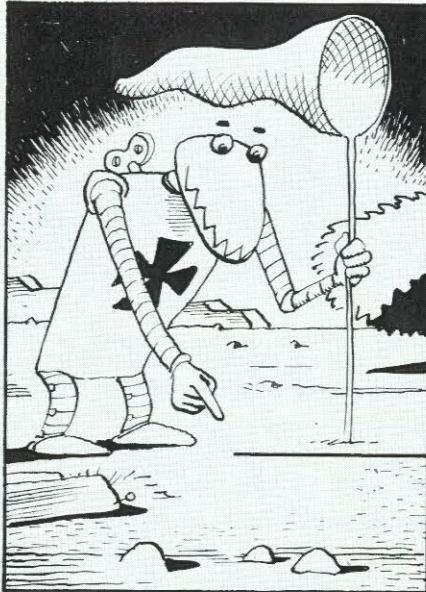


Myrtle jumped, "Who are you?" A metal creature with aluminium ears and a rusty Brillo pad on its bottom came out of the shadows. "Bruce Double-R's my name. The Double-R's for 'Robotic Rabbit'. Get off the road before you get run over." "But my wheels won't turn."

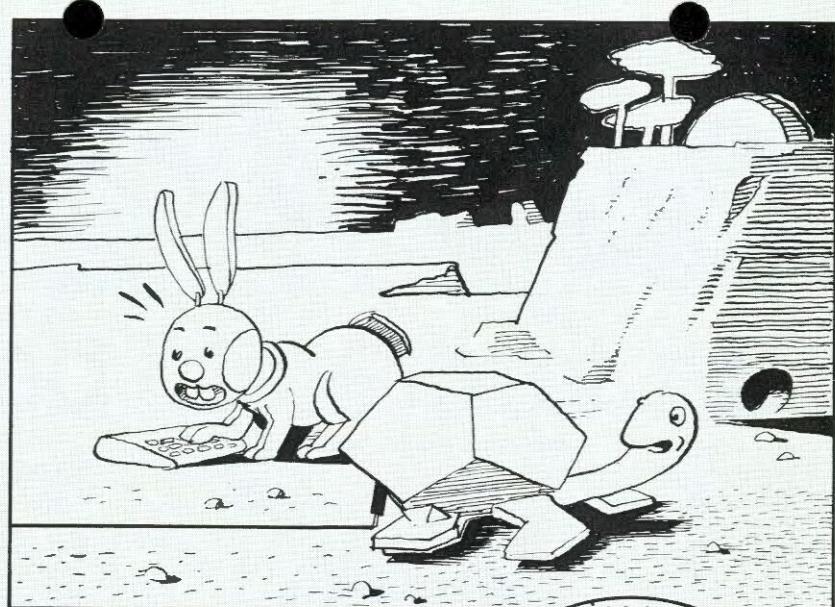
Bruce took out a tiny keyboard and typed, "RT 60 FD 50 RETURN". Myrtle turned and moved off the road.



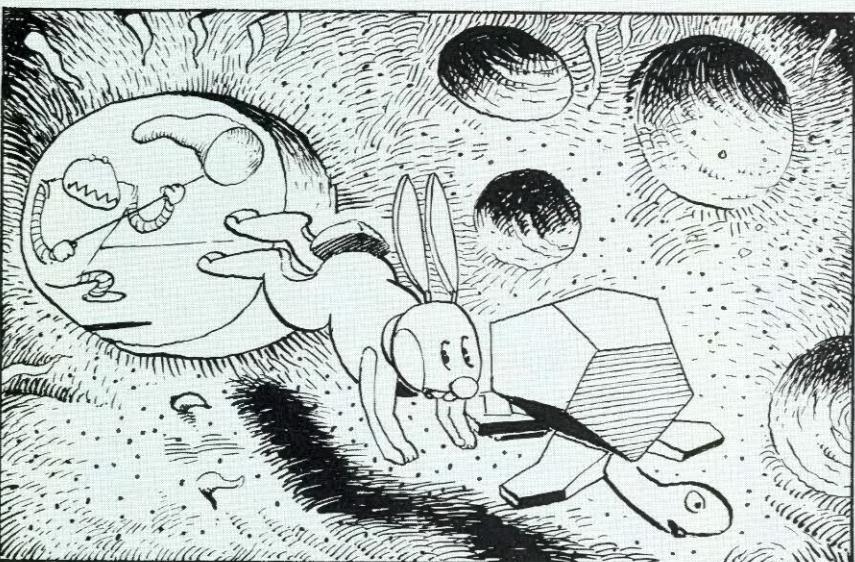
There was a clattering in the sky above them. A bright beam shone down on the road. The noise grew louder and a large black Cyber-copter landed on the road. Baron Von Bug stepped out and walked up to the wrecked crate. "Good, my plan was successful. Now to find that wretched turtle."



One of the Barons metal slaves called out, "Master, over here, a line on the road." The Baron examined the trail, "Ha, the ridiculous reptile forgot to lift it's pen up."



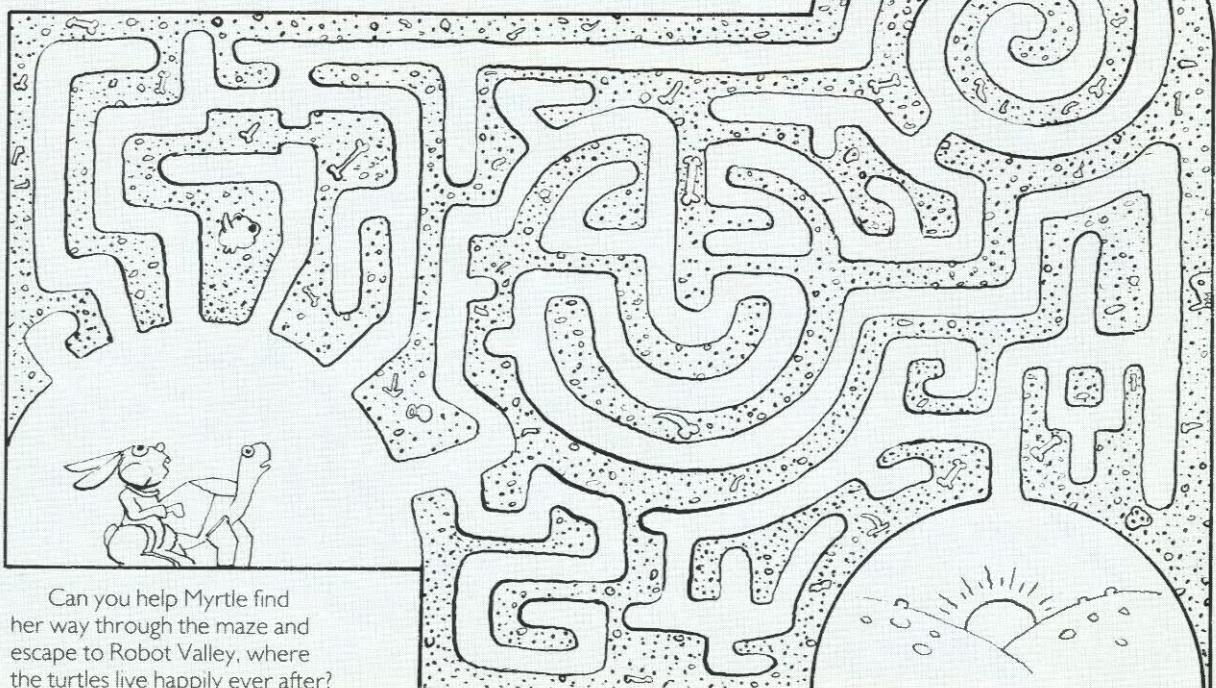
Bruce looked at Myrtle. There was a line leading from their hiding place to where the Baron was standing. Bruce quickly typed PENUP. The Baron walked towards them.



"Quickly, into the warren!" Bruce typed FD 20 and they disappeared into a dark hole and found themselves in a maze of tunnels. They heard a voice, "She's gone

down this hole master."

"Well get down there after her my ferrous flunkeys, and if you come back without her I'll pour vinegar on your micro-processors."



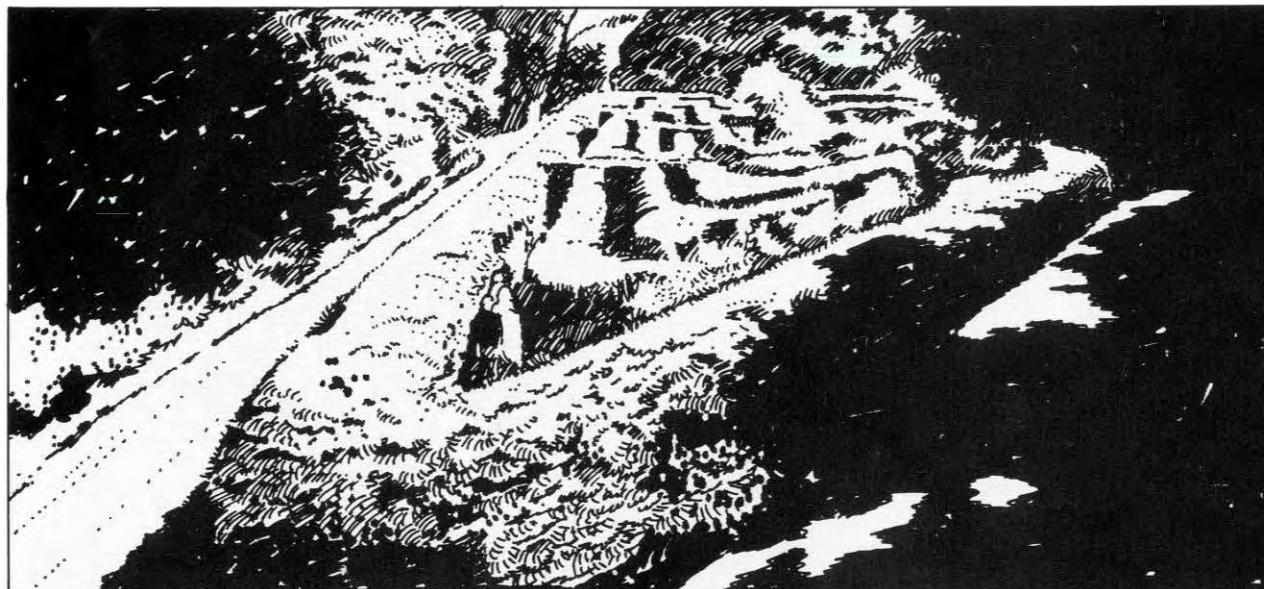
Can you help Myrtle find her way through the maze and escape to Robot Valley, where the turtles live happily ever after?

THINGS TO DO

Many enjoyable maze games can be played with the turtle. Make a maze. Can Myrtle find her way through it and escape from Baron Von Bug Byte's metal slaves? There are lots of things you can use to mark out the passages: string, strips of newspaper, books, building bricks, playing cards, masking tape or Lego.

Build a maze for your partner and time your partner's journey through it. Then change over and you find your way through your partner's maze. The loser will be thrown into the dungeons of Castle Von Bug and have vinegar dripped into their micro-circuits.

Make a maze out of bricks and challenge your friends and family to find their way through without knocking any over. The Ferrous-Funkeys have

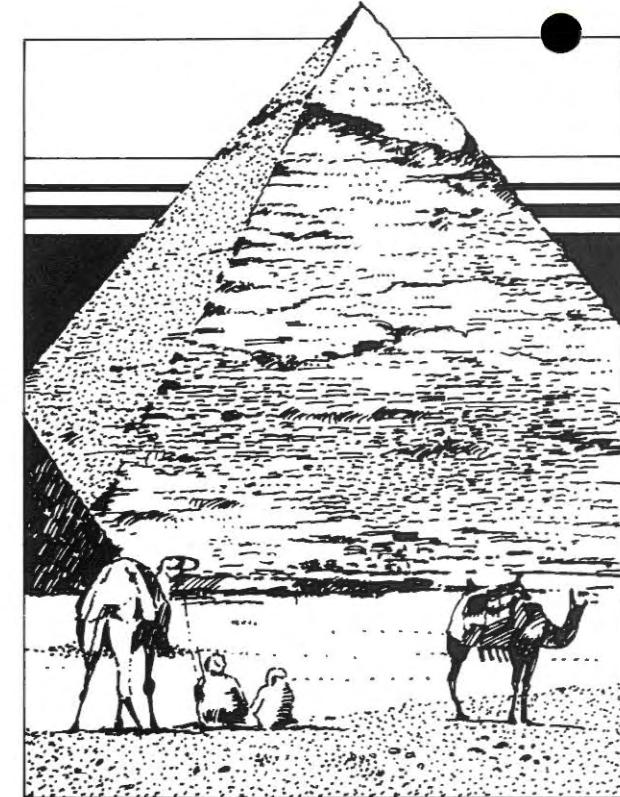


excellent audio sensors and will capture anyone who knocks anything over.

See who can send their turtle through the maze with the least amount of instructions.

There is a famous maze at Hampton Court Palace in London. The palace was built by Cardinal Wolsey, who was a friend of King Henry VIII. Henry became jealous of the palace, so Wolsey gave it to him, before he took it for himself, pretending that had been his intention all along. The maze was built for King William III and it started a fashion for the rich. It is still in good condition and well worth a visit.

If ever you find yourself stuck in a maze put one hand on one side of the path and start walking. If you keep going in the same direction and don't take your hand off you'll eventually find your way out.



In Malekula, in the New Hebrides, the people believed that a dead person's soul had to journey through a difficult maze to reach paradise. If the soul took too long in solving the mystery of the maze it was destroyed by a guardian ghost. If the person had lived a good life the correct route lit up and they found their way, but evil people got lost in the darkness and were at the mercy of the ghost.

In China it was believed that evil spirits could only fly in straight lines. Mazes were built around palaces to prevent the spirits flying into them. In Scotland and Ireland mazes were sometimes drawn on doorsteps to frighten away witches.

The ancient Egyptian Pharaohs built tunnel mazes into their pyramids. These tombs contained their mummified bodies. Great treasures were placed inside for the Pharaoh to use in his next life. The complex mazes, sometimes containing deadly traps, were built to keep out thieves.