In this well-stirred, topsy-turvy adventure, players morph into characters with unique skills. Immersed in a pliant fantasy environment, they explore three worlds (Fig. 1) in a quest for Knowledge Weapons to use in their battles against Thor. As they face perils (Fig. 2) and amass points, they group into squads to vanquish the foe of Intellectual Darkness. Players finally converge to the center of their universe (Fig. 1) with the Knowledge of Victor, but not realizing it — being so engrossed in their adventure.