

There's still time to boldly go in for it!

WIN £10,000 PRIZES

STAR TREK®

TREASURE HUNT



THERE'S
still time for
you to join
our great

Star Trek Treasure Hunt.

We have teamed up with Shell UK Oil to celebrate their exciting £1,500,000 Star Trek scratchcard promotion which is already taking place on their service station forecourts.

Our prizes, exclusive to TODAY readers, are £5,000 cash, with runners-up prizes of eight £500 worth of Shell fuel and 25 sets of CIC Star Trek videos worth £50 a set.

CIC Star Trek videos are on sale through major high street video

retailers at £9.99 each. To play Shell's forecourt Star Trek game, call in at any Shell service station and pick up a FREE game card.



Scratch off panels from your card to reveal STAR

TREK characters. There are instant cash prizes of 50 pence and £5, cash prizes of £100 or £1,000.

You could even share in a £250,000 jackpot or win one of 15 Califor-

nia family holidays for four. To play Shell's Star Trek Treasure Hunt in Today you have to help Captain Kirk, Mr Spock and the crew of the Enterprise to solve a series of clues (below) which will lead them to Klingon treasure buried on one of nine planets.

You must also answer the following two simple questions:

1. What is the maximum number of panels you can uncover to win the Shell/Star Trek — The Game competition?
2. What colour hose depicts Shell unleaded fuel on a petrol pump?

You can find answers to these questions at any Shell service station forecourt.

TODAY'S CLUES

THERE are nine possible destinations — Vulcan, Organia, Eminar VII, Gamma Trianguli VI, De-neva, Janus VI, Omicron Ceti III, Talos IV, and Ceti Alpha V. You must eliminate eight. Here is today's rhyme to eliminate one more planet:

Shun the planet with a number Four

Another place will give you more

CATCH UP ON EARLIER CLUES

HERE are our earlier clues each of which eliminates two planets.

YESTERDAY: Discard the Seven with a mixed-up MARINE (anagram)
And leave out Spock's home in search of your dream.

TUESDAY: Greek letters with a Five or Three

Will not lead where you want to be.

MONDAY: Two planets with a Six do not hold the key
Two-faced or three-sided you can let them be.

Normal TODAY rules apply.

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