

YOU DECIDE . . .

... to read the book2
... to take your chances with the guard4
... to trick the aliens6
... to force the spy to talk8
... to take them all out with one shot.	10
... to enter Hyperspace	12
... to explore the box.	14
... to rest	16
... to answer the doorbell at such a late hour	18
... to turn down the request for help	20
... to take the artifact	22
... to follow Sheila upstairs	24
... to accept the gift from the mysterious man	26
... to investigate the secret room	28
... to swim cautiously to safety	30
... to split the party	32
... to travel through time	34
... to hold on	36
... to stop along the road	38
... to take the shortcut through the woods	40
... to abandon ship	42

YOU DECIDE . . .

... to remove your helmet	44
... to free the spirit	46
... to flee the open street	48
... to use the maintenance tube.	50
... to take the motorcycle	52
... to decline his advice to stay home.	54
... to turn down the scholarship	56
... to chase the man who killed your father	58
... to drink the potion	60
... to jump	62
... to stop running	64
... to ask the question	66
... to reveal the identity of the murderer	68
... to let yourself get caught	70
... to accept Black Hank's challenge	72
... to change the light bulb right now.	74
... to accept the ride home.	76
... to hide in the crowd	78
... to risk going back to the city.	80
... that leaping out the window is too dangerous	82
... to activate the alien device	84