

CHOOSE YOUR OWN ADVENTURE®

Escape from Dorado

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Sample Copy

Choose from
21 ENDINGS!

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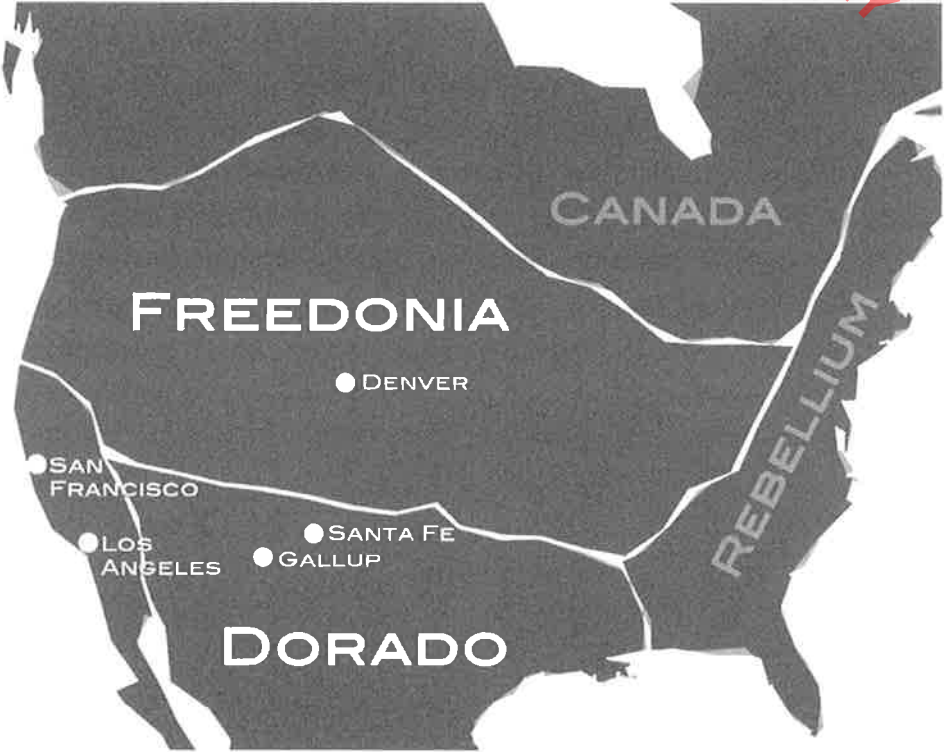
You are a spy.

You work for your country, Freedonia. Your last mission was to secretly enter the country of Dorado, and to find out about any Doradan plans to attack Freedonia. It did not go well—you were captured!

You spent many weeks in a Doradan Secret Police prison. The Secret Police tried to get information from you: who you are, where you came from, and what you know about Doradan plans. You were strong, and did not tell them anything. Then, luckily, you and some other prisoners—all friends of Freedonia—broke out of the prison together.

That was the easy part. Now, you and your group must escape home to Freedonia and to safety. It is more than 500 kilometers away, across deserts and over mountains. You know that you will face many dangers.

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The year is 2055. The United States has broken up into three countries: Dorado, Rebellium, and Freedonia. They do not trust each other. Each has been at war with the others before, but right now, there is an uneasy peace among them.

Dorado is a police state—the Secret Police control everything and everyone in Dorado. There are no human rights, and people sometimes disappear from their homes in the night, never to return. No one is free in Dorado, and everyone is afraid of the Secret Police; they are very dangerous.

Rebellium is the eastern part of the old United States. The cities in Rebellium are free, but they don't co-operate with each other very well. When Rebellium is attacked, the cities work together to push out the enemy, but when the war is over, they stop co-operating again.

Freedonia is north of Arizona, even as far as parts of Canada. Denver is the biggest city in Freedonia. It is also your home. Freedonia is a democracy, which means that the people choose their own leaders. These leaders are called The Five.

Your father is one of The Five. He didn't want you to go on this mission to Dorado, but you went anyway. You were sure that you were the best spy for this mission. And you were right: You did find secret attack plans against Freedonia!

The Doradan Secret Police don't yet know that you have learned their secrets. If you can get back to Freedonia, your information will save many lives, maybe even stop the war before it can start.

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Now, your group of prison escapees is hiding in a farm about eleven kilometers north of Gallup, a small town in New Mexico. No one lives on this farm anymore, so it's a good place to hide. There are three other people with you.

The most important person in your group is a young woman named Mira. She is the leader of a secret group in Dorado that is fighting for freedom. The group is called The Resistance. The Doradans will pay a lot of money to get her back. She has to get out of Dorado!

Matt, a tall young man, is also in The Resistance. He is here to guard Mira. He helped to break all of you out of prison, and now his job is to bring Mira out of Dorado safely.

The other person in your group is a computer expert named Haven. He is a quiet, nervous man with thick glasses. Haven almost broke down during his time in the Secret Police prison. You know that Freedonia can use him to understand Doradan computer codes.

Freedonia has sent a spy plane to pick up the four of you. It is a special spy plane, a quiet but fast power-glider.

This morning, you are all waiting for the plane to fly out of the clouds and pick you up.

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You've been waiting for a few hours. The plane is now half an hour late. Matt wants to leave.

"I think we should get out of here and go back to town," he says. "I don't want to get captured here."

You look at the clouds, then at the desert.

"I don't know," you say, finally. "We're in a good place right here. We can see anyone coming from far away. I know the pilot, Bill. He is very good. I trust him. He'll get here. I think it's best if we wait another half an hour."

"I don't know...The Doradans are getting closer. I can feel it," Matt says, worried.

There is no sign of the Secret Police, but you know that they could appear at any time. What do you do?



You are about to make your first choice!
Make your choice before you turn the page.



If you decide to go back to town, turn to page 10.

If you continue to wait for the plane, turn to page 14.



Maybe Matt is right. Maybe waiting longer is too dangerous. "Okay! Let's get out of here," you say. "We don't know when that plane will get here. Look at those clouds. But where do we go when we get back to town, Matt?"

Matt picks up two bags full of Doradan police papers and maps that Mira and Haven have stolen. He looks at the clouds.

"Not much of a choice," Matt says. "We'll go to my friend Julio's house in Gallup. It's so close to the Secret Police headquarters that they'll never look for us there."

You agree, but the words "Secret Police" make you afraid. You'd like to stay as far away from them as you can.

You head into town, and soon, you are all in Gallup, waiting in Julio's living room. You look out the front window at the Doradan Secret Police headquarters. Two men in uniform stand at the door. They watch everyone, and have their blasters ready to shoot.

Mira sits in one corner of the living room. She's checking the communicator. Suddenly, she looks up.

"The spy plane crashed," she says. "The Doradans shot it down near Santa Fe. I hope the pilot doesn't tell them anything. Maybe he's dead anyway."

Haven sits in another corner. He looks sick. Matt is nervous and hits the wall hard.

"We have to get out of here," you tell them. "They'll find us soon. I've got to get back to Denver to tell them about the Doradan attack plans. Any ideas, anybody?"

Mira stands up. She looks at each of you.

"I think we should go in two different directions. That will make it harder for them to find us. I'll go with you," she says, looking at you.

Matt disagrees. "No, we've got to stay together. We can try to walk out of town."

"It's a long way back to Denver..." says Mira.



If you decide to leave with Mira, turn to page 15.

If you decide to stay together, turn to page 17.