



discover your destiny

INDIGO
island
adventures

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You have travelled with your family to Indigo Island, a small island in the South Pacific. Your father and mother will be doing wildlife research here for the next three months.

On the drive from the airport to your new house you notice a variety of strange animals. You see a koala bear with an extremely long neck that jumps like a kangaroo and a dig with two legs and two wings that walks upright then bursts into flight.

Your mother photographs these oddities. Your father tells you that these unusual animals are the reason for their trip to Indigo Island. “These animals are a mystery,” he says. “Such mutations have never been seen before.”

However, the island holds more than one mystery. Your father also mentions that the house you will be living in belonged to an American man who disappeared many months ago. You hope to find some clues to his strange disappearance, but all that remains in the house are a few pieces of furniture.

After unpacking your parents are tired and decide to go to sleep. You lie in bed thinking of the great adventures you are sure to have on this island of secrets. You are surprised when you open your eyes and see that it is morning. You didn’t realize you’d fallen asleep.

You make a small breakfast for yourself but when you finish it your parents are still sleeping. You are glad that you brought your favourite possession—your bicycle—to the island with you. It will allow you to explore the island by yourself if you wish.

➡ *If you decide to explore the island by yourself on your bicycle, click to arrive at page 18*

➡ *If you decide to wait for your parents to wake up, click to arrive at page 48*

Suddenly you remember the chest that the man had left in the back room. You examined the chest yesterday. It had no lock and was empty, but perhaps it's worth a second look. You walk into the back room and approach the chest. This room is to be your parents' work space and boxes are scattered everywhere.

You look the chest over carefully but it reveals nothing. You decide to help your parents by unpacking a few boxes. You move the chest slightly to the left to give yourself a bit more room and are happy to discover a trapdoor underneath it. The trapdoor is locked but of course your key unlocks it with ease.

You throw the door open and see stairs that descend into darkness. You have no desire to descend into a black pit. You quickly locate a flashlight and shine it into the hole. You catch a glimpse of several cages and beakers—a secret laboratory. You put your ear to the hole but hear nothing. Convinced that no one is below, you climb down the steps holding tight to the flashlight.

You reach the last step and point your flashlight straight ahead. You see a large cage built for something the side of a guerrilla. There are shackles inside and you shiver hoping that the animal isn't running around loose nearby.

You also discover many smaller cages and several empty beakers. A small rectangular device that looks like a remote control sits between the beakers on the table. You decide to examine it but as you move forward to reach for it a thin stream of light hits your eye. Your flashlight finds its source—a second trapdoor, this one on the laboratory's ceiling.

➡ *If you choose to pick up the rectangular device, click to arrive at page 11*

➡ *If you're more interested in the other trapdoor, click to arrive at page 49*

You continue to leaf through the book until you come to the last page that is written on. The scrawled words only make you more curious.

I have gone too far. The horrible deed must be undone but I do not know how. I fear that he will look for me and so I must leave this place.

What horrible deed? You are determined to solve this mystery for yourself. However, just as you pick up the key you hear your parents in the kitchen. You slip the key into your pocket and place the book back in its hiding place.

Your parents come into the living room and tell you that they have been considering two activities. They ask if you would rather take a boat trip to the extinct volcano just off the island's north eastern coast, or observe the island's peculiar wildlife?

➡ *If you wish to visit the extinct volcano, click to arrive at page 56*

➡ *If you'd rather observe Indigo Island's wildlife, click to arrive at page 62*

The sun is already going down. You step off the path and hurry through the trees. You decide that going around the hill will take less time than climbing over it, and you're right. You make your way around the hill and find your way back to the Hannover with ease.

At the hotel you call the police and tell them about the strange man who claimed to be a werewolf. Officer Dimitri tells you that that man may or may not be dangerous, but that he's probably in need of psychiatric help. "We'll send some officers to look into the matter," he assures you.

In a few minutes office Dimitri arrives at the hotel to bring you home. You assume that your involvement in the case is over but the next morning two more officers arrive at your doorstep. They inform you that two policemen were killed last night and the man you encountered is a suspect. You tell them everything you can remember about the man and as they're leaving one of the officers leans towards you and whispers, "In my opinion it wasn't a man that killed them. The coroner said it was the work of a wild animal." A shiver runs up your spine as you close the door behind them. You can't help thinking how close you came to meeting the same fate.

The End

You turn back onto the path and run for your life. The moan seems louder now and the wind blows right through you. Something's behind you and it's gaining on you with every second. You try to escape it by swerving off the path but it's quicker than you are. Your only choice is to climb one of the trees that surround you.

You hurry up the nearest tree, climbing higher and higher. A branch breaks under the weight of your foot and you begin to fall to your death. Just before you hit ground you feel a small sense of relief. At least you weren't torn to bits alive.

The End

You feel safer indoors even though your only refuge is a hut. You sit inside and watch as the last rays of sunset disappear. There's nothing to do in the hut and you begin to think about what the strange man wrote about Dr. Zoron. You wonder if Dr. Zoron could be the same scientist that lived in your house. Where could he have disappeared to? And why?

A scratching noise breaks your train of thought. You hear a gunshot and the sharp cry of an animal. Two policemen bound into the hut.

"We've been searching for you for hours," one of the officers tells you.

"That's right," the other officer adds. "And one second later on the trigger and they'd have had to send out another search party. That wolf was ready to kill us."

However, as you walk outside with the officers you don't see a wolf, you see the thin, haggard-looking man lying still in the grass. "It was a wolf when I shot it!" one of the officers exclaims. A werewolf, you think, and not even Dr. Zoron can help him now.

The End

You travel along the tunnel to your left hoping that you've made the choice that will lead you back to your guide. You see a faint light in the distance and feel a great sense of relief.

Soon you come to the rope that you had passed under. You're back in the electrically lighted section of the cave, but where is your group? Surely they wouldn't have left without you.

You find your way back to the cave's entrance and just before you step outside, you hear a man shouting, "We aren't afraid to use these guns so do as you're told."

You risk a quick look outside and see three armed men facing the guide, Sara's family and the rest of the tourists. The men have their backs to you. It's possible that you could run for help without being seen. It's also possible that you could be shot in the process.

➡ *If you try to run for help, click to arrive at page 10*

➡ *If you decide to stay in the cave until the armed men are gone, click to arrive at page 8*

You move quietly back into the cave, *quietly*, that is, until you lose your balance and fall flat on your back. One of the gunmen rushes inside and pulls you roughly to your feet. He takes you outside to join the others. You whisper to Sara that you almost got lost in the cave. The leader of the gunmen tells you to keep quiet and obey orders.

“We’ll be leaving soon,” he says, glancing at each of you. “But we’ll be taking a hostage with us. You see, we’ve committed a small theft—thirteen million dollars’ worth of diamonds—and I doubt the police would look upon us favourably. If we have no volunteer we’ll just have to pick one for ourselves.”

Unfortunately, no one volunteers and the leader of the gunmen points a finger at you. You climb into the getaway car with the three men and look out the back window. The car speeds away and you watch as Sara and her family grow smaller and smaller in the distance. You hope that your clumsiness in the cave hasn’t cost you your life.

The End

You feel your way along the tunnel to your right. You're not at all sure that you picked the correct tunnel and you hope that the tour guide is looking for you.

After a few minutes a strange green light becomes visible in the distance. The lights above the cave drawings weren't green but maybe it's some sort of search light. You walk towards the light and soon the interior of the tunnel is bright enough that you no longer need to feel the way with your hands.

When you come to the end of the tunnel the first thing you see is a large globe levitating four feet above the ground. The globe is emitting a green light which illuminates the large opening you're now standing in. As your eyes move beyond the globe you're shocked to see a group of green bodies sitting around it. The beings appear to be sleeping and you could slip away unharmed but perhaps they're friendly creatures who would assist you in your effort to find your way out of the cave.

➡ *If you choose to slip away from the beings click to arrive at page 12*

➡ *If you choose to try to communicate with the beings click to arrive at page 14*

You step silently out of the cave and place your finger in front of your lips. You don't want any of the tourists to give you away!

Once you've reached a safe distance from the men you break into a run. Just as you meet the main road two police cars whiz by. You wave your arms back and forth shouting, "Help!"

The police in the second car spot you and quickly reverse. You tell them about the gunmen and they radio the first car with the news: "The diamond thieves are by the ancient caves. They are holding a group of tourists as hostages. No shots have been yet been fired."

In fact, the police manage to wrap the case up without any gunfire whatsoever. They sneak up on the gunmen and disarm them before they can make their escape with Sara as a hostage. The police credit you with their success in capturing the gunmen. The incident gives you a taste for police work and when you graduate from high school you attend police academy and then join your local police force where you quickly gain a reputation for being quite a hero.

The End

You pick up the rectangular device and press several of the buttons. Nothing happens. You turn the device upside down and around and discover a small dial. As you turn the dial you begin to feel very strange indeed. You must be pointing the device in the wrong direction—your direction. You drop it at once but it's already too later. You stare at your hand and watch in horror as it begins to dissolve. A tingling sensation runs through your body for a moment and then you fade into oblivion.

The End

The green creatures may be friendly but then again they may not! You don't like those kinds of odds. As you hurry back through the tunnel you just hope that there are no more beings wandering around the cave.

Unfortunately, your anxiety about the creatures makes you careless. You run through the tunnel not bothering to feel your way. You don't even notice when you come to the end of the tunnel. You continue to run and fall over fifty feet into a large pool of seawater. You strike your head on the way down ruining any chance you had for survival. Unconscious, you drown without even realizing it.

The End

You realize that the Omadians are offering you a great opportunity but you feel unable to accept. You can't just disappear off the face of the earth without a word to anyone!

You thank the Omadians for their generous offer and promise you will never speak of them again. You watch as the glowing globe speeds into one of the dark tunnels and the Omadians follow in its wake. As soon as the green light completely disappears you call out to the search party. The searchers reach you in a matter of seconds and soon you're back outside the cave.

As you stare into the sky you see a bright light disappearing into the clouds. You hope it is the Omadians returning home. You wish you could tell someone of your great encounter but it is a secret that you will keep your entire life as you continue to search the skies in the hopes of catching another glimpse of extraterrestrial life.

The End

You step a little closer to the creature nearest you. Its skin resembles smooth clay and its one eye sits in the centre of its face. You wonder if the creatures are gnomes—aren't they supposed to live underground and guard treasure? Perhaps the globe is their treasure.

As you peer intently at the creature's face its eyes open and its body jerks in surprise. You hear a voice inside your mind. It's clear, strong and kind. "We are not a threat to you. We are of the planet Omad, from a distant galaxy."

You're very impressed by the alien's form of communication. It must be highly intelligent. You attempt to communicate with the alien through telepathy. "I'm not a threat to you either. I've become lost in the cave."

The alien receives your communication and quickly responds. It explains that it can't show you the way out of the cave until all the other humans have left the area. Omadians regard humans as unstable and dangerous and for this reason believe that no humans should ever know of their existence.

While the alien is communicating with you the other Omadians begin to awaken. They tell you that their mission was peaceful, the transfer of a great power source from Omad to the planet Lexon. Much of Lexon was destroyed in a meteorite shower and the planet needs the power source to rebuild itself. The hostile planet Saktrydex tried to prevent this transfer of power by destroying their spacecraft. The spacecraft was not destroyed but was damaged beyond repair. The Omadians had no choice but to land on earth and await the rescue ship which would retrieve the power source and transport it back to Omad.

"Is it that the power source?" you ask as you glance at the globe.

"No, the power source is much larger. It's buried within the earth." The Omadians explain that the globe is what sustains their life. Its sounds like the equivalent of earth food.

Suddenly you hear voices calling out loud. They must be searching for you. The Omadians scramble to their feet. "We must not be discovered," they tell you. "Our only choice is to leave the cave by another exit. If you wish, you may come with us to Omad and learn our way of life. Perhaps eventually you would be able to teach peace to humans. If not, you must promise never to speak of us to anyone."

➡ *If you choose to go with the Omadians, click to arrive at page 15*

➡ *If you choose to wait for the search party, click to arrive at page 13*

This could be your greatest adventure yet! You tell the aliens that you wish to accompany them to Omad. The Omadians are pleased by your decision and tell you that you're not like other human beings.

"Many human beings are peaceful people," you say, anxious to defend the human race. There isn't time for debate, however, and the Omadians instruct you to follow the green globe. You and the aliens hurry after the globe as it speeds into a dark tunnel. It soars upwards towards an opening where daylight is seeping in.

We have no way of getting up there, you think. How will we ever reach...Before you can complete your thought you're being drawn upwards by a great light.

Suddenly you're aboard the Omadian ship. It appears familiar to you somehow, like a dream you can't quite remember. This thought is quickly swept from your head as the Omadian leader warns that a Saktrydex ship is following. "We must reach the nearby planet Sychland and seek help. The Saktrydex often attack lone spacecraft but they would not dare to attack an entire planet."

You hope that you will reach Sychland before the Saktrydex ship catches up to you but you soon forget the danger and relax as your Omadian guide shows you the section of the ship where the eggs containing unborn Omadians are kept. An egg is hatching as you look on. You are allowed to hold the newborn creature and are surprised when its mind reaches out to yours by asking, "What planet are you of?"

Your guide explains that Omadians are born with the ability to communicate. They can even communicate from within the egg but their bodies take longer to develop. The average Omadian is unable to walk without falling down very often until it is sixteen years old.

A strong blast suddenly rocks the ship and your guide tells you that you must run to the escape pods. You follow the guide still clutching the newborn creature in your arms. Several Omadians rush along with you carrying the eggs in their hands. You reach the escape pods quickly but you must make a decision—and fast. One of the pods is destined for Sychland and the other is headed back towards earth. The Sakytrydex ship will probably pursue one pod but the other pod's chances of escaping are fairly good.

➡ *If you decide to board the pod bound for earth, click to arrive at page 16*

➡ *If you decide to board the pod bound for Sychland, click to arrive at page 17*

You hurry onto the pod bound for earth and vow that if you get there in one piece you'll never leave it again. A crowd of Omadians rush in behind you. Once everyone is inside the door clicks shut automatically. A large panel of the main ship opens like a sliding door and the other pod passes swiftly through it. However, before your pod can follow the Sakytrydex strike again and a violent explosion hurtles the pod out into the stars like a great ball of fire and your ashes scatter across the universe.

The End

You follow your intuition and board the pod to Sychland. Just as the pod emerges from the main ship the Saktrydex strike again. You watch as the Omadian ship bursts into flames behind you and the pod to earth is sent reeling through space on fire. The Saktrydex seem satisfied by this destruction and speed away.

In a few hours you reach Sychland where long, thin, luminous creatures welcome you. You wait here until the envoy of rescue ships arrive, hoping that one day both earth and Saktrydx will overcome their hostile natures and learn to live in peace.

The End

You pack lunch, leave a note for your parents and speed off on your bike. You ride on and on but seem to go nowhere. Every tree you pass looks identical to the tree before or after it, or so you imagine. However, when you stop and look back your house is nowhere to be seen.

You have been following the same dirt road all along so you know you will have no trouble returning home. You ride onward for several minutes when a terrible thirst comes over you. You have juice in your knapsack but you also have the feeling that if you ride just a little farther you will finally get some place.

➡ *If you stop for a drink, click to reach page 19*

➡ *If you continue onward, click to reach page 43*

Your thirst must be quenched and wherever the road leads will still be there when you decide to continue your journey. You stop on the side of the road and take out your drink. You hear voices from the woods behind you. Could it be that you got someplace after all?

You weave carefully through the trees and come to a clearing. The two men that you heard talking look towards you. The men look familiar to you but you know you've never met them before. The taller of the two men shouts excitedly in your direction, "We can't find Marlena anywhere!"

"Are you talking to me?" you ask nervously. You hope that the men are not angry with you.

"Merrick's kidnapped Marlena and we have to find him," the shorter man says quickly. Both men run towards a red truck that you hadn't noticed before. In fact, the entire landscape seems to have changed. A neat row of houses stands behind you where trees had been only moments before.

You don't understand what has happened but you realized that somehow you have gotten lost. You doubt that you will be able to find your way home by yourself.

➡ *If you ask the two men for help, click to reach page 20*

➡ *If you decide that it's a better idea to ask someone in one of those houses behind you, click to reach page 23*

“I’ve lost my way. Could you please help me find my house?” you ask, following the men towards the truck.

The shorter man stares at you. “Come on, we’ve got to find Marlena before it’s too late,” he says impatiently. You suddenly remember where you’ve seen these men before. They are the stars of a TV detective show called *The Gage Brothers*. You hop into the truck with them curious to see what will happen next.

A few minutes later you arrive at a building that you assume is Merrick’s hideout. You follow the Gage brothers into the building. A bearded crazy-looking man has a gun and is pointing it at a frightened young woman.

“No, Merrick,” Peter Gage shouts as his brother Carl moves carefully towards the crazy man. With Merrick’s attention on the Gage brothers you almost feel you could take his gun and free the woman.

➡ *If you try to take Merrick’s gun, click to arrive at page 21*

➡ *If you wait to see what will happen, click to arrive at page 22*

You move close and closer to Merrick but when you try to reach for the gun you are unable to move your arm. You watch helplessly as Peter and Carl try to wrestle the gun away from Merrick. A shot goes off and Carl falls to the floor. Peter seizes the gun and points it at Merrick.

You hear sirens rushing towards the scene. You want to speak but cannot. In fact, you can't seem to do anything anymore. What you say and do is no longer a decision of yours, but a decision of the scriptwriters. You are trapped inside *The Gage Brothers* television show as a minor character. All you can do is hope that when the show is finally cancelled you'll somehow be able to find your way home.

The End

It's not worth the risk to try and take the gun. Merrick might shoot you. You watch silently as the Gage brothers wrestle the gun away from Merrick. A shot goes off and Carl falls to the floor.

Peter seizes the gun and points it at Merrick. You hear sirens rushing towards the scene. The police rush into the building and arrest Merrick. Shortly after the ambulance arrives.

While Carl recovers in the hospital you help Peter Gage with his detective cases. By the time Carl gets out of the hospital you are an extremely good investigator. You are asked to become a partner in the Gage detective business and happily accept. You have completely forgotten about your family and Indigo Island and you never realize that the life you're now living is nothing more than a television show.

The End

The sky is dark with storm clouds. You feel a raindrop on your face as you watch the red truck disappear down the road. For a moment you regret not asking the two men for help but surely someone in one of these houses will be able to take you home.

You turn your attention to the three small houses in front of you. The houses are almost identical but each has a different colour door. You hear classical music coming from the house with the red door. An old woman is staring out of the window in the house with the blue door. There are no signs of life in the house with the yellow door.

You wonder why these houses were built so close together. And why on the same side of the road? However, it's beginning to rain harder and you don't have much time to ponder the matter. You must approach one of the houses.

➡ *If you knock on the house with the red door, click to arrive at page 24*

➡ *If you knock on the house with the blue door, click to arrive at page 25*

➡ *If you knock on the house with the yellow door, click to arrive at page 26*

You'd rather not ask for help from that strange old woman and the music coming from the house with the red door leads you to believe there is someone home who will help you.

You knock on the red door but there is no answer. As you raise your arm to knock again the door creaks open.

"Hello, is anyone there?" you call as you step inside. The music plays on but there is no reply. You search from room to room and when you find no one on the ground floor you climb the stairs. The music grows faint as you walk through the long upper hallway. Eventually you hear nothing.

You decide that no one is home and turn to make your way downstairs when you heard what sounds like snoring coming from the room at the end of the corridor. Before you can knock on the door it swings open wide.

An old man with a very wise face is asleep in a chair near the window. He opens his eyes and peers at you thoughtfully. "I have been sleeping for so long," he says softly. "I thought no one would come."

"I can't find my way home," you tell him. "I stopped at the side of the road for a drink, but now that road is gone."

"Yes, that often happens," the old man says. He sighs a little, and then smiles. "That is lucky for me, for I need your help."

"But how I can help you?" you ask.

"I am Alkin," he says. "A wizard from times gone by. For nearly four hundred years I have been in a battle with the evil sorceress Lenora. I am old and have not much power. I use all my power to keep Lenora trapped in the house with the blue door. All that stands between us is the house of dreams where it is possible to sleep for hundreds of years."

➡ [Click to reach page 66](#)

An old woman with long grey hair answers the door. "Do you wish to come in?" she asks. Her voice creaks as though it's rusty from years of not using it.

"Actually, I just want directions," you explain.

"Step inside and I will give them to you," she insists.

You step inside the house and the door creaks shut behind you.

"Sit down at the table," the woman says.

"I'm trying to find my way home," you say as you take a seat.

The woman stares at you with eyes as dark as the blackest night. "This will be your home now," she cackles. You watch in horror as she begins to grow. Within seconds she is too tall to stand upright without hitting the ceiling.

"Agree to take my place," she orders.

"Yes," you say fearfully. You know you are no match for a woman with such powers. The woman turns towards you, smiles and says, "You will be a prisoner in this house for eternity as I would have been. Since you have done me a favour by setting me free I will do one for you in return."

"Let me go," you plead.

"No, but I will make the passage of time more bearable," she says.

You want to ask 'how?' but before you can form the word you have lost the power to think.

"Time means nothing to a mouse," the old woman says as she gazes at the small grey animal you have become.

The End

You feel drawn towards the house with the yellow door even though it seems that no one is home. You give three quick knocks on the door before turning the knob. Somehow you knew the door would be unlocked.

To your surprise, the house seems to be completely empty. As you stare at the blank white walls a great tiredness comes over you. You wander through the white rooms feeling wearier with each step. Maybe you'd feel better if you could get away from these white walls, but perhaps a short rest would be the best thing for you.

➡ *If you decide to leave the house, click to arrive at page 31*

➡ *If you sit down and rest, click to arrive at page 30*

You courageously promise Alkin that you will defeat Lenora.

“I knew you would,” Alkin says happily. “You are brave indeed. Do not be fooled by Lenora’s illusions. She can do you no harm. All that you must do is steal the emerald ring from the smallest finger on her right hand. It is the source of her power passed down from her father, a sorcerer so powerful he once ruled all of Ireland.

You tell Alkin that you will soon have the ring. You approach Lenora’s house with confidence. The blue door swings open to reveal a beautiful young woman with long silken dark hair. “You look weary,” she says kindly. “Come inside and rest and I will fix you a meal.”

You wonder if you approached the wrong house. Perhaps Lenora is trapped in the house with the yellow door. You’re just not sure anymore, but you are certain that you’re hungry. You step inside and watch as the young woman prepares some food. You notice that she is wearing an emerald ring on the smallest finger of her right hand. Lenora is trying to trick you.

“You can’t keep me here forever,” you say firmly.

Before your eyes the young woman transforms back into an old woman. She glares at you fiercely and you feel a prick of fear in the pit of your stomach.

“Why not take my place here?” Lenora asks angrily. “For you will never defeat me!”

A Cyclops with enormous jagged teeth appears beside her. His scaled hands reach towards you. “Agree to take my place,” Lenora thunders, “and I will not harm you.”

You shut your eyes and hope that the ugly vision will soon disappear, but it does not. The hands of the Cyclops are just about to close around your neck.

➡ *If you agree to take Lenora’s place as prisoner, click to reach page 34*

➡ *If you tell Lenora that you will not take her place, click to reach page 35*

You knew that Indigo Island would be a place of adventures but you ever expected anything like this. You apologize to Alkin and explain your fear of being trapped in the house with the blue door.

“You are not brave enough,” Alkin says sadly. “I will wait and wait until someone who is finally finds me.”

You leave the house with the red door feeling sorry that you were unable to help Alkin. Lenora stares at you from her window. A shiver of fear runs up your back as you head down the road. You are glad that you did not knock on her door.

You walk for hours without seeing any signs of civilization. Night comes and you are tired and hungry. You sit on the roadside to rest for a moment and the gleam of moonlight on metal catches your eye. You have found your bicycle in the exact spot that you left it. You climb on and peddle quickly back to your house.

Your parents are extremely happy to have you back home. They ask you where you have been. You tell them that you don't know. You spend many days searching for the houses with the coloured doors but are unable to find them. Sometimes you see them in your dreams. Sometimes your dreams are of other things like werewolves and an erupting volcano. But all dreams cease when you leave Indigo Island. You are happy to sleep peacefully again.

The End

As the man says this a bright light appears overhead. You look up to discover the source of this brightness—an orb which is radiating great light. The ground beneath you begins to shake. The houses in front of you vanish and you are again standing in a clearing in the woods.

“Aliens!” the man exclaims. “They must be here to take their energy.”

A hole opens up where the houses stood only moments before. A magnificent green light escapes from the hole. You watch as it is absorbed into the orb. Suddenly you realize you may be in danger. The aliens could be hostile. As you are thinking this a message reaches your mind. “Do not try to run. We mean you no harm.” The aliens must be communicating with you telepathically, but are they telling you the truth?

➡ *If you try to run, click to arrive at page 32*

➡ *If you decide to trust the aliens, click to arrive at page 33*

You decide to sit down and rest for a few minutes. You find it very difficult to keep your eyes open and soon you give up trying and fall into a deep slumber.

In your dreams you meet an old man who tells you, “The house of dreams is empty except when filled with the dreamers’ dreams. In this house it is possible to sleep for hundreds of years.” You also dream of an evil sorceress who captures you. You dream of Vikings and a scientist whose experiments on animals create strange results.

You dream on and one and when you finally wake up you are lying inside an odd glass case. You open the lid, sit up and survey the room. You appear to be in some sort of museum. In the case next to you lies an Egyptian mummy. As you walk around the room you see various artifacts, some of them are from the twentieth century!

Suddenly you’re surrounded by a group of people who are pointing strange-looking instruments at you. “You seem to be perfectly fine,” says a tall thin woman who stretches her hand towards you. “I’m Dr. Mikhali,” she says as she shakes hands with you.

“Where am I?” you ask. The last thing you remember is a strange house with a yellow door.

“You are on the planet Hydearth,” Dr. Mikhali says. “You have been asleep for almost four hundred years. You were found on a place called Indigo Island in Earth’s South Pacific during the late twentieth century. You were unable to be woken up but your brain was still functioning.

“But I haven’t aged,” you say, “and what am I doing *here*?”

“Technically you are four hundred and eleven years old. We haven’t been able to determine why you haven’t aged,” Dr. Mikhali admits. “You were brought to Hydearth from earth in 2219 when scientists discovered that a planet from a distant galaxy had broken out of its orbit and was headed towards earth. The people of earth were transported to various planets that could sustain human life. Hydearth is a scientific settlement. You may stay here, if you like, or you may travel to Galathia where many of your distant relatives live.

➡ *If you decide to stay on Hydearth, click to reach page 39*

➡ *If you decide to join some of your relatives on Galathia, click to reach page 40*

You use all your remaining energy to walk towards the front door. As soon as you're outside you feel wide awake again. A man with a small machine is standing in front of the house with the yellow door.

"What are you doing?" you ask.

"There's a tremendous energy force underneath this house," he tells you. "It's overpowering reality. Soon reality will have no place on Indigo Island."

You tell the man of your strange experiences and he nods. "We must have passed through one of those cracks in reality. If we leave just the way we came we should be able to find our way back to reality."

[➡ Click to arrive at page 29](#)

You run deeper into the woods. You hear footsteps behind you when you turn to look you see it is only the man. "I think we've lost them," he shouts. These are the last words you hear before the orb's light catches you.

Several days later a policeman finds you walking along a dirt path. He asks you your name and your address but you can't remember either. Back at the police station you meet a man and a woman who claim to be your parents. They take you home with them and gradually most of your memory returns to you but you never do remember what happened the morning you decided to explore Indigo Island on your bicycle.

The End

You decide it probably wouldn't do any good to run away. The man seems to have decided differently. You watch as he runs deeper into the woods.

A second message reaches your mind: "We are going to bring you onto the spaceship. Do not fight against the light." Your body rises into the air. Soon you are surrounded by light so intense that you must close your eyes. The next thing you know you are aboard the alien spacecraft. Several aliens are standing around you. They are all less than three feet tall and their skin resembles green clay. They have four limbs that appear to be very similar to those of humans. However, they have no ears or mouth and only one eye.

"No one must know we have been here," the aliens say into your mind. "We must erase ourselves from your memory. It is a painless procedure."

"Why can't anyone know?" you ask silently. It's the first time you've ever tried telepathy

"The human race is extremely dangerous and unpredictable. We do not trust them and fear they would react to our peaceful presence with hostility."

"I wouldn't tell anybody," you protest.

"Maybe not, but this is the only way we can be sure."

You really don't have a choice now. You obediently follow the aliens into their medical department. The man you met outside is asleep on a long black table. The aliens tell you to lie down next to him and close your eyes.

When you open your eyes you are lying on the grass next to your bike. You remember nothing of the aliens, the houses or the two men in the red truck. You are angry at yourself for wasting time by falling asleep. You jump on your bike and head down the road.

➡ [Click to reach page 43](#)

Fear overcomes you as you stare at the Cyclops's powerful hands. "Yes, I will take your place," you say quickly.

Lenora smiles triumphantly and the Cyclops vanishes. "You are not as brave as you imagined," she says as she closes the door behind her.

You run to the door and try to open it. The handle turns but the weight of the door is so great that you cannot push it open. You try to open the windows, but cannot unlock them. In fact, you can't find the locks. An invisible force is holding you prisoner in the house. Your only hope is that Alkin will see Lenora leaving and free you from the house. You sit and wait for hours, then days, then weeks. You grow old waiting to be freed from the house with the blue door because Alkin did not see Lenora leave the house, he saw *you*. Lenora's illusions had fooled the both of you.

The End

“You cannot harm me!” you shout. “This is just an illusion.” At these words the Cyclops disappears.

Suddenly you’re not in the house with the blue door at all. You’re in the middle of the sea during a violent storm. Waves are exploding everywhere. A fin moves around you in a wide circle. You know that the shark is moving in for the kill. Or is it?

You reach out and grasp Lenora’s right hand. The illusion dissolves before your eyes. “No,” Lenora shrieks, but you have the emerald ring in your hand and she is already beginning to fade. In a few seconds she has completely vanished.

You star at the powerful ring in fascination. As you look deeply into the emerald you seem to see figures moving. You know you should give the ring to Alkin to free him but what would happen if you slipped it onto your finger for only a moment?

➡ *If you slip the ring onto your own hand, click to arrive at page 37*

➡ *If you give the ring to Alkin, click to arrive at page 38*

“We can have more fun exploring by ourselves,” you tell her.”

“I think you’re right,” Sara says. “I know just where to go.” She points to a large hill that’s visible beyond the forest.

You lock your bike to a large tree and set off in the direction of the hill. You travel through the forest and climb to the top of the hill where you discover a beautiful waterfall running down the other side.

“If we follow this waterfall down the hill we’ll be able to find a place to go swimming,” Sara says.

You and Sara begin to walk down the hill but before you reach the bottom of the waterfall you discover a footpath.

“Where do you think the path leads?” you ask.

“Maybe somebody lives up here,” Sara says.

“Let’s follow it and see where it goes,” you suggest.

“I’m going swimming,” she says decisively. “If you want to go that way you’ll have to go alone.”

➡ *If you decide to follow the path, click to reach page 46*

➡ *If you decide to continue your journey to the waterfall, click to reach page 45*

You slip on the ring never taking your eyes off the figures moving within the emerald. The figures grow larger and larger until they are as large as life. In fact, they *are* alive. You are surrounded by Vikings. Many of them are speaking to you at once but the only word you understand is “Dubhlinn.”

You realize that you are in Dublin, Ireland about a thousand years ago when it was a Viking settlement. If the ring can hurtle you back through time you wonder what else it can do. First you have to learn to control it.

You stay with a Viking family in Dubhlinn. You learn their old language and gradually you learn the powers of the ring. You travel throughout Ireland experimenting with the ring until you can turn the sheep into humans and stones into castles. You grow to love the island and its people and by the time you learn how to travel through time you no longer what to return to your own time. You become known for your great powers from north to south and east to west. You are loved by the good and feared by the bad because you always see that justice is done.

The End

You resist the temptation to slip on the ring. You tear your gaze away from the emerald and bring the ring to Alkin. "Thank you," he says. "I am finally free." He puts the ring on and the two of you walk out of the red door and into the sunlight.

"Though I am old, Lenora's ring will give me the powers I had when I was a young man," Alkin says. "For as long as I live I will see that no harm befalls you or your family. Now I must go and do all that is in my power for mankind."

"Wait," you say, hoping Alkin will be able to show you the way home, but he has already disappeared and you are already home. You are standing just outside your front door.

You never meet Alkin again but you often see what he has done for mankind. Under the headline, "A Cure for Cancer" is a picture of Alkin in a doctor's gown. Once you see him on some television news footage rescuing hostages. Of course, Alkin also keeps his promise to you. Nothing bad ever happens to you, your family or anybody you know.

The End

You remain on Hydearth where Dr. Mikhaili teaches you all about modern science. For instance, you learn that travel to different planets is possible without a spacecraft. “Like *Star Trek*,” you say, but Dr. Mikhaili has never heard of it.

They do have movies on Hydearth but not the kind they had on Earth in the twentieth century. On Hydearth you don’t watch movies, you actually enter them and play a role. You try it a few times and it’s fun but when you take a part in a movie about the twentieth century you become so homesick that you resolve to get home some way.

Dr. Mikhaili warns you that time travel hasn’t been perfected but you’re willing to take any risk to return home.

“Don’t be too hasty,” Dr. Mikhaili says. “You may end up in a state of timelessness or even in several times at once.”

“I have the chance to return home,” you tell her. “I’d like to take it.”

“I can’t say I approve of your decision,” Dr. Mikhaili says, “but if it is what you wish I will do all I can to get you home.” She takes you to the Institute for the Study of Time where the experimental time machine is kept. Dr. Mikhaili programs the machine to return to the day you fell asleep in the house with the yellow door.

“You can see the present date on the monitor,” Dr. Mikhaili says. “As the machine moves backwards through time it will display the time you have reached so far. If a danger warning appears on the monitor the machine is malfunctioning and you are in grave danger. If you enter the sequence of numbers 7-1-3-9 you may have a chance for survival. The time machine will come to an abrupt stop in the time currently displaying on the monitor. Otherwise the machine will continue to travel through time in an unpredictable course.”

➡ [Click to reach page 67](#)

Dr. Mikhail explains spacecraft are no longer needed for interplanetary travel. She slips a metal band around your forehead and tells you to close your eyes. When you open them a second later you are sitting in a large round room. A crowd of hundreds appears in front of you. You wonder if you'll learn how to make these instant appearances also.

"Welcome to Galathia," the man directly in front of you says. "We are your family, descendants from your family that lived on earth."

"All of you!" you exclaim in surprise.

"Yes, and since each of us are willing to accept you into our immediate family you must choose who you wish to live with."

In this sea of strange face there is one that looks comfortingly familiar. A woman that reminds you of your mother gives you a warm smile. You choose to go with her.

Your new family consists of a woman called Julia, a man named Evan and a four year old boy called Terry. Your family educates you about life in Galathia. Even such simple things as entering a room need to be explained to you. Julia tells you that a computer the size of your thumbnail transplants you to any place in Galathia in a fraction of a second. In fact, there are no doors since there is no use for them!

Galathia has a climate of year round winter but to visit the beach all Galathians must do it take a trip to the planet Hapiron. Hapiron is a planet of year round summer and you can travel there in an instant. Travel is not the only thing that's changed in the past four hundred years. By the time a Galathian child is four years old, like Terry, he has an education equal to that of a twentieth century PhD graduate. Life in the twenty-fourth century is very different indeed. Old earth problems such as disease, poverty, pollution and war have been completely eliminated. Life is better for everyone than it has ever been before. Truly, you can't say that you miss the twentieth century at all.

The End

You enter the numbers 7-1-3-9 and the machine stops shaking. You make a smooth landing on the planet Earth in the year 2025. Of course, you're years too late to resume your old life but the earth doesn't seem to have changed much.

You make a new life for yourself as a filmmaker. Critics are impressed by the great imagination you show in the movies you make about the twenty-fourth century. Audiences love your films too and your movies break box office records worldwide. You make millions of dollars by entertaining millions of people and you hardly ever regret falling asleep in the house of dreams.

The End

You're too close to give up now. You watch as the date on the monitor turns back past 2000, back past 1980 and past 1967. You've already passed the date Dr. Mikhali programmed and the machine shows no sign of stopping. You enter the sequence 7-1-3-9 but it's already too late. You travel back through all of recorded time and long after the date on the monitor reaches zero the machine continues to move. You begin to suspect that time is eternal and that your journey will never end. Alone in the darkness of space, you wonder if you will ever know for sure.

The End

After a few minutes you reach Indigo Island's main hotel, The Hannover. A girl your age is standing outside. "Are you coming on the tour?" she asks.

"What tour?"

"To the island's ancient cave. The bus is leaving in twenty minutes."

"But I'm not staying at the hotel," you say.

"That doesn't matter. You can come with my family. My name is Sara."

➡ *If you decide to go on the tour of the ancient cave, click to reach page 44*

➡ *If you ask Sara to come exploring with you, click to reach page 36*

You tell Sara that you'll come on the bus tour with her family. You've never been inside a cave before and this one is really special. It contains ancient drawings, man's earliest form of literature.

The ride to the cave is quite short. The tour guide gathers everyone together at the mouth of the cave and warns you all to stay with the group. "The portion of the cave we'll be touring is electrically lighted and safe. However, this cave is a maze of tunnels and if you wander away we could have a quite difficult time trying to find you."

As the group follows the guide into the cave the guide explains that there are several other entrances to the cave, "but this one is the most accessible. Some of the lower tunnels in the cave are completely submerged in water. You see one of the cave's entrances open onto the ocean."

The guide leads you deeper into the cave where there are several drawings. You see men, women, animals and nature scenes illustrated on the walls. However, what really catches your eyes is a roped off tunnel.

The lights on the roof of your section of the cave throw a few beams of light into the tunnel. You decide to step under the rope and take a quick look around. The rest of the group, including Sara and her family, are listening to the guide's interpretation of the drawings and don't notice you slip away.

As you make your way through the tunnel the light grows increasingly dim. You feel your way along the tunnel and by the time you come to the tunnel's end you're in complete darkness. You hear the flapping of wings above your head. Bats!

You stretch out your hands and feel for the tunnel. Unfortunately, your hands find not one but two openings. You peer down each tunnel but see nothing but darkness. The sound of the bats makes you cringe. You have to get away, but which tunnel will lead you back to your group?

➡ *If you take the tunnel to your right, click to arrive at page 9*

➡ *If you take the tunnel to your left, click to arrive at page 7*

You don't want to follow a path that doesn't go anywhere and hiking has made you quite hot. "I'm going swimming too," you say.

You and Sara continue down the hill and find the perfect place to swim. You feel the water with your foot and find it refreshingly cool. You and Sara swim there for over an hour. When you finally steps out of the water and stand on the grass your arms and legs seem strangely small. In fact, your entire body is smaller and your skin feels incredibly smooth. When you turn to face Sara you see that you're not the only one who has grown younger. Sara looks about six years old and judging by your height you must be about that age too.

"I hope this wears off," Sara says. You hope so too but it seems that you'll just have to get used to being six years old again because when you arrive home you're just as small as ever. You explain the situation to your startled parents and the next day your mother and father take a trip to the waterfall and come home looking ten years younger. Soon the waterfall becomes a news item worldwide. People from all over the globe come to Indigo Island and swim in its magical waterfall. Everyone on the island seems very happy, everyone except you. You can't help thinking that you're going to be the smallest person in your class this year.

The End

You wave goodbye to Sara and follow the path as it twists right and then left, up and then down. Just as you're beginning to wonder if you should turn around and go back you come to an abandoned old shack at the bottom of the hill.

Inside you find a journal. The handwriting is shaky but you manage to make sense of it.

Only Dr. Zoron can help me but he has disappeared from the island. All I can do is hide and hope that one day I will find him.

You hear a twig snap and glance up from the book. A haggard looking man staggers through the door. "You must go," he says roughly.

"Did you write this?" you ask as you hold up the journal.

"Yes. That is my tragedy. Dr. Zoron transformed me from a man into a beast—a werewolf. Leave now before it's dark. Tonight will be a full moon and I will be a wolf again."

You're not sure if the man is insane or he really is a werewolf but you decide to get out of there fast. The path is long and winding and you wonder if you'd get out of the forest faster if you left the path.

➡ *If you stay on the path, click to reach page 47*

➡ *If you leave the path, click to reach page 4*

You feel your only option is to continue on the path. Your sense of direction leaves something to be desired and you're afraid that if you leave the path you may never find your way back to the hotel. You walk for a long time. Sometimes the wind sounds like a deep moan. It's getting darker and you're not even close to the Hannover. You run faster and faster and then you come to it—the hut!

You must've turned around at some point. You're back where you started and night is already falling. Fortunately, the strange man has gone. You wonder if it would be safe to stay in the hut for the night or if you should try to find your way back to the hotel in the dark.

➡ *If you try to find your way back to the hotel in the dark, click to reach page 5*

➡ *If you decide to spend the night in the hut, click to arrive at page 6*

You decide to explore the house in depth while you wait for your parents to wake up. You're certain that the American man must have left some clue to his disappearance. You search the living room and find a loose floor panel near the corner. You pick up the panel and discover a small brown book hiding underneath it. You open the book to the first page and your eyes settle on the following sentences.

The rift between reality and fantasy is closing. Strange things have happened to me in the woods. I have seen my dreams come to life and met characters from books among the trees. I do not know what is causing this phenomenon but this place is the perfect environment for my work.

You eagerly flip through the pages hoping to discover the man's fate. As you lift the book closer to your face to decipher the handwriting a small key falls to the floor. Maybe the book will explain the man's disappearance but your curiosity about the key urges you to find the lock that fits it.

➡ *If you continue to read the book, click to arrive at page 3*

➡ *If you begin to look for the lock that fits the key, click to arrive at page 2*

You push one of the medium sized cages towards the trap-door. You climb onto the cage and push against the door with your hands. It doesn't give way but your key soon does the trick and light floods into the laboratory. You hoist yourself up through the door and find yourself in your own back yard. Amazing. This man seems to have thought of everything. He can actually get in and out of the house without anybody knowing. Even more curious now, you walk on towards the woods.

Amongst the trees you get the eerie feeling that you are not alone. You wonder if the man is out here watching you but when you turn to look you see no one. With your next step you fall through the ground and land with a thud.

When you regain consciousness a man with dark hair and a beard is hovering over you. You have a splitting head ache and your throat is dry. The man holds some water to your lips and you drink. He explains to you that you fell through the hole of his hideout which he had covered in grass. You notice that he is holding your key. It must've fallen out of your pocket as you fell.

"Who are you?" you whisper hoarsely as you survey the small dirt hovel.

"I am Dr. Zoron," he says quietly. "I am the man who disappeared many months ago."

"But why?"

"I have done a terrible deed," he says, "and as a result I will be in danger for the rest of my life."

"What is this deed?" you ask quietly.

Dr. Zoron sighs and says, "Only two men know of this deed—myself and one other—but my conscience is heavy and I will tell you."

You listen intently as Dr. Zoron begins his story. "I am a scientist and my work on this island was with animals. I created hybrids mixing characteristics of one animal with another."

You tell Dr. Zoron that you saw some of these animals.

"But I was not satisfied by my achievements," he continues, "and I decided to create the ultimate creature—half man, half animal. The result was a horrible beast that killed under the full moon but was a man like any other at all other times. In short, a werewolf. I fear that this man will kill me if he finds me and so I hide here where he is least likely to look, by my old house."

Suddenly you hear a branch crack overhead. Dr. Zoron motions for you to remain silent. It occurs to you that Dr. Zoron might want to keep you as a prisoner now that you have heard his story. Should you trust him and keep quiet?

➡ *If you decide to trust Dr. Zoron and remain quiet, click to reach page 51*

➡ *If you shout for help, click to reach page 50*

As you cry out for help the colour drains away from Dr. Zoron's face. Light shines through the hole you fell through as you watch hands scoop away Dr. Zoron's grass covering.

A haggard looking man stares at you, and Dr. Zoron gasps for breath. The man slips down into the hovel and says fiercely, "Before tonight's full moon you will help me Dr. Zoron. You made me a monster and tonight you will make me a man again."

"But it's impossible," Dr. Zoron protests.

"For your sake it must be possible," the man threatens.

Frightened, Dr. Zoron agrees to help the man.

"But what will happen to me?" you ask.

"I can't let you go now," the man says. "You would certainly call the police and I can't risk the disruption of the experiment. If the experiment is completed successfully you will be freed."

You hate to think of what will happen if the experiment isn't successful but you don't question the man's decision. You know it wouldn't do any good.

The man explains that, "When the sun begins to set we will go to the laboratory. Dr. Zoron will perform the experiment and as night falls we will discover his success or failure."

As the three of you wait for darkness to fall the man tells you about the life he has been living for the past few months. "In the nights after the full moon I wake up dreading what I have done," the man says. "My clothes are torn and soaked with blood. I remember nothing and can only imagine the horrible acts I've committed." The man tells you that he has been living in an abandoned shack in the hills. "On the nights when I was a man I searched for Dr. Zoron but today I could not wait for nightfall."

The man grows silent and the hours pass slowly and then finally the sun begins to set. The man climbs out of the hovel dragging Dr. Zoron with him. "I warn you that if you try to escape I will show no mercy," the man says. Dr. Zoron pulls you out of the hole and as you stare into his eyes you realize that he doesn't believe the chances of the experiment being a success are very good. Should you try and run risking the man's wrath now or should you take your chances with the results of the experiment?

➡ *If you try to run, click to reach page 55*

➡ *If you take your chances with the results of the experiment, click to reach page 54*

You remain silent until Dr. Zoron informs you that it's safe to talk.

"Who was it?" you ask.

"I fear that it may be the subject of my experiment. It seems that I am not even safe in this place. Your life is in danger by being here. You must leave at once and never return."

You still feel a little weak and unsteady but you do as Dr. Zoron says and climb out of the hovel. You walk quickly through the woods and arrive safely back at your house.

You try to follow Dr. Zoron's advice about staying away but after a few days your curiosity gets the better of you. You make your way back to the hideout and uncover the hovel. You're disappointed to find it empty. You wait for several hours but Dr. Zoron does not return. You check the hovel every day but Dr. Zoron never comes. Years later you think you see him in the British museum but he disappear into the crowd and you will never be sure.

The End

You pick up the device and turn the dial in the opposite direction but it's already too late. Dr. Zoron and the man continue to dissolve as the man tightens his grip around Dr. Zoron's neck. "You have betrayed me," the man shouts furiously as the two figures fade from view. Alone in the laboratory as you hear his words echo amongst the cages, "And I was your assistant."

The End

You grab a beaker from the table and stealthily approach the man. You knock him over the head with the beaker and his hands fall away from Dr. Zoron's neck as he disappears.

"You saved my life," Dr. Zoron says. "Two more seconds and I would have disappeared with him." Dr. Zoron resolves to use science only for the benefit of mankind from now on but when you pick up the device and refuse to give it to him he becomes quite angry.

As you struggle over the device a pale blue beam flashes out of it. "It's the alternate plane function!" Dr. Zoron exclaims "It hasn't been perfected yet. You must hand that to me." You shake your head and the blue light swirls around you obstructing your vision.

When the blue fog lifts you find yourself sitting on a white floor surrounded by four white walls and a white ceiling. Dr. Zoron is standing beside you and numerous other people are sitting nearby. You turn to a young girl with large brown eyes and ask, "Where are we?"

"Nowhere," the girl says.

"What do you mean?" you ask.

"We are on a plane of non-existence."

"But I exist," you insist.

"We are nowhere," she repeats, "and you non-exist."

"How long have you been here?" you ask.

"Never."

"Who are you?"

"No one."

"What do people do here?"

"Nothing."

You try to imagine spending an eternity in this place. This non-place, you remind yourself and hang your head in despair.

The End

You follow the man and Dr. Zoron towards the trap-door in your backyard. “Open the door,” the man commands.

“I don’t have the key,” Dr. Zoron says fearfully. The man grabs the key from Dr. Zoron’s clenched fist and opens the door himself.

As you descend into the laboratory you try to convince yourself that the experiment will be a success and you will soon be set free. Still, you can’t quite crush the panic that you feel in your stomach.

It’s dark in the laboratory but the man illuminates the room by flipping on a light switch by the stairs. He glares at the largest cage and says, “I won’t be put in a cage this time. If the experiment fails it will be a failure for all of us.”

Dr. Zoron picks up the rectangular device you noticed earlier. He begins to press several of its buttons and points it towards the man. As Dr. Zoron turns the dial the man begins to dissolve before your eyes. He lunges forward and grabs Dr. Zoron’s neck shouting, “The elimination function. You have betrayed me again.”

You watch as Dr. Zoron also begins to fade. It appears that Dr. Zoron and the man will completely disappear at any time. Perhaps you can save them by turning the device’s dial in the opposite direction. You remind yourself that the man is dangerous and consider knocking him over the head with a beaker to save Dr. Zoron.

➡ *If you turn the dial in the opposite direction, click to reach page 52*

➡ *If you try to hit the man over the head with a beaker, click to reach page 53*

This could be your only chance! You swerve past the man and run towards your house. The man's legs are longer than yours and he gains on you quickly, but just as he's about to grab you he stumbles and falls. You speed towards the house and pound on the front door, gasping for breath. There is no answer. Your parents must've gone looking for you, you think desperately.

The man is directly behind you and there's nowhere to go except up. As you scramble onto the roof the man grabs hold of your left foot and pulls. You come crashing down hard. It's your second fall of the day and this one sends you into a deep coma. It's possible that you'll regain consciousness one day, but as the weeks pass the doctors become less hopeful.

The End

Your family sails to the extinct volcano with six other tourists. Your guide introduces himself as Quiel Centenera. As you stand inside the volcano's crater Quiel explains that the volcano has been inactive for a hundred and twenty-three years.

"This tiny island is called Trouvéa. Mount Trouvéa, the volcano we are now standing in, destroyed much of this island's wildlife with its fierce eruptions. Since that time the animal's population has recovered remarkably. Trouvéa's various bird species have thrived."

One of the tourists asks Quiel whether any people live on the island. "The island has been inhabited at some points in the past," Quiel says, "but not one lives here at present. The people of Indigo Island prefer the conveniences of the mainland and feel that Trouvéa would be a lonely place to love."

As you glance down at the rust-coloured ground beneath your feet you suddenly feel uneasy. The circular wall of the crater seems to be closing in on you. The entire crater is spinning. You shut your eyes to steady yourself and when you open them you're relieved to find that the world has returned to normal. Quiel is explaining the four different kinds of volcanic eruptions: Hawaiian, Strombolion, Pelean and Vulcanian. You're too anxious to concentrate on the information but you begin to relax when Quiel guides you through the tunnel to the outside world.

As the group climbs part way up the exterior of Mt. Trouvéa Quiel tells you an old legend about a man who sacrificed himself to the volcano to save his people—the people of Indigo Island—who were at war with the island of Amantya. "His people were not warriors," Quiel says. "They were loving, peaceful people but they were forced to fight to keep their island. The legend says that when the man gave his life to the volcano his people inherited his strength and courage and that is how they were able to win the battle with Amantya."

The view from Mt. Trouvéa is magnificent. You stare in silent admiration of the aquamarine Pacific Ocean that shimmers beneath you. Soon Quiel breaks the spell by announcing that it's time to return to Indigo Island. Your mother tells Quiel that she is extremely interested in Trouvéa's wildlife and asks him whether it would be possible for your family to remain on the island for a few more hours.

➡ [Click to reach page 57](#)

“I must return these people to Indigo Island,” Quiel says. “But if you wish to stay I can return to pick you up later.”

Your parents feel this is a good solution. They tell you that a study of Trouvéa’s wildlife would be beneficial to their research on Indigo Island. There’s something about Trouvéa that doesn’t feel quite right to you. Your first instinct is to leave with Quiel but you convince yourself that you’re being foolish and remain silent about your fears.

Everyone climbs down the mountain and as Quiel makes his way back to the boat with the other tourists your parents observe the island’s many birds. You watch as Quiel’s boat pulls away from the shore. When you turn to join your parents you see a solitary figure standing high on the mountain. The sun is glaring heavily into your eyes and you wonder if this figure is a trick of the bright light, after all Quiel said the island was uninhabited. You shade your eyes with your hand but the figure has disappeared or perhaps it was never there in the first place. You consider climbing back up the mountain to investigate, but it might be a waste of time and effort.

➡ *If you climb back up the mountain to investigate, click to reach page 58*

➡ *If you feel an investigation would be a waste of time, click to reach page 59*

You stand at the base of Mt. Trouvéa and gaze upward. There's nothing to see but now you're determined to investigate. As you begin to climb up the mountain a hand settles on your shoulder. You swing around and stare into the face of a peaceful looking young man.

"You have a special gift," the man says. "You must always follow your instincts."

"Who are you?" you ask.

"I am the spirit of a man who once died on this island to save my people," he replies. "If you do not leave the island at once you will die as I have died, by the fury of the volcano."

So your feeling about Trouvéa was right! Your experiences in the crater must have been some kind of premonition."

"You sought me and now you have heard my warning," the man says as he begins to walk up the volcano.

You call to your parents and tell them you must leave the island at once. You hurry to the water's edge and shout towards the boat with all your might. You're too far away to be heard over the sound of the motor but as you wave your arms in the air the boat turns around and begins to head back towards you.

As you sail back to the island you tell your parents about your premonition and the spirit's warning. Your mother and father exchange worried glances and agree that you must be ill. Hours later, when they hear the news of Mt. Trouvéa's eruption over the radio, you can't help smiling at their shocked expressions. You have a special gift indeed and as you grow up your sixth sense gets even stronger. You save many lives over the years and your numerous accurate predictions make you quite a celebrity.

The End

You stare up at the mountain for a few seconds longer but you don't see anyone. A finch flies over your head and you decide to join your parents in their bird watching.

You sit down on the ground next to your father but soon you grow tired of watching the birds and turn your attention to the pale blue sky. A few fluffy clouds are drifting lazily overhead. The world seems incredibly peaceful and still. You lay your head down on the soft island grass.

Suddenly a deep rumbling noise escapes from the volcano. You jolt into a sitting position. Volcanic ash shoots forcefully out of Mt. Trouvéa and rush up towards the sky. You and your parents scramble to your feet and run for cover. You glance back towards the mountain and see a torrent of lava cascading down it. As your feet propel you forward you quickly weigh your options. The lava is flowing with such speed that you're not at all sure that you'll make it to the water in time. However, your only other option is even riskier, to shut your eyes and hope everything will return to normal just as it did when you were standing inside Mt. Trouvéa's crater.

➡ *If you shut your eyes, click to reach page 60*

➡ *If you continue to run towards the water, click to reach page 61*

You shut your eyes tightly and the chaotic sounds of the eruption give way to silence. You open your eyes wide and find yourself lying on the floor next to your bed. What an awful nightmare!

You still feel a little tired but you're afraid that if you go back to sleep you may return to your dream so you rise to your feet and tread wearily into the kitchen. It's early and your parents are still asleep. You make a small breakfast for yourself and as you're eating your parents join you in the kitchen.

"We're considering two activities for today," your mother says. "Would you rather take a boat trip to an extinct volcano or study Indigo Island's peculiar wildlife?"

Your heart skips a beat and your orange juice crash to the floor. It seems that dreams are one of the biggest mysteries of all.

The End

As you continue to run towards the water you notice that time seems to have slowed. Each second seems to take minutes to pass. You stare at your parents who are running alongside you. They appear to be in shock.

You are intensely aware of everything that surrounds you: the blades of grass beneath your feet, tiny insects that glide by you, the gleam of sunlight on the waves of the Pacific. Lava is at your heels. As it engulfs you a thousand images pass through your mind. You remember the moment of your birth, your arrival on the island, and many moments in between. It's true, you think, as you take your final breath, your life really does flash before your eyes.

The End

You'd almost forgotten about Indigo Island's other mystery—its strange wildlife. Your parents are happy that you show an interest in the subject and as you journey into animal kingdom they explain that unusual mutations were first spotted on the island there years ago.

"The mutations seem to be restricted to this island," your mother says. "None of the nearby islands report similar findings. What's even more peculiar is that some of the animals are not even indigenous to the island."

Your mother pulls out her camera when a fox with a beak like a pelican's scurries by. You watch as a tortoise hurries by your father and disappears into the foliage. As you continue to follow your parents through the trees you hear the patter of footsteps behind you. The steps become quicker and the sound grows louder until two young women with long dark hair in braids emerge from the trees.

The two women introduced themselves as Tamara and Ratama. They ask you if you are natives of the island. When your parents tell the woman about their wildlife research project they offer to bring your parents to the stream. "We have been examining these strange occurrences you speak of," Ratama says, "and one of the first mutations occurred at a nearby stream which is now filled with the strange creatures."

Your parents eagerly agree to follow the women. As you walk towards the river the women tell you of strange deaths that have been occurring on Indigo Island during the night. "Only the nights of the full moon," Tamara explains. Your parents are alarmed by this news but their alarm changes to astonishment when they stare into the stream.

Mice are scurrying along the bottom of the shallow stream. They appear to have some type of gills which they are breathing through. Your mother catches two of the creatures in her specimen case and fills the case with water. You watch the creatures run back and forth within the case. They breathe like fish but are unable to swim.

➡ [Click to reach page 63](#)

Ratama and Tamara also point out many peculiar species of birds to your parents. You end up spending the entire afternoon in this spot as your parents record observations and you take countless photographs. As the afternoon begins to drift into evening the two women announce they are leaving and warn your parents that they also should leave before nightfall.

Unfortunately, you are all much too interested in your work to notice the passing of time and it's almost dark when you suggest that it's time to return home. As you walk through the forest with your parents you hear steps behind you once again. However, these steps sound heavy and are accompanied by a rough growl. As the steps quicken to a run the three of you break into a sprint. You dash past tree after tree until your father grabs you by your jacket and pulls you back. A deep ravine is directly in front of you and in your panic you almost tumbled into it. Now you look from right to left trying to decide which direction to take.

➡ *If you decide to run to the left, click to reach page 64*

➡ *If you decide to run to the right, click to reach page 65*

You run to the left and your parents hurry after you. You hear heavy steps directly behind you and the animal lunges onto your back knocking you to the ground. The animal sinks its teeth into your arms and legs and as your parents try to battle the animal you see your attacker—a large grey wolf—for the first time. The wolf is incredibly strong and it quickly tackles your parents to the ground, savagely biting into them. Death seems inevitable but as you lie still in a state of semi-consciousness a bright light shines into your face.

Your eyes are unable to focus but you recognize the voice as Ratama's. "You'll be all right," she says. "We're taking you to the hospital." You hear a gunshot and Tamara assures you that they have frightened the wolf away. You are too weak to respond and you lose consciousness before you reach the hospital.

When you wake up you are lying in a clean white hospital room. The doctor assures you that your parents have also survived the attack. After a few weeks you are all discharged to continue your recovery at home.

Just as you're beginning to feel like your old self a horrible thing happens—you wake up covered in blood, blood that is not your own. Your parents have the same experience. When you look at your calendar you're horrified to learn that your experience coincided with a full moon. It wasn't just any wolf that attacked you, but a werewolf.

Your family packs up its essential belongings and moves to a remote part of the island. Your location limits you to attacks on small animals just as you had hoped, but sometimes the occasional wanderer is sorry he crossed your path.

The End

As you run to the right your parents rush after you. You come to a small house in a clearing and rap wildly against the door. Tamara ushers the three of you into the house and as you gasp for breath your father tells her about the wild animal that's been pursuing you. Ratama and Tamara ask you to spend the night in their house and in the morning they guide you safely home.

Somehow this experience cures your curiosity. You no longer wish to investigate the American man's disappearance. You replace the key in the book and vow to leave it there. You only hope that you don't suffer a relapse.

The End

"I've seen Lenora," you say.

"You are fortunate that you did not go inside her house," Alkin says. "For although Lenora uses almost all her power to keep me trapped inside this house she is very intelligent and may frighten you into staying there forever. You see, she still has the power to create illusions. However, if you are brave enough it is possible to defeat her. How brave are you?"

"I'm not sure," you reply.

"Illusions cannot hurt you," Alkin says wisely. "And if you can defeat Lenora she will be gone forever and I will finally be free. "Otherwise perhaps one day someone will free her. To be free all she must do is trick someone else into taking her place as prisoner of the house. Once outside she will have all her many powers back and she will use them to create havoc. You must prevent that from happening."

"How?" you ask.

"I will tell you how if you promise to try to defeat her."

➡ *If you tell Alkin you will try to defeat Lenora, click to reach page 27*

➡ *If you tell Alkin that you are not willing to risk being trapped inside Lenora's house forever, click to reach page 28*

You tell Dr. Mikhali that you understand and climb into the machine. “How long will this journey take?” you ask.

“We have no way of knowing,” she replies. “No one has ever returned. However, since the machine is travelling *through* and not *in* time, no matter how long it takes you will not age.”

You thank Dr. Mikhali for her help and she wishes you luck. Dr. Mikhali moves back behind the safety barrier. You see the roof opening above you. The machine begins to vibrate and then suddenly soars upward. You see Hydearth behind you. It looks almost like earth itself.

As you travel through space towards earth you’re moving backwards through time. For a long time you see nothing but distant stars. The gentle motion of the machine rocks you to sleep. When you wake up the machine is shaking violently. The words “Danger” and “Malfunction” are flashing on the monitor.

If you do not act now you realize that you could be lost in time. However, the date on the monitor reads 2025 and you can see the earth below. Maybe you’ll make it home if you just hang on a bit longer.

➡ *If you enter the sequence of number to stop the machine, click to arrive at page 41*

➡ *If you wait and hope the machine will arrive at its programmed date, click to arrive at page 42*

About the Book

Indigo Island Adventures is a book I originally wrote at seventeen/eighteen, during the winter of 1986/87. I typed the manuscript into Word in 2013 without making any corrections, except the occasional typo (apparently I had no idea how to correctly spell *volcano* at seventeen!). *Indigo Island Adventures* was inspired by my earlier love of *Choose Your Own Adventure* and *Which Way* books. I forwarded the manuscript to Bantam in early 1987 and months later received my very first rejection, a note explaining that they already had an entire team of people writing the *Choose Your Own Adventure* series. However, the manuscript survived and I'm happy to share it now.

You can find out more about my books for older readers at www.ckkellymartin.com

Jacket art: Dark series—a look from darkness photograph provided by artist:2@frenta/Pond5.com

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously. Any resemblances to actual persons, living or dead, events, or locales is entirely coincidental.