

The coin comes up heads so you go left. You slosh over to the door. Mr. McWhiskers flies behind you. Hovering a foot above the floor, careful not to get his paws wet.

The door has a big red button next to it on the wall. You push the button and the door slides open, just like something out of *Star Trek*. Maybe that poster does make sense.

You step through and find yourself in a large room of computer banks and about a dozen aliens. They are all wearing identical silver jumpsuits with their heads and hands exposed. Their skin is cracked and bright red – like that of burn victims.

The entire far wall is a giant view screen. Right now it is displaying a building toppling over from the saucer's ray blasts. You see burning people falling like leaves from its windows.

This must be the bridge of the ship. Facing the screen one of the aliens sits in a large chair. It is the captain's chair. The captain stands up and points at you. His speech sounds like gargling wasps.

The aliens charge you.

Mr. McWhiskers flies out from behind you and immediately decapitates the nearest alien with his super-sized claws.

You rush an alien and punch him in the stomach. Your fist shoots straight through, splattering thick milky goo all over you. As you pull your fist back, you grab hold of the thing's spine and pull it out.

The alien falls over and you spin around, swinging the bone. You hit another invader, shattering its spine and head. In moments, you and Mr. McWhiskers have utterly destroyed all the aliens except for the captain.

The captain stands firm. He is not backing down from you.

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Attack the captain, turn to page 32.

Try to negotiate peace with the captain, turn to page 164.