

## You Succeed In Stopping Booth

It was no easy feat, and there was a lot that could have gone wrong at the end there, but you did it. You stopped Booth, and time has been forever changed.

You hop back into the IterTime Time Machine and head back home, but as soon as you arrive, you are served court papers.

Apparently, in changing the timeline, you violated a bunch of waivers you signed for the Past-Tour. Oh, well. No amount of fines is going to change the fact that you won!

## You Failed to Stop Booth

You watch as the bullet goes through the president, able to do nothing. The night goes how it always did, and you make your way back to the time machine in a daze. You failed.

Returning to the present, you find nothing has changed; no one even knows what you tried to do. The tour guide doesn't even press charges for being knocked out. What a waste.

## You Got Kicked Out

In hindsight, maybe causing so many problems was a bad strategy.

After all the nonsense you stirred up, Mr. Ford had enough of you and kicked you out, and there is no way to get back into the theater.

Well, I suppose you could always travel back to before you entered the theater, override your past selves in the timeline, and try again with new knowledge of these events.

Or go home.

Either could work.