

startled face of Claude DuMont. He is tied to a chair, and you quickly cut him free.

"Special Intelligence Group. Follow me," you say.

He seems stunned, and you have to take his arm, lead him out, and point toward the glass door. At the same time, you hear footsteps on the stairs.

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*If you tell DuMont to escape by himself  
while you hold off the enemy agents,  
turn to page 68.*

*If you decide to surrender rather than  
risk DuMont's life in a shoot-out,  
turn to page 70.*