YOU CHOOSE

COULD Y OU SURVIVE THE CRETACEOUS PERIOD?

33 CHOICES 17 ENDINGS

YOU CHOOSE COULD YOU SURVIVE THE CRETACEOUS PERIOD?

AN INTERACTIVE PREHISTORIC ADVENTURE

Made

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TRAPPED IN THE PAST

YOU are an ordinary child going about your everyday life. Suddenly, you find yourself in a strange place and a strange time. It's a period from long ago. The world looks different than anything you've ever seen before. Terrifying beasts roam the land. Danger lurks at every turn. Where will you find shelter? How will you get food? Will you ever see your friends and family again? Most importantly of all, can you survive?

Chapter one sets the scene. Then you choose which path to take. Follow the directions at the bottom of each page. The choices you make determine what happens next. When you have finished your path, go back and read the others for more adventures.

YOU CHOOSE the path you take through the Cretaceous Period!

Turn the page to begin your adventure.



CHAPTER 1

YOU are taking a test on the Cretaceous Period in your science lesson. The room is silent except for the scratching of pencils. Ms Turrey is at the back of the room working on a prehistoric terrarium display. Suddenly, you hear some electrical crackles, and she lets out a startled gasp.

You've always liked Ms Turrey because she really loves science – and it shows. She's always talking about cool discoveries and cracking science jokes. And she does lots of experiments. Her lesson is never boring. That's why you don't think much about the noises at first. It's just another one of Ms Turrey's fun experiments.

But then the room gets really humid. A smell comes from the back like mud and leafy plants.

"Oh no!" Ms Turrey says.

You look back. The terrarium contains a model of a Cretaceous Period landscape, complete with plants, toy dinosaurs and a pool of water representing a sea. For some reason, two big electrical cords are attached to the sides of the terrarium. A small grey laptop sits on the table next to it. Its cable has slipped into the fake sea. A gooey liquid sizzles around the computer, eating at the desk. A thick mist wafts from the tank. You drop your pencil.

"Is everything okay?" you ask.

"Please," Ms Turrey says, "keep working. I'm just going to get the maintenance manager."

She speed walks out. You want to obey her, but your curiosity gets the better of you. You and your best friend, Harriet, go to the now-rumbling tank for a closer look. The mist wraps around you. "Don't touch anything!" Ms Turrey calls from the corridor. Other children are coming to look, too.

Your head suddenly feels strange. Why are you so dizzy? Did the toy Triceratops just look at you? You reach inside the tank to pick it up, and the world spins. You fall back, and when you open your eyes, you're lying on the ground – the muddy ground.

The desks have gone. The tank has gone. Even the walls have gone. Overhead, a pteranodon soars under the sun, dragging its great shadow over you. You don't understand how, but one thing is obvious. You have just been transported to the Cretaceous Period.

To explore a jungle in the Early Cretaceous, turn to page 11. To wander through a flowery field in the Late Cretaceous, turn to page 41. To experience the coastline of the sea at the end of the Cretaceous, turn to page 73.



CHAPTER 2 WELCOME TO THE JUNGLE

You wake up on the floor of a forest in a tangle of ferns and other leafy plants. As you open your eyes, you feel a sting on your neck. You slap it, and your hand comes back smeared with blood. The crushed body of a black insect the size of a penny falls to the muddy forest floor. Its legs kick one last time, and it dies.

"What's happened?" someone asks.

It's Harriet. She's lying near you in the leaves.

"Ew!" she says, swatting an insect off her hair.

"I can't explain it," you say. "I think we've time travelled. It looks like we're in the Cretaceous Period – the Early Cretaceous to be exact."

Turn the page.