

MOON UNIT



DAN METCALF



**A PICK-YOUR-PATH
ADVENTURE**

WARNING!
THIS IS NOT
A BOOK

MOON UNIT

Moon Unit
A Pick Your Path Adventure
by Dan Metcalf
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**ILLUSTRATED BY
MAURIZIO CAMPIDELLI**





AUTHOR'S NOTE

If, like me, you love games and adventure, then you're in for a real treat.

Game books like this one are what made me fall in love with reading.

In fact, this isn't really a book at all; it's a fully interactive adventure that will have you guessing and guessing.

What happens next? You decide!

HOW IT WORKS

Start off with the introduction. That gives you two options. You can either pick an option OR you can just be random and flip a coin!

Go to the option you want, then carry on reading!

If you choose to flip a coin ...

this is HEADS



and this is TAILS.



INTRODUCTION

As Chief Mechanic at Lunar Mining Unit One you've had 18 loooong months of mind-numbingly menial work. Now your day is about to get a little more lively ...

'Incoming ship!' cries your crewmate, Sammy. Outside, a strange-looking spacecraft with ultrablue thruster engines lands close to your mining rig. The comms screen hisses and buzzes, so you give it a good whack with your fist.

A disgusting, reptilian, alien face appears on the screen. 'This is the Krelurian Battlecraft Nomu. We have invaded your moon. Surrender or die!'

You look around for whoever is in charge, before you realise that it's you. So what do you do?



SURRENDER » 23



RETALIATE » 14



'We'll take our chances, thanks,' you tell the Grey. The grey alien appears to shrug (does it even have shoulders?) and the screen goes blank again.

'Back to square one,' sighs crewman Sammy.

'Don't give up yet,' you say, leaping up with a sudden burst of adrenaline.

There is a hum in the air and the Krelurian materialises in front of you.

Time for another decision.

 **RUN! » 17**
 **ARM YOURSELF » 25**

2

Missiles, huh?

You are found in the cargo bay and marched back to the bridge. The Krelurian general sneers at you.

'You dare to fight our mighty race? Who do you think you are?'

Smirking, you raise a detonator.

'Smarter than you, for one thing.'

You click the button and each one of those thousand tonnes of missiles speeds away, destroying the entire alien fleet.



**SMART AND STYLISH!
TRY AGAIN?**

3

You sit tight and wait. Soon a guard escorts you to the bridge.

'You have shown courage,' says the general, through his hissing, snake-like mouth. He seems to glow with pride. 'As a reward, we invite you to become an honorary Krelurian.' He holds out a medal and a handgun.

You are dumbfounded.

You look at them and don't move, mulling over your options.



ACCEPT » 13



DECLINE » 20

4

You drop the axe, defeated and ashamed. You bow your head.

'Wise choice,' says the alien. It pushes your chin up with its hands and looks you in the eye. 'You show spirit. You shall be my personal slave.'

'Thank you,' you mutter, hating yourself for saying it. 'Now what?' you ask.

'Now I infect your blood with microspores to show that you belong to me.'

He produces a syringe with a needle the size of your arm. Just the sight of it makes you wince. 'Bend over.'



BEND OVER » 10



RUN! » 17





ABOUT THE AUTHOR

Born at an early age, Dan Metcalf always loved writing and was the kid who would stay in at breaktime at school ON PURPOSE to finish the story he was writing.

Dan is now a professional daydreamer and full-time writer, He thinks that many book people are a bit sniffy about games, and says he wrote PICK YOUR PATH to teach them a lesson!