

## Pg. 1

You find yourself lost in a city after a number of wrong turns. You have no recollection of how you got here and nothing looks familiar to you. As you step through the shimmering puddles, you note the stillness of the chilly air and the hum of countless sizzling neon signs.

While taking in your surroundings, you spy a quarter on the wet asphalt and pick it up.

(Obtain 1 quarter)

You see a colorful arcade to your left, a woman with a pink umbrella who may prove to be helpful, a convenience store to your right, and an intersection up ahead.

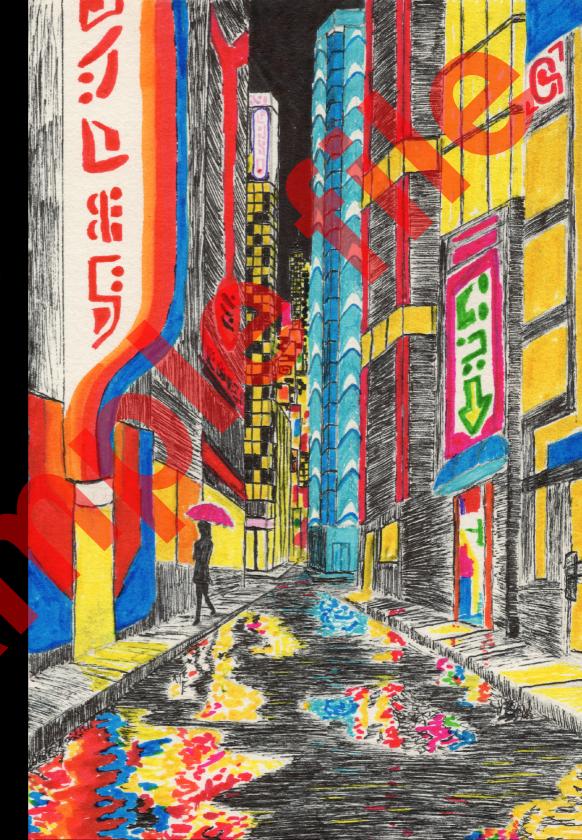
Please turn to the page number following your choice:

Enter the arcade (100)

Talk to the woman (3)

Convenience Store (80)

Go to intersection (6)



If you have:

A citizenship ID \_\_\_ and 15 quarters, obtain:

Apartment Key

Turn to page (138)

If you cannot or wish to return to the lobby turn to page (19)

You step onto the bridge, feeling flecks of water sting your cheeks as the palm leaves rustle below. As you approach the stooped figure, you see that she is an elderly woman bundled in a crimsom shawl.

She is reading a book in the neon light of the bridge and wearing tattered clothes that catch the breeze. She flashes a look of suspicion at you.

"What do you want?" she barks. "Can't an elder get some peace? Off with you!"

Leave her be (14-B)

B

## Pg. 3

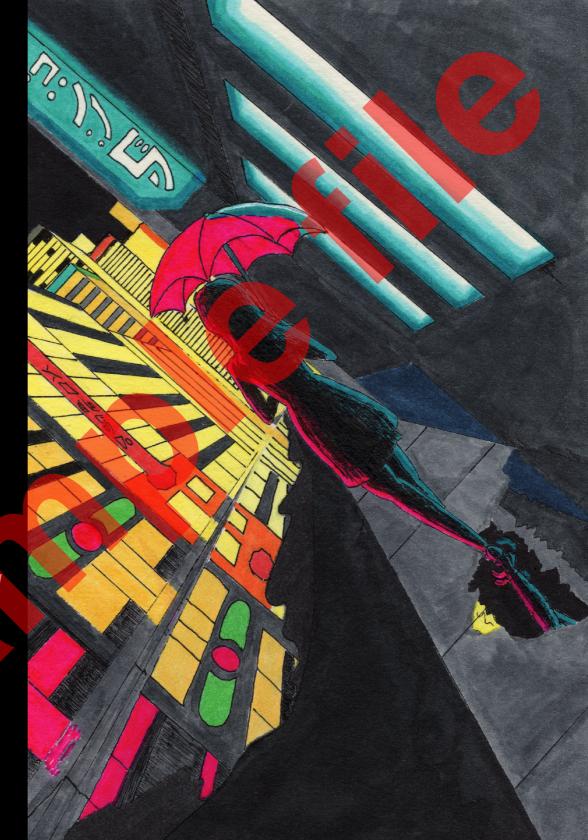
You approach the woman with the pink umbrella and without looking up at you, she pulls something from a pocket on her dress and places it in your hands.

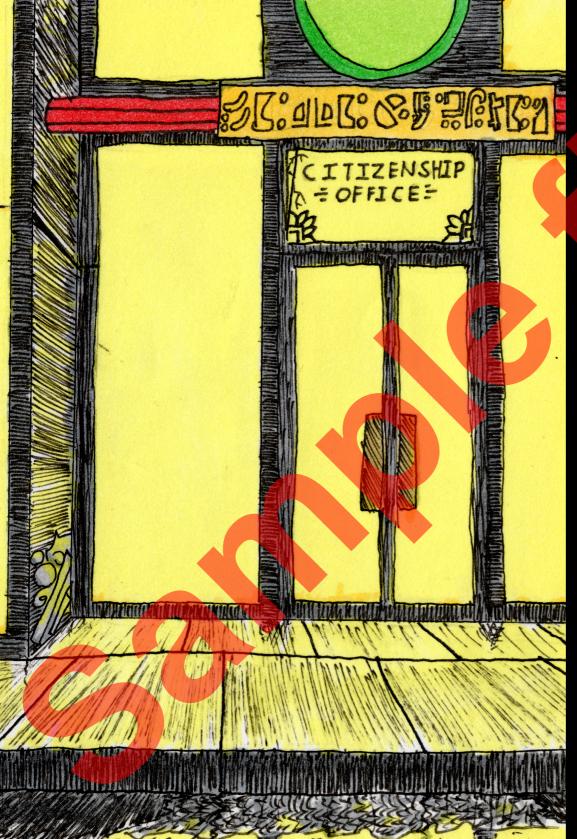
Whatever it is is smooth and cool to the touch. You look closely at what she has given you as she passes by, noting that it is some kind of peculiar red fruit.

(Obtain 1 Red Fruit)

You may use 1 Red fruit in place of quarters when bribing an enforcer.

Ask for help (7)
Stay Put (31-A)





You are in a U-shaped street composed primarily of dim apartment buildings. Just like the intersection, everything feels quite still.

At the curve of the street is a government building with the first recognizable language you have seen so far reading "Citizenship Office."

It appears to be the only building in this area that you may enter.

Enter Citizenship Office (122-A)

Go east to intersection (6)

Follow street (15)

## Pg. 5

The street continues south for quite a distance. You find yourself walking up and down several staircases and weaving between dilapidated concrete buildings.

Despite this long street being well lit, you come across nobody else. The only thing you can hear, of course, being the rain and the sound of hanging signs creaking as the wind batters them.

As you travel through this section, you scan the ground for quarters.

Flip 3 coins:

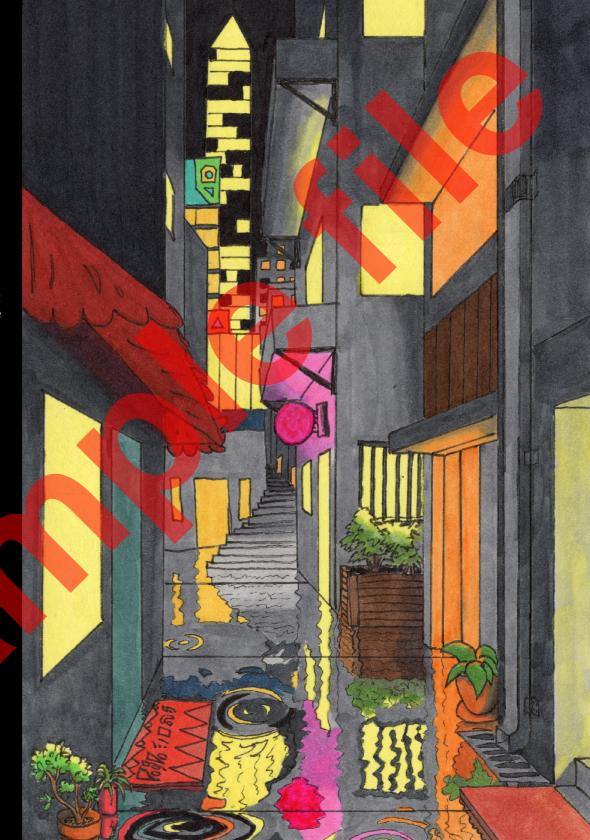
If 0 heads, gain nothing.

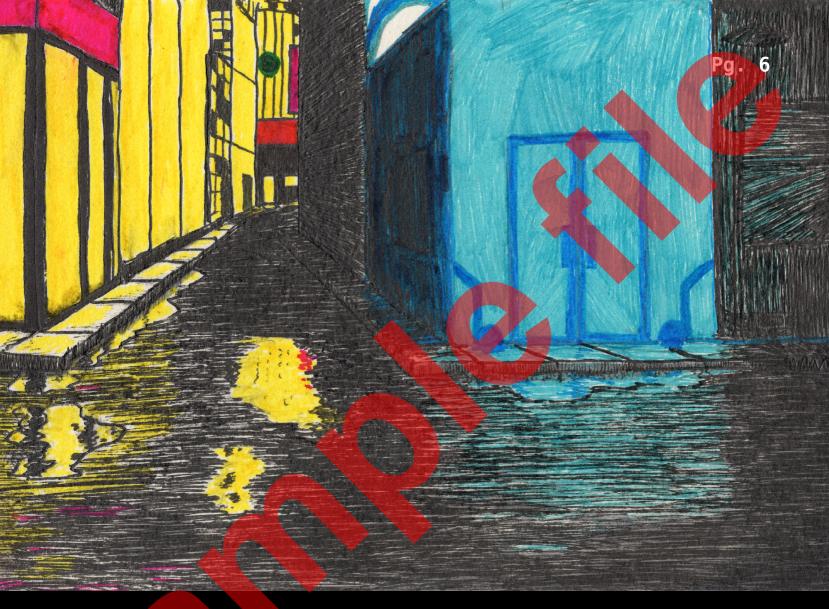
If 1 head, pick up 1 quarter.

If 2 heads, pick up 2 quarters.

If three heads, pick up 3 quarters

After flipping the coins, turn to (10)





You are at a four-way intersection. All of the buildings appear to be closed and locked up for the night, though many are still lit up. You don't hear anything besides the occasional drop of water and a murmur of activity somewhere far away. You can continue down a curved street ahead, or turn left or right from here. You may also go back to where you first became lost.

Go forward/west (4)

Go back/east (31-A)

Turn left/south (28)

Turn right/north (15)



You attempt to ask her for help, but she stays silent, instead, motioning for you to follow. She leads you to a well-populated coffee shop down the street. Before you even enter, you can feel warmth wafting from the cracks around its front door. Golden light from wide windows bathes the sidewalk and the smell of dark roast coffee dances in your nose. You enter.

Talk to the barista (30-A)

Talk to the lady with the umbrella (12) Leave (31-A)