

CHOOSE YOUR OWN ADVENTURE®

Return to Dorado

R. A. Montgomery

Choose from
19 ENDINGS!



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**Mc
Graw
Hill**

You are a spy master.

The year is 2061. You are from Freedonia, a new country where the United States used to be. Freedonia is a big place. It starts in the mountains of Arizona and goes all the way to Canada. Denver is the biggest city in Freedonia.

The leaders of Freedonia are a group called The Five. Like most Freedonians, The Five believe in peace and freedom. However, Freedonia is surrounded by danger.

Your enemies are all around, but the most dangerous of all is Dorado. Dorado is a country to the south of Freedonia. It has attacked Freedonia many times over the years.

California is to the south-west of Freedonia. It is a beautiful but dangerous place. After the United States broke apart, Dorado tried to take over California. However, the people there did not want to join Dorado. They fought hard, and they pushed their attackers out.

Some years ago, you helped Freedonia to win a war against Dorado. At that time, you went on a dangerous mission into Dorado. Your mission was to get Dorado's secret attack plans.

That mission was a great success. You got the attack plans and escaped from Dorado with the help of two friends, Matt and Mira. You also caught Dorado's top spy, a strange man named Haven.

Now, you are the commander of all Freedonian spies. You work at the Freedonia Spy Headquarters, and try to stop any new attacks from Dorado. You have many spies and soldiers working for you, including Matt and Mira. They are two of your best spies.



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You think that Dorado is getting ready to attack Freedonia again. Dorado has more soldiers and airplanes this time. It looks like they have help too. It looks like Dorado and a group in California, called The Corporation, may be working together.

That is why you sent Matt and Mira on a mission to California. You are sure that they will find out what is going on. However, Matt and Mira haven't called on their communicator in three weeks. You are worried about them.

In their last call, Matt and Mira said that they were 150 kilometers east of a very dangerous place—the city of San Francisco!

You are thinking about what you can do to find your friends, when a soldier runs into your office. She looks worried.

"Commander," she says. "It's the Doradan spy, Haven! He has escaped!"

"What?" You jump to your feet. "Haven is a very dangerous spy! When did he escape?"

"He escaped from our headquarters at around 8:00 A.M. And that's not all. Someone took three secret files from our computer. What should we do?"

Before you can answer, another soldier comes in. He shows you his communicator. It has a new message:

TRouble! VERY IMPORTANT
PLANS FOR YOU. NO TIME.
IF YOU CAN, WE ARE IN—

"It's from Matt and Mira," the soldier says.

"Yes," you say. "But the end of the message is missing. We don't know their plans."

Now, you have two problems. The Doradan spy, Haven, has escaped. Also, your friends Matt and Mira are in trouble.

What should you do first?

You are about to make your first choice!
Make your choice before you turn the page.



*If you go after Haven and the missing files,
turn to page 6.*

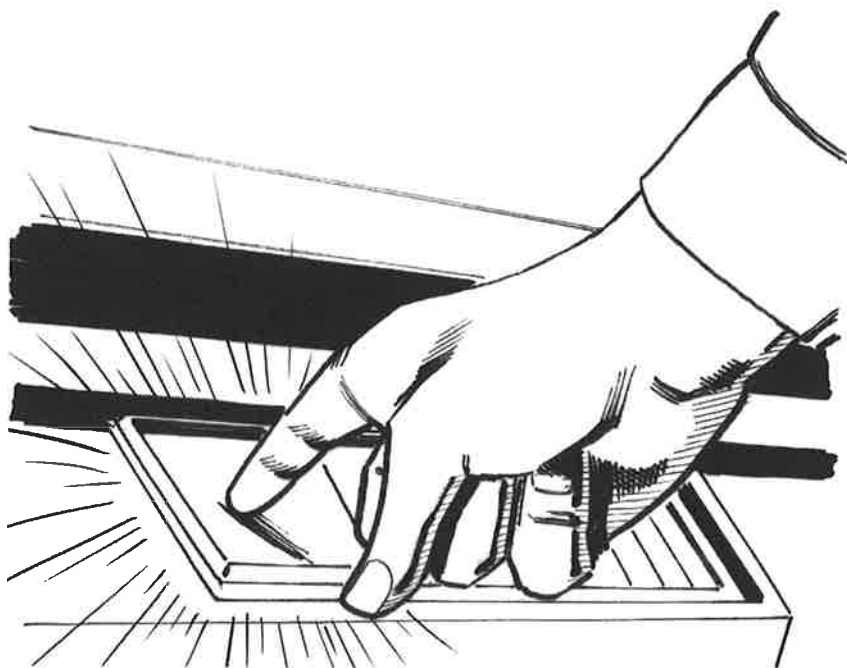
If you decide to find Matt and Mira, turn to page 12.

How did Haven get the secret files? Did someone help him? Maybe there is a traitor in your headquarters. What will you do? Who can you trust?

"I can't wait," you say to yourself. "I have to do something now." You try not to worry about Mira and Matt. Maybe they are in danger, but you can only do one thing at a time. You know they are smart and tough. They'll be okay—but if Haven takes your secrets to Dorado...

You push the alarm.

Then, you call the helicopter pilots and your best soldiers. All of your people are good soldiers, but is one of them also a spy for Dorado?



Continue to the next page.

Three soldiers come running when they hear the alarm. They all start talking at the same time. "One at a time!" you tell them.

The leader, Captain Ricardo, says, "Haven can't be too far away. All of the trucks are still here. And we haven't seen any strange airplanes."

"How do we know Haven's out there?" asks a young soldier. "Maybe he's hiding right here in our headquarters. We should search the buildings."

"We already searched the headquarters," the third soldier says. "He's not here."

"Some soldiers can stay here to search again," you say, taking control. "I'll take the helicopter and lead the search to the south. Captain Ricardo, you take your soldiers and go south-west over land. We need to catch Haven before he can return to Dorado!"