

# SUPER YOU!

POWER OF  
FLIGHT

BY HENA KHAN  
& ANDREA MENOTTI  
ART BY YANCEY LABAT

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A PICK-YOUR-PATH ADVENTURE

# THE CHOICE IS YOURS.

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WILL YOU  
BECOME A  
HERO?

OR A  
VILLAIN?



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# **SUPER YOU!**



**POWER OF  
FLIGHT**



# SUPER

POWER OF  
FLIGHT





**YOU!**

**BY HENA KHAN  
& ANDREA MENOTTI**

**ART BY YANCEY LABAT**

**PENGUIN WORKSHOP**

**TO ELLEN, FOR PUSHING ME TO FLY—HK**  
**FOR ELIZA AND SERENNA, MY HEROES—AM**  
**TO MY MOTHER AND FELLOW ARTIST, DOTTIE, WHO SHOWED**  
**PATIENCE AND SUPPORT WITH MY CAREER CHOICE—YL**



PENGUIN WORKSHOP

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Welcome! **YOU** are about to discover what it's like to have a **SUPERPOWER!** In this book, it's the power of **FLIGHT** that awaits you.

But having a superpower isn't easy.

You'll have to **DECIDE** how to **USE** your new ability. Will you use it for good? To help people in need? To fight crime? Make the world a better place?

Or . . . will you be tempted down a darker path? What if you use your powers to steal? To hurt others? What if you even crave . . . **WORLD DOMINATION?**

There are many paths you can take and many ways your story can end.

But there's only **ONE** ending in which **YOU** become a true **HERO**.

And there's only **ONE** ending in which **YOU** become the ultimate **VILLAIN**.

How will **YOUR** story end?

**YOU** get to decide!

Are you ready?

Turn the page and start **YOUR** story!



**IT'S A WARM JULY MORNING**, and you wake to the birds chirping and sunlight streaming through your blinds. You hop out of your bunk and get dressed so you can beat the crowds at breakfast. You're starving!

Never in a million years did you expect to be here, but in a strange turn of events, your science project on bacteria growth in fruit punch earned you a scholarship to the Summer Science Academy, a two-week program for kids ten and up, based at one of the country's best universities. Who would have thought that leaving a bottle of fruit punch in your backpack for days would lead to this?

There are kids here from all over the country, and you've already made good friends with your chemistry lab partner, Cam. At breakfast, you find Cam in front of the Cocoa Puffs dispenser.

"Field trip today to that bird place," Cam reminds you as he fills his second bowl.

That's right! Today you have a field trip to an avian science center with your biology "pod," as they call them here. Your pod leader, Mr. Poling, is obsessed with birds, and he's been super pumped about all the

rare species you'll be seeing. There's a scavenger hunt you're supposed to do, and everyone who finishes has a chance to go zip-lining for a real "bird's-eye view of the forest," as Mr. Poling describes it.

You and Cam head out to the bus-loading area right after breakfast, hoping you can sit together. But as the buses pull up, Mr. Poling makes an announcement that changes everything.

"For today's field trip, we're going to use the buddy system," he begins. "But you're *not* going to choose your own buddy."

Everyone gasps.



"We want you to use today's trip as an opportunity to learn how to collaborate with people you *don't* normally work with," he continues. "So each counselor is holding up a list of names. Go find yours."

Turns out your name is part of Fernando's list. He makes his group stand in two lines in front of him.

"Turn to the person to your left," Fernando says to your line. "That person will be your partner for the scavenger hunt, and you'll be responsible for sticking together for the whole trip, including the bus rides."

You turn to your left and see a girl named Alex. You don't know much about her except that she seems kind of shy. At mealtimes she sits by herself, reading books with cats on the covers.

"Hi," you say.

"Hi," she replies quickly and immediately stares at her shoes.

"Use the ride to get to know your partner," Fernando continues as you file onto the bus. "Find out about each other's interests!"

As you take your seat next to Alex, you decide to see what she thinks about all this getting-to-know-each-other stuff.

"You want to talk about our interests, or not really?" you ask.

"Whatever," she says with a shrug.

Since everyone else seems to be chatting away, you decide to give it a try.

"So you like books about cats, right?"

She looks surprised, almost embarrassed, so you jump to what seems like a safer question.

"Do you have a cat?"

"No, I wish," she says immediately. "My mom's allergic to, like, every possible pet."

"Oh."

Then she looks out of the window. You wonder why she doesn't ask *you* anything, or at least *try* to do her part to keep the conversation going. Isn't this a two-way street? You're about to give up when you remember one more thing: She's good at basketball! You discovered this on sports day last Wednesday, when she surprised everyone by making two awesome shots in a row. You decide to try this new angle.

"You like basketball, right?"

"Yeah," she says.

"Do you play on a team?"

"Used to," she says. "Then we moved."

"Why'd you move?"

"My dad got a new job," she says with a shrug.

"Where do you live now?"

She mumbles the name of her town, which turns out to be not far from where you live.

"Hey, that's kind of near where I'm from!" you say, glad to finally find something in common. "Do you like living there?"

"Not really," she says.

"Why not?" you ask, trying not to be offended.

"I liked my old neighborhood better," she says.

Then she turns and looks out the window again.



You decide you've done the best you could. Alex clearly doesn't want to talk, and that's going to have to be okay. You chat with the kids sitting across the aisle for the rest of the ride and let Alex look out the window.

Finally, you arrive at the Center for Avian Science and file off the bus. With Mr. Poling leading the way, you walk straight to the new aviary, where a smiling woman in a green smock awaits you.

"Listen up, everyone," Mr. Poling says. "This is Brenda, one of the guides at the aviary. She's going to show us around."

Brenda leads you inside, and you find yourself in a lush rain forest that stretches high to a glass ceiling. Platforms where you can climb to the treetops are built around it. It's warm and humid, like you're really in the tropics.

Brenda takes you through all the levels and points out birds hiding in trees and shrubs. She even takes you to some of the behind-the-scenes areas, like the veterinarian's office and the research lab.

"We have some of the best ornithologists in the country working here," she says proudly as you peek in the lab windows.

After the tour, Mr. Poling hands out the scavenger-hunt sheets.

"Meet back here at eleven," he reminds you. "And stay with your partner the whole time!"

You've got under an hour to get the scavenger hunt done. You look around for Alex so you can get started, but you see her heading back toward those behind-the-scenes areas.

"Alex!" you call after her. "Where are you going?"

"I saw something really cool," she says. "I'll be right back."

Clearly, she doesn't want you with her, so you wait by the wall and watch her. To your shock, she goes inside the door marked *Laboratory*.

This Alex is *bold*!

You follow her and peek through the windows, getting a good look. It's a full laboratory, with lab benches, microscopes, and cabinets lined with bird skeletons that are pretty creepy. It seems like no one's in there.

Where is Alex?

Then you spot her, in the corner, kneeling down in front of a cage. Something moves inside the cage, and you realize it's a large bird.

A very large bird.

Your mouth falls open. Now you remember your job as Alex's buddy and decide you have to stop her before she gets you both in trouble. You push open the door.

"Alex!" you call to her.

"Shh!" she scolds. "You're scaring it."

"What you are doing?"

"Isn't it so beautiful?"

You step closer to look at this bird. It's the strangest creature you've ever seen.

Its huge talons remind you of dinosaur feet. It has a sharp beak like a hawk. But the weirdest thing is its feathers. They're shimmering silver, like the scales of a fish!

"What kind of bird is *that*?" you ask.

"The sign says 'Cumberley,'" Alex points out. "Maybe that's the species?"

You both lean in closer to look at the sign on the cage. There's no other information on the sign, just that one word.

"Maybe that's the bird's *name*?" you suggest.

But Alex isn't paying attention. She's totally transfixed by this bird.

"Aw, it's losing its feathers," she says, pointing at the cage floor, where there are lots of large feathers scattered around, some covered in bird poop.

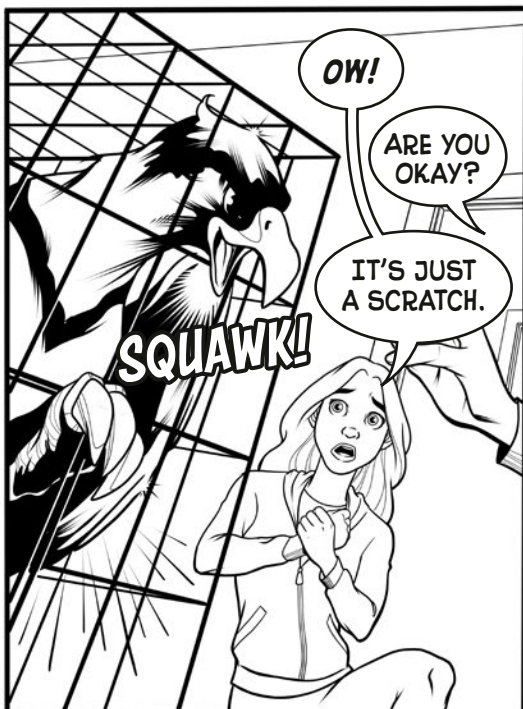
"Maybe it's here because it's sick," you say. "We should leave."

But before you can stop her, Alex starts sticking her hand into the cage!

"I can reach that feather!" she says.

"No!" you say. "Don't put your hand in there!"

Your mouth drops open as the bird lunges toward Alex's hand.



"Come on!" you shout at Alex.

You both run from the lab. Once safely outside, you look at your finger. There's blood on it!

"I'm sorry," Alex says.

"What were you thinking?!"

"I don't know! When we were on the tour, I saw the bird, and it was so cool, I had to see it up close!"

"But that place was off-limits!"

"I've always been a bit of a rule breaker," Alex says. "Sorry you got hurt. But wasn't it worth it?"

"I was hoping we'd find the stuff on the *actual* scavenger hunt."

"It's not too late," Alex says. "Let's go!"

The rest of the morning goes smoothly. Alex turns out to be good at spotting birds in the aviary, and you manage to finish the entire scavenger hunt just in time.

On the bus ride back, Mr. Poling lets you have free seating, so you sit next to Cam instead of Alex. But sadly, it's not a fun ride. You start to feel nauseous, and you have a raging headache by the time you get back to campus. You tell Fernando, and he takes you right to the infirmary. The nurse, Molly, takes your temperature.

"You have a fever," Molly says, looking worried. "You better stay here so I can monitor you."

You stagger over to the infirmary bed and collapse into it. Almost immediately, you're swept into strange

and terrifying dreams. You're hot and feel like you're on a roller coaster that just won't stop.

The next thing you know, you wake up to find out it's noon the following day.

"How do you feel?" Molly asks.

"Great!" you say. "Totally better, actually!"

"Not so fast," Molly says. "You had a rough night, so you should take the rest of the day to recover. Will you be okay to stay here on your own while I go to a quick meeting?"

"Sure," you say, and you settle in to eat the lunch she brought you.

After about an hour, though, you get a strong urge to stand up. So you stand up quickly. Maybe too quickly . . .

You shoot up from the bed and hover in midair for a moment before you drift back down.

*Whoa! What just happened?*

Are you feverish again? Are you dreaming?

Nope. You're awake!

You don't feel normal, though. You feel very light, like you don't weigh as much as you used to.

You take a few steps and discover you can actually launch yourself into the air. Your body tilts itself forward until you're hovering on your stomach.

Your heart starts pounding fast, and you bring your feet back to the floor.



# WHAT'S GOING ON?

You try it again, but this time, you stretch your arms out and push your head forward . . .

And you fly up to the ceiling!

*Yes, you fly!*

You. Can. Fly!

You feel an urgent need to go outside. You know where to go—near the infirmary is a meadow surrounded by trees. You run as fast as you can to get there, then leap into the air.

And you fly to the treetops!

You make loops around the meadow, swoop between trees, and even sit on a high branch, like a real bird . . .

And that's when it dawns on you.

That bird from the lab!

*That's* how this happened!

Now you *really* want to know more about that bird. Like, now!

You hover down from the tree and are about to run back to the infirmary when you see a figure standing outside.

It's Molly.

And her mouth is hanging open.

"Did you *glide* out of that tree?" she asks, stunned.

"Are you okay?"

"Um," you mumble, your heart racing.

"Look," she says, coming closer. "I'm really concerned there is something seriously wrong with you. Let's get you checked out."

You take a deep breath.

If you tell Molly the truth, she might be able to help you figure out what's going on. But she also might freak out and tell everyone, which could be tough to deal with. You can tell by the look on her face that she saw you flying, so if you don't tell her, you're going to have to lie pretty convincingly.

## WHAT DO YOU CHOOSE?

IF YOU TELL MOLLY YOU CAN FLY,  
TURN TO **PAGE 87**.

IF YOU LIE TO MOLLY ABOUT WHAT SHE SAW,  
TURN TO **PAGE 31**.