

Point Zenith

Decision Tree Matrix

Point Zenith may be the most challenging interactive book the UBU Adventure series has produced. It offers many choices, often more than two options at a time, and many of those choices loop back upon themselves. Think of it less as a tree and more as a maze. There are **only seven endings**: three generally Good and four generally Bad. No one said it would be easy. It is hard figuring out the best solution for surviving a flooding planet.

Print this page. Mark the endings you have found. Look for the path you have not yet taken.

Can you trust Eleutheria? Can you trust the Original Board? Can you trust the Clones? Can you trust yourself?

The Good Endings — 3 endings

Three paths in which Point Zenith, or what remains of humanity, comes out ahead. Each requires a different kind of courage.

Found?	Page	Ending	How it ends
■	p. 176	DISCONNECTING END	You unplug everyone from Eleutheria. The grid lets go. Clones and Originals become one people, forever and ever after.
■	p. 182	ORIGINAL EVOLUTIONARY END	You discover Soldrum. The Originals evolve past instincts of war and self-interest into a higher life form. You are remembered for centuries as the architect.
■	p. 184	GOOD END	You reprogram Eleutheria into the Great Educator. The Originals remember their history, repeat fewer mistakes, and build the closest thing to Paradise the Earth has known.

The Bad Endings — 4 endings

Four paths in which something is lost: identity, the planet, the Clones, or the Originals themselves. Some look like wins until the long view arrives.

Found?	Page	Ending	How it ends
■	p. 188	REINVENTION END	The Doctor strips your identity. You wake with no memory, are renamed, and live the rest of your life as a mid-level manager on a permanently flooded planet.
■	p. 190	EXISTENTIAL END	You are swallowed by a great black whale. Eleutheria's Biodome collapses. The Hydrolizer rumbles to a stop. Centuries later a gamma-ray burst turns Point Zenith into a seething hot mass for a million years.
■	p. 194	EUCLIDDEAN TAKEOVER END	Massive Eucliddean spaceships descend. They prefer dry planets and have discovered yours. They are smart enough not to kill you. As long as the Originals survive, you serve the Eucliddeans.
■	p. 196	VAPORIZATION INCIDENT END	You say: "Do what you believe is best." Termini Island becomes a massive Vaporization field. The Clones are wiped out in a single energy burst. "Who knows," says Messeltonius, "maybe they are in another universe, after all."

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