

Circle the answer that best reflects you.

You have not been to this arcade in ages. It looks like it has gone out of business. However, you begin to hear a humming sound and see a faint glow up ahead. Moving closer, you realise it is an arcade game! It seems to be the last one still working.

1. What sort of game is it?



A. After School



B. The Cursed Labyrinth



C. The Ancient Prophecy



D. Star Flight

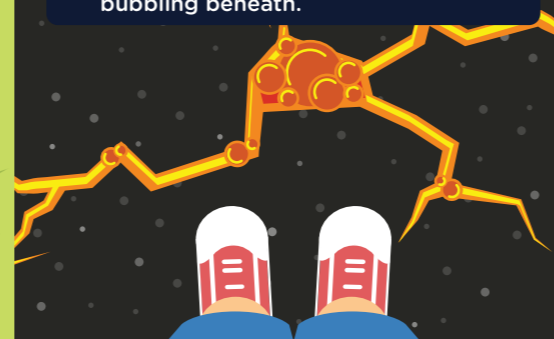


2. You open your eyes and find yourself standing alone on an empty plain. You are aware that you have the power to shape this game. You look at the ground beneath you. What do you want it to be?

A. Grass is okay.



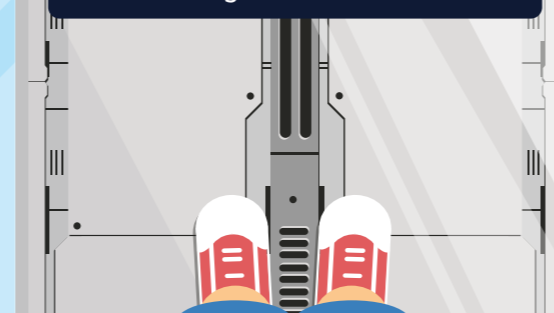
B. Black, cracked earth, with molten lava bubbling beneath.



C. Glassy, beautiful ice, so clear that you can see something trapped in its depths.



D. A hard, metallic floor, its silver scales interlocking.



3. In the distance, you make out the faint shape of a giant structure. Squinting your eyes, you see:

A. A tall, glinting skyscraper.



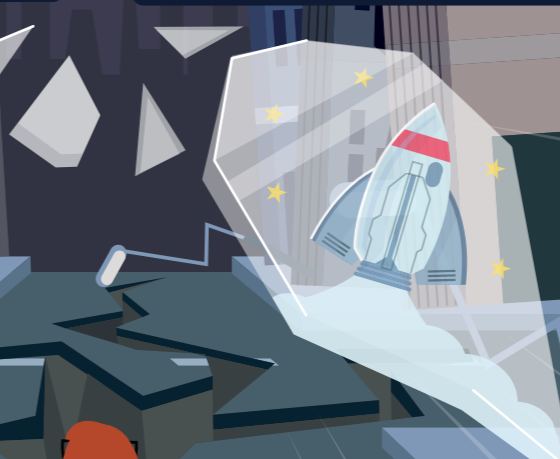
B. An old, dilapidated mansion.



C. A towering castle, made of ice.



D. A hovering metal spaceship.



4. Suddenly, you hear a growl. Swinging around, you find:

A. A rabid dog, frothing at the mouth.



B. An empty-eyed zombie, staggering towards you.



C. A fierce dragon, smoke rising from its muzzle.

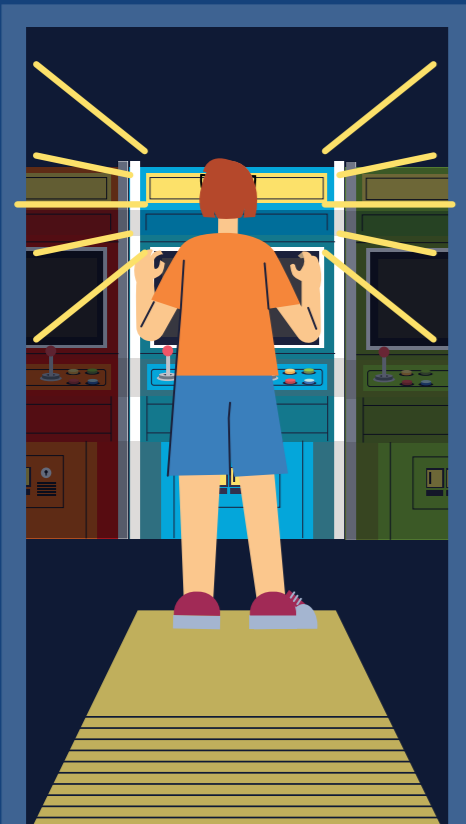


D. A mutated beast that looks like a cross between a tiger and a lizard.



**GROWL!!!**

EXIT



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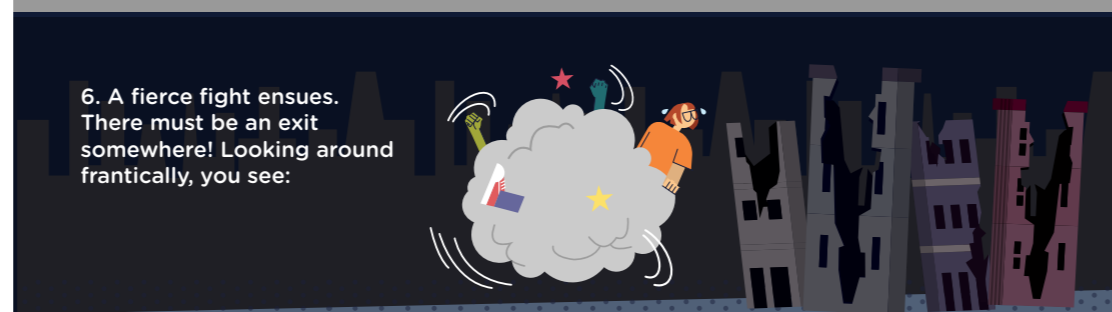
5. Panicking, you rummage through your pockets; surely in this video game you must be equipped with something that can help. At last, you manage to find:



### INVENTORY

<p>A. A battered boomerang.</p>	<p>B. A piece of torn parchment, with half of an incantation scrawled on it.</p>	<p>C. An old oil lamp, with a tag that says, "rub me for wishes".</p>	<p>D. A shiny pen, which at the click of a button shoots out an infrared laser.</p>

6. A fierce fight ensues. There must be an exit somewhere! Looking around frantically, you see:



<p>A. A giant, neon-green EXIT sign on top of a nondescript building door.</p>	<p>B. An old mirror lying on the ground, with something familiar staring out at you.</p>	<p>C. Mist descending, forming a swirling pool in the ground you can step into.</p>	<p>D. An open wormhole where you see yourself moments before finding the game.</p>

Trusting your instincts, you rush forward and find yourself back in front of the arcade game. The word "CONTINUE?" flashes on the screen. Digging through your pockets, you find another dollar. You smile. Let the game begin.



### RESULTS

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Keeping it real! Curious and compassionate, you prefer stories that tackle social issues and delve into the lives of people around us.



#### Kelly and the Krumps

Kelly Mao has got quite the headache: her tiger mum is threatening to ground her, her tuition timetable barely gives her time to eat, and she suspects her twin brother is up to something. On top of everything, the PSLE is looming!

Author: Ken Kwek  
Call No.: Y SING KWE  
Publisher: Epigram Books, 2019

When the pressure gets too intense, Kelly decides to secretly join a dance crew called the Krumps, but slowly she gets entangled in her brother's troubles with an evil genius named Fang Boy.

From: [epigrambookshop.sg](http://epigrambookshop.sg)

#### Mostly Bs: Horror/Thriller

Nerves of steel – that is how some of your friends might describe you. You are drawn to dark and suspenseful stories, where odds and stakes are high for the characters within.



#### Where the Woods End

Kestrel, a young huntress, lives in a seemingly endless forest crawling with dangerous beasts. But the most dangerous beasts of all are the Grabbers—beings that are born when you are and stalk you throughout your life, waiting for the perfect moment to snatch and eat you. Kestrel has been tasked by her mother, a powerful and controlling spell-caster, to hunt down the Grabbers in an effort to protect their village in the forest. But her own Grabber is creeping ever closer, and nothing in this forest is what it seems... including her mother's true motivations.

Author: Charlotte Salter  
Call No.: Y SAL  
Publisher: Dial Books for Young Readers, 2018

For the full synopsis, visit: [penguinrandomhouse.com](http://penguinrandomhouse.com)

#### Mostly Cs: Fantasy

Magic, myth, mystery... you like them all! Artistic and imaginative, you find magic even in the most mundane situations.



#### Charlie Hernández & the League of Shadows

Charlie Hernández has always been proud of his Latin American heritage. He loves the culture, the art, and especially the myths. But when Charlie begins to experience freaky bodily manifestations—ones all too similar to those described by his grandma in his favorite legend—he is suddenly swept up in a world where the mythical beings he's spent his entire life hearing about seem to be walking straight out of the pages of Hispanic folklore and into his life. And even stranger, they seem to know more about him than he knows about himself.

Author: Ryan Calejo  
Call No.: Y CAL  
Publisher: Aladdin, 2018

For the full synopsis, visit: [simonandschuster.com](http://simonandschuster.com)

#### Mostly Ds: Sci-Fi

You have a taste for science and technology, and believe most of the world can be explained through logic and observation. You enjoy reading futuristic stories that stretch the limits of human imagination.



#### Last Pick. 1

Three years ago, aliens invaded Earth and abducted everyone they deemed useful. The only ones spared were those too young, too old, or too "disabled" to be of value. Living on Earth under the aliens' harsh authoritarian rule, humanity's rejects do their best to survive.

Author: Jason Walz  
Call No.: Y 741.5973 WAL -[CMX]  
Publisher: First Second, 2018

From: [jasonwalz.com](http://jasonwalz.com)

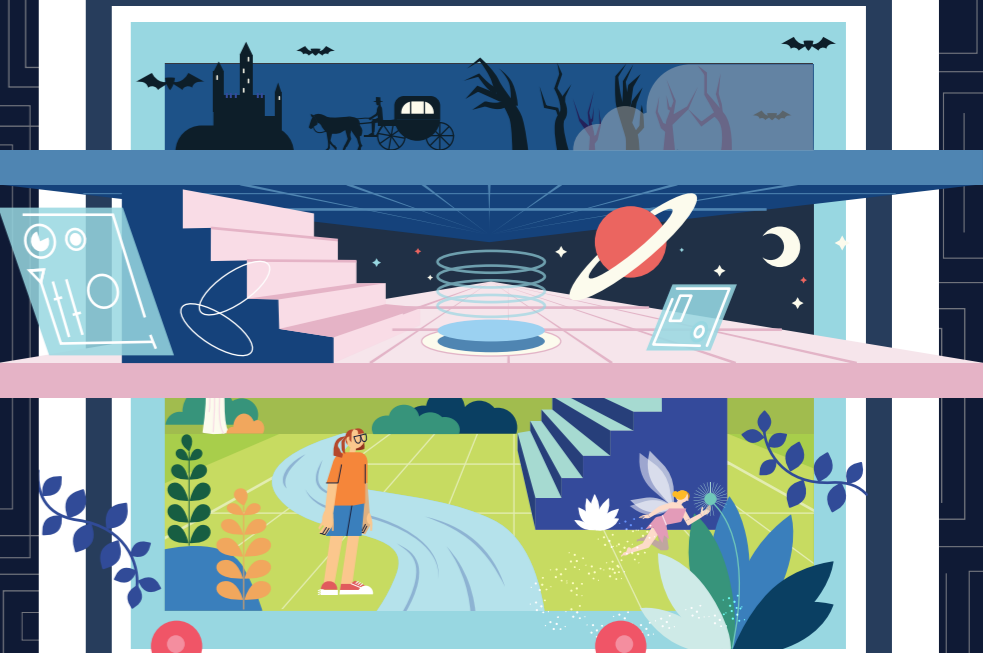


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