

PICK YOUR PATH. BEAT THE GAME. BE THE HERO.

ESCAPE

← FROM A →

VIDEO GAME

THE SECRET OF PHANTOM ISLAND

PREVIEW



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The Adventure Begins

CLOSE YOUR EYES and picture the greatest video game experience of your life. Maybe it came from a twist that turned your world upside down. Maybe a particularly beautiful level transported you somewhere you could never imagine on your own. Maybe you're thinking of a sequence so intense that it caused a full-body sweat.

Got that moment? Good. Now, open your eyes and understand this: that game is a pile of wet garbage compared to the wonder of *Cooper Hawke and the Secret of Phantom Island*.

Cooper Hawke and the Secret of Phantom Island could be the greatest video game in the history of video games. It's the third and final entry in the *Cooper Hawke* series, a series that has to date inspired seven professional video game journalists to weep actual tears of joy during their review.

What makes Cooper Hawke so great? First, he's a treasure hunter, which is such a cool job that it only exists in video games and cable TV. Also, Hawke pulls off feats like surfing on crocodiles, diving into erupting volcanoes, and defeating ancient forces of evil without breaking a sweat. Finally, and perhaps most importantly, his signature weapon is a grenade launcher.

Now, listen. Should a treasure hunter consider a signature weapon that's less likely to explode the very treasure he's hunting? Should he rethink even having a signature weapon in the first place, since treasure isn't known for fighting back? Should you stop asking lame questions? Grenade launchers are awesome, Cooper Hawke is awesome, and you'd probably be a lot more awesome yourself if you took a few minutes to chill out and launch some 'nades.

A perfect hero needs a perfect villain, and Cooper Hawke could not ask for a nastier nemesis than Declan Redgrave. In the previous game, Redgrave kidnapped Hawke's mom, stole his dog, and blew up his treasure collection with Hawke's own grenade launcher. And that was just in the first five minutes. *The Secret of Phantom Island* promises the final showdown between Hawke and Redgrave. There are rumors that the world's most advanced artificial intelligence engine is powering Redgrave for this game, so you know the confrontation is going to be intense. Think you're up for the challenge?

Unfortunately, you'll never find out. Neither will anyone else. That's because *Cooper Hawke and the Secret of Phantom Island* was being developed by Bionosoft, a video game company that got shut down by the U.S. government a month before the game's release because the CEO committed high crimes and misdemeanors. "High crimes and misdemeanors" is a boring lawyer phrase that usually refers to boring crimes such as "dereliction of duty." Not this time. This time, it means "trapping people in video games."

Bionosoft figured out how to put real people into real video games. There are about 10 million sweet things you can do with that discovery (over a million of which involve grenade launchers). Bionosoft didn't do any of them. Instead, they immediately hatched a plot that would doom the entire human race. Just before the company could launch their plan, they were stopped by a pair of 12-year-olds named Jesse Rigsby and Eric Conrad. Everyone was super grateful to Jesse and Eric for saving them, but also like 2 percent mad that this meant they'd never get to experience *Cooper Hawke and the Secret of Phantom Island* for themselves. (As *Game Guru* magazine put it, "Our tears of joy have turned to tears of anguish.")



It's been 11 months since the collapse of Bionosoft. In those 11 months, 1.2 billion new pictures of cute dogs have been uploaded to the internet. The world has been doing its very best to keep up with all those doggos, which hasn't left time for much else, especially remembering events that happened 11 whole months ago. As a result, almost everyone has already forgotten about *Cooper Hawke and the Secret of Phantom Island*.

You'd forgotten the game yourself until you spotted this book on the shelf two minutes ago. The title and cover both intrigued you, but what interested you more was the faint humming sound you heard.

Hmmmmmmmmmmmmmmmm.

When you pulled the book off the shelf, the humming grew louder.

HMMMMMMMMMMMMMM.

And now, while you're reading this, the humming is even louder still.

HMMMMMMMMMMMMMM.

Books don't usually hum, do they? That's because they don't contain the kind of technology this one does. You see, this book can finally bring you *Cooper Hawke and the Secret of Phantom Island*.

Really? How? Wait, what?! Don't worry about any of that. You've got 10 seconds to decide what to do.

10 . . . 9 . . . 8 . . .

SELECT

5

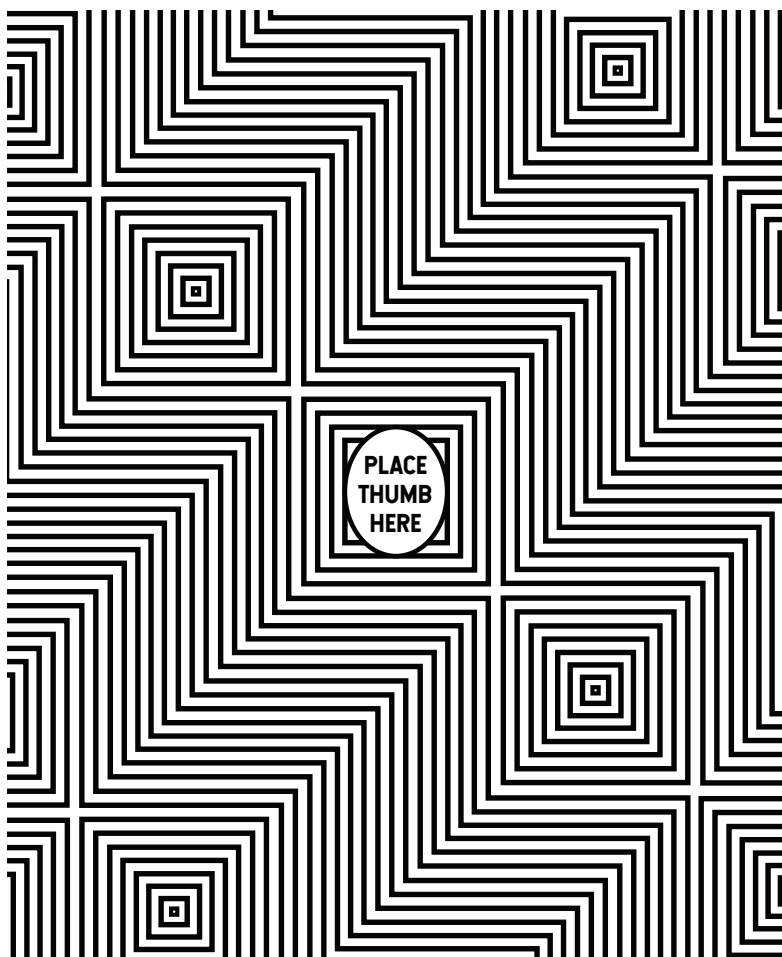
Let's do it!

13

No way, weird book!

HOW TO PLAY *Cooper Hawke and the Secret of Phantom Island:*

1. Place your finger in the space below.
2. Stare at your fingernail.
3. You should notice the lines around your finger start to move. The technology is working. Continue staring for 10 seconds.
4. Close your eyes and take a deep breath.
5. Turn the page.



NNNNRR00000000000000M!

You feel something hard and plastic in your hand. It's a controller, just not a video game one. It's an airplane control wheel. This is unfortunate for a few reasons:

1. You don't know how to fly a plane.
2. This particular plane is burping black smoke and zooming toward the ground at 400 mph.

You realize too late that this book's introduction left out a small, yet (some might argue) important detail. It didn't bring you *Cooper Hawke and the Secret of Phantom Island*, it brought you *INSIDE Cooper Hawke and the Secret of Phantom Island*. You panic and yank on the control wheel. It flops in your hand.

"AHHH!" you scream.

Nnnr000000000000 . . .

"AHHHHHHHHHHH!"

OoooooO000000 . . .

"AHHHHHHHHHHHHHH . . ." (deep breath) ". . . AHHHHH-HHHHHHHHHHHHHHH!"

On the third scream, something weird happens. The plane vibrates for a moment, then shatters into a million tiny pieces. You're still holding the control wheel, but now you're in a brightly lit cube of a room where each wall is composed of countless tiny mirrors. You're so shocked by this development that you stop mid-scream. Then, just as quickly as the plane blew apart, it reassembles itself.

Nnnnr000000O000000M!

Wait, what was—are you in some sort of government experiment?! This is officially nightmare territory. “Weird book!” you yell. “I changed my mind! I wanna be done now!”

In response, two items lying on the copilot seat start glowing: Cooper Hawke’s signature grenade launcher and a folded wingsuit. Which do you use?

SELECT

10 Grenade launcher.

8 Wingsuit.

YOU UNFOLD ONE of those squirrel suits that people use to glide off of mountains in energy drink commercials. Once you put it on, you make the unfortunate discovery that it was made for Cooper Hawke's body, and you do not have Cooper Hawke's body. Not even close. You look like a toddler playing dress-up.

You stumble to the back of the plane and bang your shoulder into a mangled door. It flies off its hinges, and you're suddenly faced with a 20,000-foot fall. Gulp. You remind yourself that this is just a video game, then spread your arms and jump.

Flapflapflapflap.

This does not feel like a cool commercial. You're flopping and flapping like crazy, which only seems to make you fall faster. Finally, you grab the wings and yank them up like they're a pair of hand-me-downs.

Flapflap-whoooooosh!

You level out, take a breath, then search for your plane. There it is. Looks like someone had been using it for target practice. You watch the plane hit the ground and explode, then you look down and get a surprise.

Someone is driving a convertible below you and waving wildly. Who is that? The driver looks up, and you recognize her as Landra Lovato, Cooper's former treasure-hunting rival and current love interest. She seems to be motioning for you to glide into her back seat. Seriously? You're lucky that you figured out this wingsuit enough to avoid crashing on your face, and now you're supposed to steer? You grip the wings harder and do your best to follow the car along the winding road.

When you get close enough to hear Landra, she shouts, "Nice job, Coop! Now, bring it in!"

Her voice sounds a little different than you remember from previous games. They must have hired a new voice actor. You tuck your head and drift down. Your landing's not as smooth as the one Cooper Hawke would have pulled off—you kick Landra in the head—but you make it.

“Sorry!” you say. “I didn’t mean . . .”

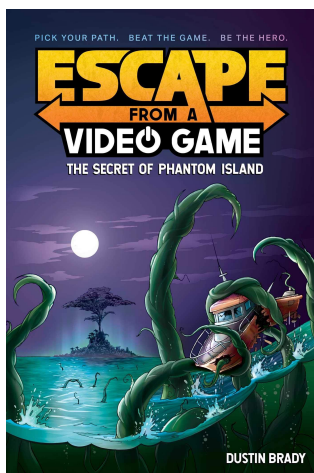
You stop when Landra turns around. She’s grinning creepily. Then, she grabs her hair and pulls. It’s a mask.

“Surprised?” It’s Declan Redgrave. Before you can throw a punch, he shoots you with a tiny gun. Something stings your neck. You wobble for a second, then everything turns black.

! ACHIEVEMENT UNLOCKED

TERRIBLE RED BULL COMMERCIAL

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HAWKE'S GRENADE LAUNCHER hasn't failed him yet. You pick it up, and a piece of the gnarled metal behind you starts glowing. Wait, does the game actually want you to shoot a grenade inside your own plane? And this is somehow supposed to make things better? The spot glows brighter. You take a deep breath and squeeze the trigger.

THUNK! BOOM!

The grenade gets lodged in the twisted metal and explodes. Congratulations, you've just blown a giant hole in your plane. Your survival instincts are top-notch. The hole starts sucking everything out, including the wingsuit.

"NOW WHAT?!" you scream.

You hear a creak, then the back half of the plane blows completely off.

"AHHHHHHHHH!"

Thwipthwipthwipthwip!

You look down. A blue tarp underneath your seat is trying to escape. It must be important because it's glowing. You desperately start fishing it out, but then—*thwiiiiiiip!*—the wind catches it, and it flies out of your hand. Before it can escape the plane, however, one of its metal grommets snags a hook. Now, it's trailing your plane like a streamer. Another hook behind the copilot's chair starts glowing, and suddenly, the video game's dumb plan clicks together. You're supposed to climb up there, snag the tarp, then hook it to the other side of the plane to create a giant parachute.

Seriously? Even for a video game, this is unrealistic. You wrap your legs around the pilot's seat, wrangle the tarp, and connect it to the other hook.

WHOOSH!

The tarp inflates into a parachute. You slow down, but not nearly enough. Your radio crackles. “Coop! What’s going on?!”

You recognize the voice as Landra Lovato, Cooper’s former treasure-hunting rival and current love interest. You grab the radio without considering how silly it is that seven-eighths of the airplane is gone, but the radio still works perfectly. “AHHHH-HHHH!”

“Redgrave’s men must have shot you down! Do you still have those rafts?”

“WHAT ARE YOU TALKING ABOUT?!”

A compartment above the pilot’s seat starts glowing. You open it, and uninflated life rafts start flying in your face. “HEY! HEY!”

You get knocked off your seat and find yourself briefly weightless. Then—*WOOMF!* You hit the tarp. You’re now looking 20 feet down into the cockpit, surrounded by emergency life rafts. You pull a tab on the closest one. *FOOMP!* It inflates. You roll over to the next raft and pull the tab. *FOOMP!* Then the next raft. *FOOMP!* You glance down. The ground is coming up fast. You start moving in hyperspeed. *FOOMP! FOOMP! FOOMP!*

CRASH!

The crash is much more realistic than you’d like. The pile of rafts acts as a giant airbag, but you still hurt all over. “Hellllllp,” you moan.

“Hmmmhmmmmhmmmmhmmmm.”

Oh no. You've heard that evil chuckle before. You scramble out of the wreckage as fast as you can, but as soon as you emerge, something stings your neck. You pull out a small blow dart. Then you feel woozy. "Wharsh dish?" Your mouth doesn't work. "Barblarbdarb." The world starts going hazy, then snaps back for one second when a face pops into view.

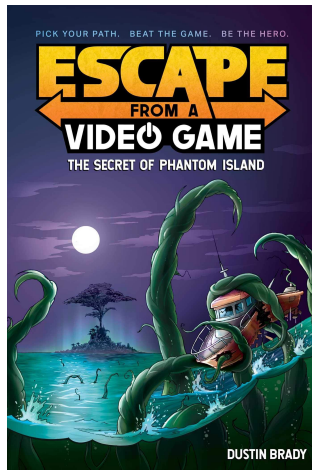
"Nasty fall."

It's Declan Redgrave. You try to throw a punch but can't even move your arm. That's the last thing you remember before passing out.

! ACHIEVEMENT UNLOCKED

TOP-NOTCH SURVIVAL INSTINCTS

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WOW, YOU'VE ALREADY reached the end of this book. What a journey, huh? Here's some help with your book report:

“Escape from a Video Game: The Secret of Phantom Island felt like it was over before it began. It was both short and sweet. There were some funny parts at the beginning, but then it got a little weird. I think the book started humming at me. I would recommend this story to people who hate adventure.”

! ACHIEVEMENT UNLOCKED

WORLD'S EASIEST BOOK REPORT

RETURN TO CHECKPOINT ON P. 4