



3.5 HINDU SHUFFLE

By Paul McGrath

You shake off the queasiness that comes with the time jump and keep running towards Old Arts. By the time you get to the clocktower, break down the door and climb the stairs, the Terminator has already taken two shots with his future sniper rifle.

“You!” you shout, facing your foe.

The Terminator smiles. It’s a creepy smile.

“Top of a clocktower,” he says, “seems like a pretty good place for a showdown in a time-travel adventure.”

“I couldn’t agree more,” you say. You run at him and throw a punch. As it turns out, punching robots hurts. The Terminator punches you back. His attack is significantly more effective. You fall to the ground. Thoughts of your friends fill your head and fill you with rage. Also, for some reason, thoughts of a strange-looking tower. You stand up, let out a bellow, and tackle the Terminator off the edge of the clocktower. You start to fall.

“Aaaaargh,” you yell. The Terminator says nothing. The Device starts to shake. You hope it saves you.

