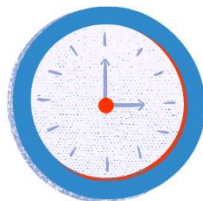
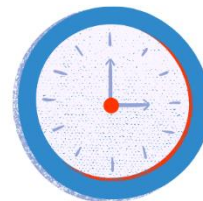




**DECISION
TIME!**



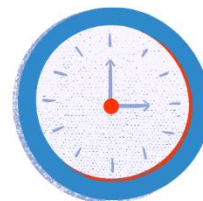
**DECISION
TIME!**



**DECISION
TIME!**



**DECISION
TIME!**



You are taking a ride in your new car. You are stopped by a policeman. He tells you that you have exceeded the permitted speed limit.

You try to convince him that this is not the case



You tell the truth, and you will still get a fine of



You compare yourself with him and manage to resolve



They offer you a new job in a new city. What do you do?

You leave with no regrets



You thank them for the proposal, but decide not to accept



You reflect on the proposal and decide to leave



You are on holiday in a tourist village. You are offered an activity: parachute jumping. What do you do?

Accept immediately, without thinking twice



You do not want to do it because you are afraid of heights



You do not want to do it but then you convince yourself



You are playing a TV game. You have a good amount of money and have come to the last question. If you answer the new question correctly, you double your money. But if you make a mistake, you lose everything. What do you do?

You decide to answer the last question



You cannot decide without living the experience

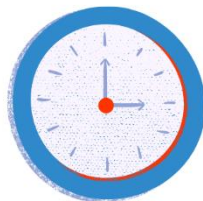


You give up and keep what you have

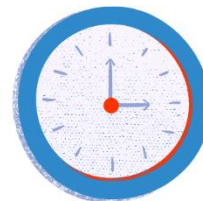




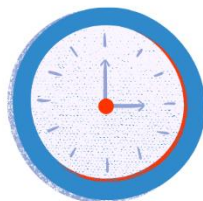
**DECISION
TIME!**



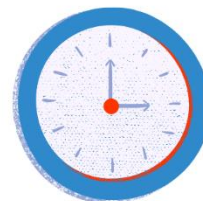
**DECISION
TIME!**



**DECISION
TIME!**



**DECISION
TIME!**



You are on your way home after shopping. You see on the side of the road a fox that looks dead. What do you do?

You think about taking it. But then you decide to leave it there



You realize that the fox is not dead, but it is wounded



You pretend nothing has happened and continue on your way



The Prince asked you to build a monastery. You cannot do it because you have been the victim of a spell. Every time you lay 10 bricks the wall collapses. What do you do?

You ask for help in undoing the spell and finish the work



You have already tried to get rid of the spell, so forget about



You find a way to remove the spell on your own



They propose for you to embark on a spaceship to go and discover new worlds:

You accept, even if you know it is a dangerous journey



You refuse, you are afraid of the future and of not being able to return



Get on the spaceship hoping to reach a new planet where you can settle



You have discovered that two brothers live locked up in an attic and never go out. They need help. What do you do?

You knock on their door and try to understand the situation



You look for someone who can take care of them

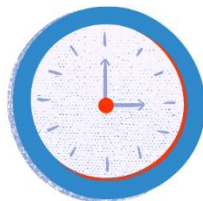


Everyone lives as they want and if they needed, they would ask for help

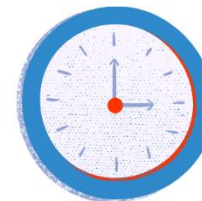




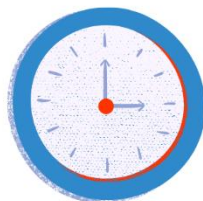
**DECISION
TIME!**



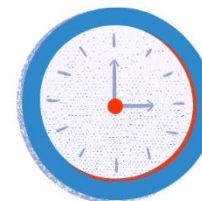
**DECISION
TIME!**



**DECISION
TIME!**



**DECISION
TIME!**



You are building the house of your dreams. Where you will live with your family and you will raise your children:

You realize you have no money left. You decide to make it smaller



You spend all the money to build a big house



You borrow money from your friends to get your dream home



You wake up and decide to go for a swim in the lake with your sweetheart. Once you arrive, you both enter the water. Suddenly you hear a very loud noise, and a giant wave comes towards you:

You ask for help and try to save your sweetheart from the monster



You try to get out of the water so as not to be bitten by the lake monster



You ignore it and keep swimming. You are not afraid of the monster



You invented a very powerful potion. If you drink it, you become very bad half of the day and the other half the best person in the world:

You drink the potion, running the risk of being bad and good for life



You destroy the potion, returning to a normal life



You drink the potion hoping that you will be able to create the antidote



You are escaping from prison. You meet a treasure hunter. He offers you to share a new adventure and bringing someone with you. Who would you choose to share this adventure with?

With nobody



With people you trust but may not always agree with

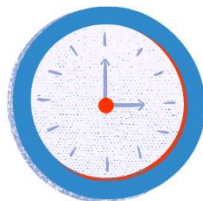


Only with those who always agree with you

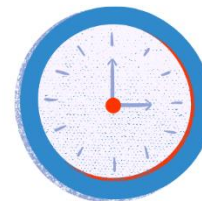




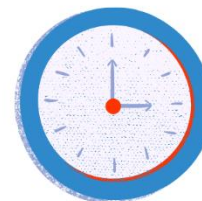
**DECISION
TIME!**



**DECISION
TIME!**



**DECISION
TIME!**



An old woman who lives in the woods needs mushrooms. She asks for your help and prepares a reward. You only know one variety of mushrooms well. What do you do?

You do what you know how to do



You ask to people with experience



You try to make yourself an expert



A coffee thief robbed a store in a warehouse. You think you understand who he is. What do you do?

You run to get him



You report him to the authorities



You are not sure; it is better to give up



You are the victim of a spell. You see a bowl and believe it to be a magical helmet:

You are convinced that it will allow you to turn everything you touch into gold



You are convinced that it gives you the gift of invisibility



You are convinced that it will make you meet your afterlife love



