

THE AMAZING CHOICE ADVENTURE!

loosely based on THE AMAZING YES-NO ADVENTURE!

This is a choose-your-own-adventure story (stories?). Just read the first question, pick an option, and go to the specified. Repeat the process until you get to a number with no more options. There are a total of 129 endings.

1. Would you like to start out with skills or gold?

Skills (2) Gold (3)

2. Are you happy?

Yes (4) No (5)

3. Would you like to be a thief or a noble?

Thief (6) Noble (7)

4. One day, a rampaging monster enters your small village. Do you try to drive it out?

Yes (8) No (9)

5. Do you leave home?

Yes (10) No (11)

6. Where do you "work"?

I travel (12) North (13) South (14)

7. Are you restless?

Yes (15) No (16)

8. What weapon do you use?

Plow (17) Shovel (18) Butter knife (19) Rusty sword (20) Poisonous spiked gloves (21)

9. You and your town are decimated.

10. Where do you go?

North (22) South (23)

11. Seeking adventure, you decide to become a rip-roarin' cowboy, full of high spirits and rugged individualism. The cowboy life is the life for you!

12. Where are you going now?

North (24) South (25)

13. Do you "work" in Oscher or on the roads?

Oscher (26) Roads (27) Both (28)

14. Do you trade with the sailors?

Yes (29) No (30)

15. You ask your father about quests. He tells you to practice fighting first. Do you?

Yes (31) No (32)

16. Your father tells you to get married. Do you?

Yes (33) No (34)

17. The monster decides you are amusing and brings you home as a pet. Do you try to escape?

Yes (35) No (36)

18. It's so embarrassing you want to dig a hole to the center of the earth and jump in. Remember, your weapon was a shovel. . . .

19. You throw the knife in its single eye and it dies. Do you leave to seek adventure?

Yes (37) No (38)

20. Its scales are as hard as stone. You run away. Which way do you run?

North (39) South (40)

21. You put them on inside out. They stab you with their poisoned spikes.

22. You arrive at Oscher. What do you do?

Apply for the army (41) Go see a friend (42) Work in the mines (43)

23. You die in a flash flood.

24. To Oscher?

Yes (44) Yes, the mines (45) No, the roads (46)

25. Do you have friends there?

Yes (47) No (48)

26. What part of the city do you "work" in?

Mines (49) Army (50) Streets (51)

27. You find a beautiful damsel. What do you do with her?

Marry her (52) Kill her (53) Enslave her (54) Set her free (55)

28. Police find you counting your hoard. You are hanged.

29. When you try to honestly trade with them, they chain you to the ship's oars and order you to row.
Do you?

Yes (56) No (57)

30. Do you steal from the farmers?

Yes (58) No (59)

31. You become the best fighter in the country. Do you go on a quest?

Yes (60) No, I languish and eat grapes (61) No, I practice more (62)

32. A quest comes up to you, says, "Hi!", and leaves you to wander in bewilderment for many days.

33. You live happily ever after.

34. He disowns you. Do you stay or leave?

Stay (63) Leave to north (64) Leave to south (65)

35. Do you try to defeat it or sneak away?

Defeat it (66) Sneak away (67)

36. You're literally worked to the bone. And die.

37. Do you go north or south?

North (68) South (69)

38. Do you marry and settle down?

Yes (70) No (71)

39. You arrive at Oscher. Do you apply for the army?

Yes (72) No (73)

40. Do you enter the city?

Yes (74) No (75)

41. You work hard and become one of the king's favorites. He offers you his daughter's hand in marriage. What do you say?

"No, of course not, I'm a girl!" (76) "No thank you, Your Majesty" (77) "Of course, your majesty, I'd be delighted!" (78)

42. Your "friend" slits your throat and steals your money.

43. One day, you make a HUGE mistake. Whom do you blame?

Myself (79) My partner (80) "I plead the Fifth!" (81)

44. You meet your true love, but he/she hates your profession. Do you give it up for him/her?

Yes (82) No (83)

45. The mines aren't good for pocket-picking. Do you get an honest job instead?
Yes (84) No (85)
46. You retire and live happily in your gluttony.
47. You work together and amass a great amount of money. Do you stay or leave?
Stay (86) Leave (87)
48. You become a beggar instead. What is your begging style?
Pitiful (88) Threatening (89) Depends on the giver (90)
49. On a meager but steady income, you save a large amount of money. What do you buy?
Nothing (91) A racing chariot (92) A mansion (93) A library card (94) A restaurant (95) A duchy (96)
50. Despite your secrecy, you are discovered and brought before a pool of alligators. Then you are pushed.
51. You amass a large gang and even pioneer the practice of launching victims in catapults. Do you betray your loyal followers to live in the height of luxury?
Yes (97) No (98)
52. Your band of loyal outlaws deserts you and you starve to death.
53. You get some gold but are haunted all your life and eventually die of guilt.
54. She is your slave alone and is devoted to you, as far as a slave can be. Do you try to get more slaves?
Yes (99) No (100)
55. She gives you some gold in gratitude and promises to come back with a duchy if you don't follow her. Do you follow her?
Yes (101) No (102)
56. You drown in a storm.
57. You are hung in a cage far above the ground without any nourishment.
58. What do you steal?
Food (103) A pig (104) A chicken (105) Gold (106) A child (107) The farmer (108)
59. You fall down a bottomless pit.
60. Your enemy is from a different country.
61. You live in comfort all your short life, but die of obesity. It's not pretty.
62. You are the best fighter in the world. Do you go on a quest?
Yes (109) No (110)
63. You are forced to work in the scullery. Do you seek revenge on your father?
Yes (111) No (112)
64. You arrive at Oscher. Do you join the army?
Yes (113) No (114)
65. You arrive at a fork in the road. Which way do you go?
Right (115) Left (116)
66. Which weapon do you use?
Kitchen knife (117) Poison from the black market (118) Giant bouncy ball (119)
67. Which route do you use?
Over the wall (120) Under the ground (121) Through the drainage system (122)
68. You arrive at Oscher. Do you apply for the army?
Yes (123) No (124)
69. Do you go to the ports to become a sailor?

Yes (125) No (126)

70. You live happily ever after. Why, you ask? How should I know? I'm only the omniscient, not to mention omnipotent, Creator!

71. You die of cancer.

72. You become a bait (lowest class) and die on your first mission, as baits often do.

73. Do you work in the mines?

Yes (127) No (128)

74. Do you become a tavern owner?

Yes (129) No (130)

75. Do you become a farmer?

Yes (131) No (132)

76. He sees his mistake and instead gives you one million gold. What do you buy?

A kingdom (133) A mansion (134) The Library of the Monarch (135) A zoo (136) Many slaves(137)

77. You are executed for insolence. In a guillotine.

78. You inherit the kingdom and live happily ever after.

79. You are demoted to a cook. Do you try your best to fulfill your duties?

Yes (138) No (139)

80. Your lungs are stuffed with coal dust as punishment for lying.

81. You live in a monarchy without a Bill of Rights. The punishment for referring to democracy in any non-negative way is being burned alive.

82. You marry and live a long, perfect life. And get lots of money, of course.

83. You die of regret, despite being very rich.

84. It turns out you have all the required qualifications for a CEO. You live happily all your life.

85. You die penniless.

86. Your "friends" throw you to the birds (literally, skyscrapers exist by now) and take all your possessions.

87. You steal all of the gold from your friends and make your escape. Where do you go?

Oscher (140) The southern lands (141) The swamps (142)

88. You amass a small amount of money. What do you do with it?

Buy a weapon (143) Buy a dwelling (144) Invest it in the bank (145)

89. You amass a small amount of money and decide you need a weapon to improve your threatening appearance. Which do you buy?

Dagger (146) Staff (147) Butter knife (148)

90. You amass a small hoard of money. What do you do with it?

Buy a weapon (149) Buy a dwelling (150) Buy a slave (151) Invest it in the bank (152)

91. Do you invest it in the bank?

Yes, Oscher 1st Credit Union (153) Yes, Bank of Oscher (154) No (155)

92. Do you race with it?

Yes (156) No (157)

93. Do you try to resell the mansion?

Yes (158) No (159)

94. Which library?

The King's Kingdom-wide Library (160) Oscher City Library (161)

95. It fails and your angry customers stone you.

96. Do you manage it?

No, my friend does (162) No, my pet will, after I buy one (163) Yes (164)

97. You live a happy, comfortable life and “employ” any attackers as slaves.

98. The police find you and put you in jail on life sentence.

99. The punishment for all crimes in your band of outlaws is now becoming your slave. You also steal slaves instead of setting them free. Do you set up a slave market?

Yes (165) No (166)

100. Your band of outlaws is angry because they want slaves too. They bury you alive.

101. She orders some soldiers at her castle to kill any followers. Your head is cut off.

102. She comes back with a coupon to give to the king. Do you try it?

Yes (167) No (168)

103. It runs out quickly and, forced to forage for food, you enter the swamp and are eaten by an alligator.

104. You start a pig farm but die from the smell.

105. You start a chicken farm and live a simple but happy life.

106. What do you buy with it?

A weapon (169) A dwelling (170) Socks (171)

107. Do you raise the child as a slave or as your own?

Slave (172) My own (173)

108. He beats you with the shovel and you die.

109. You are electrocuted by Martians.

110. What job do you get instead?

Teacher (174) Accountant (175) Merchant (176) Criminal (34)

111. How do you go about it?

Kill him (177) Severely injure him (178) Embarrass him (179)

112. You live a normal servant's life and eventually die of cancer.

113. You are only fit for target practice. But, you know, at least it pays well. . . .

114. You are mugged by a gang that is fooled by your rich clothes. When they find that your pockets are empty, they load you into a catapult and launch you into the nearest building. Ow.

115. You arrive in the swamps. Some swampeople ambush you. Do you give them everything you have?

Yes (180) No (181)

116. You arrive in the outlying farms. Do you go on or stay?

Go on (182) Stay (183)

117. There is no kitchen, and you wander through the endless labyrinth of rooms forever. . . .

118. It dies and you become ruler of its lands and live happily ever after.

119. You throw the ball at its head. It turns around and throws it back at you. You die.

120. It is covered with VERY thorny roses, and you bleed to death.

121. A giant mole eats you! Aah!

...

Okay, on to more serious matters. Would you like to reincarnate?

Yes (184) No (189)

122. You see the light at the end of the tunnel and run towards it! ...but it turns out there's a mesh there. Oh well, the light was oddly colored anyway.

123. You get quite a collection of butter knives and become a hero of legend. You live forever – only in spirit, of course.

124. You trip and hit your head on a rock.
125. The other sailors use you as cannon fodder.
126. Do you become a farm hand?
Yes (186) No (187)
127. You fall down a mine shaft and die.
128. You turn into a dove and swoop off into the sunset. It turns out the sun is closer than it looks.
129. You make a very small amount of money and then choke on it. I know, it doesn't make any sense, but OH WELL.
130. Hail falls on your head and you die. All hail hail!
131. A cow eats you alive and you slowly digest in her four stomachs.
132. Your existence has, sadly, been terminated. We apologize for this mechanical error.
133. You rule well and live happily.
134. The mansion falls apart and buries you.
135. You live happily ever after with your thousands of books.
136. The butterflies mob you and carry you into the clouds. Then they collectively die.
137. They mutiny and make you their slave.
138. You become a world-famous chef and get everything you could ever want.
Yes (188) No (189)
139. You are made into hot dogs. They can talk.
140. Your friends kill you.
141. Your friends kill you.
142. The alligators kill you.
143. What do you buy?
Dagger (190) Staff (191) Butter knife (191)
144. What do you buy?
Grass hut (193) Adobe house (194) Shoebox (195)
145. Which bank?
Oscher 1st Credit Union (153) Bank of Oscher (154)
146. You are too threatening and don't receive any money. This causes you to be bored to death.
147. Someone steals it and deals you a deathblow to the head.
148. People give you so much money you are buried under it and die.
149. Which do you buy?
Dagger (198) Staff (199) Butter knife (200)
150. Which do you buy?
Grass hut (201) Adobe house (202) Shoebox (195)
151. The slave dealer mistakes you for the slave and you become your slave's slave.
152. Which bank?
Oscher 1st Credit Union (153) Bank of Oscher (154)
153. The bank breaks down and you lose all your money.
154. No such thing exists. You die.
155. You jump off a really high building. As in, 999,999,999,999,999,999,999,999,999,999.9 repeating miles high.
156. Which track do you race on first?
King's Track (196) Oscher Track (197) Nameless Southern City Track (203)
157. It falls into disrepair and begins to rust. When you go to check on it, the rust dust fills your lungs.

You die.

158. Which real estate agency do you use?

The Real King's Real Estate (204) Oscher Real Estate (205)

159. You live happily in the mansion until you die.

160. Do you go live in the library?

Yes (206) No (207)

161. It explodes while you're in it and you are instantly killed and shot out the roof and you are zooming in a sea of colorful books. . . . Forever. . . . And ever. . . . And ever. . . .

162. Your friend governs and you sit and stare until you die. Actually, you keep sitting and staring after that, too.

163. What pet do you buy?

Parrot (208) Dog (209) Monster (210) Rock (211)

164. What are the taxes?

0% (212) 5% (213) 100% (214)

165. Slave trade can only occur in carefully regulated situations. The epitaph on your tombstone is as follows:

Breaker of Rules sat on a wall.
Breaker of Rules was found out by all.
All the king's horses and all the king's men
will never put him together again.

166. You live happily ever after.

167. You get the dukedom, marry the random beautiful damsel you found, and live happily ever after.

168. A huge rock lands on your head. You're crushed. Tell me, for the sake of future generations - does it hurt?

169. Which weapon do you buy?

Purple lightsaber - 100 gold (215) Green lightsaber - 100 gold (215) Yellow lightsaber - 100 gold (215)

Red lightsaber - 100 gold (215) Pirpull litsabr - 100 gold (215) Geen litsabr - 100 gold (215) Layoe litsabr - 100 gold (215) Rde litsabr - 100 gold (215)

170. Which dwelling do you buy?

Grass basket - 100 gold (216) Grass basket - 100 gold (217) Grass basket - 100 gold (218)

171. What length do you buy?

Knee high - 10 gold (219) Shin high - 5 gold (220) Ankle high - 3 gold (221) Toe high - 1 gold (222)

172. The child escapes and brings back an army of farmers who pitchfork you to death. Is that even a verb? Well, no matter, as long as you die painfully.

173. The Good Fairy comes DOWN to you and brings you up to Fairyland, where you are assigned all Little Bunny Foo-Foo duties. Yay.

174. The children drive you insane.

175. The endless numbers drive you insane.

176. The horrible stock market drives you insane.

177. You spend your life plotting and then spend your death lying in a coffin.

178. You manage to cut all his limbs off, but they grow back again.

179. You succeed, so much so that he dies from humiliation. Your younger brother takes his place on the throne. As the old adage goes, "The king is dead! I can't wait till this one is dead too!"

180. Everything you have includes your head. They take it. By itself.

181. You must fight. What fighting technique do you use?

217. It burns.

218. It BOOMS!

219. They're too constraining.

220. They're too sacrilegious.

221. They're too uncomfortable.

222. They're too fictional.

223. You're suddenly dead. Oh no. How tragic.

224. You don't have much business since planes haven't been invented yet.

225. Well, *you're* a boring person!

Author's note (226)

226. There is no secret door. Listen closely: THERE IS NO SECRET DOOR. Repeat after me: I will never ever EVER open the secret door. Even if I find it, I WILL NOT OPEN IT NO MATTER WHAT!

...Of course, there isn't one.

Open the secret door (192)

227. You live a short, sad life.

Yes (225) No (213)