

NAME 1 : _____
 DEFENCE (__) SEX: M / F / T
 ATTACK (__) DOG: Y / N

HEALTH:	COINS:
MAX ()	

NAME 1 : _____
 DEFENCE (__) SEX: M / F / T
 ATTACK (__) DOG: Y / N

HEALTH:	COINS:
MAX ()	

ITEMS: [# (player) _____]

- | | | | |
|-------------------|-------------|---------------------|---------------------|
| 01() _____ | 12() _____ | 23() _____ | 34() _____ |
| 02() _____ | 13() _____ | 24() _____ | 35() *hp100% _____ |
| 03() _____ | 14() _____ | 25() _____ | 36() _____ |
| 04() _____ | 15() _____ | 26() _____ | 37() _____ |
| 05() _____ | 16() _____ | 27() _____ | 38() _____ |
| 06() _____ | 17() _____ | 28() _____ | 39() _____ |
| 07() *pg33 _____ | 18() _____ | 29() *hp100% _____ | 40() _____ |
| 08() _____ | 19() _____ | 30() _____ | 41() _____ |
| 09() _____ | 20() _____ | 31() _____ | 42() _____ |
| 10() _____ | 21() _____ | 32() _____ | 43() _____ |
| 11() _____ | 22() _____ | 33() _____ | 44() _____ |

WEAPONS:

- A () _____
 B () _____
 C () _____
 D () _____
 E () _____
 F () _____
 G () _____
 H () _____
 I () _____
 J () _____
 K () _____

ARMOUR:

- A () _____
 B () _____
 C () _____
 D () _____
 E () _____
 F () _____
 G () _____
 H () _____
 I () _____
 J () _____
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ATTACK ROLLS:

- | | | | | | |
|-------|-------|-------|-------|-------|-------|
| 14141 | 54116 | 12562 | 36164 | 64261 | 46353 |
| 24253 | 15361 | 16234 | 31353 | 45624 | 21544 |
| 41646 | 12153 | 56252 | 53511 | 53236 | 42154 |
| 61445 | 64545 | 34233 | 61661 | 66614 | 34436 |
| 41456 | 56422 | 43146 | 35436 | 62126 | 22316 |
| 41354 | 66514 | 34623 | 46156 | 16226 | 11522 |
| 11131 | 64412 | 64514 | 34542 | 26216 | 54636 |
| 43565 | 32435 | 32132 | 64563 | 64633 | 41456 |
| 31423 | 61143 | 62342 | 11441 | 14354 | 22233 |
| 64466 | 61334 | 23214 | 63345 | 53114 | 52365 |

RANDOM ENCOUNTERS: you may steal one coin from each unless marked * which you must fight - WANDERING SOUL: 24623

- | | | | |
|-------------|------------|----------|---------|
| Andrew | Glen | Mary | *Annie |
| Carl+ | Grace | Pat | *Audrey |
| Christopher | Hazel | Randy | *Harry+ |
| Colin | Jack | Stephen | *Joe |
| Dennis+ | Jacqueline | Ted+ | *Joyce |
| Ed | JHMickle | Thomas | *Len+ |
| Emryk | JWRoy | Virginia | |
| Erin | Lawrence+ | William | |
| Erle | Lorraine | | |
| Gavin/Greg | Lynn | | |

Requirements of the game:

- 1-4 players
- A pencil/eraser
- Printing out the 1 page of the **player sheet**
- Printed or electronic version of the **map** and **story file** (approximately 11 pages both sides- copy shops can do this in a few minutes for 2\$).
- Approximately 3-4 hours commitment (as desired)
- **[Optionally] POSTING YOUR PLAYER SHEET UPON FINDING CACHE**

HOW TO PLAY

This puzzle geocache is a **“Choose Your Own Adventure Story”** for up to 4 players whose purpose is to play the story as directed at Riverside Park, filling out your player sheet as you go and acquire the cache by choosing correctly. It involves a long walk exploring within Riverside Park and depending on your choices requiring about 3-4 hours (you may start or stop as time permits.)

To begin actual play, you will need a copy of the PLAYER SHEET, MAP and STORY, which is found at the links below. It is approximately 11 double side pages (8.5x11) in a pdf. I print mine out on both sides and use 3 staples at the left like a book, map on front cover player sheet on back (or player sheet with another player with a clip board). Or you can keep the STORY PDF on a device if the battery will last long enough and just carry the player sheet on paper.

You begin by printing the player sheet and filling in your chosen character names, chosen sex, whether you bring a dog, and assigning yourself a choice for your **“maximum health points (hp) + starting coins” that sum to 20. (eg. 17 hp + 3 coins = 20)**. You start with no armour and hand to hand combat for a weapon. If you find better ones, fill them in on the chart of whoever equips them. Likewise note who is holding any other found items in the ITEMS list, as things can be lost, stolen, or have secret powers.

The adventure requires no actual skill. All possible choices are scripted - you just have to choose from the available options. Sometimes poor choices will not lead to victory, or make it difficult to survive. After filling out your character sheet, you just begin the story at section 1 and choose which instructions you wish to follow turning to that section number and moving to that place on the map to use your imagination to interact with the real-life scenery.

If you find an item select someone to carry it and note it on the player sheet.

If you find yourself in **COMBAT** you win or lose by outlasting your opponent(s). Select one person per opponent to fight. (If opponents outnumber players assign extras to players simultaneously for fleeing purposes) The bottom of the Player Sheet has random groups of attack rolls you may select any starting point and then use them in sequence. Your opponents will have a defined group of combat numbers - compare each group of 5 numbers. If your individual numbers tie or are higher you wound the enemy. If theirs is higher you subtract 2 hp (health points) for each loss. After comparing a group of 5 you may flee (if allowed) at the cost of 2hp per fighter (unless armoured).

(eg: If you select to fight a RAT as a choice, the encounter will list the creature and his combat scores like this: **RAT: 24423 13326**. To fight the RAT, choose who in your party will fight. Choose YOUR combat values in sequence from the bottom of your player sheet groupings. IF your next combat values are 34621 43123. You choose the first group of 5 and compare to the rat's. Here 24423 vs 33621. In order: your 3 beats his 2 so he takes damage. His 4 beats your 3 so you take 2hp damage so far. Your 6 beats his 4. Your 2 ties his 2. Your 1 loses to his 3 which is 2hp more damage to you. So he damages you for a total of 4hp in the first round. The first round is over and you can FLEE or continue. If you flee he snipers you for another 2hp, but you don't have to continue combat. If you wish to press the attack, you compare the next set of 5 and so on until you OUTLAST each creature or become a ghost at 0hp. **Wearing armour allows you to flee at no cost after each round. A weapon item found raises any of your combat values to 3 if they are 1's or 2's.** This is much easier than it sounds once you do it.)

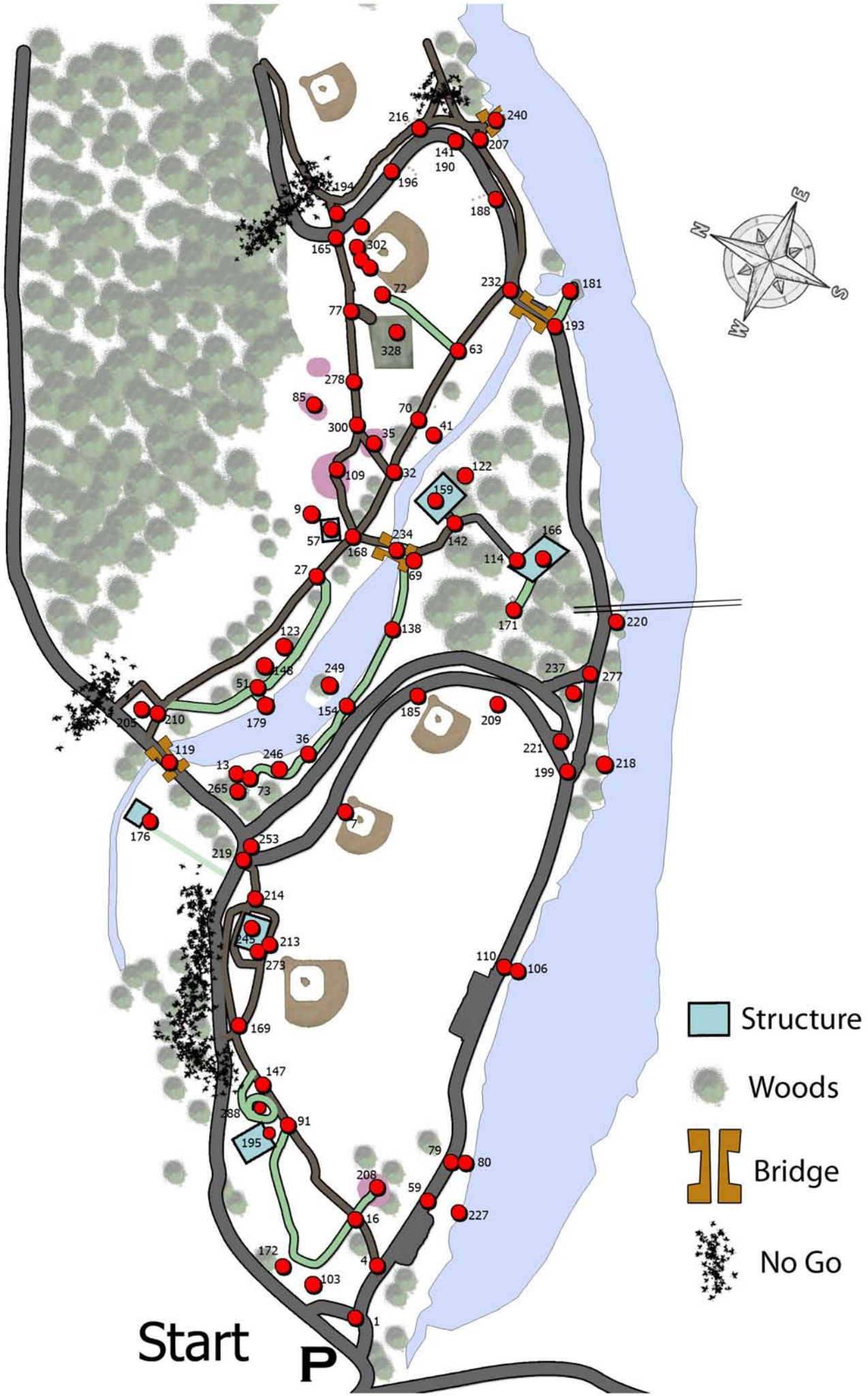
If a player reaches 0hp (zero health points) they become a GHOST. All inventory of the player remains on that spot until retrieved by living characters (note location). GHOSTS may not fight, talk, or carry items (except 1 coin). They may follow the living characters as observers or explore, but must flee any combat. Ghosts have specific uses in the game so don't lose hope.

The story contains optional "wandering encounters" located at certain memorial plaques and signs around the park. If you read one of the signs listed on the Player Sheet you must play the wandering encounter as instructed. The names on the plaques represent a wandering Soul. They either attack or may have a coin you can steal if you are greedy.

Items with an asterisk, on the player sheet may be used at any time outside of a combat comparison.(eg potion)

The map gives most of the major section locations if you get lost. Best is to make a choice, read the new section and walk to that area (it will describe what is there in real life) and then continue the story. You will have to imagine what the story says is there, but the descriptions should be enough to get the idea.

I have spent 2 years putting this together, and yes there are many pop culture references both obvious and hidden. I hope you enjoy it. I have made many paths to victory, so you should be able to have fun several times and still have a new adventure every time if you want to play again.



-  Structure
-  Woods
-  Bridge
-  No Go

Start P

1 You arrive with your party at a large stone and metal gate that says "RIVER STYX PARK". Upon long walls stand ghostly images of soldiers eyeing the inside of the park. Each side gate is guarded by some sort of soldier, and in the middle gate is a more fancy soldier pacing back and forth until he sees you. He stops and mutters under his breath, "What a sorry bunch!" , before continuing, "I will get right to the point. This is the land of the DEAD boys and girls, and it is my responsibility to keep it that way."

With Cerberus gone and his replacement misplaced, this damned water elemental has made a right mess of our nice clean purgatorial realm and all kinds of riff raff have set up shop. My boys have disrupted him for a few hours, but it is up to you sorry bunch to figure out a permanent solution and take it out! Once you pass these gates, you are not coming back until the job is done. Nothing will pass in or out, whatever you have on you right now is what you get. (Through gate **4**.)

2 The bouncer flaps a wrist and says, "We all are dear, we all are.", and winks as she ushers you inside. (Inside **260**.)

3 The chest is quite large and probably used to store sporting equipment. (Open chest **211**. Ignore **213**.)

4 In front of the gate, the path forks. The main path follows the river east, a lesser path is encumbered by a rock Northeast. (Examine rock **42** Take rock path **16**. Main river path **59**. Gate **1**.)

5 This space intentionally blank.

6 The SOUL MASTER is surprisingly spry for his age, and his CAT has very sharp claws.

SOUL MASTER: 24234 23423

CAT: 13363

If you win "[Obtained Item **29** "Healing Potion" (Exit to dam **119**.)

7 Another playing field. This one anchored by locked green box. (West **219**. East **185**. Investigate box **12**.)

8 When you grab the door it opens and the hut solidifies. (Enter **18**. Ignore **213**.)

9 Behind the building is a short yellow metal totem. It seems of little interest. (Do you have a dog **45**. Building **57**. Colourful Structures **109**.)

10 You indicate your mission to eradicate the water elemental, and ask if they know anyone that can help. They indicate they will be powerful allies. The two of them also make a list of others to recruit. Alice, the trees, the witches, the lady of the lake, and they hesitate, "What about James says Dorothy." But Tom glares at her "Nevermind." She replies. Tom

hands you a calling card from his jacket, and says they will arrive when needed. [Obtained Item **28** "Tom's Card"] (Exit **169**.)

11 There is a flourish of trumpets and Calvin waves his hand and says "Fine, then wake up and be gone!"(**95**.)

12 This large box on legs has the words "Pandora" scrawled across the front. It is solidly locked. (Smash the lock **30**. Back to path **7**.)

13 As you step into the circle, the skeletons perk up and attack The CORRUPTED GUARDIANS fight until destroyed.

GUARDIAN 1: 65335 26354 62545

GUARDIAN 2: 23522 53251 44465

GUARDIAN 3: 23341 24411

If you win you can help the tree. A transfusion is in order do you have Item#6? (Yes **265**. No, return to bridge Exit **69**)

14 You pound on the door and a grizzled old man holding a battle-worn cat answers "Wot ya want?" grumpily. (Inquire of platform **226**. Flee back to dam **119**. Attack man

6.)

15 She tells you this is a nightclub and refers you to the poster (Poster **255**. Exit **169**.)

16 Amongst some large trees you come to the site of some sort of Car Factory. On the opposite side is a grassy area with some stone ruins. To the north is a greenhouse. (Path North **91**. Path South **4**. Visit Factory **208**. Ruins West **103**.)

17 An oblong metal crate. Where you would normally find the chest keyhole you see an inverted bat with wings closed on hinges (Open wings **23**. Ignore **185**.)

18 The chamber inside is a tight squeeze. You see a medical dispenser, a command chair, and paper readout device, a sign on the door reads "occupied".(Use medical **20**. Sit in chair **267**. Examine paper **39**. Exit **213**.)

19 You eat the mushroom, and the Lady claps and says, "My king, use the sword wisely, in your quest to slay the Plague of the River. [Obtained

Weapon G "Excalibur"] (Back to path **59.**)

20 Your chosen teammate pushes the button and the dispenser squeezes out the last dollop of goo, rubbing it in. Healing to 100% hp. (Other options **18.**)

21 Look at them Hazel...thinkin they could convert US! Hmmp! Get out! (Attack **342.** Exit **277.**)

22 The chili falls to the floor where it begins to melt the floor the harvester loses **3hp.** (Other **293.**)

23 You carefully unfold the wings and the lid opens. You jump back as a large bat flies into the air above. (Attack **342.** Wait **43** Flee South **209.** Flee North **7.**)

24 Eventually the fluffy rain stops. (Trays **293.** Exit **195.**)

25 The person picking the chili begins to feel intense chemical heat spread throughout their body and their skin begins to blister (Drop chili **22.** Hold on **201.**)

26 Kevin watches you work and pays you for the cars you worked [**Obtained 3 coins per completion of tasks on page 50 (max 9 coins each) Obtained Item 32 "Heart"**](Quittin' time **16.**)

27 In sight of a green roofed building there is a minor path opposite an orange barn that leads along the shore behind a row of trees. The main path is East West. (Shore path **51.** East **168.** West **210.**)

28 You rip the sack out of his hands and hold it under water.

The humanoid takes several steps back yelling "NOOOO!" You then see faint blue lines start to glow in kind of runes around his naked body and he closes his eyes and lunges with his hands forward. (Drop sack ashore and leave island **154.** *Drown it* **58.**)

29 She bangs the parrot against the pot and says, well it's dead now. It'll do. (Ask if anything's for sale. **124** Leave **277.**)

30 It takes a few swings, but the lock cracks. The doors swing open, inside is a walnut sized blue diamond on a necklace. (Dare take it **74.** Back to path **7.**)

31 The tree awakens and swats the axe wielder [lose **2 hp**] and says, "Oww, Stop that!" (Attack tree **184.** Other **218.**)

32 Off the main path is a branch leading to some red pipes. (Visit pipes **35.** East **70.** West **168.**)

33 You hold hands with your team and tap your heels and say "There's no place like home" teleport to **N 43deg 24.138 W 080deg 21.866** - stadium ball diamond (when you get there **38.**)

34 The "man" seems to be a complex set of metal armour, perhaps some sort of automaton. (Other **218.**)

35 You are at a hard surfaced area with various mechanical devices. Atop one structure is a large sun. The devices have an otherworldly appearance and seem dangerous. They seem to be controlled with a number of large buttons. Perhaps there is nothing here of value. (Press buttons **229.** Path South **32.** Path West **300.**)

36 Mist rolls in blocking most of the southern view. You dare not leave the river path, yet every ounce of your being is screaming for you to leave this place. As you walk you notice the trees have changed. No longer are they the dense trees of a scrub forest, but rather, smaller slender, more humanoid shaped, like stick figures with their arms in the air. You stop, for in front of you, you can sense what can only be described as an aura of "power", strangely, the aura seems to be only a remnant of what once was, but it remains overwhelming. Your throat tightens as you try to make out what lays ahead, there is no doubt in your mind that taking just one more step, is going to change your fate forever. (*Push on* **246.** *Give up and go back to main path by bridge* **69.**)

37 The gate opens and you wake up, your Soulwalker has disconnected. Your health is at **1hp.**(Back to dam **119.**)

38 You are transported to a small stadium and hear a flourish of trumpets, played by snowmen in the stands. You are met by a small blond child and a tiger, both wearing plastic crowns, and sport-uniforms labelled "Kansas City" in a crown logo. The tiger exaggeratedly bows and says "Presenting his royal highness Calvin, the most excellent ruler of Kansas City, Lord of Calvin Ball. He then tosses a coin in the air and says, "Call it!" (Call heads **81.** Call Tails **89.** Say nothing **83.** Catch the coin **96.**)

39 You realize the printout paper is organic and reel off some to throw it in. The booth lights up with whirring and humming. The door sign flickers between "Occupied" and

"Kansas City" (Have you used Item#7? Yes **67**. No **71**.)

40 Calvin waves his hand in dismissal, but says, "You played well for your first time. You all deserve to be knighted. Kneel." (Kneel **105**. Refuse **11**.)

41 The tree is in sad shape, most of it is missing. It mutters to itself about blood sucking vampires, and needing more rocks to throw at them. Looking across the river there is an enormous rock by a temple. You feel sorry for the tree. (Return to path **70**.)

42 A sign says the rock is some sort of shield (Try to lift it **52**. Fork Path **4**.)

43 The bat hovers and begins to transform. His body elongates and his wings extend into limbs. The now human boy yawns and states, "I only have Oak left" (Huh? **266**. Exit South **209**. Exit North **7**.)

44 As palms touch, you are pulled into the mirror, and into another dimension of mist. Others see you vanish. Only you may have the following information (Vanished person only **247**.)

45 Your dog takes immediate interest in the metal post, sniffing and exploring. (Let dog pee on it **252**. Return to building **57**.)

46 This is a tough looking metal door. Any females in your party feel a wave of negative energy billow out toward them. They may choose to wait outside. Anyone else or all enter? (Yes **149**. No **57**.)

47 This is a tough looking metal door. Any males in your party

feel a wave of negative energy billow out toward them. They may choose to wait outside. Anyone else or all enter? (Yes **223**. No **57**.)

48 The platform is surrounded by a gate and a cage of pipes, which is infested with glowing spiders. (Knock on door **14**. Finished using it **37**. Back to dam **119**)

49 He chuckles, "Was I? I guess I lost concentration and my others came out - it's been a while since I absorbed anyone." (Recruit him **298**. Exit **194**.)

50 The foreman leads you around the factory, he makes you run up and down the ramps, swing on the conveyors, and test drive the car. He will wait while you show what you learned. At the end he introduces you to Kevin, to whom you will report. You can make up to 3 cars a shift, but have to do all the tasks. (Earn your paycheck **26**. Not for you **16**.)

51 The path is a little hard to pick out but it is pretty here. You find a place to sit and look around. If you hadn't noticed before, there are two groves, each of trees and in each is a swami in the lotus position chanting. A chain of large rocks juts into the river nearby. (Visit swami One **148**. Swami Two **123**. Rock Chain **179**. Main path East **27** Main West **210**.)

52 As you strain to move the rock, a small chunk pops off and begins to float around one of your heads. [Obtained Shield A: "Precambrian Shield"] (Fork path **4**.)

53 You man the wheel and learn to drive a manual stick shift

[Obtained Item #39 "Manual Driving"] (Back **306**.)

54 He looks at you like one used to dealing with inferior beings, and takes a breath, corralling his patience, before pointing toward the larger river yonder. "Just follow the wires and give the puppy to the most obnoxious person you can find and say GRUFF sent it." He then promptly takes a few steps, mumbles what sounds like squeaky Latin and just fades away. If you wish to take the puppy it is [Obtained Item 2 "Gruff Puppy"] (Return to mainland trail **154**.)

55 [Obtained Weapon E: "Woodsmen Axe"] (path **199**.)

56 You flick the Lorax fork and he pops out of the snoring tree. They talk briefly, then before leaving explains, "Before you is spent, not a tree but an Ent. The tinman though smart know he did not. Seek for him a heart, and make him depart." (Other **218**.)

57 This is a large grey building with two doors. One is marked with a symbol for man, the other woman. Behind the building and shrubbery is a short yellow totem. (Man door **46**. Woman door **47**. Totem **9**. Intersection South **168**. Explore Colourful structures **109**.)

58 You hear him mumble "Chrono tempore mortis.." and the flesh of your team begins to crumble, turning to dust. **GAME OVER**

59 You walk to a point just East of where the path widens. On the

river, behind a small tree something catches your eye. (Investigate **227**. Go West to fork **4**. East along river **79**.)

60 The vial contains a red liquid which you gulp down. A small red tattoo appears on your forehead. She looks pleased and says, "It will protect you only once, use it wisely."

You appear again with your party, who went outside. The door locks permanently. **[Obtained Shield C: "Spell Reflection"]** **[Obtained Item 27 "Crystal Vial"]** (Outside building **57**.)

61 He looks at his watch and says "Oh Gee, awkward, never mind, I have to leave this timeline anyway, he can come with me." At which point he takes the puppy and promptly takes a few steps, mumbles what sounds like squeaky Latin and just fades away. The entire island begins to glow blue. (Flee to mainland trail **154**. Wait **126**.)

62 Calvin shrugs and says, "I guess we'll see." (back **146**.)

63 At the corner fence there is a little used shortcut cutting across the grass Northeast. The main path continues East and West (Secret Shortcut **302**. East **232**. West **70**.)

64 He thanks you for your effort but stutters, "Water and Tin ..um...NO! Dorothy is the one you want, blue dress red shoes, can't miss her. Take my axe for your help." before fleeing. (**55**.)

65 You all sit in the full-sized loungers in the sand. They are so relaxing, you seem like you could lose yourselves in them. **[Increase current hp to full + 10hp]** (Talk to lifeguard **257**.)

66 The boy's eyes go red as he bites into the offered neck. He sucks greedily for some seconds. **[Lose 3hp]** Wiping his mouth, he thanks you and tosses you a bat shaped coin, telling you to toss it in the air and he will come. **[Obtained Item 24 : "Bat Symbol"]** (South **209**. North **7**.)

67 Everything stops and the chamber expels the party outside the stadium (Stadium **213**.)

68 You place the blue gem on the dock and turn to walk away.

From behind, you hear a gravelly voice say, "The ring is the key." and see Charon picking up the now glowing gem. He thanks you and as he walks away several coins fall from his dishevelled cloak. **[Obtained 15 coins]** (Back to triangle path **207**.)

69 To the west you can just make out a little used trail that hugs the river. Toward the forest you see some buildings and hear the sounds of some sort of group merriment in the distance. A bridge fords the river North. (Take secret trail **138**. Go to bridge **234**. Head toward buildings **142**.)

70 A short walk leads you to a light post. Along the river is the remains of an old tree muttering to itself. (Examine tree **41**. East **63**. West **32**.)

71 Suddenly the hut goes transparent, and you see the party in front of the stadium You are interacting with a small blond boy and a tiger who are wearing crowns. You are on the playing field smashing things. You notice one of you wears shiny red shoes. Then as suddenly as it began it is over. (Next **67**.)

72 Somewhat south of the other items is a metal bench with a plaque There seems to be a secret path from here behind the pen, that leads south. (Sit **305**. Ignore bench **302**. Secret Path **63**.)

73 You are lead to the remnants of an ancient stone circle now buried. Entrapped in the centre is an enormous tree Surrounded by three skeletons slumped on benches around it. (Enter circle **13**. Run back to bridge **69**.)

74 You cautiously reach into the box and take the jewel **[Obtained Item 23: "Hope Diamond"]** (West **219**. East **185**.)

75 A poster is tacked to the door, and on the wall is a Help Wanted sign. On a stool sits an over the top Glamazon holding a clip board. She smiles at you blinking her false lashes, saying, "What do we have here?" (Read poster **255**. Say you want the job **182**. Ask what this is **15**. Back up **169**.)

76 You open the hatch in the tin man, to find him hollow not a man. You place the heart in the chest and close him up. He jumps to attention and asks how he can repay you. (Ask for help with your quest **64**. Ignore back to path **218**.)

77 Here there is a large expanse of gravel, midway down is a large tree along the edge. A good path leads Southwest. A nexus of paths is Northeast. A small path South leads to some sort of large pen. East is a fenced area with viewing stands and several strong magic auras. (Southwest **278**. Northeast **165**. South to pen **328**.)

78 You shout that you have a dead ("Um...no" - return to path **278**. For parrot if they have anything to trade. The door opens sharply and you are ushered in, "Come now...let's have it!" and a gnarled fist waggles its fingers at you with a make it snappy motion. You hand over the blue parrot corpse, and the woman begins to chant before almost throwing in the bird. She looks up with her one eye and says, "This ain't dead! It's just resting!" (Respond "NO it isn't" **29**, Ask if they have any potions for sale. **124** Attack **342**.)

79 You travel until you see a large stone beside a small tree along the river opposite a tower (Investigate Rock **80**. West along river **59**. East around the bend **110**.)

80 The stone says "Malus – Almey" you are not sure why.(Back to path **79**.)

81 The tiger says, "Tails, Calvin bats last!"(**163**.)

82 Calvin waves his hand in dismissal, but says, "You played well for your first time. You all deserve to be knighted. Kneel."(Kneel **105**. Refuse **11**.)

83 Calvin correctly says, "Heads!" and chooses to bat last. (**163**.)

84 Your team has three figurines to smash leaving the last for Calvin. Choose one at a time in the order you desire. (Trout **87**. Mime **116**. Cat **167**. Seabird **86**. Calvin's turn **187**.)

85 Across the field is what appears to be a swing-set equipped with restraint devices. On top of the structure is a large white stork who looks down upon you and says, "Do you have a soul for me?". You reply

86 Thinking this is a strange game, you take a whack at the seabird, its feet cartwheeling down the gravel before coming to a stop. The tiger tut tuts and calls for everyone to advance 2 bases and sends you to second. (Next batter **84**.)

87 You walk up to the plate and smash the trout, shattering it into a million pieces. The crowd boos as you are declared OUT by the tiger. (next batter **84**.)

88 Tom and Dorothy step forth, with Tom saying, "Cover me dear." He stamps his boot on the ground while concentrating, as Dorothy becomes a whirlwind of force battering the elemental with a storm of air. In moments there is a rumble as the ground shakes and fractures. Roots from far and wide crisscross the pond absorbing the elemental until it explodes in shards of ice, freezing the roots and waylaying the duo. (Continue at **180**.)

89 The tiger says, "Heads, Calvin bats last!" (**163**.)

90 The pale man grins at you. Heck of a fight fellas. Picking on innocent pacifists. Time for you to leave. Your party then wakes up outside at half the health you started with. (Outside **114**.)

91 You stand in front of a greenhouse. Across the grass west are some ruins. The main path continues North and South (Greenhouse **195**. Ruins **172**. North **147**. South **16**.)

92 A small humanoid with blue hair appears out of nowhere. He looks up at you and blue lines of power start to glow on his skin. With a wave of his hands, small crystals of various colours begin to orbit each of your heads, reaching up they don't seem to have any physical form, and they travel with you. The creature then vanishes. [**Obtained Item 10 "Orbiting Crystals"**]. (Return to mainland trail **154**.)

93 Opening the air lock was a mistake. It opens a portal to the worst possible place. It appears to be some sort of fuel tank containing organic matter. (Add fuel **39**. Other **18**.)

94 He eyes you with suspicion, politely declines, but from under his fur hands you a fork with two tines. Give this a flick if you need some translation, I'll be there in a jiffy via treelaportation. [**Obtained Item 1 "LORAX FORK"**] (Back to the path **110**.)

95 You find yourself laying down on a playing field, quite confused. (Get up **213**.)

96 The coin is gold foil chocolate. There is an awkward silence and the tiger looks furtively at Calvin. Calvin thinks for a second and says, "I'll allow it, they can bat first." You hear applause from the stadium [**Obtained Item 20-"Calvin Coin"**] (**163**.)

97 You show the foreman your union cards, and he says he is short, if you need work, it pays 3 coins a car, IF you can drive a stick on a Boogati. Have you studied Shifting (Yes **50**. No, back to path **16**.)

98 You shout that you have a dead parrot if they have anything to trade. The door opens sharply and you are ushered in, "Come now...let's have it!" and a gnarled fist waggles its fingers at you with a make it snappy motion. You hand over the blue parrot corpse, and the woman begins to chant before almost throwing in the bird. She looks up with her one eye and says, "This ain't dead! It's just resting!" (Respond "NO it isn't" **29**, Ask if they have any potions for sale. **124** Attack **342**.)

98 You say a small prayer for the dead and the crow coughs and a small silver amulet appears in its mouth which it drops into your hands **[Obtained Item 34 "Crow Amulet"]** (return **134.**)

99 From your compromised position you explain your mission to rid the water elemental. He holds his smirk under his breath. He thinks a moment, and says, "He's too strong, I tried. He's in his element, drawing power. we have to figure out how to get him on land. Find a spot. Ask Alice if you see her." He mumbles something to the red bird who flies off due south. Still eyes closed, the scout reaches into his satchel and with pinpoint accuracy a Swiss army knife frees your bounds. **[Obtained Weapon B "Swiss Army Knife"]**(Back to path **209.**)

100 As you bend over to grab the handle, a ghostly image of a young female in a blue dress arises from the water by the sunken platform. She looks at you curiously and says, "IS your name ARTHUR?" (Ignore and yank **268.** Born Arthur **269.** Arthur Id **350.** Lie Yes **272.** No **274.**)

101 The robed man helps the injured onto the tables tending the wounds. He hooks up a small bag of clear liquid to the injured's arm veins. One of the pale people seems to faint slightly and two others struggle to usher him out back. (Allow medication **102.** Ask what the liquid is **113**)

102 You feel better [heal hp to 100%] (View temple **159.**)

103 In a garden you see a small black obelisk, upon which

sits a large crow. North on the minor path is a stone circle, East is the main path(Obelisk **134.** North to circle **172.** East to main path **16.**)

104 She looks at the others in fright, "The circle! Of course! They may succeed!" She hands you a bag of clear liquid and says you will know when to use it. **[Obtained Item 6 "Ent Blood"]**(Show her *Item#2* **128.** Show her *Item#4* **161.** Exit **142**)

105 The tiger presents Calvin with a sword with which he dubs each of you Knights of Kansas City, big...and I'm a Troll not a bloody elf by and giving you new names of historical kings like Arthur, Charles and the like, which the tiger writes up with a feather quill on fancy scrolls, and seals with wax. **[Obtained Item 22 "Arthur Knighthood"]** Calvin then turns to you and says, "Now wake up and go!"(**95.**)

106 Along the river is a cut down tree with a stump at two levels. (*Stand on the stump* **189.** *Back to path* **110.**)

107 As you round the corner you see a sort of tiny humanoid (an elf or something?) with wild blue hair, neck deep in the water struggling with a sack from which is coming the squealing you heard. Inside the mostly underwater sack is a wiggling lump. (Wait **108.** Offer to pull sack out **111.** Offer to sink sack **136.**)

108 The humanoid hears you and asks for a little help. (Return to mainland trail **154.** Pull the sack out **111.**)

109 You arrive at an unusually colourful area, seemingly

designed to educate one in various subjects and physical coordination. (Try some out **306.** East **300.** South **57.**)

110 As you walk the path suddenly widens quite a bit. In the middle of that section you see several souls wandering about in the field, and an interesting stump along the river. (Stump **106.** East to the fork **199.** West **79.**)

111 As you pull the sack from the water the humanoid says, "Thanks for saving him. He's so the way." Shrugging off his ESP abilities for now, you open the sack and inside find a puppy nearly drowned, but alive. On each of its shoulders is a huge gaping flesh wound. The troll asks to see and seems happy that the puppy is alive. He says, "Whew, one left! If you can just take him to the Hydra Man we're good." At that point he scampers back to his fallen clothes and gets dressed before returning. (If your party already has *Item#5* **61.** Say, "Me? Hydra what?" **54.**)

112 To the right of the island are two signs. Each post contains a number of holes with 2 bolts. On the shorter signpost, multiply the number of empty holes above the top bolt, between the bolts, and below the bottom bolt together, go to that page as your proof. (Return to mainland trail **154.** Admit you cheated **92.** Proof answer **#.**)

113 Upon asking what the liquid is, the robed man glances quickly at the others and then after a pause, says, "you have lost a lot of blood, this uh...tree sap...helps" (allow medication **102** Attack **121.** Talk **153.** Exit to junction **142.**)

114 The path winds around ending at a long, open temple, the source of the noise you heard. (Examine temple **166**. Back to T junction**142**.)

115 "Sorry". "No problem" says the pale female. Have a nice day. (Junction **142**.)

116 You walk up to the plate and destroy the mime. Oddly the tiger plants a big kiss on your cheek and calls for everyone in play to advance one base, and sends you to first. (Next batter **84**.)

117 The tiger takes the figurines and places each on pedestals surrounding home plate. He bows again and calls your batters to the plate. When he senses your confusion, he mimes a swinging motion as if holding the bat, and exploding motions with his fingers. Apparently each batter is to smash a figurine, leaving one for Calvin. (Your team **84**.)

118 Hesitantly, you choose a party member to slip on the ring James gave you (Choose now.). Nothing seems to happen, until the sacrifice begins to flicker between forms of various people, eventually settling on a young Scottish boy hoisting a sword. He stretches slightly and looks at the remaining party. Your recruits mumble knowing regrets and Alice whispers that the player is now gone...forever. He is now James...so many...are now James. James glances down at his ring admiringly. "Yes dear, there can be only ONE. So what?" He then turns to the Elemental appraisingly, seeming unimpressed. "An injured elemental? Pity." Without delay he strides into the ring and raises his sword which is immediately hit by a

huge bolt of lightning. The elemental seems to be completely absorbed into the sword, and James thanks you for the boost and saunters away. The gathered crowd melts away to lick their wounds and the remaining party is left wondering what to do. **[GAME OVER]**

119 You take a few moments to enjoy the dam view. Turning around at the south end you see a hut in the field across the path. There is another small building north. An intersection is south of you. (North **210**. South **219**. Hut in field **176**.)

120 The crowd goes silent, and Calvin glares at the tiger. The tiger pauses and looks around sheepishly..."It's"....pause..."NOT a home run! Calvin has scored the fewest points and WINS THE GAME! All hail King Calvin, Lord of Calvin ball!" (Protest **40**. Congratulate Calvin **82**.)

121 You find that your lunge meets nothing but air. You turn to find your target smiling behind you, "I am afraid we cannot allow violence in the temple" (Attack again **164**. Apologize **115**.)

122 The boulder sits just behind the temple by the river. It seems a recent addition, like it flew here. Across the river is a remnant of a huge but damaged tree. Squashed under the rock is an Asian guerrilla soldier wearing flip flops (Examine man **127**. Junction **142**.)

123 The shrivelled man ignores you while chanting and running a finger along page after page of text for the blind. (Do you have Item#37? **340**. Exit **51**.)

124 She stares at you like you are slow, and waves her hand at many shelves of bottles of liquid, and says, "Nope, fresh out." The Hag stirring the pot, mutters to herself and says, "The Norwegian Blue was good, giv'em Summon and Healin' for it." **[Obtained Item 29 "Healing Potion" Item 30 "Summoning Potion"]** (Exit **277**.)

125 Dude reaches up to his chair for some paperwork and begins to fill it out. He catches himself and scribbles out what he had done. He hands you a frequent customer card and explains. So the way this works is that you take a snooze in the chair, you are refreshed to 10hp past your maximum, for the low low price of 25% of your soul. We are running a special today, first one's free! You can check out any time you like with this card, but nobody ever leaves. Enjoy your stay. Hurry Back! With a whistle the portal opens and you can leave **[Obtained Item 31 "Spa Card"]**(Exit at four rocks **216**.)

126 The party is healed to full (Return to mainland trail **154**.)

127 The man is quite dead with nothing of value. (Junction **142**.)

128 You show her your dog, and you are asked to leave (Exit **142**. Attack **164**.)

129 The crowd cheers as the tigers yells, "It's a home run! All hail King Calvin, Lord of Calvin ball!" (Protest **40**. Congratulate Calvin **82**.)

130 The crow surveys your party and extends one leg toward you. A metal capsule band says "LOCAL 1986. Member dues 2 coins each". (Pay crow 2 coins each **177**. previous **134**.)

131 To your surprise the shot seems to be liquid sugar of sorts with a burnt taste. (Complain **155**. See reactions **137**. Talk **133**. Exit **166**.)

132 "Yes, yes, newborns can be delivered unaltered, or if you want to stay here, the accelerated growth facility is off yonder, which he indicates by motioning at the facility behind you. (Reincarnate any party members **224**. "Good to know" return to path **278**.)

133 The pale one comes over and says "This is brother Jacob, brother Jacob, brother Jacob...he continues til the last...and brother Enrique (he's an exchange knight) and I'm Edward. We were discussing what to do about this water plague when they all sugar rushed. They were depressed because the elemental ripped a couple heads off their chosen one and drowned it. (Chosen one? Couple? **135**. Exit **166**.)

134 On the obelisk is some writing that says "mourn for the dead" and "fight for the living". The crow stares at you and says "CAW" (Say CAW **130**. Mourn the dead **98**. Previous **103**.)

135 The 3 headed dog that guards the underworld. Um...inbreeding ...cliché I know. We are in this mess because the old chosen one is gone, and the new one wasn't ready. Next full moon the whole pack is doing

something. (Recruit **156**. Mention *Item#2* **204**. Exit **166**.)

136 You wade into the river and offer to kill whatever is in the bag. The humanoid turns to you and gives you a horrified look, "I so hate humans. Either help me rescue it or get off my island!" (Return to mainland trail similar to the one from the coin toss. **154**. Pull the sack out **111**. Drown it **28**.) (Back **146**.)

137 They begin chanting, we are the "men o'knights" his finest pacifist paladins, see our ploughshares dig! (More **133**.)

138 The trail where you can see it, hugs the river taking you into some gloomy woods. You follow it as best you can, doubting your choice with every new step. (Continue on secret trail **154**. Back to main path by bridge **69**.)

139 The party dons spiffy minion uniforms [Obtained *Item 21* -"Space Uniforms"] (**146**.)

140 To your astonishment, one by one, each of the fallen men transforms into the largest wolves you have ever seen, their wounds seal up, and they slowly become men once more. (Examine room **174**. Exit **166**.)

141 Luckily the shimmering doesn't hurt but you find yourself in a large curved tunnel. You can't seem to walk back out the way you came. The tunnel is empty but where it bends ahead there seems to be something at least. (Explore near bend **190**.)

142 The forest is thicker here with the appearance of twilight threatening to rain. You are at a T junction. A short path leads to a temple of some kind. Beside the temple

is a huge boulder. Farther down the path come the sounds of a raucous gathering at another structure. (Return to bridge **69**. Visit temple **159**. Boulder **122**. Investigate noisy path **114**.)

143 The box seems to hold several chocolate coins similar to the one from the coin toss. (Back **146**.)

144 Beside a post is a solid looking shack covered in magic infused locks. From inside there is continuous thumping and rattling as if something is struggling to escape. (You may enter using *Item#19* or being a Ghost **312**. Ignore shack **302**.)

145 The dog growls, and then with its paws forces a collar with a red gem from its neck. It then howls, and with a short glance back at your dog turns and vanishes. [Obtained *Shield E "Hellhound Collar"*] (Back to building **57**.)

146 The tiger also hands you a croquet mallet from the box and retrieves a tray of fragile looking figurines. There is a rainbow trout, a high heeled mime holding an axe shaped guitar, a cat, and some sort of blue footed seabird. He leads the way to home plate on the field. (Follow tiger **117**. Ask Calvin the rules **62**. Examine box **143**. Attack Calvin **217**.)

147 The Northeast side of the greenhouse is a hilled garden. You think you can enter it from the back. The main path continues north and south. (Go to back of garden **288**. North **169**. South **91**.)

148 A wiry older man looks up at you and then pushes a small bowl in front of him toward you

slightly. (Donate one coin **338**. Donate two coins **335**. Exit **51**.)

149 You enter the door into a primitive room with several broken stalls. Any females inside are now of class T, there is nothing of interest in the room. (Go outside **57**.)

150 You can barely hear the ethereal tinkling emanating from the water, but as you listen it segues into the slightest trace of a voice that sings, "One takes you up and the other makes you small, go ask Alice..." and then it fades away. (**151**.)

151 When you get to the shore, you see what appears to be a handle of something enormous embedded in a large rock. Beyond is a sunken platform (Return to path **59**. Listen to music **150**. Pull handle **100**.)

152 He replies, "I'm not trapped in the dome, the dome is to keep YOU out. So you don't do something stupid like ask me a favour." At which point he jumps up and briefly exits the dome, and then returns to his seat. (Ask why a favour would be bad **299**. More **175**.)

153 The female introduces herself as Alice, the robed one as Carl, and the rest you miss because as you shake hands she stutters and seems to go into a short trance. (Wait **104**. Other actions **159**.)

154 The trail proper is more of an idea than reality now, but you continue far along the path of least resistance beside the river staying as close to it as you can. Eventually, you come to somewhat of an opening in the shrubbery that surrounds you, directly across from a small island in the middle

of the river. (Continue on secret trail **36**. Brave the water and mud to visit island **249**. Give up and go back to main path by bridge **69**.)

155 You complain that this isn't alcohol, but maple syrup. Several of the men looked shocked, and say "of course!" (More **131**.)

156 You tell him of your quest and he says, just pick a time and place, "Alice will let us know the details." (Another round **174**. Exit **166**.)

157 You charge the girl in the gingham dress who uses a fast but strangely ineffective spinning attack.

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after several moments of this, not knowing what is happening you realize your mistake. She rises into the sky, now surrounded by vortex of air which flattens the entire party causing **10hp** damage to each player. If you get back up she is nowhere to be seen (Exit to round about **210**.)

158 The party outside sees a ghostly woman in a cloak walk through the mirror. She stares at each in turn before producing a glass vial saying, "Drink, or she dies - Choose wisely." She offers a red liquid to any volunteer. (Choose a volunteer **173**. Abandon missing and leave forever **57**.)

159 The temple is an open concept pine and metal structure occupied by several pale skinned people, one wearing a white robe of some kind. Various tables fill the room. (Is party injured? **101**. Attack **121**. Talk. **153**. Exit to junction **142**.)

160 You ask her to join your quest, and she says,

"sure.", sullenly after which she opens the font of the shrine, fills a vial with **holy water**, and hands it to you saying you will need it. [**Obtained Item 3 "Holy Water"**] She then waves you away, saying..."Alice will let me know the details". (Exit **166**.)

161 You don't see her move but suddenly the mushrooms are in her hand and she tells you, "Very rare...enlarge, and reduce shrooms, two doses by the weight"(Show her Item#2 **128**. View temple **159**.)

162 You introduce yourselves, and your intent to kill the elemental. She says "You and what army...lol". (Recruit **160**. Exit **166**.)

163 You are escorted to the dugout benches below the stadium. Calvin says, "I will give you 3 at bats, if you win you can have the treasure in this box between us." The tiger hands you a basket of blue and yellow space uniforms. (Put on outfits **139**. Refuse **146**.)

164 Your party finds themselves in pain looking up from the dirt outside the temple, not knowing how you got there [everyone lose **4hp**.] (Junction **142**.)

165 This is a nexus of paths. The large path north is blocked, but a small path leads north among some rocks. A large path leads East. You can follow some stone logs along a gravel expanse to a path that begins southward at a tree. There are many chests and items to explore enclosed by the stone logs. You sense that this area is the highest concentration of magic you have ever seen. (Explore items beyond the logs **302**. Cross the gravel to

the south **77**. Main path East **196**. Small dressed all in black. (Attack **178**. Talk path north **194**.)

166 A sign on the temple says "Sanctuary of the Men O'Knights, go team St. Jacob's!" another intact stone circle. (If you have Item#33 "Communion today" and to the right an arrow saying "Ladies of the Eve this way".(Enter sanctuary **170**. Proceed to Ladies **171**. Back to Junction **142**.)

167 Feeling kinda silly, you take a mighty swing at the clay cat figurine, and it travels well onto the field before shattering in the grass. The tiger shakes his head and reluctantly calls it a homerun, everyone in play scores. (Next batter **84**.)

168 You arrive at a large intersection. There is a building here. South is an old bridge. North are some colourful structures. There is also an East West road. (Building **57**. Colourful Structures **109**. Bridge **234**. East **32**. West **27**.)

169 You are at an intersection that crosses at a sharp angle. There is a garden South and Two Northern paths that avoid or lead to a stadium. An insurmountable gold wall obstructs the larger path you see. From a covered hole in the ground, you hear thumping music. (Investigate Hole **202**. To garden **147**. To stadium front **213**. North pass behind stadium **214**.)

170 A forcefield seems to block all party members but those of sex M and T([F must wait outside but M&T may enter] **174**. Try Ladies area instead **171**. Back to Junction **142**.)

171 Beyond the temple is a small fountain shrine beside which stands a sullen girl

162. Exit **166**.)

172 Among stone ruins you find yourself at a shabby but intact stone circle. (If you have Item#33 **348**. Exit to obelisk **103**. Exit to greenhouse **91**.)

173 A brave soul steps forward and with a sneer, drinks the red liquid, but nothing seems to happen. The cloaked figure smiles and says, "Yes, you are worthy." at which point she transforms into your lost member. [Obtained Item **27 "Crystal Vial"**] (Leave forever **57**.)

174 Inside the temple are long rows of tables filled with a dozen men with beards dressed all in black, as well as a pale creature, who is not. They are variously arguing and doing shots of some amber liquid in small glasses. One of the nearer participants pushes you into benches and pours each of you a shot. They begin repeatedly chanting "Firewater!" encouragingly. (Chug **131**, Attack **186**. Exit **166**.)

175 You approach the dome and get his attention. Immediately the changes stop and settle on a young boy in a tartan and kilt. He smiles mischievously (Ask why he is trapped in the dome **152**. Ask why he changes shape **49**. Exit **194**.)

176 You come to a small hut with a green door and an unusual platform structure beside it.(Knock **14**. Examine platform **48**. Return to dam **119**.)

177 The crow flies to the each member's outstretched palm and swallows the coins, allowing

each to retrieve a scroll from the capsule before returning to its perch.[Obtained Item **17 "Union Card"**] (return **134**.)

178 Before you make your move, she looks up and you feel a wave of repulsion and change your mind. (Talk **162**. Exit **166**.)

179 You climb out onto some exposed rocks in the river and notice that the river is slightly constricted here and might be a good place to fight the elemental if you could get him here (Use Item#30? **320**. Exit **51**.)

180 You call forth your recruits to consult. Before you complete your thought a pale woman you somehow know as Alice, paces the circle saying, "Yes, yes. It may work!" With her are a gaggle of other pale humans and a pack of enormous wolves. Other recruits trundle in behind them. They describe how they will take turns doing as much damage as they can before fleeing. The party will have to make do with the rest. And make it count, losing opponents are lost in the elemental plane of water forever. After agreeing, you pour the summoning potion into the water. The water gets very rough and a vortex forms in the pool. An enormous snake-like head takes shape and WATER ELEMENTAL begins its attack.

WATER ELEMENTAL 65465 43656 65456 55464 56544 45654 53566 54654 56544 45654 56565

Alice's party goes first. The pale ones begin to scintillate and attack with the wolves protecting the slender girl who merely stares intently at the water. After two rounds the elemental explodes in a Tsunami of water, which

gets to the staring girl and her entire team withdraws. Alice figures each of your recruits can last two rounds of the remaining nine leaving the players with the remainder. Present recruits will attack if you have their items:(Item#24 **349**. Item#28 **88**. Item#34 **315**. Item#5 **296**. No more recruits **233**. When party fights and wins **271**.)

181 On the jetty is an odd sight. A large androgynous black cloaked figure with pale skin and elaborate black makeup and a scythe beacons you over with an extended cigarette holder. Beside this is a gilded swan shaped paddle boat named "Handbasket", in which sits a buff young sailor in short shorts. (Talk **309**. Back to path **193**.)

182 The bouncer stands up to full impressive height in 8 inch heels, and says, perfect, you can try out right now..I need to tinkle." With that she opens the door revealing a bar full of men in leather and uniforms, with a sprinkling of large wiggled women. She turns and explains that there is a pest named Arthur who will try to get in with fake Id, you will need to confiscate. (Guard the door **258**. Exit **169**.)

183 She says the shoes are magical and they take you home to Kansas when you click your heels 3 times, but she never wants to go back. (Offer to take the shoes **238**. Round about **210**. Attack girl **192**.)

184 The tree is not a plant but an ENT. It swings its heavy limbs at any attackers.
ENT: 343545 62243
If you win [Obtained Item 6 "Ent Blood"] (Exit **55**.)

185 This playing field has what looks almost like a small coffin chained to the fence. (Examine Coffin **17**. South **209**. Northwest **7**.)

186 As you attack the pale one calmly moves to the corner, and is surrounded by the others. The first man falls to the ground on the first hit. The others fall easily as well. (Attackshe was a witch **215**. Round about **210**.) the pale man **90**. Stop **140**. Exit **166**.)

187 The tiger motions your team back to the dugout, asjetty is a large swan boat and some Calvin steps up to the plate. After much grandiose preparation, Calvin pulverisesLong path South **220**. Investigate Jetty the remaining figurine: (Trout, mime, or **181**.) bird **120**. Cat **129**.)

188 Along the path sit a line of 7 rocks. There is a shimmering barrier across the path the entire path north is enclosed by the shimmering. (Into Shimmering **141**. Return South **232**.)

189 As you step onto the stump, you hear a ga-Zump! You see something pop out of the stump. It is sort of a man. Describe him?... That's hard. He is shortish. And oldish. And brownish. And mossy. And he speaks with a voice that is sharpish and bossy. "Mister!" he says with a sawdusty sneeze, "I am the Lorax. I speak for the trees. (Slink back to the path you don't need this today **110**. Ask him to join your adventure **94**.)

190 Surrounded by a huge mound of sand is a Lifeguard chair in which sits a blond tanned man in a bathing suit. In the sand are several lounge chairs. In front of the chair the wall looks like a closed portal. There seems to be some sort of protester outside carrying a sign. (Talk to lifeguard **257**.)

191 Your wanton destruction reveals nothing more unusual than the snowmen themselves existing. (Downstairs **213**.)

192 You make your first attempt on the girl but miss and she says, "Now that wasn't nice!" (Continue fight **157**. Say you thought hit. The others fall easily as well. (Attackshe was a witch **215**. Round about **210**.)

193 You reach a lookout just south of the bridge. On the jetty is a large swan boat and some people. (North over the bridge **232**. Long path South **220**. Investigate Jetty the remaining figurine: (Trout, mime, or **181**.)

194 Near the end of a fence is a grouping of rocks. The north path is blocked but among the rocks is what looks like a multi layered force dome surrounding a young boy in a kilt. He is sitting on a bench by a tree holding a huge sword. Just south is the main intersection. (Investigate dome **235**. East path along fence **216**. Main intersection south **165**.)

195 You approach the greenhouse door, and try to look inside. Between the reflections and the high contrast sun, you are not sure what kind of plants are within (Enter (not in RL) **284**. Back to Path **91**)

196 The path leads to a line of 11 stones across the path. There is a shimmering field across the path enclosing it like a tunnel everywhere East. (Enter shimmering East **141**.Return West **165**.)

197 The chariot takes off at break neck speed down the fire trail. Everything is a blur of orange until you jolt to a stop at the other end at a stone platform.(**219**.)

198 "Babies of course. You can hardly expect me to make them without one. We have quite enough politicians and lawyers in the world already." (Ask if he can reincarnate the dead **132**. "Good to know"-.return to path **278**)

199 You stand at a large fork in the road. Toward the river is a strange gnarled willow tree. (Investigate tree **218**. Go Northeast along river **277**. Head Southwest along river **110**. Head to second fork North **221**.)

200 As you explored the island, you find what looks like a tiny Boer War Safari Uniform and backpack strewn along the shore. As you are examining the clothes you hear squeals and splashing coming from around the corner. (Return to mainland trail **154**. Investigate the commotion **107**.)

201 The person holding the chili begins to burst into flames, and screams in agony as they die. This player is now a ghost. The chili falls to the floor, no longer hot. [**Obtained Item** **232**.)

11 "Ghost Chili" (Examine other plants **293**. Ignore Trays **290**. Exit **195**.)

202 With great effort you lift the cover plate to find a ladder. Climbing down you arrive in a small marble foyer. (Do you have item#7? Yes **75**. No **262**.)

203 He begins yelling at the portal. Screaming about how DUDE is Satan- stealing people's souls, and nobody should go inside.(Good to know **216**.)

204 He quickly shushes you and looks around making sure

nobody heard. "Unless you want to die right here...that is our little secret 'til the day!"(Another round **174**. Exit **166**.)

205 In the centre of the roundabout is a small rustic house that seems like it was just plopped here. (Examine house **206**. General Roundabout **210**.)

206 As you walk around the house you see a pair of striped legs with red sequined shoes sticking out from beneath it. The owner is quite dead. Beside them is a young girl in a blue gingham dress. She keeps removing and replacing the shoes. (Ask what she is doing **183**. Attack girl **192**. Round about **210**.)

207 You come to an area of complicated triangular paths at the end of a fence. The remains of the River Styx dock are here. Blocked paths lead to the North, but a navigable path leads around the bend Northwest. The larger path beside the narrow one is covered in a shimmering field barrier.(Examine dock area **240**. Around bend **216**. Narrow path South

208 You look around and see various apparatus run by ethereal looking figures. There are cranes and ramps to move things around, and a mostly finished car in the middle. One of the figures holds a clipboard rushes over to stop you. Sorry guys, this is a closed shop. Union members only need apply. (If you have *Item#17* apply **97**. Go back **16**.)

209 The long road curves around and you notice a flag pole, with something beneath it. (Investigate pole **243**. North **185**. South **221**.)

210 You arrive at a large round about. The north path is blocked. A path leads east along the fence, a grass trail leads along the shoreline, and South is a dam. A building sits inside the ring.(Fence path **27**. Shoreline trail **51**. Dam **119**. Visit house **205**.)

211 Inside the lockbox is an old leather chest protector and a colourful pamphlet depicting the adventures of a ray gun wielding boy and a tiger. [**Obtained Shield B "Chest Protector"**] (Stadium **213**.)

212 The chariot takes off at break neck speed down the fire trail. Everything is a blur of orange until you jolt to a stop at the other end by a blue sign. (**221**.)

213 You are standing in front of a grand stadium. There are stairs on either side to the seating. Beside the left staircase you are not sure, but may be a small hut, it doesn't seem to be completely of this dimension. There is a chest in the centre where you assume players sit. (Hut **273**. Go upstairs **245**. Investigate chest **3**. East to intersection **214**. West to intersection **169**.)

214 The small path you are on is at the North corner of a Stadium. There are two strange stone platforms under the trees. The path branches West to lead to and avoid the Stadium. North east leads to three large paths.(Examine platforms **239**. To stadium front **213**. West pass behind Stadium **169**. Three paths **219**.)

215 The girl sighs..and says, "Well, I guess I would have done the same, witches are very confusing." She then puts the shoes

back on and trundles down the path waving goodbye (Round about **210**.)

216 The narrow path arrives at a portal into the shimmering field near four huge rocks. It bends toward the river East and a straight path West. A dishevelled man paces back and forth holding a sign reading "Dude California is the Devil". (Talk to protester **203**. Attack protester **344**. Enter portal **190**. East **207**. West **194**.)

217 As you lunge toward Calvin, the tiger reacts. With astonishing speed he grasps Calvin and makes an impossible bound to the middle of the stadium above. Together they stick out their tongues and begin throwing snowballs made of the horn blowing creatures. (Drop Item#7 "ruby slippers" **95**. Climb the stairs and continue attack **303**.)

218 Before you is a bulbous old tree, which is snoring. Beneath it slumps a fully armoured man holding an axe. (Take axe and leave **55**. Chop tree with axe **31**. Examine man **34**. Use Item#1 **56** Use Item#25 **76**.)

219 You are at a wonky intersection surrounded by wooden posts. North is a large path toward a dam, South is a short path toward a stadium. There are two paths East but the one closest to the river is completely on fire. A stone platform among the posts says "Inferno Express". (Dam **119**. To Stadium **214**. Board the platform **253**. Regular East **7**.)

220 You travel until you see several wires high above your head. Along the river are two large Cauldrons supporting posts that hold the wires. A man in a khaki safari outfit

and a large machete beacons you over (Visit man **231**. Northeast into the pines **193**. Southwest out of the trees **277**.)

221 A strange fork in the road, there is a good path north or south, and an eastern branch that after a short distance is completely on fire. On the side of the fire path is a rickety bench. (Examine bench **230**. North **209**. South to second fork **199**.)

222 This is a tall stalk with purple flowers. If you pick the flowers [Obtained Item **16** "Wolvesbane"] (Examine the rest **293**. Ignore Them **290**.)

223 You enter the door into a primitive room with several broken stalls. Any males inside are now of class T. A ghost-like spectral hand reaches out towards you from a mirror. (Smash mirror **251**. Someone grab the hand **44**. Go outside **57**.)

224 "So, if I can get any souls participating to just climb into a harness I can drop you off at the education facility.", says the stork, "New bodies will be generated during flight." When all is ready, the stork unhooks the required swings, and any living party can follow. The stork spreads his quite impressive wings and the party arrives at an unusual structure (South West) replete with chutes, and slides, and ladders, labelled "kids only". Dropping his bundle(s) of joy, the re-education can begin. After relearning arts, language, and coordination the souls are back to pre-death status -any carried items must have been picked up at the location of death or retrieved before use. (Explore educational facility **109**.)

225 Dorothy recognizes you and taps Glinda on the shoulder as she removes her wig. "Tom" she says, "These are the ones I told you about." - indicating the slippers. Tom replies in a now manly voice you guess is Finnish, with an invitation to the dressing room while they change. (Follow **261**. Exit **169**.)

226 The man sighs, "Right. 20 coins in advance, gets you one day. One person only!" (Pay 20 coins **282**. Offer 10 **275**. Back to dam **119**.)

227 Toward the lake you see two towers in the distance. Along the shore is a rock with a large piece of metal protruding upward and a faint whisper of...something like music. (Return to path **59**. Investigate shore **151**.)

228 The party squeezes onto the bench and waits. In a few minutes a handsome Greek man drives up in a chariot and says, "all aboard!". (Board **197**. Maybe not **221**.)

229 Upon trying them you either get no response or various forms of water dumped upon you. Perhaps there is nothing here of value. [Obtained Item **33** "Water Mystery"] (Path South **32**. Path West **300**.)

230 The rickety bench reads "Inferno Express" (Back to fork **221**. Sit **228**.)

231 The man waves you over and says, "Behead your dog for ya Bruce?" (You have a dog **242** No Dog, Back to path **220**.)

232 Near a bridge is a 4 way intersection among fences.

(Narrow shortcut along river fence **207**. Wide path along river fence **188**. South over the bridge **193**. West along small river **63**.)

233 The elemental looks a little worse for wear but still tough. If you have Item#36 you can make a sacrifice otherwise you need to fight the remaining rounds. (Fight on **180**. Use Item#36 **118**.)

234 The stream banks have been reinforced with stone to support a somewhat dilapidated wooden bridge. In the middle of the bridge lays a plump and smiling pig, wearing a silk collar delicately embroidered with the name MAX." (Examine MAX **236**. Go North **168**. Go South **69**.)

235 Inside the dome you see what seems to be a shapeshifting humanoid meditating. He is fluctuating between various species, races and ages. An antique looking sword sits beside him. A plaque behind him says James Power. (Talk **175**. Exit **194**.)

236 The pig appears to be quite clean and well taken care of, like it is somebody's pet. You playfully give its head a rub as one would a friendly dog, and continue on. (Go North **168**. Go South **69**.)

237 The trees are highly entwined and form an abode of sorts. A rickety sign reads "Elphaba, Hazel and Mombi – Potions and Notaries Public" Through the branches you can see two cowed figures bickering over a Cauldron.. (Knock **256**. Back to path **277**.)

238 She smiles and says that would be ever so kind, you are a good friend! As a reward please come to my friend Tom's Show this evening as my guest. Just tell them you are a friend of Dorothy. She then leaves. [Obtained Item 7: "Ruby Slippers"] (Round about **210**.)

239 Two stone platforms stand before you. Do you wish to place something on a platform? (Place an item **336**. Place player(s) **327**. Exit **214**.)

240 All that remains of the landing site of the boat to Hades are 4 stone pillars at water level. To your right is the wreck of an ancient gondola. On its overturned hull sits a frail creature in black robes. Beside him is an iron chest scratched with the words, "Abandon hope all ye who enter here." (Back to triangle path **207**. Leave Item#23 as an offering to Charon **68**.)

241 As the heat increases the metal begins to melt and as it expands forms tendrils. It twists and turns until you see the outline of a red wolf with sooty patches. Its eyes glow red and fire seethes in its jaw. You feel a presence searching your minds causing sharp pain. (Embrace the pain **145**. Attack **270**. Flee to building **57**.)

242 You recoil in horror at the suggestion, but he explains that he works for Styx Hydra, a dunk in the tank and two grow back one more cut and there ya go all done. All for the low price of 5 coins. (Pay and do it **297**. Attack **326**. Flee to path **220**.)

243 Beneath the flagpole is an older boy in khaki, wearing a gaudy scarf, and a sash filled to the brim with coloured patches. He is sitting

cross legged on the ground asleep. A red bird is perched on his shoulder. A rope from the flagpole extends in front of him in the long grass (Approach the sleeper **264**. Back to path **209**.)

244 You open chest one, to find a rather large apple [Obtained Item 41 "Apple"] (Exit **302**)

245 The stadium seems much colder than outside. The benches are lined with row after row of small two ball snowmen with twigs for arms. They are posed as if reacting to the playing field. (Kick over a few **191**. Back Downstairs **213**.)

246 You swallow as best you can, put on a false bravado, and carefully make your way into the group of strange trees. You keep glancing left and right at the trees as you walk, with every step your fear grows, and with it, a light breeze begins to rustle the branches of the trees more and more. You hear a snap behind you and turn to see that somehow the trees you have passed have blocked your retreat. Spinning again you see you are surrounded as the trees have shambled forward to surround you, their heavy looking limbs in Y formations above them menacingly. You are trapped. (If you have Item#3 **248**. Fight **323**.)

247 You are pulled into the mirror dimension which is a small foggy room. You can see your friends through a mirror reacting to your disappearance. A skeletal woman in a cloak approaches holding a crystal vial. A soft voice says you may choose to drink this potion, or they can. Choose wisely (Drink the potion **60**. Refuse **158**.)

248 You pull out your vile of Holy Water and spin 360 soaking the roots of each tree with the liquid. They slowly begin to drift apart and a gap forms behind you (Use Item#1 **263**. Run back to the bridge **69**.)

249 You bravely ford the river and reach the small island which is covered in red dogwood and cedar trees. (Return to mainland trail **154**. Prove you are on the island **112**.)

250 VICTORY! Proceed to 43.40364, -80.35973.

251 The mirror shatters into a million pieces, and you leave so as not to cut yourselves (Outside building **57**.)

252 Seconds after you dog finishes his summoning spell, the metal object begins to glow bright orange red and gives off a wave of heat (Wait **241**. Back to Building **57**.)

253 The party squeezes onto the stone and waits. In a few minutes a handsome Greek man drives up in a chariot and says, "all aboard!". (Board **212**. Maybe not **219**.)

254 She says cover is 5 coins each, free with leather or uniform. (Pay as appropriate **260**. Say you are "friends of Dorothy" **2**. Exit **169**.)

255 The poster advertises what appears to be a club called The Manhole. "One night only- Glinda vs. Dorothy – a lip synch royal rumble! There are pictures of 2 singers superimposed on a tree and a tornado." it also says the cover is 5 coins and "Special: Free Entry with Uniform or Leather." (Talk to bouncer **254**. Exit **169**.)

256 The bickering gets louder as you hear them argue who should answer the door. An odd coloured crone shambles over at last, but barks, "We're Closed, go away!". In the background the other asks who it was, and the crone responds, "Salesmen by the looks of them, maybe holy rollers." And again in the back, "Not the courier then. Drat I need that dead parrot!" (Do you have Item#18 **78**. Say you aren't trying to convert them **21**. Leave **277**.)

257 The guard spritely jumps down from his chair, flips his hair revealing stubby horns it covers and with some complicated hand shaking introduces himself, "Hey guys. I'm DUDE. Welcome to the California Hotel and Spa, what can I get ya!" Sit down take a load off! (Sit in the chairs **65**. Ask how to get out **125**.)

258 You take your place at the door and sure enough a gaggle of Munchkins in biker jackets arrive in the company of a young girl wearing a false beard. She presents an Id card "Name: Arthur Pendragon Born: Munchkinland Age: 28". You wave the Munchkins in and tell Arthur she is on the naughty list. Begrudgingly she leaves. [**Obtained Item 13 "Arthur Id"**]. The bouncer returns and ushers you in. (Inside **260**.)

259 Agonizing seconds go by, and you begin to ready your weapon for the trees' imminent attack, just as you hear a bossy sounding voice call out, "wait!" From the mist the Lorax strides toward you, "Humans...so violent" he mutters, "attacking creatures so obviously pliant." "Can't you see their limbs in the air? Surrendered they have, were you

some clicking and snapping noises as he speaks to the trees, and the rustle of their leaves in the wind in reply. "They need you to save him." he says with a huff, "follow me quickly, don't sit on your duff!" (Follow him **73**. Back to Bridge **69**.)

260 Inside you are surrounded by a motley crowd of leather and uniformed men, sailors, bikers, chapped cowboys, police and military...most with bare chests. In the centre is some sort of double boxing ring arranged with the corners overlapping with a large silver rooster statue in the overlap. The "rings" hold singers in pink and gingham outfits. From the poster these are obviously Glinda and Dorothy. The announcer introduces them as the "Wicked Witch of the Northern wood...GLINDA, and the breezy DOROTHY GALE. They put on quite a show to much applause. The bartender announces closing time and people file out. (Say hi to Dorothy **225**. Exit **169**.)

261 In the back Tom lifts off his chiffon gown revealing a shirtless black jacket, leather pants and jack boots. He dons a leather hat from his trousseau after wiping off his face. Dorothy remains intact. The two lament the sparse crowd due to the water problems lately. (Mention your quest **10**. Bid farewell **169**.)

262 This appears to be a nightclub entry, but nobody is here, perhaps later it will open. (Exit **169**.)

263 You quickly remove the tuning fork from your pack, and flick it with your finger. (**259**.)

264 As you walk up to him you regret your actions as a snare catches your feet and you find yourselves suspended upside down dangling from the pole. Without opening his eyes, the scout asks you what you want. (Recruit **99**.)

265 There is much rustling of leaves and the Lorax whom you forgot was there, speaks up, "Fixed have you the king, did just the right thing, Help now with your mission, that is the decision". The gaggle of saplings lead you into the fog to a small fountain. You dunk your vial into the water and push on through the fog. **[Obtained Item 30 "Summoning Potion"]** (Closest intersection west **219**. Return all way back to bridge **69**.)

266 He looks confused, but continues, "I'm the bat boy, would you like an oak bat?", he reaches into the chest and pulls out a slugger. He tells you to leave it on the box when you're done, and goes to climb back into the box but pauses and pleads "I've been in there quite a while, Can I feed off of one of you..I'll owe you." **[Obtained Weapon A: "Oak Club"]**(Expose neck **66**. Refuse **185**.)

267 One of you sits down in the comfortable chair. It has some sort of air lock lever (Use Lever **93**. Other options **18**.)

268 You ignore her and give the handle a yank but it doesn't budge(**151**.)

269 Upon calling yourself ARTHUR the Lady looks at you skeptically and then says, "I thought you would be taller, do you get bigger?" (Um...no? **268**. Do you have Item#4? **19**.)

270 Do you have Item#16 (Yes **310**. No **321**.) inches. (Pull root out **337**. Examine the rest **293**. Ignore them **290**.)

271 Just before the final blow is struck the aqueous monster collapses into a small snowflake and flutters away behind the stone ring toward the end of the wall in a last ditch attempt to escape. (If Trees **237**. Southwest to fork **199**. Northeast along river **220**.)

272 You proudly lie, "ARTHUR...yes, yes it is!" The girl says, "That sounds like a fib! You will have to prove it." (You have ID **350**. Attack **330**. Flee to path **59**.)

273 At the side of the west staircase you see some sort of booth with a door. You seem to catch it in your peripheral vision. Reach out to see if it will stay. (Got it **8**. Nothing there **213**.)

274 She replies, "Well, that is too bad, only ARTHUR can remove the sword from the stone." And melts back into the water. (Back to path **59**.)

275 The man holds out a gnarled hand to accept the offering. He grabs a key off of the wall and escorts you to the platform. He unlocks the gate and ushers one of you inside. He says, "This will hurt a lot." as he locks you inside. He picks a spider off the frame and tells you to swallow it. The pipes on either side begin to billow grey smoke and the entrant's body collapses to the ground seemingly lifeless. In its place is a semi-solid spectre connected to it by silver thread.(WTF! **280**.)

276 This is a large pot containing a carrot like plant whose thick root sticks up several

277 There is a branch in the road at a sharp angle. The small path ends in a flaming barrier after leading to a copse of cedar trees

278 Midway down this straight path surrounded by grass you see a winged creature sitting on a structure to the west. A large pen of some kind begins East. A lone tree is yonder. (Visit creature **85**. Northeast to tree **77**. Southwest on path **300**.)

279 The label on the Ghost Chili plant also features a large skull and cross bones and some smaller writing. Among the leaves is a waxy white fruit which is giving off heat. (Read label **287**. Examine other plants **293**. Ignore trays **290**.)

280 The man says, "Your Soulwalker form lasts until it dies or the gate opens at which point it disappears and you wake up. Everything else is the same, take what you need, and leave what you want left when you die, as your stuff won't snap back. Might want to leave some healing. Your real body is at its lowest point possible. Your Soulwalker is at full. He then goes back into the hut. **[Obtained Item 19 "Soulwalker Form"]** Adjust health score and note equipment locations. (Dam **119**)

281 The man introduces himself as Colin, the gardener, and you compliment his flowers. He grimaces and says they are doing well, but wishes he could say the same about his Ironwood Tree here. The bloody

water is rusting him away. (Recruit **289**. Back to front of garden **147**)

282 He puts the cat down, and says, "Excellent, you will need this too." [**Obtained Item 35 "Healing Potion"**] (**275**.)

283 The lifeguard puts his arm around you and says, "I knew you would be back, you know the drill. 10% over, for 10% of your soul have a seat. When you are done your nap you find yourself 10% more refreshed than possible...but you will be short that 10% permanently when lost. [**Adjust current and MAX hp**] (Exit through portal **216**.)

284 The greenhouse is one large room. There are many tables of mundane flowers surrounding a huge tropical tree, as well as some weird plants in trays at the back. (Leave door open **285**. Leave door closed **290**. Exit **195**.)

285 A blue parrot drifts down from the tree cawing "Too cold. Too cold." It lands on a mechanism above the door, which closes it, but kills the parrot. (Examine Parrot **291**. Examine Tree **292**. Examine Trays **293**. Exit **195**.)

286 This is a jar full of water in which floats several gelatinous green bubbles. If you take it [**Obtained Item 15: Gillyweed**. (Examine pen the rest **293**. Ignore Them **290**.)

287 "Warning HOT! Warning Extreme Biohazard do not Pick Fruit!" (Harvest chili **25**. Examine other plants **293**. Ignore trays **290**.)

288 You pick your way to the rear garden which is a ring surrounding a peculiarly orange tree.

Bent over in front of the tree is a man tending some plants. (Talk to man **281**. Back to front of garden **147**.)

289 You tell him of your quest and he seems so happy. He doesn't think there is much he can do, but tells you that the gillyweed in his greenhouse might be of use. Just swallow it and you won't drown for 20 minutes. He tells you the mandrake and ghost chili are dangerous though. You thank him and go back to the front of the garden (**147**.)

290 Investigate greenhouse items. (Examine Tree **292**. Examine Trays **293**. Exit **195**.)

291 [**Obtained Item 18: "Dead Parrot"**] (Trays **293**. Tree **292**. Exit **195**.)

292 As you approach the tree, its leaves begin to tremble, and glowing bits of white fluff begin to slowly rain down everywhere. (Wait **24**. Exit **195**.)

293 On the trays are 4 weird plants labelled: (Gillyweed **286**. Wolvesbane **222**. Mandrake **276**. Ghost Chili **279**. Ignore Them **290**.)

294 You begin to swat at the BAT, but it merely flies upward out of reach. Inside the chest is a wooden club. [**Obtained Weapon A: "Oak Club"**](South **209**. North **7**.)

295 From behind the wall, the tiger produces a long sled, and Calvin bellows, "Avalanche!" and together they and a wave of snow knock you off your feet with the tiger grabbing the slippers as you all careen over the edge to the field below. (Lose Item#7 **95**.)

296 You have never been sure of your 3 headed dog's purpose, but now it is plain. His new heads are underdeveloped, so he is not what he could be, but leaves the party in much better shape after a couple rounds. (Continue at **180**.)

297 You pay 5 coins and the man grabs the pooch by the scruff of the neck and with a quick whack lops off its head. Blood sprays out, but he holds the corpse in the bubbling cauldron. To your amazement, the neck stump begins to bulge and two heads grow back. With a nod he repeats the procedure and into the second tank the dog goes. After a few minutes he hands the dog back with now three fully functional heads. Amazed you thank him and leave. [**subtract 5 coins**][**Obtained Item 5 "Cerberus"**] (Back to path **220**.)

298 You tell him of your quest to destroy the water elemental, and he tells you he could handle it, when the time comes, just tell the sacrifice to put on this ring, at which he removes one from his finger and throws it to you. [**Obtained Item 36 "Power Ring"**](Exit **194**.)

299 Trust me...I can be very helpful but I'm evil, and those within me demand a price you don't want to pay. (Recruit him **298**. Exit **194**.)

300 You are in a shaded rest point between two paved areas of what look like fantastical activity areas. West are colourful structures, while East is unusual plumbing structures. A straight path leads Northeast. (West **109**. East **35**. Path Northeast **278**.)

301 You open chest two to find an old dress, a hooked sword, and a battle bikini worn by the remains of a skeleton. (Grab Items **324**. Exit **302**.)

302 Pretty much everything behind the stone log barrier reeks of magic, power, death and danger. Spread along the fence are several items of interest. From East there is a shack, 3 chests, and further south a metal bench. (Shack **144**. Open Chest 1 **244**. Open Chest 2 **301** Open Chest 3 **304**. Metal Bench **72**. To Northeast Nexus **165**.)

303 As you make your way up the staircase, the temperature drops precipitously. Calvin and the tiger are on the top rung, and you are facing several morbid looking snow creatures who glare at you. Calvin says, "Throw me the slippers or face banishment forever!" (Surrender Item#7: "Ruby Slippers" **95**. Press On **295**.)

304 You open chest three to find it empty. (If you have Item#23 **325**. Exit **302**.)

305 You sit on the bench and feel refreshed, it is good to get off your feet. [everyone may heal to MAX hp] (Do you have Weapon#A **307**. Stand **72**.)

306 You can educate yourself in reading, music, driver's ed and space travel. You also see 2 huge mushrooms growing beside the apparatus. (Read **308**. Music **314**. Drive **53**. Space travel **316**. Mushrooms **319**. Done **109**.)

307 Your bat begins to faintly glow white. It will kill sharks

and a sloshing snake like creature in

308 You run your fingers along various dots learning words. [Obtained Item **37** "Braille"] (**306**.)

309 She scans you up and down as you approach, "Hello dahlings, standard fee is 1 coin each as usual. No soul walkers allowed. of course. (For what? **311**. Pay **317**. No thanks **181**.)

310 Strangely the Hellhound is easy to hit, but upon landing the first blow, you feel a shockwave sucking you toward it, followed by a grand explosion of fire reducing the party by **5hp** each, as the canine gates back to its home plane leaving only scorched ground. (Exit to building **57**.)

311 "A ride most of the way across the river obviously." (Pay **317**. No thanks **181**.)

312 The shack is not protected against ethereal forms, so you pass right through it. The inside is dimly lit by glowing runes emanating from a floating iron bound spell book thumping against the walls as if it were alive. (Read the spell-book **318**. Exit **144**.)

313 You struggle to make out the strange words but complete the passage entirely. In your mind begin to flash images of various people and creatures. A young girl in a gingham dress, a man in black leather, a tiny humanoid with blue hair, a three headed dog, a boy in a kilt with a huge sword, a vaguely bison like beast with six legs, a mermaid like girl near a rock,

rough water. You are then expelled from the enclosure (Exit **144**.)

314 You play with the various bells and gongs [Obtained Item **38** "Music"] (Back **306**.)

315 Unexpectedly your next help arrives in the form of a crow who hovers above the elemental and after a loud CAW the entire pool is surrounded by hordes of the ubiquitous souls wandering the grounds. Everyone is sort of in awe of the strange attack which goes on for two rounds before the crow flies away.(Continue at **180**.)

316 You move to the circular green simulator on the Northeast corner of the facility. Your goal is to spin at least 25 times in the rotator as fast as you can. [Obtained Item **40** "Centrifuge Training"] (Back **306**.)

317 You give her the fee for each of you and board the boat. The sailor uses large pedals to propel the boat toward the opposite bank. When you get half way there, the water gets very rough and a vortex forms to one side. An enormous snake like head takes shape and you come face to face with the water elemental. (You must fight **347**.)

318 The books senses your interest and flips open to a page near the end. The runes on the page begin to glow and morph to more everyday letters. (Continue **313**. Exit **144**.)

319 Beside the apparatus are two large mushrooms, you pick them, you wonder if they are edible. [Obtained Item **4** "Mushrooms"] (Back **306**.)

320 The potion bottle indicates that you are to pour the contents on to the element you wish to summon and the river is definitely water, so use any items you have to gather all of your recruits and wait for them to arrive. Instantly, you turn around to see several pale skinned humans standing there backed up by many huge wolves. You see other familiar faces beyond that. The foremost pale one named Alice tells you, "This is not the way. If you insist on this path, you are on your own." At which point the crowd looks very disappointed and they disperse.

(Continue summoning **343**. Abort **179**.)

321 The Hellhound senses your intent and strikes first, spraying the party with its fire breath causing 5 points to each player.

HELLHOUND: 25252 65261 35652

If you win **[Obtained Shield E "Hellhound Collar"]**(Back to building **57**)

322 You walk over to the hairy monster which raises its head briefly but then ignores you.(Offer it Item#41 **329**. Exit North **77**.)

323 The trees are all around you they fight in waves of three you must fight.

CORRUPTED TREE 1: 13122 12316

CORRUPTED TREE 2: 22425 31314

CORRUPTED TREE 3: 33441 54126

If you win the next wave attacks or you can flee back to the bridge (**69**).

CORRUPTED TREE 4: 14222 15116

CORRUPTED TREE 5: 22165 31214

CORRUPTED TREE 6: 35311 54146

(If you win again **259**. Ghosts may exit **69**.)

324 The Skeleton animates and begins to attack.

SKELETON: 34241 34562

If you win **[Obtained Item 9 "Dress"]**
[Obtained Weapon C "Hooked Sword"]
[Obtained Shield D "Battle Bikini"](Exit **302**.)

325 The blue diamond begins to struggle from your possession. It flies up and into the chest which closes. The entire box glows blue for a few seconds, then stops. The gem is now gone. **[Destroyed Item 23 "Hope Diamond"]** (Exit **302**.)

326 The bloke chuckles heartily, "You call that a weapon?" and equips his machete saying, "Now that's a knife!"

BRUCE: 52416 34526 62224 64421

If you win **[Obtained Weapon F "Machete"]**(Back to path **220**.)

327 Anyone entering the platform is instantly transported to the other platform, you may retrieve any items currently there and jump off Except holders of Item#19. (If you have Item#19 **346**. Others Exit

328 You approach a tall fenced pen containing docile but comically oversized bison like creature with six pudgy legs. A sign says "Do not feed Jonah". (Enter pen **322**. Return North **77**.)

329 The monster becomes more animated and begins to extend its enormous maw letting out a deafening roar! (Stand your ground **331**. Offer Item#20 **334**. Run Away **77**.)

330 You strike at the LADY OF THE LAKE, but you meet nothing of substance. She grabs the sword as she sinks into the water,

taking it below, you never see it again (banished from this encounter permanently) (Exit to path **59**.)

331 The Beast lunges forward at lightning speed and swallows the party whole (**341**.)

332 You examine your squishy chamber and find a glowing spiked mace stuck in a wall of Jonah's stomach. You pull it out and he lands expelling you as a wet mess **[Obtained weapon D: "Magic Mace"]** (Exit **77**.)

333 Having no internal defences, you quickly kill the beast which begins to fall, crashing with a wet thud. Everyone **loses 2hp**. (Climb out beside pen **77**.)

334 As you proffer the gold foil coin the beast unleashes its enormous tongue covering you in slobber washing the coin out of your hand. It then flies off wagging its stump of a tail. (Exit **77**.)

335 The swami seems to enter a trance mumbling many things, but you catch bits and pieces. "Beware Scots bearing Gifts." And "Chocolate soothes the savage beast." (Exit **51**.)

336 You place the item on the empty platform and with a flash it vanishes, to reappear on the other platform. (Retrieve item **339**. Exit **239**.)

337 Giving the top a hard yank you regret your action. A humanoid shaped root begins to scream causing the entire party one point of damage for each segment of the attack round the puller fails to hit before it stops.

MANDRAKE: 53263

(After **290**.)

338 The swami waxes poetic about his mantra but ends with the proverb: "Pool your resources...Ruin is salvation." (Exit **51**.)

339 You try to reach onto the platform and are prevented by some overpowering force, remove item from your inventory. (Exit **239**.)

340 The book seems to contain many proverbs. "Never kill a tree." "A fool and his money are soon parted." "Help comes from unlikely sources." And similar nonsense. (Exit **51**.)

341 Strangely you find yourselves soggy but alive in a bioluminescent room. Suddenly you feel the creature lunge and the feeling of being in an elevator rising. Everyone without Item #40 becomes nauseous [and lose **1hp**]. (Attack creature **333**. Use Item#7 **33**. Wait **332**.)

342 Mighty tough are these **WITCHES**.

HAZEL: 53214 36541 52364 13652

ELPHABA: 16352 41362 23546 66532

If you have won [Obtained Item **29** "Healing Potion" Item **30** "Summoning Potion"] While you collect your treasure, you hear a last dying breath from Elphaba. She casts a spell, "I curse you." The last player to attack her will be transformed to an actual dog. A dog may use normal attack values but may carry only a collar and nothing else. Do you have *Shield#C*? (Yes **345**. Exit **277**.)

343 You reach out from the rock and dump the potion into the river. The water gets very rough and a vortex forms before you. You come face to face with the **WATER**

ELEMENTAL. It forms a combat tentacle for each player which they must fight.

WATER TENTACLE(S) 45366 32445 After the skirmish the entire elemental collapses, creating a large hole in the water. Thinking that was a little too easy, you prepare for the worst, and moments later it comes. The water rebounds and the party suffers a **TSUNAMI** attack. Every player is slammed with wall of water 20 feet high each taking **10hp** damage.

The water then settles down and the elemental seems to have left. (Any expired player's equipment is now lost underwater - You may retrieve lost underwater inventory only using Item#15 (Exit **179**.)

344 As you threaten the man, he throws down his threadbare wallet and says, "Here take it." before running off. Inside the wallet you find a card full of holes for the Hotel California, ID saying his name was Arthur Smith, and two coins. Obtained [Obtained **2 Coins**, Item **13** "Arthur ID"] (Enter portal **190**. East **207**. West **194**.)

345 The red tattoo on your forehead begins to burn and you see a flash which reflects Elphaba's spell leaving you unaffected. (Exit **277**.)

346 Mid teleport the party sees the Soulwalker Thread break. That player's inventory appears on the other platform, but the ethereal form returns to its real body. That person is now alone at the science station platform on page **37**. (Others **239**.)

347 Strangely, as fast as it began, the entire elemental

collapses, creating a large hole in the water. Thinking that was a little too easy, you prepare for the worst, and moments later it comes. The water rebounds and the party suffers a **TSUNAMI** attack. Every player is slammed with wall of water 40 feet high which destroys the entire park. (**GAME OVER**)

348 The stone circle is now a shallow pond with a small fountain trickling away in the middle causing it to overflow. You figure the restrained area would limit the water elemental's power. (Ready to use Item#30? **180**. Not ready: Exit to obelisk **103**. Exit to greenhouse **91**.)

349 Bat boy steps up. He looks feeble until he spreads his wings and assumes his ancient form. With a glance he whispers, "Hypnotize" and becomes a blur of fangs and claws. After two rounds, he is exhausted and withdraws. (Continue at **180**.)

350 Do you have Item#13 or #22 (Yes **269**. No **274**.)

LAST The ice crystal evaporates in your hand, gone. As you return to the gate, the soldiers cheer and congratulate you on a job well done. Your remaining party walks out of River Styx and can't wait to POST THE PLAYER SHEET to claim your cache smiley...unless you have ITEM#10...in which case... **GAME OVER!**