

MOTHER / EarthBound Beginnings

Invasion from the Unknown

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(Please see my [website](#) for more translations!)

HOW TO PLAY

(Includes link to printable Progress Tracker Sheets!)

Be sure to view this doc in “desktop mode” (etc) so you can use the scenario links on the side!

Prologue 1

Excerpts from *The Press Herald*, found on microfilm in the Portland Public Library

August 6th, 1902

BIZARRE BLACK CLOUDS OVER THE HIGH PEAKS OF MAINE!

Residents of Podunk and Merrysville have become aware of black clouds covering the summit of Mount Itoi, a mountain that can be found halfway between the two small towns located along the Central Maine Railway. It has been reported that these black clouds are known to emit strange flashes of light every now and then.

August 12th, 1902

COUPLE GOES MISSING ON INTERSTATE HIGHWAY

At around 8 p.m. on August 11th, a married couple went missing while traveling along the interstate highway, which leads from Portland through Bangor, and ends at the Canadian border. George Halloway (35) and his wife Maria (29) had set out from the town of Merrysville and were heading to their home in Podunk. Podunk Sheriff Arthur Graille (46), who knows the couple well, has stated that he does not believe the pair would have had any reason to disappear voluntarily.

Because their disappearance occurred on the same day that the previously reported black clouds happened to vanish from above Mount Itoi, rumors began to spread among the locals that the two events were connected in some way, however the local police have disputed this claim as having no basis in scientific fact.

The site where the couple appears to have gone missing is about twenty miles from town – a lonely, desolate stretch of land at the foot of Mount Itoi, surrounded by open fields and forests. The Ford Model T the couple had been driving was discovered among the nearby trees.

September 12th, 1902

SEARCH FOR MISSING COUPLE FINALLY COMES TO AN END

The Portland Police Department and the Podunk Sheriff's Office have called an end to the search for the Halloways, a married couple who suddenly went missing along the interstate highway on August 11th. The couple's disappearance has been shrouded in mystery, and not one substantial clue has ever been found. The couple has three sons, and the Portland family court, as well as their appointed attorney, are currently tasked with finding suitable guardians for the boys.

October 30th, 1904

MISSING MR. HALLOWAY FOUND

In the early hours of October 29th, a lone man was found collapsed along the shore near Ellay by Jud Clayton (47), a manager of a transport company who happened to be passing by and promptly alerted the Ellay Police Department. After some investigation, it was determined that the collapsed man was George Halloway (age 35 when last seen), who had gone missing along a highway near Podunk, Maine two years prior. Mr. Halloway is currently being treated at a state hospital in Youngtown. Although Mr. Halloway has regained consciousness, he claims to have no memory of the two years during which he was missing, and has stated that he has no knowledge of the whereabouts of his wife Maria (age 29 when last seen), who had disappeared along with him.

Prologue 2

August 14th, 1988

“Doug, are you awake?”

I could hear my mama's voice coming from downstairs.

Of course I was awake.

For the past several days, I had been dragged out of dreamland at the break of dawn by the roar of military helicopters as they weaved through the sky above town.

I got out of bed and went over to the window, and as I opened the curtains, I could see a Bell UH-1 helicopter flying by overhead. Its rotors chopped through the air as it

skimmed the highest branches of the cedar trees growing along Gardena, the road that runs straight through the heart of town.

I looked down at the street, and saw that a police car with flashing blue lights was parked in front of Mr. Bailey's house, next door. Then an ambulance arrived. There were several police officers and men in business suits standing in front of Mr. Bailey's house, talking with one another.

They used complicated words like "martial law".

Lately there were strange things being reported on the news every single day – murders, disappearances, and sometimes things even stranger than that, happening all over the place. Everyone locked their houses up tight, no one was allowed to go out after dark, and if you happened to see a suspicious person, or something that didn't seem quite right, you were supposed to report it to the police immediately. It really seemed like something very serious was going on.



Sure, I was glad I didn't have to go to school and all, but clearly this was the biggest thing that had ever happened in the United States...no, in the entire world!

I got a call from my good friend Jim McCann, and he told me that apparently Mr. Crockett, the shoemaker, was fishing in the Royal River when he saw his nephew Harold wandering aimlessly on the opposite shore. But the thing about Harold was...well, about a year ago, he'd been hit and killed by an express train running along the nearby Paradise Line. And yet there he was, staggering along the water's edge like a marionette with a broken string, staring blankly off into the distance.

Jim also happens to like horror movies, so he excitedly added, "It's just like George A. Romero's *Night of the Living Dead*!"

Three days later, Mitch Holland, the vice principal of Podunk High School, was killed right in the middle of Harley Street. Mr. Holland's body was torn to shreds, as if by

a creature with very sharp claws, and on top of that, something like wild animal hair was scattered on the ground all around his corpse. I wonder what Jim will have to say once he finds out about *that* – would he say that the culprit was clearly a werewolf or something? ...Sheesh.

Around that same time, weird black clouds rolled in and covered the summit of Mount Itoi, which can be seen from here in town. If I remember right, the newspapers reported that scientists and a military research team went up the mountain after that, but they never came back down.

“Doug?” my mama called out, again. “Are you up yet?”

“Yeah,” I replied, and then I went down the stairs, still wearing my pajamas.

My mama, Carol, and my two little sisters, Minnie and Mimmie were in the kitchen. And next to where I usually sit...there was one other chair.

My mama always avoided looking at it, but...that was my papa's chair.

I walked behind his chair and sat down in my own, and I began to eat my breakfast.

Half a year ago, my papa went missing.

He went to work that day and then just...never came back.

Mama begged the police to search for him, hired a private investigator, and did absolutely everything she could, but in the end, no one had any clue where he could have gone. Since then, my mama threw out everything that had belonged to my papa. Even photos of him that she had held so dear.

But...I still believe in my papa.

I know he's going to come back someday. There must be some very important reason why he hasn't been able to come home yet.

“Doug,” said my mama, very suddenly, and it brought me to my senses.

“Huh? What is it?” I replied.

Mama's eyes seemed so sad as she looked at me, but then she seemed to pull herself together, and she spoke with a warm smile. “Once you're done with breakfast, you should get right to studying. Mr. Donovan gave you a whole lot of homework, didn't he?”

...But I didn't bother with the massive pile of (really annoying) homework that bald old Mr. Donovan had given out, and instead I sneaked off into the attic, as usual.

Mama tells me not to come up here, because it's “too dusty”, but adults never seem to realize that saying things like that only makes the minds of curious twelve year old boys like me even more curious.

I've had asthma since I was very little, so places full of dust are no good for me, but going up into the attic is kind of like a mini-adventure for any kid, don't you think?

The stairs creaked as I climbed them, and a damp mustiness and the smell of mold were heavy in the air. All the things up here looked like precious treasure to me.

There were so many things from a time long forgotten and that had been forgotten by time way before I'd even been born. An old grandfather clock. An Underwood typewriter covered in so much dust that I couldn't even make out the letters on its keys. A little girl's doll, sitting and staring blankly at the cobwebs spread across the ceiling. Piles of books heaped against the walls. A Springfield rifle with a rusted barrel.

With my inhaler in my pocket just in case of an asthma attack, I began to explore the items around me, like a deep-sea diver searching through murky water for gold on the wreckage of an old sunken ship.

Then, suddenly, a book landed at my feet with a *thud*.

I picked it up to see what it was, and the cover, which was as rough and rugged as a tombstone, had the word "DIARY" written across it. And the owner's name was apparently George Martin Halloway.

"Halloway"...that was my last name, too – but who the heck was he?

My curiosity got the better of me (as usual), and I blew the dust off of the diary and slowly turned the pages.

This diary was really, really old. I flipped to the last page, which was dated December first, 1912. I found myself fascinated by the writing scrawled there in blue fountain pen ink.

[“This diary ends here. For there is no longer a need for me to keep writing in one.

This is an account of the final few years of my life, and although what is written here has great significance to me personally, it will have no meaning to others.

Well, I suppose that's true of typical diaries.

However, I dare not call what I am about to write a typical diary. It is meant to reach one particular boy in the very distant future, and so...ah, yes, I'd call it something more like a 'letter'.

The boy's name is Douglas Halloway...”]

I was stunned.

There was *my* name – written in a diary that was so many decades old.

I figured it was probably just a coincidence, but I suddenly felt as though someone was watching me, and I couldn't help but look around. ...But it couldn't be a coincidence. This diary belonged to my great-grandpa George Halloway, and he seemed to know, even so many decades ago, that I'd be reading it today, at this very moment!

[“I am now 45 years old, I am bedridden, and death will come for me very soon. And that is because I've finally come back from a very long journey. But, Douglas – ah, perhaps you prefer to be called 'Doug' – you are twelve years old now, and I'm guessing you're a lively and very spirited boy. And starting this very moment, you'll be going on your own *very long journey*, although yours will be a bit different from mine.

Lately, strange things have been happening all around you, and your mother and your sisters are probably quite frightened. But you...you mustn't be afraid. And even

when you are afraid, you mustn't show it. Otherwise, *they* will surely take advantage of your fear.

The purpose of your journey will be to find a lost song. In your time, I have a feeling that there will be devices that can be used to preserve music. But there is nothing like that here in my time. And so, I have found various other ways to allow the song to be remembered.

As for just how important this song is, I will write about that later, but know that it is a very special song. It is the only thing that can save the country you live in – no, the entire planet earth, from a calamity that will soon threaten to destroy it.

You have very special powers, yourself. You are probably already aware of some of them. But your powers go beyond what you know. There is a much greater power hidden dormant within your heart—”]

The sudden roar of a helicopter overhead startled me, and I dropped the diary.

But it was true. I'd had strange powers since way back. If I stared at a pencil lying on my desk long enough, I could make it do all kinds of funny dances, and what's more, me and my dog Mick could communicate with each other by speaking with our minds.

I always figured it was that stuff called “ESP” or “telepathy” or whatever, but...

[“You must embark on a journey, and you must use these powers to fight your enemies. It pains me to know that you, my precious great-grandson, must undertake such a task. But the only thing that can defeat them, Doug, is the power that you possess.

And you will have many allies to support you along the way.

First, of course, there is your father, Jack Halloway. No matter where Jack has gone, you must trust your father. It was for your own sake that he has gone into hiding. He is lying low somewhere out there in order to protect you from *them*.

However, you will be able to speak with Jack at any time.

Whenever you wish to speak with your father, you can pick up a phone anywhere in town. Any time you do, I'm sure your father will find a way to speak with you.

You will also meet two friends during your travels. They are children from other families in my bloodline. As such, they may have powers similar to your own – or perhaps even stronger. You must work together with them to—”]

The diary ended there.

Well, to be more accurate, the rest of the page was torn off.

Still in a daze, I dropped the diary to the floor.

The first thing I was surprised to hear about was my papa. If all of this was true, I wanted to find him as soon as possible. But after leaving us behind...where did he go?

Wiping away tears, I looked back at the torn page again...and then I heard my mama's screams coming from downstairs.

The screams had come from the living room.

My living room was pretty wide, and it had a fireplace and a couch...and there, right in the middle of it, were my mom and my sisters, holding each other tight and shivering fearfully. And some strangely-shaped *thing* was dashing all around them.

...It was an electric lamp!

In fact, it was the lamp given to my mama and papa as a wedding present by my uncle Owen who lived in Boston. It had a large, cylindrical shade, and it was made in Japan. And right now, it was hopping around the room, thrusting that shade out in front of itself and whirling it menacingly.

Poltergeist activity. That's what it was called when invisible ghosts were able to cause physical phenomena. My good friend Jim, the excitable horror fanatic, had told me all about it some time ago. But now it was really happening – and in my own home, no less!

But I didn't have time to stand there in stunned disbelief.

As if it had a mind of its own, that lamp from uncle Owen spun around and came right for me.

More out of instinct than surprise or fear, I aimed my thoughts directly at the lamp. As soon as I did, the lamp froze in mid-air, and then...like an explosion, it burst into a fine powder.

(*Was that...my power?*)

"Oh, Doug!" cried my mama, as she and my little sisters rushed over.

I wanted to comfort them, but I didn't have time for that now. I was going to have to tell my mom and my sisters about the journey I was about to go on. And so...

●Go to #001 →



Douglas (Doug) Halloway

The main character. A 12-year-old boy with psychic abilities. After reading his great-grandfather's diary, he becomes aware of his powers and sets off on an adventure.



Anna Brewton

A girl who becomes friends with Doug and Lloyd. Strong-willed and stubborn, she is constantly getting into quarrels with Doug. She appears to have stronger psychic powers than he does.

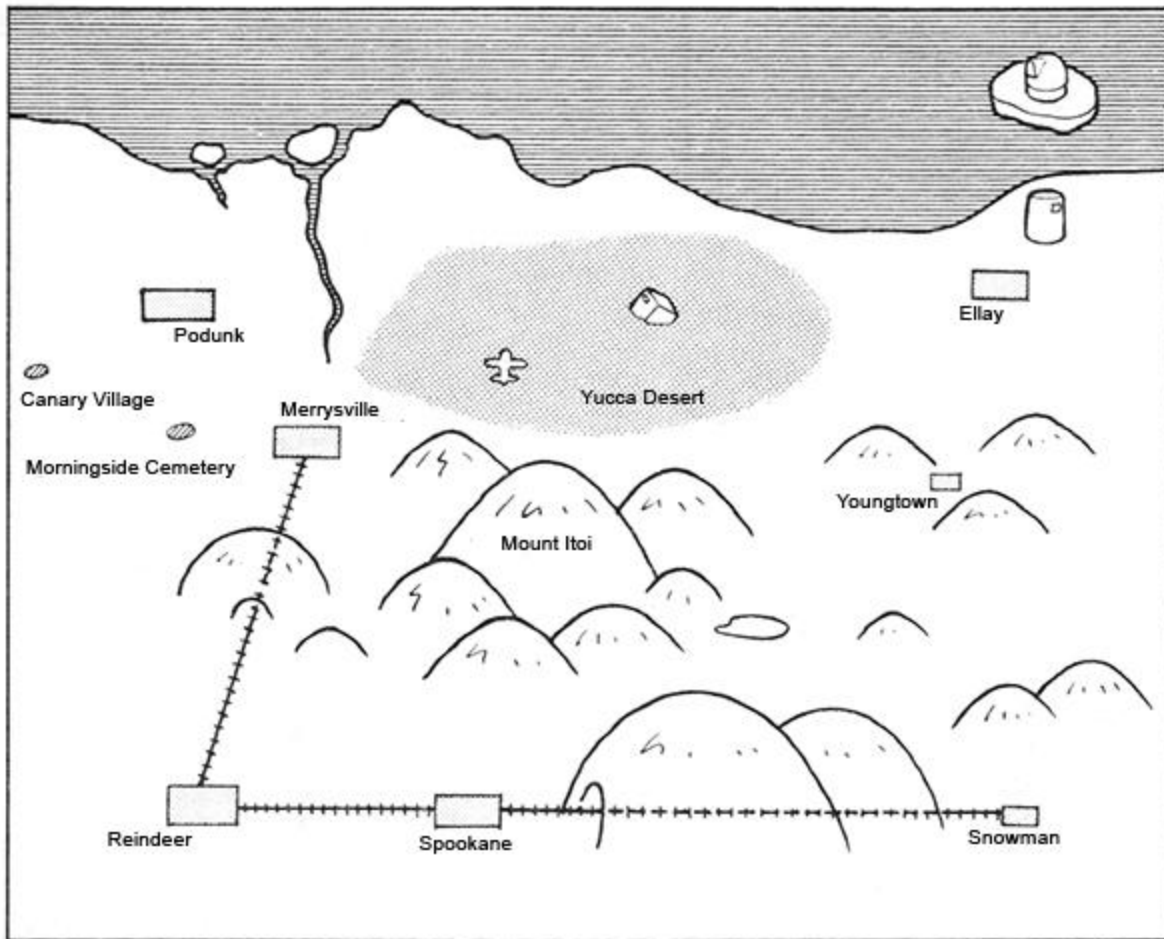
THE CAST

Introducing our protagonist and his two friends!



Lloyd Schneider

A brilliant young boy who has a knack for all things mechanical, but tends to be nervous and cowardly. The truth is, he's got certain powers of his own.



ADVENTURE MAP

EARTHBOUND BEGINNINGS

Invasion from the Unknown

#001:

I had to get a few things ready for my journey.

First, there was my knife, which I could use as a weapon. It was a Gerber knife given to me by my dad for my birthday a long time ago. It had my initials, D.H., engraved

into the blade. In my backpack, there were sandwiches my mama had made in case I got hungry, rain gear, and extra pairs of underwear. I also had twenty dollars in cash.

And then...whoops, I can't forget that!

...My Primatene inhaler, in case of an asthma attack. It's a device that sprays a mist into my mouth that can keep a fit of asthma under control.

I opened the front door and went down the steps, and as I stood there on the lawn, my mama ran up and hugged me as tight as she could. "Oh Doug!" she cried. "Do you really have to go?"

"Yeah," I replied, with a nod. "But I'll be okay. I promise I'll be home soon."

Then, after waving good-bye to my sisters, and to my dog Mick as he stood in front of his dog house and wagged his tail, I headed out.

The town of Podunk was a lot quieter than I expected.

Across the street, I didn't see any patrol cars parked outside of Mr. Bailey's house anymore, and there was no sign of the police officers who had been standing around out there, either.

As I made my way down Gardena street, I came to a small park filled with black locust trees, and the road split two ways.

One path led north, toward the suburbs. In other words, it led away from the neighborhood I live in. And the other path led south, toward the center of town.

●To head north.....Go to #013 →

●To head south.....Go to #220 →

#002:

There was a desert. A town with a view of the sea. A small village nestled among the mountains. ...And Mount Itoi.

This was the world beyond the cave. Right before our eyes, the four places we still needed to visit were laid out like images on a split-screen. I supposed we could just jump into whichever location we wanted, and be teleported there instantly.

Lloyd whimpered sadly. But we probably wouldn't find a way to turn him back into a human by staying around here. So, let's head out – out into the big, wide world!

●To head for the desert.....Go to #051 →

●To head for the town with a view of the sea.....Go to #165 →

●To head for the small village nestled among the mountains.....Go to #122 →

●To head for Mount Itoi.....Go to #070 →

#003:

We fled desperately from the cabin, and just as we did, the whole thing collapsed with an awful sound.

I looked up, and I could see that the thing that had been grabbing for us was a giant robot. It had a barrel-shaped torso, two long, giant arms, and two long, giant legs. And it had two red, glowing eyes set into a cylindrical head.

Lloyd turned and fled, yelping the entire way, and we hurried after him. We must have looked like ants to this thing. I was sure it would catch up to us in no time.

●If you have 45 HP or higher.....Go to #135 →

●If you have 44 HP or lower.....Go to #231 →

#004:

This was no time for attacks that would do no good, anyway.

I continued to hold up that psychic barrier, desperate to keep the two of them safe.

(-3 PP)

●Go to #153 →

#005:

Then, one of the passengers who had been sitting with his back to me suddenly stood up and turned around.

He was a middle-aged man wearing a button-down shirt with a narrow collar. I noticed that his face was strangely disfigured. His chapped, purple lips spread wide, and I could see the inside of his mostly-toothless mouth as he addressed me.

“Hey there, little boy...why don’t you come along and play...with...**meeeeee!**”

...He was a zombie! I guess at some point, a zombie had found its way onto the train. The other passengers were in danger!

“Everyone, listen to me!” I cried. “This train car isn’t safe! You all have to get out of here, now!” At the sound of my cries, all of the passengers sitting in front of me got up at once.

“Ohh, what a cute little **boooyyy!**” said a woman with disheveled blond hair sitting in front of me. As she stood up and grabbed me by my shoulder, I could see that half of her face had rotted away – she was a zombie, too!



#005 • This train car was full of zombies! And slowly but surely, they were shuffling and stumbling toward me!

I was in quite a fix – *every one* of the passengers in this car was a zombie!

● To try to fight.....Go to #429 →

● To try to run.....Go to #150 →

#006:

We entered the hotel, and we could see a boy about ten years old sitting behind the check-in counter. I walked over to him.

“Hey, are your mama and papa around?” I asked.

The boy shook his head. “They’re gone,” he said. “So I have to take care of the hotel for them. So, sir, madam...will you be staying with us tonight? A room is eighty dollars per night.”

“You sure are working hard,” Anna replied quietly, looking somewhat shocked.

- To stay the night.....Go to #361 →
- To decline.....Go to #084 →

#007:

I walked straight down the town's main road. The street was lined with elm trees on both sides. Eventually I found myself at Union Station. The building was made of red brick.

- If you have checked off Mark #2.....Go to #207 →
- If you have not checked off Mark #2.....Go to #456 →

#008:

We walked through the castle's enormous passageways, and we found two doors marked "For Our Esteemed Guests". One of the doors was red, and the other was blue. Which door should we open?

- To open the red door.....Go to #127 →
- To open the blue door.....Go to #397 →
- To leave the castle.....Go to #241 →

#009:

I left the Franklin Gibson's shopping center and started walking around Podunk again. Where should I go?

- To speak with the locals.....Go to #024 →
- To go to Skid Row.....Go to #013 →
- To go south.....Go to #220 →

#010:

I left Podunk, and I headed straight for the path leading toward Mount Itoi.

- If you have marks 8 & 9, and melodies 1 & 3 all checked off.....Go to #305 →
- If you do not have all of these checked off.....Go to #224 →

#011:

"Just leave this to me!" I said, and I braced myself for a fight.

- If you have 10 PP or higher.....Go to #191 →
- If you have 9 PP or lower.....Go to #216 →

#012:

We turned onto the path heading east, and the passageway became even tighter. Suddenly, up ahead of us, we noticed another path leading south.

"This is why I hate dungeons," Anna muttered.

- To head south.....Go to #215 →
- To continue heading east.....Go to #353 →

#013:

I chose my path, and gradually the cozy homes became fewer and fewer, and they were replaced by warehouses, garages, and dilapidated buildings. There were rarely too many people out and about in this neighborhood, even on a regular day. This area was known as “Skid Row”, and was a place where drifters and hoodlums roamed the streets.

Then, suddenly a figure appeared before me, stumbling unsteadily as it went.

He was definitely human, and pretty young too, at about twenty years old, but once I got a good look at him, I could see that his clothes were ragged and torn, and his face was covered in mud. His Levi jeans were ripped to shreds below the knees, and the tattered edges hung down like seaweed over his legs as he slowly staggered toward me.

As soon as the guy saw me, he suddenly raised both of his arms and came at me, growling, with his eyes open wide. (To use psychic abilities, you will need 20 or more PP)

- To fight using psychic abilities.....Go to #28 →
- To fight using items.....Go to #111 →

#014:

“Yeah,” I said confidently, although I’m not quite sure why. “We should go straight.”

And so, we followed the compass needle pointing north, and soon the path turned to the left, then left again. And there, we hit a dead end. Anna sighed as she looked at the cold stone wall standing in our way. We had no choice but to turn around and take the branching path we’d passed before.

- Go to #369 →

#015:

We continued straight, and suddenly the path turned to the left. After that, it felt as though we were walking north for quite some time. Then, we suddenly came to a branch in the path heading east.

- To take the path heading east.....Go to #393 →
- To continue going north.....Go to #273 →

#016:

“Well now, how wonderful of you to rescue my daughter! Is there anything I can do for you in return?”

The mayor, Mr. Goodman, spoke to me as he sat on his very cozy-looking sofa. I knew exactly what I wanted to ask for.

“Do you think you can tell the cops here in town to let me go anywhere I want?” I asked.

“Oh, of course, of course!” he replied. (Check off Mark #1 on your chart. Flip back to scenario #264 and mark the option “Meet with the mayor” with an “X”. Flip back to scenario #045 and mark the option “Open the coffin closest to you” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*) I left the mayor’s house in high spirits.

●Go to #232 →

*Note: If you are playing digitally and can’t mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#017:

In order to get to the roof, I had to make it up three flights of stairs. When I finally got all the way to the top, I was pretty out of breath, and so I hurriedly put my inhaler to my mouth and breathed in that soothing mist.

However, the door to the roof had a note on it which read:

“Authorized Personnel Only”

Damn, it was off-limits. I guess there wasn’t much I could do – so I made my way back down all those stairs.

●Go to #142 →

#018:

Staying on guard in case that murderous Mad Truck was still lurking somewhere out there, I walked through the suburbs of Reindeer. At last I made it safely to Reindeer’s train station, and I hurried over to the ticket counter.

The cheapest tickets available were ten dollars.

●To buy a ticket.....Go to #275 →

●If you don’t have enough money.....Go to #317 →

#019:

...But the alligator was more agile than Anna had anticipated. It moved faster than literal lightning, and it easily dodged every bolt of Anna’s PK Thunder attack. And even as it dodged, it was getting closer by the second.

“Look out, Anna!” I cried, as she stood there in a daze. I knocked her out of the way, and took the full brunt of the alligator’s charge. I experienced what it must feel like to be a ball that has been kicked into the air and slammed against a tree. I had no idea it was so painful. (-40 PP, -8 HP)

“Doug!” Anna cried, as she and Lloyd ran over to me. I somehow managed to get to my feet.

“...We should probably run,” I muttered.

●Go to #347 →

#020:

A short while later, we had left the streets of Youngtown behind.

The sight of the eerie, desolate roads and the feel of the cold winds that blew down them would remain in our memories for quite some time. (You will need to have 10 PP or higher to go to Magicant.)

●To head for Magicant.....Go to #149 →

●To head for the town with a view of the sea.....Go to #165 →

●To head for the desert.....Go to #051 →

#021:

We walked across the field and crossed a small brook, then we entered the town. Ellay.

A town of corruption and chaos. The buildings and roadways were filthy, and scraps of litter were tossed about in the wind. Rats gathered at trash bins in dark alleys, and pillars of steam wafted from gutter drains, carrying the stench of sewage. I've never been to the South Bronx in New York City, but I imagine it would be something like this. There were vagrants everywhere, and drug deals were being made out of junked cars.

"Ellay is Maine's personal garbage dump." That was something Podunk's mayor, Mayor Goodman, once said. It may have been a little harsh, but I couldn't say I didn't understand the sentiment.

But it made me think. I thought about the fact that the people who lived here were still doing their best to get by.

The only decent-looking place in town was the Central Shopping Center to the north. It was the only building that was neat and tidy, and it really stood out from the rest of the town around it.

●To head for the shopping center.....Go to #247 →

●To try to find someone to talk to.....Go to #181 →

●To try walking around town.....Go to #228 →

#022:

Lightning bolts burst from my body with a blinding flash. ...But unfortunately, none of them hit their target. The tree next to the gargoyle went up in flames, instead.

As I stood there, stunned, the monster lunged for me.

I quickly jumped to the side, and the gargoyle turned its sights on Lloyd next. Its enormous jaws caught the Saint Bernard by his hind leg, and Lloyd bayed in agony. (-8 HP)

●Go to #449 →

#023:

Alright – time to get our payback for last time! The three of us faced the approaching robot.

Suddenly, our enemy's eyes began to glow with a bright red light!

★ For this fight, your Battle Points are (H), the R7037 robot's are (9). What are the results?

● If you won.....Go to #313 →

● If you lost.....Go to #278 →

#024:

Well, two people I happen to know who live in this part of town are Annette Cartwright, a girl in my class at Podunk Junior High who lives on Oak Street, and Matthew, a man who works at the tackle and bait shop and lives pretty close by. I wonder if they know anything about the things that have been going on lately.

● To try to meet up with Annette.....Go to #265 →

● To try to meet up with Matthew.....Go to #112 →

#025:

Every one of the missiles EVE launched hit their target cleanly.

There was a violent explosion, and I couldn't see anything through the dust and smoke that filled the air. Eventually the wind cleared everything away, and to my surprise, we could see that the R7038 robot was still standing, and it was completely unharmed.

As we stood there in shock, the robot turned to face us. ...And then a laser beam shot from its eyes, and we were turned to ash in an instant.

THE END

#026:

I unleashed my psychic power at the mother ship.

...But all it did was bounce uselessly right off, and I had to sit down and recover from my sudden exhaustion. (-8 PP)

● Go to #153 →

#027:

YOU TRIED TO KILL YOUR SISTER. YOU WANTED TO KILL YOUR SISTER. YOU WANTED HER TO DIE. YOU TRIED TO MURDER HER...

Under the relentless attack of those horrible images, my sense of reason began to break down.

“LEAVE...ME...ALOOOOONE!”

Without even realizing what I was doing, I started to run. Then I tried to ram myself as hard as I could into that giant, floating ship. But there was no longer any ground beneath me. ...I had dashed right off of a cliff, and found myself tumbling into an endless abyss.

THE END

#028:

...But this guy would be easy work for someone like me. I've had plenty of experience so far.

Just then, the man suddenly lunged for me. I hurled a blast of psychic thought energy his way. This was a technique called Brain Shock! My opponent's mind was blasted with a surge of PSI power, and he froze with a twitch as if he'd been electrocuted.

“What...am I doing...here?” the man muttered.

“I think someone or something was controlling you,” I replied, and the man stumbled away, holding his head. (-20 PP, +4 EXP)

●Go to #097 →

#029:

The lights flashing from the mother ship changed color several times, and the speed at which the colors changed gradually began to speed up. And apparently, at some point, we had stopped singing.

“...So pretty,” Anna mumbled vaguely, and suddenly I realized it was a trap.

...The lights had caused us all to stop singing that song!

Death came quickly for us in the very next instant. A high-voltage blast shot from Giegue's mother ship and pierced straight through us. Our journey ended right then and there.

THE END

#030:

There was the dull sound of a powerful blast, and the tank was rocked by the recoil. The shell flew straight for the robot, trailing white smoke as it went. But...my aim was off. An explosion went off somewhere far beyond the robot, sending up a violent cloud of flames and sand.

“No good...load the next round!”

Anna frantically pulled out another shell. But the robot had already reached us, and it pulled back one of its long, massive arms and punched the side of the tank. The impact was incredible. The three of us slammed into the wall near the cockpit.

●If you have 25 HP or above.....Go to #421 →

●If you have 24 HP or below.....Go to #152 →

#031:

The road heading north came to a dead end at one lone house.

On the front of the house there was a sign that read, "Healer's Psychic Clinic". A Psychic Clinic? ...It suited the tone of Spookane, I guess.

I knocked on the door, and small man with white hair poked his head out.

"I am Doctor Healer," the man said. "A spiritual therapist. I provide treatments that your average doctor cannot. When you have the need, I do hope you'll come see me, anytime. Hoo-ha-ha-ha!"

"Uh, sure," I replied, and I shook the man's hand before returning to the main road. *When you have the need*, the guy said. ...What the heck does that mean...? (Check off Mark #3 on your chart)

●Go to #426 →

#032:

"This way!" I said, and off I went.

...But the path ahead turned sharply to the right, and then came to a dead end. There was nothing that way but a wall of stone. We had no choice but to head back the way we came, and then continue north.

●Go to #177 →

#033:

"Let's go, quickly!" Lloyd cried, joyfully. He had been silent until now. Maybe he was the claustrophobic type. But I was happy too. We were finally getting out of here.

●If you have the Onyx Hook.....Go to #271 →

●If you do not have the Onyx Hook.....Go to #395 →

#034:

After parting ways with that terrifying old lady, I walked about two blocks down.

There I found that the residential district was split right in half by a large lake. On the other side, I could see a forest of pine trees, and within that forest was a huge mansion.

"Hee-hee-hee," came an eerie giggle, from behind me.

I whirled around and saw an older man in denim overalls, sitting on the ground with his legs sprawled out awkwardly in front of him and leaning against the trunk of a cypress tree. His beard was long and unkempt. He held a bottle of bourbon in his hand.

“That there Lakeside Hill Manor sure is a terrifying place,” the man said, drunkenly. “No one’s ever gone in there and come back out alive. Y...you, boy. You know you can’t get in without a key, don’t you? Do you have the key?”

●If you have the Key to the Haunted House.....Go to #173 →

●If you do not have the key.....Go to #300 →

#035:

The man beside the truck was busy loading a very large bullet into his rifle. I walked over and tried speaking with him, and he turned his bearded face toward me.

“What is it, kid?” he asked. “Look, it’s not safe for you to be wandering around in a place like this. A huge polar bear has been seen in these parts very recently. Apparently it devoured the Briggs’ boy alive. A *polar bear*! This ain’t Alaska! I tell ya, there’s been nothing but weirdness going on around here lately. I heard a huge desert suddenly turned up overnight somewhere north of here, too.”

●Go to #201 →

#036:

I handed over the thirty dollars. “Your room is the farthest one down on the third floor, number three-oh-five,” said the old man, bluntly.

I opened the elevator’s lattice doors, got in, and rode to the third floor. The sheets on the bed seemed to be clean, and there didn’t seem to be any cockroaches (a creature I happen to hate). I slept soundly until morning, feeling completely refreshed. **(You have lost \$30. Your HP and PP have been restored to the maximum amount allowed by your current level.)**

The next morning, after eating breakfast, I left the hotel.

●Go to #158 →

#037:

...But, the fluid in the fire extinguisher ran out almost immediately.

I stood there in a state of confused shock, and an old woman zombie suddenly lunged for me.

I tried to run for it, but countless sharp zombie nails clawed my back to shreds. I couldn’t help but cry out in pain, and I threw the empty fire extinguisher at them in desperation. **(-4 HP)**

●Go to #150 →

#038:

The thought wave attack died down for a brief moment, and then it came for Lloyd.

A single word whirled through his mind – “Coward”.

Lloyd was crying. *The truth is, I never wanted to get myself involved in this fight, he thought. That's why I let myself fall under the spell of the onyx hook. That's why I let myself become a Saint Bernard. Because I was scared. I was too scared to fight awful creatures and monsters...*

Lloyd had a vision of all of his classmates, and even his parents, calling him a coward.

YOU'RE A COWARD. A COWARD. NOTHING BUT A COWARD. A COWARD!

Lloyd got to his feet. With tears still streaming down his face, he tried to run off, to who knows where. But I caught him, and I held him as tight as I could.

●To use your PSI to attack Giegue.....Go to #250 →

●To use your PSI for protection.....Go to #004 →

#039:

I pulled out my knife...but would it work on an *actual* zombie?

He continued to come at me with his mouth wide open and his teeth bared.

★For this fight, your Battle Points are (B), the zombie's are (3). What are the results?

●If you won.....Go to #175 →

●If you lost.....Go to #073 →

#040:

Anna suddenly turned to me.

"Doug, those melodies...Giegue's lullaby!"

●If you have collected all five melodies.....Go to #420 →

●If you have not collected all five melodies.....Go to #341 →

#041:

I shut my eyes.

They were full of tears. We understood then. Without our command, EVE would not be able to self-destruct. And there was no other way we'd be able to survive. EVE seemed more than willing to die for us. But what a cruel fate this was...I couldn't believe we'd have to give her the command to die!

EVE, we've only known you for a very short while, but you seemed like more than just a friend to us.

...We'll never forget you. We'll never forget that you were "one of us".

And just as the R7038 was about to grab us...

"EVE...I command you to self-destruct!" I cried.

There was a violent blast that rocked the entire landscape as a powerful explosive device set inside EVE's body went off. The immense shock wave easily overtook the R7038, too. Then there were a series of secondary explosions, which were not caused by EVE herself – the enemy robot had begun to self-destruct along with her.

After a while, everything fell silent and we opened our eyes. Laid out before us were countless mechanical parts and fragments, scattered across the ground. But by some miracle, EVE's body remained wholly intact. She had slumped to the ground, her head tilted and drooping.

We ran over to her. She was battered and dented, and her eyes no longer had any life left in them

"EVE...thank you," said Anna, as she nuzzled her cheek into EVE's chest. ...And that's when we heard it. A strange, sad melody, playing from somewhere within EVE's body.

It had to be one of the melodies we had been searching for! **(You have memorized Melody #5.)**

At that moment, the scenery around us began to glow in so many colors, and it whirled us up along with it.

Me and Lloyd looked around in amazement, but Anna continued to sit very still with her face pressed up against EVE's motionless body.

Suddenly I came to my senses, and I noticed that there was a woman standing in front of us.

She wore the same white dress and gentle smile as always.

"Queen Mary...?" I said, and Anna finally raised her head.

[Thank you, kind children,] the queen said. [I have been beside you for your entire journey. My heart was always with you. And thanks to you, my lost time, and my lost spirit have been restored.]

Queen Mary approached us, and she sat herself down on a rock nearby. Her long blond hair curled at her feet, and cascaded across the ground.

"Please, tell us," I said. "What kind of creature is Giegue? And why does he have his sights set on our earth?"



#041 • Queen Mary had regained her memory, and she began to explain everything to us.

At that moment, an unmistakably sorrowful shadow passed over the queen's face. "Giegue is...my child," she replied. "...But he is a very wicked child. He is different from our real children, as he was born and raised on another planet entirely."

"Your...real children?" said Lloyd.

[I must finally tell you everything,] she replied. [My name on this earth was Maria Halloway. Yes...I am the wife of your great-grandfather. I left my home planet and came to this earth, then I met George, and we soon married. But my body was never suited for life on this planet. And so, leaving our three children behind, George and I returned to my home planet.]

"But...my great-grandpa came back," I said.

[Yes. Your great-grandfather had certain 'powers'. One of these powers was the ability to see into the future. He knew that our newly-born fourth child would return to

his father's planet. He knew that this child would unleash an evil energy on this planet in order to make it his own. And he knew that the only ones who could stand against Giegue were the descendants of the three children that we had left behind...]

"So in other words...us?" Anna asked, sounding surprised.

[Yes. And the melody he left for you to find...it was a lullaby I always used to sing to Giegue. He was such a precious child, my little Giegue...

After Giegue left for your earth, I followed after him in a ship of my own, but my ship was befallen by tragedy. Magicant is a subspace of my own creation. It was part of an endeavor to keep me safe, as I had lost all of my memories. ...But thanks to you, those memories have been restored. I suppose Giegue has returned to his planet. And so I will return to George's side. Oh, my beloved George...]

Queen Mary smiled so sadly once more, and she stood up. Her form was gradually fading. Like the double exposure technique used in movies, she began to disappear, and the rock behind her slowly became more and more visible.

And then there was nothing left behind but the barren, rocky landscape.

"...That's so sad," Anna whispered, and her voice was carried off by the wind.

"Well, let's head back home, then," I said. "We've done everything we set out to do, I guess."

I had barely finished speaking when the ground beneath us began to tremble violently, as if there had been an earthquake. The mountain roared. This roar was coming from the very peak of Mount Itoi, which still lay ahead of us. Those eerie black clouds began to part, and then they began to drift down toward us. Within that pulsing and writhing mass of clouds, little flickers of light were going off here and there like camera flashes.

"What is that?!" asked Lloyd.

As the clouds came down before us, a glowing shape began to appear in the very middle of it all. We could see a round, black form, maybe two miles wide, and running all the way around it like a vein or a vine of ivy was a giant red stripe. Its smooth, curved bottom reflected the ground below it like a mirror, and every now and then powerful flashes of light burst from it.

"It's the mother ship!" Lloyd cried. And I had realized the same thing.

"It's *Giegue's* mother ship!" Anna added, and she pointed up at it.

...I guess we weren't going home after all.

Suddenly a dark thought wave burst into my head. ...It was Giegue's telepathy.

[*I cannot stand the thought that such inferior creatures share the same parents as I. And so, I cannot allow you to live. I came to this planet to have some fun. I came to this planet to perform experiments. And I will not allow the likes of you to interfere!*]

This telepathy was powerful and wicked. We held our heads and fell to our knees, crying out in agony.

●If you have 50 PP or higher.....Go to #235 →

●If you have 49 PP or lower.....Go to #151 →

#042:

...Lloyd was just fine.

Even though the monster had him by his hind leg, Lloyd mustered a brave “Woof!” The onyx hook tied around his neck suddenly gave off a blinding glow. In an instant, the three of us were being flung through the sky, and the next thing we knew, we were back in the familiar world of Magicant.

Lloyd’s leg was covered in blood, but he managed to limp over to us.

“You did it, Lloyd!” I cried, and I patted his head.

●Go to #144 →

#043:

Just you wait and see – we’ll beat you this time! We turned to face the approaching robot.

●If you have 50 PP or higher.....Go to #281 →

●If you have 49 PP or lower.....Go to #415 →

#044:

I just happened to have brought a box of strawberry tofu with me, and I handed it to director Travis.

“Is this...for me?” he asked, and when I nodded, he broke into a wide grin.

“Well, thank you very much! I have to admit I have a real weakness for this stuff.”

He opened the lid of the box. Using a pair of chopsticks quite skillfully, he devoured the entire block, then he licked his lips in satisfaction. **(You have lost the Strawberry Tofu.)**

“Man, that was good,” he said. “I want to give you guys something in return, but...hmm.” He looked all around. Suddenly he noticed a steel shelf along the wall, and he took two cans from it and brought them over to us.

“This is something I’ve been researching – it’s vocal dialogue, packed into a can. The blue one here is ‘Words of Love’, and this red one is ‘Curse Words’. Their only real value is that they’re rare, but I’d like you to have them, anyway.” **(You have obtained Words of Love and Curse Words.)**

●Go to #171 →

#045:

I entered the grounds of Morningside Cemetery.

Despite the large number of figures shuffling around me, there was complete silence. I couldn’t hear a single voice. And the reason for that was pretty unsettling – everyone here was a zombie.

Doing my best to avoid the more crowded areas, I made my way deeper into the cemetery and headed for a wooden building leading down into the underground crypts. The door had been left ajar, and from somewhere inside came a slight scent of mold and the odor of death and decay. I slipped in through the small gap in the door, walked down a narrow corridor, and eventually came to a set of stone stairs leading underground. At the bottom of these stairs I found a large underground area – a room surrounded by cold, stone walls on all four sides. And like something I might expect to find in the basement of Dracula's castle...there were three coffins lined up side-by-side.

●To open the coffin closest to you.....Go to #193 →

●To open the coffin in the middle.....Go to #113 →

●To open the coffin farthest from you.....Go to #352 →

#046:

I walked over to the bank and the general store, which stood side-by-side. Which should I go into?

●To head for the bank.....Go to #316 →

●To head for the general store.....Go to #252 →

#047:

I was in trouble. I didn't have enough money.

"Uhm, excuse me," I said, timidly. I had no choice but to appeal to the station attendant. "You wouldn't...happen to have any part-time jobs available...would you?"

And so, I was put to work cleaning the station's walls and platform until they shone, and I earned ten dollars. (-2 HP, +10\$) Well, at least I have enough to board the train, now.

●Go to #465 →

#048:

When we arrived in the queen's chamber, we were greeted by a crowd of soldiers.

"Welcome, Doug...Anna...and Lloyd." From beyond these soldiers, there suddenly came a clear, feminine voice. We looked toward it, and at the end of a large, pink carpet there was a woman sitting in a pink throne, her long, silver-blond hair cascading down around her waist. She was wearing a white dress that looked incredibly soft and seemed to be made of silk. And her eyes were as tranquil as a very still, very deep lake.

"I am Queen Mary," the woman said. "I am the ruler of this land of Magicant."

We approached the queen with our heads bowed deeply. As Queen Mary lifted her pale, white hand and gently caressed the top of my head, I looked up with a start. ...What was that, just now? For some weird reason...I felt as if it was my mama who had been standing there before me, for a moment. But...I knew that my mama was back in our home in Podunk, waiting for me to come back as soon as I could.

"I was the one who called you here," the queen went on. "I am a very sorrowful woman who has lost her memory. ...And you three are the only ones who can help me regain it."

"But...how...?" asked Anna. The queen shook her head and looked back at her sadly.

"I'm not quite sure, myself," she replied. "All I know for certain is that you three have a very close connection with me. And that is also why I was able to call you all here."

For a while we were made comfortable there in the queen's chamber, and then eventually we headed back out again. **(Your HP and PP have been restored to the maximum amount allowed by your current level.)** After we stepped into the hallway, Anna suddenly turned to me.

"Hey Doug," she said. "That Queen Mary lady...she looked a lot like you, don't you think?"

"I was thinking she looked a lot like you, Anna," I replied. "And Lloyd, too."

●Go to #008 →

#049:

We turned onto the path heading south. This path suddenly turned to the east and...we found ourselves at a dead end.

With no other choice, we headed back the way we came, and turned back onto the path leading west.

●Go to #337 →

#050:

Just as the dragon was about to breathe fire, Anna cried, "Wait!"

She cried out with her voice, sure, but she was also calling out to the dragon with her mind. "I've read your heart...and you are not an evil monster. And you're not...being controlled, either. So why...why are you so unhappy?"

Huh...? I couldn't believe what Anna was saying. This dragon was...*unhappy*?

"...I see," Anna went on. "You had a child...and they were killed. ...By a being from the stars. And...you were having a dream...a dream about a time when your child was still alive."

The dragon blinked its massive eyes. And from those eyes...a teardrop fell.

As the dragon cried, it began to sing. The melody was very sad...but it was one that I recognized. This melody was a part of the song we had been looking for. **(You have just heard Melody #2.)**

Anna approached the dragon, and she began to caress it gently. And soon...what do you know? The dragon nodded off into dreamland once more.

"Pleasant dreams," said Anna. "Sleep well."

I was stunned. And so, I assume, was Lloyd. Anna was very brave. ...And very kind. After the dragon had fallen into a deep sleep, we turned around and went back the way we came.

We made our way back to the previous crossroads, and then we took the path to the right. (Flip back to scenario #080 and mark the option “head north” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)

●Go to #369 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#051: [B]

Before long, an unusual sight appeared before our eyes. It was a desert. As you probably know, deserts are places where bright yellow sand stretches on endlessly into the distance. There are no plants or trees, and even if you search a thousand miles in every direction, it's very unlikely that you'll find even a trace of water. This was the Yucca Desert. I have no idea who gave it that name. But the sudden appearance of this desert, spreading from Maine up through the border and far north into Canada, had been reported in a small local newspaper called the *Podunk Express*. This was just another one of the strange incidents that had been occurring all over the world lately.

When we first entered this desert it was the middle of the night, which was wonderful, but after the sun came up, it was a different story. The brutal and merciless heat easily hit a hundred degrees and higher. A desert during the day is truly hell on earth. But at least, as Lawrence of Arabia once said, the desert is clean.

“What's that supposed to mean?” Anna asked, as if she had read my thoughts, and she turned to face me. “Look at Lloyd...I feel so bad for him.”

I couldn't help but feel bad for him, too. Lloyd, who was now a bulky Saint Bernard, panted loudly with his tongue dangling miserably from his mouth. All of that thick fur couldn't be comfortable in this heat.

●If you have checked off Mark #6.....Go to #124 →

●If you have not checked off Mark #6.....Go to #213 →

#052:

My breath caught in my throat. I had been on this train before...but last time, all the passengers were zombies.

Suddenly, the old woman sitting in the seat in front of me turned toward me. And her face, it was...!

...It was the face of a sweet, gray-haired old lady. “Well, if it isn't Douglas!” she said.

Oh, it was Mrs. Silvia, the woman who lived next door to me in Podunk. With a sigh of relief, I chatted pleasantly with her for a short while, and then the train finally pulled in at the next station – Spookane.

●To get out at Spookane's station.....Go to #099 →

●To remain on the train.....Go to #164 →

#053:

Well, now that I was facing my opponent...what was I planning to do...?

I couldn't think of a thing, and for a moment, I regretted pushing Anna out of the way like that. And then the monster lunged for me.

I was completely helpless as the scorching flames surrounded me.

THE END

#054:

I quickly pulled the laser gun out of my bag. I aimed it with both hands, feeling a bit like Detective Sonny Crockett on *Miami Vice*. Bring it on!

-U...using projectile weapons is unfair!

"Be quiet, alien!" I shouted. "We don't know what you're capable of. We're at a disadvantage, here!"

I aimed for the Blue Starman, and I pulled the trigger.

★For this fight, your Battle Points are (J), the Blue Starman's are (7). What are the results?

●If you won.....Go to #451 →

●If you lost.....Go to #169 →

#055: [B]

The three of us walked on through the world of Magicant.

We saw such incredibly bizarre plants and animals in the forests, lakes and streams all around us. There was a cat swimming in a nearby pond. A frog that had to be at least five feet tall. And drifting along in mid-air, weaving in and out between the trees of the forests, there were creatures that looked just like fish from the deep sea – anglerfish, oarfish...creatures like that.



#055 •This was the mysterious world of Magicant, where fish swam through the air. The scenery all around was like nothing I'd ever seen.

This landscape was truly bizarre, but what was even more puzzling to me was the fact that I could not seem to sense the presence of the animals and plants here. I thought that maybe the reason for that was similar to the reason why we all felt so weightless, ourselves.

After a while, we saw a town up ahead of us. Well, *town* was the best word I could think of for it, but it was really just a bunch of strange buildings shaped like large, twisted snail shells, all standing in rows. Farther back, right in the middle of the town, there was a huge castle. It was also in the shape of a spiraled shell.

- To head for the castle.....Go to #089 →
- To head for a nearby house.....Go to #468 →
- To leave Magicant.....Go to #288 →

#056:

We walked all over town to see if we could find anyone.

When we finally did, it was inside the school gymnasium at Youngtown Junior High. We went inside, and we were surprised to find a large group huddled together right in the middle of the gym. ...And all of them were children. There wasn't a single adult anywhere to be found.

●To talk to a boy.....Go to #414 →

●To talk to a girl.....Go to #329 →

#057:

I took the Gerber knife from my belt and held it at the ready in my right hand.

"Graaaaauughh!" With an eerie moan, the guy lunged for me.

★For this fight, your Battle Points are (C), the man's are (3). What are the results?

●If you won.....Go to #385 →

●If you lost.....Go to #225 →

#058:

Then...well, I went with the only option I had left. I hurled myself through the nearest window.

For a few moments I hurtled through the air, and then I finally landed in a very fortunately-placed cabbage patch. After hitting the ground I rolled several feet, kicking up clouds of dust and squashing cabbages as I went, until I finally came to a stop.

My back was sore from where I'd hit the ground, and I clutched it painfully as I stood up. I could see the train disappearing into the distance, as countless numbers of ghastly arms clawed at the air through the window I'd broken through. (-1 HP)

...Sheesh. Half-dragging my tired, aching body, I headed for the nearest town – Spookane. When I finally made it there, it seemed that the train full of zombies had pulled into the station, and they were already causing quite a fuss.

...But, I guess that's not really my problem, anymore.

●Go to #426 →

#059:

And then, all too soon, it caught up with us.

I heard the thud as it kicked off the ground and lunged for us, and then the beast's sharp claw tore into my back.

"Uwaaaugh!"

The sudden intense pain brought me to the ground, and as the monster stood above me, I narrowly dodged another claw. (-4 HP)

●Go to #343 →

#060:

We continued down the alley, and I noticed a familiar figure walking toward us. He was wearing a shabby coat, but there was no mistaking him – it was the man from the desert, who had taken us for tours on his plane!

“Y...*You two*...” he roared, and his face contorted with fury as he pointed at us. “How *dare* you destroy my tank like that? I oughta kill you...I oughta *murder* you!”

The man reached into an inside pocket of the jacket and pulled out a large handgun. He started closing in on us.

“Run!” I shouted, and we tried to, but we hit a dead end. At the end of the alley was a steel door at the base of a concrete building. There was a sign on the door which read, “Live House – Ellay”.

We knocked frantically on the door, and a man stuck his head out from inside. He had a cigarette in his mouth and a tattoo of an anchor peeking out from underneath the sleeve of his T-shirt.

“If you want to see the concert, you need to have a ticket,” he growled.

●If you have the Concert Tickets.....Go to #327 →

●If you do not have the Concert Tickets.....Go to #154 →

#061:

“Doug, get out of the way!” Anna cried, as she pushed me to the side and stood before the creature.

●If you have 8 PP or higher.....Go to #214 →

●If you have 7 PP or lower.....Go to #427 →

#062:

The polar bear closed in on me, then it kicked off from the ground and lunged.

But I didn’t even raise my knife. Instead, I suddenly leapt to the side and dodged the bear’s attack. Why, you ask? Well, just beside me was the very sturdy stone wall of the Harlington & Richardson Furniture Store, you see.

BONK! ...The sound of the polar bear’s massive head hitting that very solid wall echoed through the streets.

The polar bear flopped itself down in the snow, and it sat there for a while looking quite dazed. Then, as if it had finally come to its senses, it crept sluggishly away and off to who knows where. (+5 EXP)

●Go to #315 →

#063:

I started running as fast as I could. And of course, the Mad Truck chased after me. I heard its horn blaring behind me, and it sounded like the cackling of a demon.

●If you have 15 HP or higher.....Go to #355 →

●If you have 14 HP or lower.....Go to #439 →

#064:

Oh, that's right – I had that compass I found back at the castle! I pulled it out of my backpack, and using that, I could see that we had been heading east. We decided to continue in that direction. After a while, we could see a huge, wide-open space up ahead. Strangely enough, we found that the ground here was full of countless holes. And in each hole, there were stone steps leading deep underground.

Cautiously, we made our way down one of these sets of stone steps. We found ourselves in a long passageway carved out of stone.

The passageway branched off ahead. Oh wow...is this one of those “dungeons” I’ve heard so much about?

Keeping an eye on the compass, we continued onward, warily.

●To head east.....Go to #100 →

●To head west.....Go to #387 →

#065:

Blistering flames suddenly burst from the dragon’s mouth.

We had no time to dodge them, and we didn’t have enough PSI power left to deflect them. As those overpowering flames engulfed us, we were turned instantly to ash – body and soul alike.

THE END

#066:

The showdown with the Bionic Bat helped me come to my senses, and I decided to try exploring deeper into the haunted house. I climbed an incredibly wide staircase and made my way to the second floor. I continued on down a hallway and came to another set of stairs.

Then, suddenly, a lone ball of light appeared halfway up the steps.

I took a closer look, and I could see that it was a man in tattered clothing, holding a lantern and slowly climbing down the stairs, step by step. He wore a hood over his head, and peeking out from underneath it was a terribly pale, eerie face with large, glaring eyes. He was cloaked in a shade of deep red, and it appeared as though he was covered in fresh blood.

...A blood-spattered zombie! I was so horrified I broke out into goosebumps.

And before I even had time to prepare myself, he suddenly and very silently floated up into the air and then lunged for me!



#066 • Climbing down the stairs with a lantern in one hand was a creepy, blood-spattered man with glaring eyes – a zombie!

★ For this fight, your Battle Points are (A), the blood-spattered zombie's are (7). What are the results?

● If you won.....Go to #204 →

● If you lost.....Go to #141 →

#067:

"Leave this to me!" said Anna, and she stepped in front of me.

"This one's mine!" I shouted, and I pushed her aside.

"But you're not very good at—"

"Just be quiet, and stand back!"

● To fight using psychic powers.....Go to #234 →

● To fight using items.....Go to #123 →

#068:

No matter how much I screamed at him, Lloyd just wouldn't move.

He just stared in horror at the robot as it drew closer. Now it was only a few dozen yards away.

He'd gone as pale as a corpse. With a feeling of dread, I looked at the approaching robot, too. If it was able to display any sort of expressions, I wondered if it would have looked crazed at the sight of its captured prey.

Its massive shadow overtook us as we stood there on the shore.

THE END

#069:

In an instant, the air around us was filled with blinding bolts of lightning. My aim was perfect – the bolts shot straight through the gargoyle, and the very next moment, the monster was charred black. (-40 PP, +15 EXP)

The three of us walked on in high spirits. Before long, we'd made it through the forest at the base of the mountain. The terrain became rockier and more barren. This desolate landscape would continue on all the way to Mount Itoi itself. Halfway through it, we came upon a crudely built cabin.

We let ourselves in. It was small, but it was fully stocked with emergency provisions, and there were beds. We were very grateful for that. We helped ourselves to all of it.

While I got a fire going, Anna got the food ready. Watching her as she worked, I couldn't help but think she looked pretty cute, and I felt a little flustered. I guess if I was being honest, my feelings for Anna may have been a bit more complicated than I thought.

She was strong-willed, and sometimes we got into fights here and there, but I knew that Anna was very kind, and very wonderful. ...I'd be too embarrassed to say so out loud, though.

When we were finished eating, Lloyd flopped down on the floor and fell asleep almost instantly. I guess he was pretty tired out. **(Your HP and PP have been restored to the maximum amount allowed by your current level.)** I sat on the bed, and Anna got into a chair by the window.

A very old song, a cover of "Wonderful World" by Greg Chapman, played cozily from a radio we'd found in the cabin.

"This feels nice," said Anna. "I really like this song."

"Yeah," I replied. "Me too."

We looked at each other, and we stood up. We put our hands together.

We began to dance, keeping time with the song's rhythm. Anna smiled warmly.

“Doug?”

“Hm?”

I looked at her.

“I’m sorry for all the mean things I’ve said,” she replied. “I think I might be too annoying sometimes...”

I smiled back at her. “It’s alright.”

“Thank you.”

Then, suddenly Lloyd woke from his sleep and ran to the window, barking his head off.

The ground began to tremble. The whole cabin shook, and there was the sound of a dull crash from outside.

We turned around in surprise, and suddenly the roof caved in. Along with the collapsing wooden beams, there came a giant black arm...! It was as wide as a barrel, and made entirely of metal!

We had yet another new enemy to face.

●To try to fight.....Go to #168 →

●To try to run.....Go to #003 →

#070:

At last, we could see the distant silhouette of a tall mountain.

This was it...Mount Itoi. To get there, we’d have to pass through a long stretch of desert. But we were quickly running out of energy. Our feet shuffled heavily through the sand, and the blazing sun above made our minds hazy.

●If you have the Magic Herb.....Go to #219 →

●If you do not have the Magic Herb.....Go to #448 →

#071:

“Lloyd, take us back to Magicant,” I said, and Lloyd the dog replied with a bark. The onyx hook tied around his neck began to glow, and a moment later, we were flung through the sky as if we’d suddenly been released from the pull of gravity.

●Go to #144 →

#072:

I made up my mind, and I decided to send my own blast of thought energy toward Giegue and his mother ship.

●If you have 60 PP or higher.....Go to #137 →

●If you have 59 PP or lower.....Go to #266 →

#073:

I slashed at the zombie frantically with my knife, but of all the things that could have happened...it slipped out of my grasp, flew somewhere far across the room, hit the wall with a *clang*, then fell to the floor. I took a step back, and my foot banged against another coffin. Suddenly the lid of this coffin opened, too, and a moldy hand shot out, grabbing me by my throat. Now there were *two* zombies! I heard myself scream. I couldn't move!

Geh-heh-heh-heh... Their eerie laughter echoed throughout the crypt as the zombies took me down.

THE END

#074:

But suddenly, Giegue's power began to fade away. (-4 HP)

We fell to the floor in a heap, but this time, we had hope. Giegue was definitely weakening. We might just be able to beat him, now.

●Go to #372 →

#075:

"EVE, aim for its head with your laser!" Anna cried.

★For this fight, EVE's Battle Points are (J), the R7038's are (8). What are the results?

●If she won.....Go to #249 →

●If she lost.....Go to #138 →

#076:

I went over to the phone, picked up the receiver and put it to my ear. It had been so long since I'd heard my papa's voice, and I wanted to talk with him.

Papa, please pick up, talk to me, just like you always do!

...I prayed fervently, and soon enough, a familiar voice came in through the receiver.

[*"Ah, Doug. How have you been?"*]

...I had to stop myself from hugging the phone tight.

●To ask for money.....Go to #331 →

●To speak with your father.....Go to #443 →

#077:

We continued onward until we got to where the truck was buried, and we climbed out of the tank.

It was a reddish-brown Chevrolet. About two thirds of the truck's front end, or in other words, most of the truck's cab, was buried deep in the sand. Beyond the truck, we could see countless other vehicles and motorcycles sinking gradually into the vast sandy sea. And there were also...bones!

Wh...what was this?! Sticking out of car windows, or out of the sand itself were skulls and...rib bones. A flock of crows was perched nearby, and the birds were eyeing us suspiciously.

"Get back to the tank!" I shouted. "This is quicksand!" ...But our heavy M4 Sherman had already begun to sink.

●To climb into the tank.....Go to #186 →

●To abandon the tank.....Go to #453 →

#078:

The first thing I spotted down below was the sea of sand, and all the many bones that were half buried in it. I wasn't sure what kind of animal the bones had come from. But it looked as though God himself had scattered those white bones in a very intentional pattern against the yellow sand. Before too long, the plane flew over a stream that zig-zagged across the desert, and beyond it I could see several holes that looked like they might be craters. *What the heck are those?*...I thought, and I leaned in to try to see them better. Just as I did, the plane flew right into a hazy sandstorm.

"Hup, seems we've lost visibility," the man called out from the cockpit. "I guess we'll have to turn around."

I was hoping we'd get to fly around a little longer, but...I guess not.

●Go to #363 →

#079: [B]

I walked on, leaving the Royal River far behind me, and once I'd finally made it through a small forest of pine trees, I could see a large town up ahead. It was Merrysville. My papa and I used to come to the movie theater in this town all the time. I saw *Star Wars* here, and *Indiana Jones*, too.

I headed into town and found myself in a plaza that had a fountain. From here, I could get a good look at the place. Things were very different here compared to Podunk. Apparently this town wasn't under martial law, so there were crowds of people bustling about all over. On the other side of the plaza, just beyond some sort of war memorial monument, I could see Merrysville Junior High School's tall clock tower. Right next to the movie theater was a hotel.

On the outskirts of town was Union Station, a stop along the Paradise Line.

●To head for the school.....Go to #383 →

●To head for the hotel.....Go to #389 →

●To head for Union Station.....Go to #158 →

●To leave town.....Go to #303 →

#080:

We continued along the path heading north until it curved and began heading east. We continued east for a short while until we hit a wall. It was a T-shaped intersection. The path split two ways – north, and south.

●To head north.....Go to #289 →

●To head south.....Go to #369 →

#081:

I pulled the baseball bat from behind my back and braced myself for a fight. “Alright, come get me!” I taunted.

Then, the man suddenly dashed at me, howling bizarrely the whole time.

Ka-KRACK!

For a moment, stars flickered before the man’s eyes (or at least...that’s how it seemed, to me). The crazed man held his head where my bat had struck him, took a few tottering steps back, then landed on his backside with a thud.

“Wh...huh? What...was I just doing?” the man grumbled, and as he came to his senses he looked up at me with a terribly confused expression. Then he shakily got to his feet and shuffled away. (+2 EXP)

●Go to #097 →

#082:

I pulled the knife from its holster on my belt. As soon as I did, the old woman shrieked and lunged at me.

★For this fight, your Battle Points are (1), the old woman’s are (4). What are the results?

●If you won.....Go to #333 →

●If you lost.....Go to #410 →

#083:

I sat myself down beside Lloyd, the bulky Saint Bernard.

Lloyd was completely terrified, of course, and his tail was tucked between his legs, but I was counting on the sight of his massive frame being threatening enough. And wouldn’t you know it, the hoodlums looked terrified, and they began to back away.

“If you want any money from us, you’ll have to take it up with the dog,” Anna bluffed, and the gang scattered in a panic. Serves them right! (+8 EXP)

●Go to #450 →

#084:

We decided not to stay the night, but tried to talk to the boy instead.

“Hey, so...where did your parents go, anyway?”

“I dunno...I just...don't know,” the boy replied. For some reason, he could only shake his head sadly. Without knowing what else we could do, the three of us left the hotel.

●To try to find someone to talk to.....Go to #056 →

●To leave town.....Go to #020 →

#085:

...But we didn't have anything like a “can of words”.

The telepathic voice seemed shocked by this.

[...What? You don't have any cans of words...? Well then, why don't you give death a shot?]

...And so we did. That robot finally caught up with us, and it smashed us to pieces, motorboat and all.

THE END

#086:

The zombie sat up, holding its hands straight out into the air.

Eeuugh! How horrifying! In a state of panic, I took one, then two steps back, then I ran back up the stone steps. The zombie came after me, swaying and stumbling, but its speed was no match for mine. I fled from the graveyard in a cold sweat.

●Go to #237 →

#087:

Anna stood her ground against the incoming alligator.

Suddenly her body flashed with an intense glow, and an arrow of light shot toward the beast.

Gwwwoaaar! The moment the arrow of light pierced through the alligator's body, it howled and recoiled.

And then, what do you know? The alligator's body began to shrink, and in the end, it was transformed back into a little green lizard, which scurried off into the woods.

“So? What do you think of my psychic abilities, hmm?” Anna said proudly, as she turned to face me. (-30 PP, +15 EXP)

●Go to #445 →

#088:

I steered the tank around, and we set out to the northeast.

After a while, right there in the middle of the open desert, we spotted one lone cactus growing straight up out of the sand.

●If you have checked off Mark #7.....Go to #297 →

●If you have not checked off Mark #7.....Go to #359 →

#089:

We headed for the large snail shell-shaped castle in the middle of town. There was a man standing in front of the castle gate, holding a spear. As soon as the man noticed us, he thrust the spear into the ground and said,

“If you wish to pass, you must answer my riddle.”

●To attempt the riddle.....Go to #118 →

●To leave.....Go to #338 →

#090:

[I know things are tough,] papa said, [but you have to keep fighting until the end. I'm sending you some money, be sure to take it with you.] **(Convert your EXP for \$ into money at a rate of 1 EXP = \$1 and add the sum to your total amount in the \$ Check Chart.)**

I made sure to thank my papa.

[Well Doug,] he replied, [you know I love you very much, don't you?] ...And with that, the phone's connection cut out. I thanked him once more under my breath, then I went to the ATM and withdrew some cash.

●To head to the second floor and do some shopping.....Go to #407 →

●To leave the shopping center.....Go to #301 →

#091:

...But, this was the only hotel in town, so without any other choice, I booked a room.

They served sashimi and tempura. Very fancy Japanese dishes. The bed was soft and fluffy. Does everyone in Japan live like this?! Well, anyway, that night I enjoyed the most restful, comfortable sleep I'd had in quite some time. **(You have lost \$60. Your HP and PP have been restored to the maximum amount allowed by your current level.)**

The next morning, I left the hotel in high spirits.

●To head to the shopping center.....Go to #199 →

●To leave the town.....Go to #018 →

#092:

I was about to speak to the old woman who was doing her knitting, but she spoke to me, first.

“Say, little boy, are you heading to Snowman?”

“Probably,” I said, and I nodded. The woman seemed relieved, and she smiled.

“Well then, would you be so kind as to bring this hat to a girl who lives in the town’s church?” she said.

“Of course!” I replied, and I took the hat from her. **(You have obtained Anna’s Hat. Flip back to scenario #146 and mark the option “Talk to the old woman” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)**

●Go to #130 →

*Note: If you are playing digitally and can’t mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#093:

“...Just leave this to me,” said Lloyd. His voice shook, but he spoke clearly.

We ducked through a nearby door marked “Security Control Room”. The robots followed close behind.

Lloyd examined several complicated-looking machines lined up against the wall. Then, as if he’d suddenly figured it all out, he grabbed one of them and started pressing some of the numerous buttons it was covered in.

But those robots were steadily closing in on us.

“It’s no good!” he cried. “I found the device that controls the robots, but I can’t figure out how it works!”

Suddenly, one of the robots grabbed me in its arms. It squeezed my body with a terrifying, super-human strength. “L...Lloyd, help...me!” I shouted.

Lloyd sobbed as he continued pressing buttons on the device, then finally, he turned to me with a look of despair.

“Doug, I can’t figure it out...!” he wept. “I’m no good...no good at anything, after all!”

“Don’t give up!” I cried. “Lloyd, be brave!” ...And just as I said this, an intense and powerful burst of light shot from Lloyd’s body. Instantly, I felt the strength drain from the robot’s arms as it released its grip on me.

I turned around, and to my surprise, all of the robots were standing stock-still, looking just like statues.

“Lloyd, you...!” I began, in a state of shock. “...You really were meant to be my friend after all. ...You have powers, just like I do!” **(+8 EXP)**

●Go to #354 →

#094:

There was a pay phone to the side of the bank entrance. I picked up the receiver and projected my thoughts as hard as I could.

(C'mon, papa.....pick up the phone!)

Then at last, I heard his familiar voice. *[Well, if it isn't my Doug Boy! How have you been?]*

"Papa!" I cried, and I almost burst into tears.

●To ask for money.....Go to #128 →

●To speak with your father.....Go to #391 →

#095:

Instead of fighting a senseless battle, I ran for it. That's kinda understandable, right?

I could hear the bat flapping its wings and making weird sounds, but it didn't try to come after me.

●Go to #192 →

#096:

"Come on, now," I said, as I put my hands on my hips. "You can't just ask us the same riddle again. Even you don't know the answer to that one, old man."

"You're right," the castle guard replied. "I don't know the answer, either."

Wham! Once again, we easily knocked the guard to the floor and stepped right over his body to continue on toward the castle. ...And once again, he was back on his feet almost instantly, and he dashed ahead of us holding his arms out wide in an attempt to stop us.

"W-w-wait!" he stammered. "If you want to get through here, you'll have to beat me, first!"

...*Wham!!* This time, we knocked him flat on his face, and we stepped over him once more on our way through the gate and into the castle.

●To head for the queen's chamber.....Go to #223 →

●To explore the castle.....Go to #008 →

#097:

I continued walking for a short while, and eventually I came to the heart of Podunk.

There were several houses here, and many of the town's residents were out and about. Thankfully, there was a shopping center nearby, too. A short distance away, there was also a particularly dangerous part of Podunk known as Skid Row.

●To go to the shopping center.....Go to #386 →

●To go to Skid Row.....Go to #013 →

●To speak with the locals.....Go to #024 →

●To go south.....Go to #220 →

#098:

Then, suddenly I remembered something. *That's right! I have that stun gun...and it just might work, here!* I pulled the gun out of my backpack, held it tight in both hands, and pressed it against the approaching robot's body. Then I pulled the trigger.

There was a crackling sound and a shower of sparks. In a flash of pale blue light, the robot's movements came to a halt. With a sputtering sound, wisps of smoke began to rise from the robot's knee and elbow joints. *Shorted out, huh? Serves you right!* Just for good measure, I gave the robot one last hard kick.

The robot fell over backwards, and with that, it stopped moving altogether. (+4 EXP) This stun gun packed a powerful electric punch. That robot didn't stand a chance!

●Go to #254 →

#099: [B]

Spokane Station.

I had gotten off at this same platform only once before with my papa, several years ago. Spokane was very famous for its pumpkin patches, and that's a big part of how the place originally got its name. This town becomes a very popular destination during the spookiest season of the year, when folks carve funny faces into pumpkins and use them to decorate their front yards to celebrate All Hallow's Eve – or as it's more commonly known, Halloween. My papa and I had come here to pick out pumpkins to decorate our yard that year. But that was a very long time ago, now.

I walked out through the station's ticket gate and entered the town.

There was a Ford pick-up truck parked crookedly under a giant fir tree in front of the town hall building. I could see something white dangling from the truck's open window.

...It was a bone. The bone of a human arm, in fact. And sure enough, sitting inside the truck, there was...(yikes!)

The town of Spokane really lived up to its name!

●To try to find someone to talk to.....Go to #426 →

●To look for a hotel.....Go to #115 →

#100:

We continued down the passageway, and up ahead through the darkness we could see that the path suddenly turned to the north.

We kept following the path, and eventually we came to a crossroads. It was too dark to make out what was down each branch, but I knew that heading south would bring us back the way we came.

- To head north.....Go to #209 →
- To head south.....Go to #257 →
- To head east.....Go to #015 →
- To head west.....Go to #396 →

#101:

Spanning the Royal River just outside of town was the Miskatonic Bridge. As I approached it, I noticed several cops standing guard, each of them holding a gun. I hesitated for a moment, not sure just what I should do, but in the end, I walked over to them, trying to look as confident as I could. Startled, the cops turned their shotguns on me, but I guess they'd gotten the word from Mayor Goodman, because a moment later they quickly lowered them again.

"You're Douglas Halloway, right?" one of them asked. "Apparently, you're allowed to head on through."

"Thanks," I said, grinning at him as he let me by. Then I headed over the bridge. Where should I go?

- To head for the mountain.....Go to #010 →
- To head for the next town over.....Go to #079 →

#102: [B]

I stepped off of the train and onto the platform of Snowman Station. An icy wind was blowing fiercely.

This town was up in the mountains, high above sea level. It was covered in snow for six whole months out of the year.

Off in the distance, I could see a range of pure-white mountains. These mountains served as a backdrop for rows of houses with large, gabled roofs, which looked like something straight out of the European countryside.

With the loud sound of tire chains grinding against snow, a four-wheel-drive Chrysler station wagon drove past, and I quickly crossed the street and set out on foot.

- Go to #406 →

#103:

[Listen carefully, Doug,] said my papa. [Once you've met up with your two friends, you must travel even farther. And I'm sure that even more dangers will be awaiting you there. Your papa wants so badly to help you, but it isn't possible. This is a trial meant for you and your friends.]

"Yeah," I replied. "I understand." ...After that, I couldn't hear my papa's voice anymore.

- To head for the general store next door.....Go to #252 →
- To head somewhere else.....Go to #463 →

#104:

"Well, if you mean these tickets here," I said, "then I already have five of them."

"Oh-ho!" said the man, looking surprised as he put a cigarette to his lips. "Is that so? Well then, let's get you into that tank! It's an M4 Sherman, a very popular model during the Second World War."

"...You mean like the Shermans that got completely obliterated by Germany's Tiger tanks?" I said.

...And as soon as I did, the man's mood seemed to turn sour. "Do you want to rent the tank or not?" he growled.

"I'm just kidding, wah-hahaha!" I laughed. "Nah, of course it would be amazing to ride in a Sherman!"

"You idiot," Anna grumbled under her breath.

The tank was very rusty, probably from being left out in the elements for so long. But the man climbed into it and got the engine running in just one try. *It's a miracle*, I thought.

"Well kid, you know how to drive it, right?" asked the man.

"Of course," I replied. For someone like me who had a deep interest in all things mechanical, a vehicle like this was very easy to figure out. Anna and Lloyd the Saint Bernard climbed aboard, and we headed out with me at the wheel. The man watched us from beside the tent, looking somewhat worried. **(Check off Mark #6 on your chart.)** Now then...where in this endless desert should I head?

●To head north.....Go to #298 →

●To head south.....Go to #461 →

●To head east.....Go to #362 →

●To head west.....Go to #187 →

#105:

I gave a daring smile, like a matador standing in the path of a charging bull. Then, with a fierce battle cry, I turned the power coursing through my body into an arrow of pure light, and I launched it at the oncoming polar bear. The moment the light pierced the bear's body, it froze in its tracks right there in the snow. After a few moments, it stood up on its hind legs, pawed at its own head in confusion, then lumbered off to who knows where. (-30 PP, +10 EXP)

●Go to #315 →

#106:

But there was something I forgot. Running at top speed, a bear can easily overtake a car. That was something my papa had told me once. And so, quite easily, this polar bear overtook me.



#106 • There was no way I could escape from an opponent who could outrun a car! How would I ever get out of this alive?!

The bear swung one of its massive paws, and sent my puny body flying through the air like a home run ball hit by Hank Aaron. I landed face-first in the snow. (-3 HP) It was a miracle that I was able to stand back up after that.

●Go to #373 →

#107:

I approached the girl, feeling kind of nervous for some reason.

She was praying. Beside the confessional, a priest sat in front of a large pipe organ and was softly playing hymns. I felt a strange, purifying sensation in my heart, and I found I could only stand there in a bit of a daze.

“Anna,” said the priest, as he suddenly paused in the middle of his hymn. “Can you tell me if there is someone here?”

I was a bit puzzled by his words. Then the priest turned around, and I understood. The man was blind. The girl turned to face me. "Is there something I can help you with?" she asked.

The girl had a very soft face and large eyes, but her intense brows gave the impression that she was very strong-willed.

"Er, n-no...sorry for interrupting," I replied. For reasons I didn't quite understand, and with my heart pounding away like a drum, I left the church as quickly as I could.

●Go to #310 →

#108:

I approached the old woman who happened to be passing by.

"Hey now," she said, looking concerned, "are you sure you're alright out in this kind of cold in such a light jacket?"

She was right to be worried, and I'd been doing my best to endure my discomfort. But I smiled at her, and I asked, "Ma'am, have there been any strange incidents in this town lately?"

"I just got here from Podunk, myself," the old woman replied. "Strange things keep happening over there, one after another, and it's been causing quite a fuss. Now that you mention it, I heard that they recently discovered some kind of strange cave on the side of a mountain very close to Podunk. Oh? What's that? You came here from Podunk, too?"

I said good-bye to the old woman, and I hurried on my way.

●Go to #201 →

#109:

Having second thoughts about boarding the train, I decided to leave the station.

●Go to #158 →

#110:

I didn't think it was a good idea to take on a part-time job at a time like this.

And so, I gave up on staying the night at this hotel.

●Go to #158 →

#111:

I braced myself for a fight. (What will you use to fight?)

●To use the knife.....Go to #057 →

●To use the bat (if you have it).....Go to #81 →

●To run without fighting.....Go to #320 →

#112:

I met Matthew, the owner of Matthew's Fisherman Supply, out in front of the shop's sign. He had been pacing aimlessly near the entrance with a very troubled look on his face.

"What's wrong?" I asked, and Matthew seemed to notice me for the first time since I got there.

"Ah, is that Doug?" he replied. "Well, the truth is, a little while ago the Mayor's daughter, little Pippi, apparently went missing in the graveyard. With the world as crazy as it's been lately, I get so worried when I think about what may have happened to her...so worried..."

Is that so...? I thought, and I nodded resolutely.

●Go to #433 →

#113:

Very cautiously, I opened the lid of the middle coffin.

Crrreeeaakk.....

There was a half-decomposed man lying on his back inside, with his eyes closed. His white shirt was stained with mold, and the skin of his face was tattered and worn. ...Suddenly his eyes shot wide open!

Whooosh!

The corpse sat straight up and reached for me, baring its teeth! (To use psychic abilities, you will need 10 or more PP)

●To fight using psychic powers.....Go to #221 →

●To fight using items.....Go to #200 →

#114:

Will this even work? I thought, as I concentrated psychic energy and launched a blast of PSI at the truck. As soon as the blast shot from my body, it became thousands of tiny balls of flame. It was PK Fire!

...It worked! The truck was instantly engulfed in flames, and with its tires squealing, it began to drive in erratic zig-zags. Then, finally, it slammed into one of the ginkgo trees growing along the sidewalk, and it became still. Hopefully, that thing would never attack anyone else ever again. (-10 PP, +3 EXP)

●Go to #205 →

#115:

I was able to find the hotel pretty quickly.

However, I could see three human-looking figures walking unsteadily along the path leading up to it. They were three men in tattered clothing, each with wild, messy hair. They must have been zombies!

Being very careful not to get caught, I took a wide detour around the zombies and made my way to the door of the hotel. The zombies noticed me then, and with blank expressions on their faces and their arms dangling limply at their sides, they slowly began to head toward me. I knocked frantically on the door, and it opened almost immediately.

I dashed into the hotel, just narrowly dodging the zombies' advance, and as I shut the door behind me, I could hear them pounding at it. "Will you be requiring a room for the night, sir?"

I had been so preoccupied by the sound of the zombies pounding against the door that the hotel manager's voice made me jump straight into the air.



#115 • Luckily I somehow made it past the zombies, but now who the heck was this guy?! He might have been even creepier than the zombie mob outside!

The hotel manager, who had to be at least as tall as the Eiffel Tower, was standing right behind me, wearing a fancy tuxedo. He was just as expressionless as the zombies, and even paler. "One night's stay, plus two meals, comes to forty dollars."

●To stay the night.....Go to #378 →

●To leave without staying the night.....Go to #253 →

#116:

My PSI power became roaring flames! These flames burst from my body and struck the beast head-on. And then...Gggrrrawwwrr!! The overwhelming heat seemed to bring the bear back to its senses. It rolled around in the snow to put out the flames blazing in its fur, then the bear stood on its hind legs, looking terribly puzzled. Finally, it slowly turned its back to me and lumbered off to who knows where. (-10 PP, +8 EXP)

●Go to #315 →

#117:

I headed for the roof. I ignored the sign which read, "Authorized Personnel Only" and opened the door. There on the roof was a large trash can. And for some reason, it appeared to be trembling.

"Is someone there...?" I called, and...

..."Leave me alone!" cried a voice from inside the trash can.

"Why the heck are you in the garbage?" I asked.

"...Because I'm Lloyd Schneider, that's why," the voice in the trash can replied.

"Everyone in the whole school picks on me. I wish I had been born as just about anyone else."

Hearing this, I couldn't help but feel kinda sorry for him. "You should try to have more pride in yourself, Lloyd," I said.

The trash can was silent for a while, but eventually Lloyd spoke up again.

"...Do you have pride in yourself...?"

"Of course I do," I answered.

"...Then show me proof," said Lloyd. "In the southern part of town, there's a place called Sweet's Little Factory. If you bring me some of the bottle rockets they make there, then maybe I'll believe what you say."

"Alright," I replied. "You want bottle rockets, right?"

After a pause, the voice in the trash can spoke again. "...You're really going to go? No one's ever gone over there and come back. Don't you know about all the weird things that have been going on lately?"

"Yeah," I replied. "I know a lot about that, actually."

Just you wait, Lloyd. Because I'm definitely coming back, I vowed silently as I made my way back down the stairs. **(Flip back to scenario #210 and mark the option "Head**

for the roof” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)

●Go to #440 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#118:

The man loudly cleared his throat before he spoke. “What turns red when it's angry, and turns blue when it smiles?” he asked.

I had absolutely no idea. (How many times have you visited the queen?)

●If this is your first time.....Go to #256 →

●If you have visited the queen at least once before.....Go to #096 →

#119:

I pulled the trigger in a panic. But the beam the gun fired out missed the monster by a mile.

Damn it! I was just about to fire a second shot at the Titany when the monster's claw suddenly came at me from the side, sending me flying. (-10 HP, you have lost the Laser Gun.)

I frantically scrambled to my feet, but there wasn't much I could do. *Lloyd, take us back to Magicant!*

●If you have 10 PP or higher.....Go to #155 →

●If you have 9 PP or lower.....Go to #188 →

#120:

I gripped the steering wheel tight, and I carefully tried to maneuver us back out of the minefield.

Suddenly, the caterpillar treads rolled over something with a small *thud*.

“...What was that sound just now?” Anna asked, as she turned to look at me. Then, in an instant, the tank was torn to pieces by a powerful explosion, and three lives were scattered across the sands of the desert.

THE END

#121:

But luckily I had those physical capsules in my backpack.

It was a good thing I remembered that just before I passed out. I pulled them out of my backpack with my fingers weak and trembling, and I put one first in Anna's mouth, then Lloyd's. Right after that, all of my strength suddenly vanished and I collapsed.

When I came to, the first thing I saw was Anna's face, peering down at me. "Oh, are you awake?" she asked.

Huh? What...? Oh, I guess Anna gave me a physical capsule, too, I thought.

"Thank you...Doug," said Anna, looking a little shy. "We're safe, thanks to you."

"Of course!" I replied. "What are friends for?" **(You have lost the physical capsules.)**

I sat up, and I looked at Lloyd. He was clawing through the sand with his front paws, doing his absolute best to dig up something that looked like a tin can. *Oh brother, I thought. He's finally become a full-fledged dog, both in body and mind, I guess. ...*And then suddenly I realized what it was he was trying to dig up. It was a canister of fuel!

"I can't believe it...that's just what we needed!" I cried. We all worked together to dig up the fuel canister, and we brought it back to the lifeless tank. Once we'd poured the fuel into it, we headed out over the desert again.

●Go to #413 →

#122: [B]

Two hours later we found ourselves walking down a narrow path through the woods. We could see the little village of Youngtown off in the distance, and beyond it a hazy blue mountain range. From the depths of the forest surrounding us, we could hear the cries of unfamiliar birds, and the plodding footsteps of some unknown creature as it traveled between the trees. It was a little bit unsettling.

●If you have 85 EXP or higher.....Go to #217 →

●If you have 84 EXP or lower.....Go to #296 →

#123:

The fireball monster came flying down the path toward me. What should I do?

●To fight using the Knife.....Go to #432 →

●To fight using the Frying Pan (if you have it).....Go to #218 →

#124:

That man running the plane ride service was gone.

We set out on foot, under the brutal heat of the desert sun.

●Go to #312 →

#125:

Frantically I broke free from the woman's grasp, and then—

●To use the knife.....Go to #082 →

●To pull out the frying pan (if you have it).....Go to #423 →

#126:

The saucer made a very strange whooshing and roaring sound as it dove at me. I braced myself for a fight, and I focused my thoughts...*PK BEAM!*

My psychic energy became a piercing arrow, which slammed right into the strangely-shaped object zooming my way. ...But..what the heck? I hadn't damaged the thing at all! (-30 PP)

●To fight using items.....Go to #290 →

●To try to run.....Go to #334 →

#127:

I opened the red door, and beyond it, there was a room with a table right in the middle. On top of the table, there was a small compass. I took the compass, and I left the room. (You have obtained the Compass. Flip back to scenario #008 and mark the option "Open the red door" with an "X". Moving forward, you may no longer choose any options marked with an "X".)

●Go to #241 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#128:

[Doug, my boy, you've been working hard out there. You need money, don't you?]

My papa's voice was as kind and gentle as ever. "Yeah," I replied.

[Well then, I'll deposit as much money into your account as you've earned by fighting and growing stronger.] (Convert your EXP for \$ into money at a rate of 1 EXP = \$1 and add the sum to your total amount in the \$ Check Chart.)

●Go to #391 →

#129:

The farther we walked, the more lost we became. ...Until eventually, we found ourselves back in that town with the castle. (-3 HP)

We headed for the castle, hoping that maybe we'd find an item that would help us find our way around.

●Go to #089 →

#130:

As I left the station at Reindeer, the towering summit of Mount Itoi could be seen clearly in the distance. The sight of those strange black clouds covering the very peak of the mountain filled me with a sense of dread. All of these strange incidents began as soon as those eerie black clouds appeared.

It was a bit of a walk from the station to the town of Reindeer.

And so, I headed down the deserted street through the suburbs. Suddenly, I heard an extremely loud honking sound from behind me. I turned to look, and right across from a sign which read, "Danger! Don't go out alone!", I saw a *huge* eighteen-wheeler truck barreling right for me, trailer and all!

That must be a Mack-brand truck, I thought, but suddenly I noticed something else – there was no one in the driver's seat.

...And the truck was headed right for me! (To use psychic abilities, you will need 30 or more PP)

●To fight using psychic abilities.....Go to #302 →

●To try to avoid a fight.....Go to #402 →

#131:

As I stepped outside of the haunted house, my eyes were stung by the sudden brightness of the sun, and I groaned. What should I...do...? My body was freezing up and turning to stone. I couldn't move my legs anymore, and soon I wouldn't be able to move my arms, either. As I fell to the ground, I heard an unsettling crackling sound – the sound of my heart turning to stone. I heard the door of the haunted house slam shut behind me, and I was sure I could still hear that monster's hideous cackle.

THE END

#132:

"Just leave this guy to me!" Anna cried, and she stepped in front of me.

"Don't be ridiculous!" I shouted. "You're a girl, you should stay out of this!"

Anna glared daggers at me, then she stuck out her tongue and turned to face the alien again.

A blinding beam of light suddenly shot from her body, accompanied by powerful streaks of lightning.

The Blue Starman was buffeted by the powerful bolts. It convulsed wildly for a moment, then it collapsed on the ground.

"You did it!" I cried, and I ran over to her. At my heels was Lloyd the dog.

Lying there on the ground, the Blue Starman began to melt like a fallen ice cream cone.

"Hey wait!" I called out to it. "I have so many questions you need to answer!" But...

Bubble, burble, slosh... The alien melted away entirely, leaving almost no trace behind. (-40 PP, +10 EXP)

●Go to #021 →

#133:

We told the caretaker of the observation deck that we wanted to go to the island, and he gave us a free boat ride there.

It took about half an hour to get over to the island. Once we arrived, we headed into that dome-shaped building.

Even though the building didn't have a sign posted on it, I thought it might be a laboratory of some kind. Men in white coats were hurrying back and forth between all the different machines. At one point I managed to ask one of them what was going on here, and I was told they were doing some sort of ridiculous-sounding research involving stuffing words into cans. This place was apparently called the "Instant Voice Laboratory".

As we looked around, an older man wearing an ID card displaying his photo, occupation, and name (which was Director F. Travis), came over to us from the other side of the lab.

"Ah, you must be the kids who are here for a tour!" he said, as he patted the head of Lloyd the Saint Bernard. I noticed that there was a pink stain on the front of his white coat.

"Hmm? Oh, this?" he said, with a hint of embarrassment as he realized what had caught my attention. "...This is from some strawberry tofu I was eating earlier. Truth be told, I can't get enough of the stuff!"

●If you have the Strawberry Tofu.....Go to #044 →

●If you do not have the Strawberry Tofu.....Go to #283 →

#134:

"Okay then, come and get me, you ugly thing!" I shouted, as I stood with my back against a large tree growing at the edge of the forest.

The fiery monster swooped down, skimming just above the ground as it suddenly charged at me. I was sure it was trying to slam into me and set me on fire.

As the creature approached with a loud *whooshing* sound, I skillfully leapt to the side at the last second. The fireball slipped right past me, and instead, it hit that big tree!

With a loud *crash*, the fireball was blown into tiny embers. Then, there was no trace of the monster at all anymore, just that large tree which was now engulfed in flames. (+3 EXP)

Anna put out the flames with her PK Freeze, and then she turned to face me.

"Sheesh, you're so reckless," she said. "I don't think I can stand to see any more of this!"

●Go to #445 →

#135:

The three of us ran as fast as we could, then we ducked behind a boulder. But the robot seemed to know where we had gone. It grabbed the boulder and, using its arms like a nutcracker, it crushed it into pieces.

We were sent flying by the impact, and we hit the ground hard. But luckily for us, it seemed like the robot thought we were dead. With heavy footsteps, it wandered off to who knows where.

As my consciousness faded, I could hear the sound of an engine approaching. Then the engine sound was cut off, and someone walked over and stood in front of us.

"Damn...was I too late...?"

It was a man's voice, and it sounded very familiar. But I couldn't think of where I'd heard that voice before...and my mind finally let itself slip into the darkness.

I came to my senses with a start, and saw that Lloyd was looking down at me.
...Wait...Lloyd?

I sat up instantly. "Hey, Lloyd!" I cried. "It's...you!"

And so it was. Standing before me was Lloyd, glasses and all – in his human form again! He was no longer the fluffy Saint Bernard who had journeyed with us all this way. I pinched my own cheek to make sure I wasn't dreaming.

"Ah, so you're awake now are you...Doug?"

At the sound of this voice, I turned around, and there sitting beside Anna was...

"...Papa!" I couldn't help but jump to my feet. "Papa, it's you!"

I took a good look around, and realized that we were inside a four-wheel-drive Ford – my papa's beloved SUV! Papa was in the driver's seat, and Anna was in the passenger's seat. Me and Lloyd were in the back.

"I should have come sooner," my papa went on. "That R7038 robot is the strongest fighter our enemies have designed. But I'm glad. ...I'm glad I finally got to meet up with you."

"But what about Lloyd?" I asked. "Did you turn him back into a human, papa?"

"Mm-hmm. Your papa has 'powers' just like you do, Doug. But I can't do much with mine aside from seeing the future and using PK Healing. ...And that's how I was able to change Lloyd back."

I looked at Lloyd again. Yeah...a human face definitely suits him better after all, I decided.

"So, papa...will you be staying with us for the rest of the journey?" I asked.

He shook his head. "No, Doug. You must fight on your own the rest of the way. I want to go with you. But this is something only the three of you can do. For your papa, this is more of a spiritual trial. But, I can at least tell you where you should be headed. If you keep going north from here, you'll eventually come to a lake. That's where you need

to go. Your final opponent is very close now. Until you face him...try to conserve as much PSI as you can. Save your true power for the very end."

Soon we said our good-byes and walked on across the rough and rocky earth. Just you wait, papa. I'll show you that I can see this through.



**#135 • Defeating this enemy was something we had to do on our own.
Just wait and see, papa. Next time, we won't lose!**

After walking for a short while, we saw a tall boulder up ahead...and from behind it came that R7038 robot. It was back!

●To try to fight.....Go to #043 →

●To try to run.....Go to #356 →

#136:

Suddenly, one of the zombies sank its teeth into my neck and pulled me to the floor.

The rest of the mob piled on. There was no escape for me. They tore my body to shreds, and I became a zombie, just like them – just one more undead passenger on this eerie ghost train.

THE END

#137:

...But my attack was deflected by Giegue's thick barrier. I had only wasted my remaining PSI power. (-6 PP)

●Go to #038 →

#138:

EVE fired her laser...but it missed its target entirely. Without a moment's hesitation, the enemy robot fired back at her. Our foe's aim was true, and its laser blew EVE's right leg clean off.

"EVE!" we cried. But although she'd gone into a tailspin for a moment, she soon regained herself again. (-8 HP)

●Go to #419 →

#139:

THAT'S RIGHT. YOU TRIED TO KILL YOUR SISTER. YOU TRIED TO KILL HER. YOU WANTED HER DEAD...

I was assaulted by brutal, merciless imagery. My body shook violently as I tried to endure it.

●Go to #038 →

#140:

We ran as fast as we could.

But the monster scurried through the brush after us at a terrifying speed. We could hear it growling right behind us.

●If you have 45 HP or higher.....Go to #431 →

●If you have 44 HP or lower.....Go to #059 →

#141:

The zombie slammed into me with terrible force, and his nails dug deep into my shoulder.

I cried out as I fell to the ground, bleeding profusely. The blood-spattered zombie landed nimbly behind me. (-5 HP)

I desperately pulled myself back up, and the foul creature was once again silently airborne.

★ For this fight, your Battle Points are (J), the blood-spattered zombie's are (8). What are the results?

● If you won.....Go to #204 →

● If you lost.....Go to #458 →

#142:

I entered one of the classrooms, but since it was recess, nearly all of the students were off somewhere else, playing. The only ones left here were two girls, sitting all the way in the back row and chatting away.

One of the girls had a very round face and was wearing glasses. The other girl was covered in freckles and had smooth, silver-blond hair that fell to about her shoulders. Which one should I talk to?

● To talk to the girl with glasses.....Go to #409 →

● To talk to the girl with silver-blond hair.....Go to #304 →

#143:

Anna clasped her hands together at her chest as if she were praying. Her body began to glow almost instantly.

Bright red, blazing hot flames suddenly burst from her. These flames tore through the air and headed straight for the dragon. For a moment, the dragon was engulfed by Anna's attack, and I couldn't even see it through the blaze. ...Was it defeated?

...No. No it wasn't. When the flames finally vanished, the dragon still stood, and it was completely unharmed. (-10 PP)

● Go to #306 →

#144:

we had arrived in Magicant. (-10 PP)

The pink earth, the pink sky, and the pink streams...and from somewhere within a forest covered in layers of pink leaves came the cry of a very comical bird, maybe something like a kookaburra.

● Go to #055 →

#145:

Trying not to wake the sleeping dragon, we crept on tip-toes back to the T-shaped intersection. Cautiously, we took the path to the left this time. There could be even scarier monsters out there...

● Go to #369 →

#146:

There were three people on the bench in the waiting area.

One was a young boy wearing a Cincinnati Reds baseball cap, another was a middle-aged man reading a copy of the *Sunday Telegram*. The third was an old woman who was hard at work knitting something or other. Who should I talk to?

●To talk to the boy in the cap.....Go to #291 →

●To talk to the middle-aged man.....Go to #350 →

●To talk to the old woman.....Go to #092 →

#147:

I hurled a blast of PK Fire at the awful thing. My body flashed with a powerful brightness which became an arrow of flames, and it struck the blood-spattered zombie head-on! The zombie was engulfed in the flames, and it dropped to the floor. But then, with its bloodshot eyes still reeling, the thing sat right back up and spoke to me.

"Guh-he-he-he-heh," it laughed. "Did you really think a trick like that would work on me?"

"I did," I admitted.

"Well...you were right," the zombie replied, as its eyes rolled back into its head and it fell to the ground with a thud. (-10 PP, +12 EXP) The zombie's body fell to pieces and crumbled into dust. In the end, for some reason, only a pair of dentures was left behind. (You obtained the Dentures.)

●If you have 50 EXP total or more.....Go to #259 →

●If you have 49 EXP total or lower.....Go to #376 →

#148:

For a moment, we wondered whether we should open the can containing Words of Love or the one containing Curse Words. But in my mind, the choice was obvious.

With no hesitation, I pulled off the lid of the can containing Words of Love. Suddenly, the sounds of a harp being strummed gently poured out into the air around us, along with these words:

"All the world is one family, all of mankind are your brethren."

"...What the hell was that?" I said, looking down into the empty can in confusion. But suddenly the water beneath us began to churn with an eerie sloshing sound. The water to the right of the boat was rushing forward, and the water to the left of the boat was rushing backward.

In other words...well, you know what kind of situation we were in here, don't you?

"Uwaaaugh!" Our motorboat was caught in a giant whirlpool like a sea storm in an old legend, and we had no chance to escape. The whirlpool dragged us down to the bottom of the lake.

I cried out as I came to my senses, and I found myself surrounded by metallic silver walls. I was lying on the ground in a room that felt very artificial and man-made. Anna and Lloyd had already regained consciousness.

“Oh, are you awake now?” asked a voice, and when I looked toward it, I saw a man who seemed familiar to me standing next to a robot that had to be at least twenty feet tall. This robot looked a lot like the one that had been attacking us, except that it was only about one tenth of the size of that R7038.

And as for the man, he was wearing a white lab coat, and...

“Oh!” I cried. “You’re that strawberry tofu guy!”

“I’m not that ‘strawberry tofu guy’,” the man replied. “My name is Fogarty. ‘F. Travis’, the director at the Instant Voice Laboratory, was an alternate identity of mine. I am really a doctor of engineering at the Power Robotics Laboratory, and my name is Dr. Raymond Fogarty. Here, in this secret laboratory under Itoi Lake, I conduct research into robotic engineering.”

It seemed to me that *both* laboratories were equally suspicious and strange, but I didn’t say so out loud.

The man pointed to the robot standing beside him. “This robot here has been the subject of my studies for many years. It was recovered from a crashed UFO.”

“Huh? So...it’s an alien robot?” I said. *No wonder they look so similar, then.*

“That’s right,” Fogarty replied. “At the request of the United States army, I’ve been working with this robot for almost 20 years now. And I finally understand everything. This robot here...EVE is her name...has been waiting for you to arrive. She has been programmed to fight alongside you.”

“Doug!” Anna cried out, suddenly. “This robot is meant to be our ally! That must mean that there are two groups of aliens out there. The group that is causing so much chaos for us here on earth, and a group that intends to lend us their strength to fight back!”

The robot’s eyes flickered, and she began to walk toward us. Then, she held out her hand and offered it to me.

[I’m happy to see you, Doug,] she said. [I have been waiting a long time for you. And now we must join forces, in order to defeat Giegue.]

“Giegue?” Lloyd repeated. “Is that the name of our enemy...?”

[It is. Giegue, who has come from the stars. This is your enemy. And there is also Queen Mary. She is your ally.]

We were stunned. Queen Mary...? If that was the case, then...

[As Queen Mary was on her way to this earth,] EVE continued, [she met with an unfortunate accident. She created the subspace of ‘Magicant’ in order to keep herself hidden. But in the process, the queen lost her memory. And the only ones who can restore it...are the three of you.]

So that's how it was... All of the mysteries were starting to unravel. Giegue and Queen Mary had come from the same planet. One was our enemy, and the other, our ally. But...why?

Why was Queen Mary trying to help us?

[Well, let's go back up to the surface,] said EVE. [Let's head to our final destination. To the peak of Mount Itoi.]

We boarded an elevator together with EVE to head back above ground. Doctor Fogarty waved gently, looking reluctant to say good-bye.

The elevator brought us back to the middle of that desolate landscape where the cabin had once been. A door that had been disguised as a boulder opened to let us out into the mountain air once again.

...And just then, we felt the ground begin to quake behind us, and that R7038 appeared from somewhere higher on the mountain. ...It had probably been waiting for us that whole time!

●**To try to fight it yourself.....Go to #023 →**

●**To leave this to EVE.....Go to #434 →**

#149:

"Lloyd, take us to Magicant!" I said, and Lloyd replied with a bark. The onyx hook tied around his neck began to glow, and before we knew it, we were being flung through the air and transported to another world.

●**Go to #144 →**

#150:

I frantically tore myself free from the zombies' gnarled hands and broke into a run, screaming at the top of my lungs.

I ran into the opposite car and found that it was empty. There were no other passengers here. It felt like an eerie ghost train.

With a loud stomping and thudding, the zombie mob chased after me. I found myself backed into a corner. This was the train's last car. A dead end. ...And the zombies were still coming for me...!

★**For this fight, your Battle Points are (J), the zombie mob's are (6). What are the results?**

●**If you won.....Go to #058 →**

●**If you lost.....Go to #136 →**

#151:

The dark thought waves rushed through our heads and seared our brains painfully.

The mental defenses of our minds were so easily broken down. The pain stabbed through our skulls like knives, and soon we lost the very last of our willpower. We slumped to the ground in defeat.

THE END

#152:

I turned the tank around and tried to get away. But in just a few long strides, the robot was on our tail, and each footfall sent massive tremors through the ground. At last, the robot lifted our tank with its long arms, and then it threw us as hard as it could.

Craaash! The tank slammed into the ground turret-first. And, of course, the tank's occupants shared the tank's dismal fate.

THE END

#153:

And then...

Suddenly Giegue's powers began to weaken. Shaking my head clear, I turned to face him.

Anna got to her feet not too long after, and then, panting heavily, Lloyd stood up, too.

"What's going on?" he asked.

"Maybe he used up too much of his energy, although that would be surprising," I replied.

●If you have 125 EXP or higher.....Go to #040 →

●If you have 124 EXP or lower.....Go to #233 →

#154:

...Unfortunately, we didn't have any tickets.

"Please, mister!" I begged. "You have to let us in. There's a man with a big gun chasing us!"

I threw myself on his mercy, but the man with the cigarette apparently had none to give. "No deal," he said. "No tickets, no entry. That's the rule. Try not to get yourselves killed out there. ...See ya."

He closed the door without a hint of compassion, and left us to fend for ourselves. The man with the gun held it steady as he approached us. "Well...say your prayers, brats."

Click. The man cocked the hammer of the gun and aimed the muzzle.

THE END

#155:

We were in a tough spot. The Titany's massive claws sliced through the air. They were just about to grab us when a powerful beam of light suddenly burst from the onyx hook tied around Lloyd's furry neck, and we found ourselves surrounded by PSI power. In that moment, the very air around us began to twist and contort.

...And the next thing we knew, we had been transported back to Magicant.

●Go to #144 →

#156:

"Old man," I began, "who are you, exactly?"

"Me?" the man asked, pointing to himself as if to make sure. "I'm just an army deserter who ran off into this mysterious desert here. And now this is where I make my living. Every now and then reporters show up doing research for magazines or TV, and I make easy money taking them for rides in my plane. But you three are different. You don't look like reporters from CNN to me, heh."

This man didn't seem very trustworthy to me, for some reason.

●To go for a ride in the plane.....Go to #364 →

●To continue on your journey.....Go to #437 →

#157:

I found my way to Spookane's train station. I wanted to board the train, but the cheapest ticket was ten dollars.

●To board the train.....Go to #465 →

●If you cannot afford to board the train.....Go to #047 →

#158 :

Finally I made it to the town's main road. From there, I could see that Union Station wasn't too far away. The hotel was pretty close by, too. To my right was the Merrysville school, and to my left I could see the interstate turnpike. However, there was an electric sign above the roadway leading south into the mountains which read, "Danger Ahead – Entry Prohibited"

●To head to the school.....Go to #383 →

●To head to the hotel.....Go to #389 →

●To take the road leading into the mountains.....Go to #401 →

●To leave town.....Go to #303 →

●To head for the station.....Go to #007 →

#159:

Shortly after we entered the passageway, it turned sharply to the north.

We walked along the path, and soon we could see yet another fork ahead. It was another passageway leading east.

●To take the passageway heading east.....Go to #369 →

●To continue going north.....Go to #014 →

#160:

I walked along the interstate highway until I eventually came to a huge river – the Royal River, to be exact. Spanning across it was a stone bridge known as the Miskatonic. Beyond the nearby hills, I could see the towering and imposing Mount Itoi. Eerie black clouds hung down over its summit.

●If you have checked off Mark #1.....Go to #101 →

●If you have not checked off Mark #1.....Go to #384 →

#161:

I went over to the door of the mayor's house and rang the bell.

The door opened very slowly and very cautiously, and a face peeked out through the small gap. It was Miss Jessica, the mayor's housekeeper.

"I'd like to speak with the mayor," I said, and she led me into the very spacious parlor.

Mayor Goodman was a very large man with a particularly large gut, and as he settled himself into the sofa, it looked as if he'd been sunk up to his waist in quicksand.

"As a matter of fact," he said, sounding very worried, "my daughter Pippi has gone missing. She didn't come back home last night. My wife and I are so worried we can't eat, and we're wasting away to skin and bones." I glanced at the mayor's protruding belly, but I nodded quietly despite the many conflicting thoughts I had in my head. **(Flip back to scenario #264 and mark the option "Visit the mayor" with an "X". Moving forward, you may no longer choose any options marked with an "X"*)**

I decided that I had to find Pippi.

●Go to #232 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#162:

I was just about to give up and go back down the stairs when I noticed a small red button on the concrete wall nearby. I tried pressing it, and a large square section of the wall beside me opened up. I peeked inside, and beyond it there was a narrow hidden room. On top of a steel shelf were several thin, long, white, pencil-sized objects propped up in rows. They were bottle rockets!

Lloyd, I finally found what you were looking for! (You have obtained the Bottle Rockets. Flip back to scenario #366 and mark the option “Go to the factory” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)

●Go to #211 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#163:

“Hee-hee-hee, oh, little boy,” the zombie chuckled, in an eerie voice. “Let me take you to a world of nightmares you’ll never wake from!”

The zombie swooped in on me, as swift as the wind. It reached for me with its long arms, and it clawed at me with nails as sharp as knives.

●If you have the Stun Gun.....Go to #309 →

●If you do not have the Stun Gun.....Go to #464 →

#164:

The train set out from the station at Spookane, and it clacked along through the gentle plains of the suburbs.

I guess I dozed off for a short while, and was awakened again by a sudden jolt. We had reached the next station – Reindeer.

●To get out at Reindeer’s station.....Go to #467 →

●To remain on the train.....Go to #417 →

#165: [B]

Two hours later, we were walking north along an unused section of the Central Maine Railway.

Shepherd’s-purse grew between the rusted tracks, and every now and then a grasshopper, startled by the sound of our footsteps, would jump into the air and take flight. Eventually the tracks came to an end, and off in the distance, beyond a field overgrown with goldenrod, we noticed a town.

“That’s the town of Ellay,” said Anna. “I went there once with my uncle, a long time ago...and never again after that.”

“What kind of town is it?” I asked.

“The kind of town where there aren’t many decent people,” Anna replied, with a sigh. “And it’s the kind of place where cocaine, heroin, and hashish can be bought more easily than gum.” Ah, so it was a town full of drugs. I could understand Anna’s discomfort.

“But we still have to go,” I said. “We never know what we might find there.”

As soon as I said this, something suddenly flickered on the path up ahead of us. There was a sudden flash of bright, blueish-white light that nearly blinded us. I put my

hand over my eyes to shade them, and when I peeked out through the gaps between my fingers, I could see a dazzling figure that looked like it might be a person. The figure was completely covered up to its head in something that looked like blue coveralls, and only its eyes peered out from beneath rectangular goggles. No matter how I looked at it, it could only be one thing...



#165 • Suddenly an alien appeared, giving off a blinding blue glow. Its eyes sparkled eerily from beneath rectangular goggles.

“...An alien!” I cried.

●To try to fight.....Go to #340 →

●To try to run.....Go to #261 →

#166:

...But, just as I was about to use my psychic abilities, I realized I was out of PSI power. Damn! And suddenly that fireball monster was practically on top of me.

Hup! I dodged as quickly as I could, but it managed to light the back of my jacket on fire. I stopped, dropped, and rolled, and Anna tossed a PK Freeze my way. Sure, the flame was put out almost instantly...but now I was frozen solid! (-3 HP)

●Go to #293 →

#167:

We were struck by a whirlwind of powerful thought waves. Horrible, nightmarish images, like scenes straight from hell itself, things no human being should ever see, forced their way into our minds. We had to try to deflect it with a barrier. We had to sing that song...**Sing the song...NOW!**

●If you have 45 HP or higher.....Go to #074 →

●If you have 44 HP or lower.....Go to #341 →

#168:

Whoosh! Humming through the air as it approached, the giant arm tried to grab us.

We had no time to brace ourselves for a fight, and the best we could do was jump desperately to the side to avoid it.

★For this fight, your Battle Points are (A), the robot arm's are (8). What are the results?

●If you won.....Go to #447 →

●If you lost.....Go to #357 →

#169:

The next thing I knew, the laser beam I had fired blasted straight through a nearby fir tree, leaving a smoking hole. ...I missed!

In a panic, I tried to fire a second shot, but nothing happened. I looked down at the gun, and I noticed that the energy meter above the grip now read "zero". Oh great...it had only been good for one shot! Rather than throw the empty gun at my enemy like some cheesy movie, I tossed it aside in defeat. **(You have lost the laser gun.)**

The Blue Starman raised its hands into the air, and the glow surrounding it suddenly grew even brighter. The three of us felt a terrible pain in our heads, and we cried out in agony. That awful alien had attacked us with psychic powers of its own! (-8 HP) I managed to get to my feet, but the alien was laughing as it swayed back and forth in mid-air.

●Go to #294 →

#170:

The monster was so agile that we couldn't dodge its attacks.

Suddenly, it came for Lloyd. It clamped those massive jaws deep into the Saint Bernard's hind leg. Lloyd yelped in terror. But the gargoyle only sank its teeth deeper, as if it meant to bite his leg right off! (-8 HP)

●Go to #449 →

#171:

We left the laboratory, got back on the boat that was waiting for us, and returned to the harbor near the observation deck. Now then, where should we go next?

●To return to town.....Go to #292 →

●To leave Ellay.....Go to #450 →

#172:

Huh? Suddenly we heard the echo of footsteps behind us.

We whirled around and came face-to-face with a bunch of men in leather jackets. In a panic, I turned back the other way and saw that there were more men in similar outfits approaching from that side, too. ...Were we about to be mugged...?

“Hey kiddos...sorry to bother ya, but...got any money?”

Damn, were they really trying to rob children...? Well, I had been getting tired of always fighting monsters that were under alien control, anyway. May as well try something different.

“Gentlemen, if you want to take money from us,” I said, “then give it your best shot.”

“...What did you just say to me?!” said one of the leather-clad men, and he stepped forward with his shoulders hunched and his chin jutting out menacingly.

★For this fight, your Battle Points are (C), the menacing gang's are (4). What are the results?

●If you won.....Go to #083 →

●If you lost.....Go to #330 →

#173:

“Is this the right key?” I asked, as I showed the man the large old key I'd gotten in Snowman.

Suddenly, all the color drained from the man's face.

“Ooohh—“ he moaned. “This kid has the key...he actually has the key! How horrifying, I...I can't take this!”

...And with that, the man shakily got to his feet, clutched his bottle of alcohol tightly, and sauntered away. I watched him go, feeling very confused, then I pulled myself together and headed for the mansion.

I walked up to the huge front door and found the keyhole. I inserted the key and turned it, and with a *click!*, I heard the lock release. Slowly the door began to open all on its own.

Crrreeeakkk.....

It was pitch black inside the mansion. I slipped in through the open door and found myself walking through a darkness as gloomy and intense as the bottom of the sea. Gradually my eyes adjusted, and I began to see things in more detail, like the candelabra along the wall in the hallway, the large bed in a room beyond the spacious parlor, and the lamp that had been placed on a table.

The only sound I could hear was my own footsteps. No...wait...

...Suddenly there was a sound ahead of me. A dull thud, and then some kind of flapping noise.

I strained my eyes, trying to see through the darkness. Right above my head, there was a giant bat hanging down from the ceiling. Its red eyes flashed brightly as if it had spotted prey. This bat was bright green – it was a Bionic Bat! **(To use psychic abilities, you will need 30 or more PP)**

●To fight using psychic abilities.....Go to #284 →

●To fight using items.....Go to #377 →

#174: [B]

After leaving Union Station, the train steadily began to pick up speed.

As I watched the scenery fly by through the window, I thought about what might happen from here on out.

The train climbed mountains, crossed over rivers, and plunged into tunnels until at last it began to slow down again. We were approaching Reindeer.

●To get out at Reindeer.....Go to #467 →

●To travel farther by train.....Go to #242 →

#175:

I raised my knife. But...hold on, knives aren't supposed to work against these guys!

I thought quickly and tossed the knife aside. As the zombie tried to get up out of its coffin, I kicked it as hard as I could.

With a *thud*, the zombie fell back into the coffin, and I closed the lid tightly and secured the latch. I could hear the zombie beating on the inside of the lid for a while, but then the crypt fell silent once more. (+2 EXP) This place seemed to be crawling with zombies. I got out of Morningside Cemetery as fast as I could.

●Go to #237 →

#176:

I went through a gate that had a sign which read “New Hampshire Canary Center”. The stretch of land beyond it was surprisingly large. And they didn’t call it “Canary Village” for nothing.

Inside several large enclosures covered in fine wire mesh, the small yellow birds were chirping away.

Suddenly, from the shadow of a cedar tree across the path, an old man in overalls began to approach me. I was startled at first, but he seemed to be a *living* human, this time.

“Little boy, my Laura is so very sad...do you happen to know anything about her chick?”

Laura? Ohh, I see. Maybe that was the name of one of the canaries.

●If you have the canary chick.....Go to #336 →

●If you do not have the canary chick.....Go to #399 →

#177:

We followed the path north, and suddenly it turned to the left – I mean, to the west. We continued along, and up ahead we could see another path branching out from this one and heading south. Which should we take?

●To take the branch heading south.....Go to #049 →

●To continue heading west.....Go to #337 →

#178:

The saucer was approaching quickly. What if it fired another laser?!

I quickly pulled the air gun from its holster at my waist, and held it steady with both hands. It was an airsoft gun powered by carbon dioxide, so it could easily shoot through something like an aluminum Coke can.

When the saucer had been lured close enough, I pulled the trigger. As soon as the bullet struck the saucer, it seemed to go limp in mid-air and suddenly it crashed down onto the street.

The Li'l Saucer lay in pieces across the traffic lines painted over the asphalt of the road. Apparently it was far more fragile than it appeared. (+4 EXP) I set out once again.

●Go to #366 →

#179:

I faced the creature boldly, and I launched a blast of PSI toward it. I battered its brain with powerful psychic waves – a technique called Brainshock! The zombie stumbled away and leaned itself up against the wall. *I did it!* ...I thought. But as soon as I did, the blood-spattered zombie looked up at me, trembling slightly. (-20 PP)

“Gu-he-he-he,” it laughed. “...Did you really think a trick like that would work on me?”

●Go to #405 →

#180:

“Run for it, Anna!” I cried, and she and Lloyd ran with me into the woods.

With a loud *whooshing* sound, the fireball flew down the path. When it got to the spot where we’d been standing, it dashed off in the opposite direction.

Hiding deep within the foliage and peering out at the thing from between the trees, I took out my inhaler and brought it to my lips.

●Go to #445 →

#181:

Across the street, there was an old woman sitting in a bench on a lawn. Her clothes were old and ragged, and she was eating bread out of a paper bag. Most people use the term “vagrant” for someone like this woman, but we preferred the term “bag lady”. Because they’re always walking around with shopping bags.

“You shouldn’t have come to a town like this, young man,” said the woman, as soon as she noticed me. “This place is dangerous. It’s run by hooligans, you know.” ...It looked like the town really was just as bad as I’d heard.

●To head for the shopping center.....Go to #247 →

●To head for the beach.....Go to #228 →

#182:

“It’s this,” the man replied, and he held out a slip of paper to show it to me. I took it and looked at it. There was something written on it, but I couldn’t read it. It must have been written in whatever language they use here in Magicant.

“*Laura’s tears are the song of her heart*,” the man sang. “*The piano’s whisper rings out through the dark*’...ohh, I can’t remember the rest!”

“Mister, please!” I cried, in surprise. “Please sing the rest of that song!”

“I can’t,” the man sighed. “It’s completely gone, now. But if all of you come back here when you’re stronger...maybe I’ll be able to sing the rest, then.”

There wasn’t much else we could do for him, so we headed back outside.

●To head for the castle.....Go to #089 →

●To leave Magicant.....Go to #288 →

#183:

We went up the stairs and found ourselves in an incredibly spacious sales floor.

We took a shopping cart and headed out to browse all the many items for sale. There was such a wide variety we hardly knew where to start. I looked for anything that might be useful on our journey.

●Rope.....\$8 ●Frying Pan.....\$10 ●Bat.....\$30 ●Boomerang.....\$20 ●Physical Capsules.....\$20 ●Strawberry Tofu.....\$20 ●Air Gun.....\$50 ●Asthma Spray.....\$36 ●Slingshot.....\$50 ●Stun Gun.....\$100 ●Concert Tickets (for three people).....\$30

(If there is something you'd like to buy, subtract its price from your total \$ and add the item to your Item List. You can also sell any of the items in your inventory for half of their selling price, as long as the same item is being sold here.)

And with that, we finished our shopping trip.

●To go to the bank on the first floor.....Go to #076 →

●To leave the shopping center.....Go to #245 →

#184:

Anna stood her ground against the incoming alligator.

Suddenly her body flashed with an intense glow, and bolts of dazzling lightning shot toward the beast.

★For this fight, Anna's Battle Points are (I), the alligator's are (8). What are the results?

●If she won.....Go to #295 →

●If she lost.....Go to #019 →

#185:

The round tore through the air trailing white smoke behind it, and it slammed straight into the robot.

There was an explosion, and the smoke and flames made it impossible to see anything. But when it all cleared away, the robot was still standing.

"It's no good, we can't take it down!" cried Anna, as the robot began making its way toward us again. But its movements had become slower and clumsier – possibly because of the shot we'd just landed.

"Anna, load another round!" I shouted.

She loaded a high-explosive shell into the main gun, and I peered out through the sights. I could see the robot getting closer, as every one of its footfalls sent shock waves through the ground.

"Fire!"

★For this fight, your Battle Points are (H), the R7037 Robot's are (7). What are the results?

●If you won.....Go to #342 →

●If you lost.....Go to #030 →

#186:

"Come on, guys, get back in the tank!" I cried, but Anna refused.

"We can't! We'll just be dragged down with it!"

"Don't argue with me, just get in the tank!" I shoved Anna and Lloyd into the Sherman and started the engine. Thanks to the tank's special wheels, known as caterpillar treads, I managed to pull us back up out of the quicksand. (+8 EXP)

Anna frowned deeply and puffed out her cheeks in annoyance.

"If we had abandoned the tank and went out into the desert on foot," I pointed out, "all three of us would be mummified in a matter of hours."

Anna still refused to look at me.

●Go to #088 →

#187:

I turned the tank to the west and we continued onward. Before long, we spotted countless sun-bleached bones scattered across the desert in the distance. Each and every one of the bones was incredibly large.

"Those are dinosaur bones, aren't they?" Anna guessed, and sure enough, our tank soon cruised past the skull of a very large reptile – a *Tyrannosaurus rex*! Soon after that we passed over a small hill, and a village came into view on the horizon.

●To continue straight.....Go to #244 →

●To turn north.....Go to #298 →

●To turn south.....Go to #461 →

●To turn east.....Go to #362 →

#188:

...But there was nothing we could do.

The monster effortlessly scooped me and Anna up in those massive claws, and then tossed us into that awful maw.

...All that was left behind was a Saint Bernard dog, howling mournfully.

THE END

#189:

Just before the truck ran into me, I mustered all of my strength and threw myself to the side.

The truck rushed past, missing me entirely, but I was hit with another powerful blast of exhaust.



#189 •The truck missed me by a hair, but its powerful exhaust-fume-attack set off a fit of asthma. What do I do now?!

Cough, cough, cough...ugghh, I'm as good as dead! (-2 HP)

●To try to fight.....Go to #339 →

●To try to run.....Go to #063 →

#190:

I pulled out my knife and got ready for a fight.

Suddenly, the bat made a weird face. I could read its thoughts using telepathy.

[What the? Hey, how did I end up in a situation like this?]

It seemed that Mr. Batty here was sizing up the situation. Maybe I could use telepathy to persuade it.

★For this fight, your Battle Points are (G), the Mr. Batty's are (5). What are the results?

●If you won.....Go to #351 →

●If you lost.....Go to #286 →

#191:

I concentrated all of my psychic energy and hurled a blast of PSI power at the dragon while it was still a few dozen feet away.

This blast slammed into my foe while freezing the air all around it. An icy PK Freeze attack! ...But it didn't seem to faze the beast at all.

For a moment the dragon was engulfed in a pure-white mist, but a wave of intense heat suddenly burst from its body, blowing my sub-zero blizzard away. (-10 PP.)

●Go to #306 →

#192: [B]

Before long, I found myself back in Podunk.

This was the town where it all began – where the strange incidents took place that kick-started this wild journey. And yet, Podunk was still the most beautiful town in all of Maine. The road split up ahead.

●To head to the northern part of town.....Go to #097 →

●To head to the southern part of town.....Go to #220 →

●To go back to Doug's house.....Go to #400 →

#193:

Slowly, I opened the coffin closest to me.

Crrreeeaakk.....

Suddenly, a little girl leapt out, and she wrapped her arms around me. Surprised, I looked down at her, and...

“Oh! You're little Pippi, aren't you?” I said. And so she was – it was the mayor's daughter, Pippi!

“Waaah! I was so scared! There were zombies *everywhere*, so I had to hide in that coffin...waaaaah!!”

While trying to calm the sobbing Pippi, I cautiously led her toward the cemetery gates. Somehow, we made it through without being noticed by any roaming zombies... Then, once we left the graveyard, I took Pippi by the hand and we ran for the mayor's house.

●Go to #016 →

#194:

I braced myself and got ready to face off against the robots. ...But I never even got a chance to strike before they all came at me at once.

I frantically dodged their swinging arms, and somehow managed to stay on my feet, but they grabbed Lloyd!

"Look out!" I cried, as I attacked the robot holding Lloyd by kicking it in the back. The robot hit the ground with a thud and dropped Lloyd. I could see that Lloyd had a terrible wound on his arm. (-3 HP)

"Are you okay?" I asked.

"...I guess so," Lloyd replied, looking very pale. And I was sure it wasn't only because of the wound.

●Go to #093 →

#195:

"Uhm...I haven't been there," I replied. "Why do you ask?"

"Ah, well you see, sir," he began, "that manor is the most frightening place in the entire town. Have a look." The hotel manager turned toward the window, and he pointed to an ancient-looking building at the top of a nearby hill. "You should go to see it, at least once. But...I would advise that you do not actually go in."

I didn't think there could possibly be any place that was more frightening than this very hotel, but I admit, I was curious. I decided I should check it out.

●Go to #426 →

#196:

I pulled the trigger. The laser beam fired from the gun's nozzle and struck the Titany, which was just about to grab me with its claws, right in the head.

Gwaaaaooooooooorr!

The monster suddenly flipped onto its back, kicking up sand as it writhed in agony, and then it became quiet. Its body began to shrink before our eyes. In the end it returned to the size of a typical scorpion, and then it hurriedly burrowed down into the sand. It seemed that the dark power had created yet another vicious monster. (+12 EXP, you have lost the Laser Gun.)

●Go to #436 →

#197:

We looked out the plane window and down at the earth below. No matter where we went, it was either sand, or more sand.

But before too long, I noticed a pond off in the distance. Just beyond it there was a gentle hill with a cluster of dead, bare trees at the top.

"Doug, look there, beyond that hill," said Anna, as she pointed at something through the window. I looked, and against the hazy, foggy horizon I saw what looked like the ruins of a very old town. The buildings were dark red and brown and seemed to be made of brick, and they were all tilting dangerously, as if they might fall over any minute now.

I wanted to get closer and have a better look, but apparently our sight-seeing flight course was already over.

●Go to #363 →

#198:

I ran as hard as I possibly could. I suddenly remembered something my papa had told me once – that a bear running at top speed could easily overtake a car! But I was lucky. Snowman's train station was still pretty close by.

I dashed into the station, and just as I'd hoped, the bear seemed to lose interest in chasing me. Turning its big, round behind to me, it loped off to who knows where.

●Go to #315 →

#199:

The parking lot in front of the Reindeer Mall shopping center was packed with cars. I went in through the main entrance, and spotted a National Western Bank ATM off in the corner.

●To head for the ATM.....Go to #379 →

●To head for the second floor.....Go to #407 →

#200:

I swiftly dodged the man's hands, and then...

●To fight with the frying pan (if you have it).....Go to #368 →

●To fight with the knife.....Go to #039 →

●To try to run.....Go to #086 →

#201:

As I walked along the stone-paved road, powdery snowflakes began to flutter down from the gray sky above.

The people walking through the streets turned up their collars, thrust their hands deep into the pockets of their thick, warm pants, and hunched up their shoulders as they quickly headed home. Suddenly I noticed a small church in the distance, at the top of a gentle hill.

●To head for the church.....Go to #348 →

●To leave town.....Go to #310 →

#202:

Just as I was about to let loose my PSI power, another asthma attack set in (of course!), and I doubled over in a violent coughing fit. And as I did, the polar bear launched its attack. Its thick, meaty paws, each topped with sharp claws, sent me flying.

I tore through the air like a home run ball hit by Hank Aaron, and landed face-first in a snowbank. (-5 HP)

●Go to #373 →

#203:

I guided the tank onward, and after a while we came to a place with several craters in the ground. *What could that be*, I wondered, and I took a closer look. I noticed that there were tires and other mechanical parts scattered near each crater.

“Land mines!” I cried. This place is a mine field!”

●If you have 80 EXP or higher.....Go to #460 →

●If you have 79 EXP or lower.....Go to #120 →

#204:

I somehow dodged the monster as it swooped in for an attack, and I whirled around.

Without a moment's hesitation, I aimed for the blood-spattered zombie's back while it was still in the air, and I kicked it as hard as I could. With a pitiful *splat!*, the zombie slammed face-first into the wall. But then...

...The foul creature turned to face me again, with a hideous cackle. A single streak of blue blood was trickling down from its forehead. I may have done a little damage to the thing, but I was completely exhausted. (To use psychic abilities, you will need 30 or more PP)

●To fight using psychic abilities.....Go to #344 →

●To fight using items.....Go to #163 →

#205:

The town of Reindeer was small, but it had a decent enough shopping center and a hotel.

The hotel was twelve whole stories tall. It had a very fancy name, too – The Atlantic Hotel. Across from it was the shopping center, which had two floors. The “Reindeer Mall”, as it was called, was a huge building which had burned down in a fire about two years ago, and had just recently been fully rebuilt.

●To head to the shopping center.....Go to #199 →

●To head to the hotel.....Go to #466 →

●To leave town.....Go to #018 →

#206:

This robot was obviously strong. There was nothing I could do but run.

I tried to escape, but unfortunately the robot had cornered me in this room, and I had nowhere to go. ...So I hurled myself through the window—!

●If you have 15 HP or higher.....Go to #382 →

●If you have 14 HP or lower.....Go to #444 →

#207:

I entered the station and went over to the gate, where there was a sign which read, “As of X month and X day, the Paradise Line has resumed operation. We are terribly sorry for any inconvenience caused by the lengthy gap in service. –The Station Master”.

I headed for the ticket counter and looked over the fares.

*To Reindeer.....\$10

*To Spookane.....\$20

*To Snowman.....\$30

(If you'd like to board the train, subtract the cost of the desired station from your total dollar amount.)

●To board the train.....Go to #319 →

●To leave without boarding the train.....Go to #109 →

#208:

“Uh...well, are these the dentures you're looking for...?” I asked.

I held out the dentures I'd gotten from that monster in the haunted house back in Spookane. The old man took them, spat out the dentures he had been wearing, and then replaced them with the ones I'd just given him. He moved them around in his mouth for a while, and then he glared at me.

...I couldn't tell if he was angry or pleased.

“These are the ones I was looking for,” he said at last. **(You have lost the Dentures.)**

“Alright then, follow me,” said the old man, and he led us farther into the cave.

We walked along through the darkness for a long time – so long I thought we might soon find ourselves at the gates of hell itself – until at last we could see a dim light up ahead. It turned out that the light was coming from faintly glowing moss that was growing on the cave walls. I could also see that the cave came to a dead end here. And there was something reaching from the rocky cave floor up to the low ceiling above.

It was an oddly-shaped rock that looked like a giant snail shell. It was smooth and shiny, and it curved upward in a spiral.

“Who has lost his tail?” the old man suddenly whispered. And then, much to my surprise, the rock gave a reply. “The forgotten one on the ship that sails the cosmos.”

“Yikes, a talking rock!” Lloyd cried, jumping back in fright.

“From this point on, you will be in the world of Magicant,” said the old man. “Once you move on from here, you must meet with Queen Mary. A new journey begins for you soon.”

“You may travel to Magicant at any time you desire,” the old man continued, as he gave me a very meaningful glance. “...But only once you have obtained the Onyx Hook in that world. Take heart, and go on.”

As soon as the old man said this, we found ourselves swept away by an invisible force, like leaves sent flying by October winds, or small boats caught in a violent maelstrom.

When I finally came to my senses again, I found that we were all lying down on some sort of pink carpet. I sat up, and Anna and Lloyd both opened their eyes at the same time. “Where are we...?”

It was all very surprising. What I thought was a pink carpet was actually a patch of dense, pink grass. And that wasn't all. The trees nearby, the little babbling brook, the sky, the earth, and even the mist creeping about between the little blades of grass...all of it was pink!

“This looks like it could be some other dimension,” said Lloyd, as he pushed his glasses, which had slid down to the end of his nose, back up to where they belonged. “Perhaps this 'Magicant' place is somewhere in subspace. ...Or a parallel world to our own, maybe.”

I wasn't entirely sure what he meant by that.

We started to walk, and that's when we realized that we were mostly weightless. We looked just like astronauts exploring the surface of the moon. And for some reason, I found myself feeling very comfortable here.

I felt a sense of peace and tranquility, like being in a mother's womb.

...A mother's womb? ...Well, yeah, that's exactly what it was like. This whole world felt as though it was inside some giant mother's belly!

●Go to #055 →

#209:

We continued north, according to the compass. The path quickly turned to the west, and...huh? It was a dead end! Oh well. We returned to the crossroads and chose another path.

●To head south.....Go to #257 →

●To head east.....Go to #015 →

●To head west.....Go to #396 →

#210:

Well...that was confusing, I thought to myself as I walked through the school hallway.

●To head for the roof.....Go to #117 →

●To head for the science lab.....Go to #367 →

#211:

I left the factory, then I returned to Merrysville.

●Go to #158 →

#212:

When I told him that I had been to the haunted house, he looked disappointed. “I see,” he replied.

Sheesh. What’s with all the people in this town, anyway?

As soon as I was finished eating my breakfast, I got out of there as quickly as I could.

●Go to #426 →

#213:

We left two sets of footprints behind us in the sand. Alongside them was a single set of paw prints.

We walked, and we walked, and still we found nothing. Just a sea of sand, sand, and more sand. Looming up ahead of us in the distance was something that was either a mirage or a distant city in some part of Canada.

We wandered through the desert for what felt like at least two hours. Suddenly we noticed a tiny oasis up ahead. There was a spring surrounded by palm trees, and off to the side there was a yellow tent. Near the tent was an old-fashioned airplane, which looked like it had been built a long time ago, and a rusty tank, which was listing slightly to one side and was half buried in the sand.

We approached the tent and peeked inside, and we could see a bearded man lying comfortably in a hammock and reading an issue of *Penthouse* magazine. When the man noticed us he suddenly sat up, and then, pinching part of his sweat-stained T-shirt between his fingers, he got to his feet.

“Ahh, have you come to enjoy a ride in my plane?” the man asked, and his eyes lit up behind his Ray-Ban sunglasses. “Tickets cost ten dollars apiece. Same price for adults and children. So, for the two of you, it’d be twenty dollars.”

“And what’s the price for dogs?” Anna asked, and the man looked surprised.

“You plan to bring the dog up with us?” he replied. “Well, I guess that’d be alright. No charge for dogs.”

●To board the plane.....Go to #364 →

●To speak with the old man.....Go to #156 →

#214:

Anna's hands began to glow. Then the glowing light burst from her fingers and slammed into the Titany. The monster's shriek shook the desert sands. It was suddenly surrounded by a thick white fog, and it writhed pitifully on the ground. Its steely body was coated in a layer of frost, and gradually its movements became very slow. It was a very powerful blast of PK Freeze, a technique which uses spiritual energy to freeze an opponent instantly! (-10 PP, +18 EXP)

As usual, it seemed as though the dark energy controlling the monster was fading away. The giant Titany began to shrink before our eyes until it was the size of a regular scorpion, then it quickly burrowed itself down into the sand.

●Go to #436 →

#215:

We turned south, and the narrow passageway went on. As the path ended it curved to the east, and we found ourselves at a dead end.

"See, didn't I tell you this was a bad idea?" said Anna. She was very clearly frustrated.

●To return to the previous path and continue east.....Go to #353 →

●To go back to the earlier crossroads and head north.....Go to #080 →

#216:

...But I didn't have enough PSI power to use my psychic abilities. What now?

●Go to #306 →

#217:

As we continued down the path, suddenly the trees around us began to rustle wildly.

"Doug...do you feel that?" said Anna. "Something dangerous is heading this way."

I stopped in my tracks. The fur along Lloyd's back stood straight up, and he began to howl.

We could see a pond in the woods about fifteen yards ahead of us. There was a sudden splash as something leapt up out of it...and suddenly an alligator appeared! There weren't supposed to be any alligators in Maine! I was pretty sure they lived down in Florida! But as soon as we saw that nasty gleam in the alligator's eyes, we understood everything.

"Be careful, Anna," I said. "This guy's being controlled by the aliens!"

●To try to fight.....Go to #418 →

●To try to run.....Go to #347 →

#218:

I pulled the frying pan out of my backpack and held it at the ready.
And as the fireball barreled toward me...I whacked it!



#218 • BONK!! A perfect shot! If this had been a game of baseball, that thing would have been knocked out of the park, for sure!

I felt a definite impact through the handle, and the next thing I knew, the monster had been blown to smithereens. A Major League hit! (+5 EXP) Well, I guess we should continue into town.

●Go to #445 →

#219: [B]

Ah that's right, we had that magic herb!

From what I'd heard, this herb was supposed to be able to increase your strength by an incredible amount. I quickly took a small handful of it out of my backpack, doled some out to Anna and Lloyd, and then stuffed a bit of it into my own mouth.

Blech! So bitter! But I forced myself to swallow it, and...what do you know? I could feel new strength welling up from somewhere deep inside me. I suddenly felt confident that I could make it across the desert after all.

"Are you guys feeling okay?" I asked. Anna nodded, and Lloyd barked excitedly. ...Alright then, time to head out!

We trudged across the desert under that blazing sun for hours and hours, keeping the distant peak of Mount Itoi in our sights. Its ragged summit pierced the sky, shrouded in those eerie black clouds.

"Well, we're finally here," I said, and Anna nodded.

"Let's go."

We stepped into the forest sprawling near the foot of the mountain. And just as we did, there was a sudden, violent rustling in the brush ahead, and some sort of giant, brown monster appeared. It looked like a massive lizard, with a pair of wings on its back and a single horn on top of its head. It opened its mouth wide, and we could see rows of teeth like a sharp, jagged saw.

Lloyd whimpered fearfully and took a step back.

●To try to fight.....Go to #343 →

●To try to run.....Go to #140 →

#220:

I arrived at an intersection in the southern part of Podunk where the interstate highway, route 95, passed through town.

Across the road, at the top of a hill covered in overgrown Timothy grass, I could see the small bird sanctuary that everyone around here calls Canary Village. The *actual* name of the place is the "New Hampshire Canary Center" (and the reason it was called the "*New Hampshire* Canary Center", even though it's in Maine, is because the owner, Mr. Winston, is from across state lines).

There was also a graveyard nearby called Morningside Cemetery, where I used to go with my good friend Jim and a bunch of other kids to test our courage.

●To go to Canary Village.....Go to #176 →

●To go to the graveyard.....Go to #394 →

●To leave town.....Go to #160 →

#221:

I swiftly jumped back and dodged the zombie's clawing hands as they reached for me, and I braced myself for a fight.

"Take this...PK Fire!"

I concentrated my thoughts, turned them into a white-hot flame, and shot it toward the zombie. The flames engulfed it in a matter of seconds, and for a short while the zombie writhed in agony. Then it finally collapsed lifelessly to the floor and became still. (-10 PP, +3 EXP)

Man, this place was absolutely infested with zombies... I decided to flee from Morningside Cemetery as fast as I could.

●Go to #237 →

#222:

Instead of heading for the factory, I continued on down the road. But even though I kept walking and walking, there was nothing out here. *I should probably head back to Merryville*, I thought, and I turned around and headed back the other way. When I got back to the area where the shattered remains of the Li'l Saucer lay across the pavement, I left the road, crossed through the shallows of a small creek, and took a shortcut back into town.

●Go to #158 →

#223:

We found the queen's chamber and headed inside, and there was Queen Mary, sitting on her large throne and waiting for us as always. "It's so good to see you," she said, in as gentle a voice as ever.



#223 •Queen Mary was very kind and very beautiful. Any time we came to visit, she gave us a warm welcome.

“I have been watching over all three of you. Come...come closer.” The queen gently caressed each of our heads, and she smiled.

“You are free to do as you wish, here. You may visit any time you like, and rest yourselves to your heart’s content.”

The three of us were treated to a wonderful feast, and we felt completely refreshed. **(Your HP and PP have been restored to the maximum amount allowed by your current level.)**

Well, I guess it’s time to head out.

●Go to #008 →

#224:

...However, from the moment I chose this route, I found nothing but trouble. After getting lost and wandering down many confusing pathways, I somehow ended up back at the Miskatonic Bridge again. With my shoulders heaving as I panted, I brought my inhaler to my mouth and breathed in the soothing mist. Jeeze, what a mess. ...Where to now?

●To return to Podunk.....Go to #192 →

●To head to the next town over.....Go to #079 →

#225:

However...I wasn't quite a master at using the knife like any of the Jets in *West Side Story* were. The man quickly knocked the knife out of my hands, and with a tremendous amount of strength, he began to strangle me. (-2 HP) In an act of desperation I kicked the guy in the crotch as hard as I could, and he let go of me and took a few shaky steps back. This was my chance – I had to try to run.

●Go to #320 →

#226:

I reached the end of the hallway and took the stairs to the second floor.

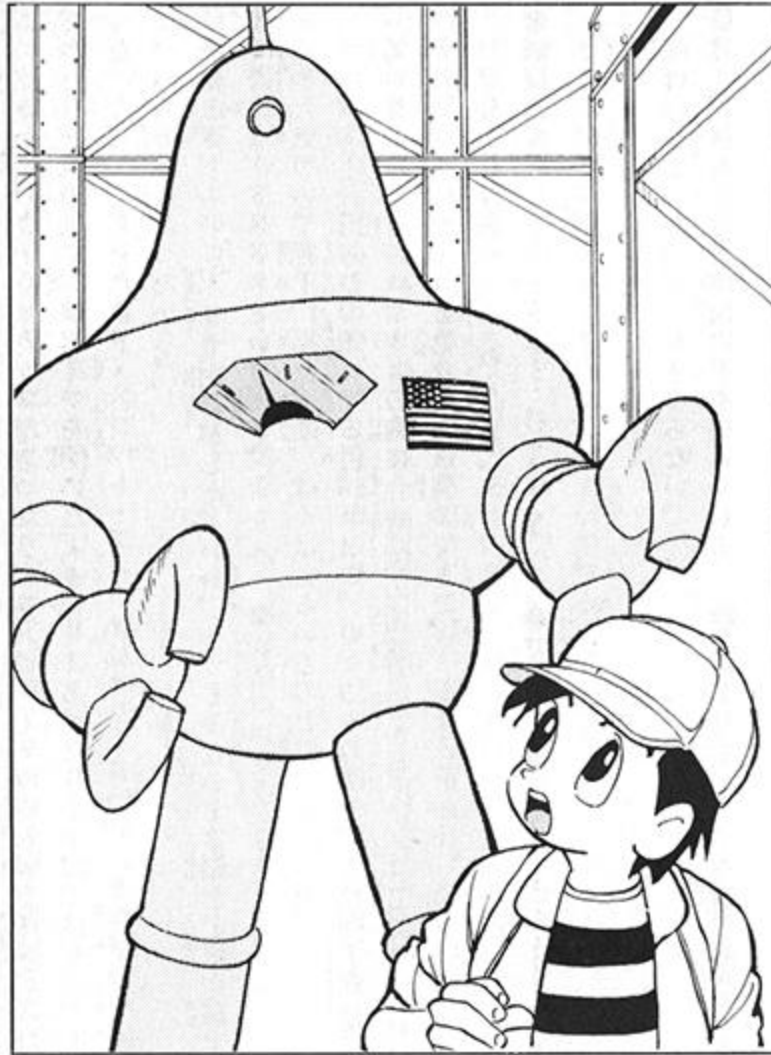
Was this factory abandoned? I got the sense that there wasn't a single person here.

But the weird thing was, whenever I peeked into a room here or there, it looked as though someone had been in it up until very recently. There were half-finished cups of coffee sitting out on tables, computer terminals that had been left running...and a book that had been left open and lying face-down. It made me feel kinda sad. It was something by F. Scott Fitzgerald, and it happened to be my papa's favorite book.

Just then, a sound suddenly came from the ceiling above. No...no, it wasn't from the ceiling, it came from the third floor. It was a resounding *stomp, stomping* sound, like some big heavy thing was walking around.

As soon as I heard it, I ran out into the hallway, and just as I did, I came face-to-face with something terrifying.

It was a robot! Its head was shaped like a cone, it had one bright, glowing eye, and its arms and legs had several joints each.



#226 •Are those the stars and stripes on its chest...? The robot appeared to be American-made, but it didn't seem very friendly.

What was the most surprising to me was the fact that this robot had an American flag emblem on its chest. What was this...?

...With a loud *whirr, whirr!*, the robot lunged for me. (To use psychic abilities, you will need 30 or more PP)

●To fight using psychic abilities.....Go to #365 →

●To fight using items.....Go to #403 →

#227:

This coughing fit wasn't going to subside any time soon.

I desperately fought for breath as I fell to my hands and knees. And still that merciless truck was closing in on me. I was in trouble!

★ For this fight, your Battle Points are (B), the Mad Truck's are (5). What are the results?

● If you won.....Go to #425 →

● If you lost.....Go to #189 →

#228:

We walked along the streets, where scraps of litter danced in the wind, until finally we found ourselves at a pier.

We had completely forgotten that this town was near the sea. Come to think of it, the only time I had ever seen the ocean was when my papa took me with him to Boston. I remembered the rough and violent waves beating at the shores of Cape Cod beneath a heavy, cloudy sky, and the little white houses called bungalows all lined up in rows along the dismal beach. Papa said that beach at Cape Cod was like some sort of promised land, but I was never quite sure what he meant by that.

● To return to town.....Go to #292 →

● To walk along the shore.....Go to #428 →

● To leave town.....Go to #450 →

#229:

...Lloyd was already consciousness, and he'd gone limp.

Now there was nothing we could do for him. ...But, we couldn't just run off and leave Lloyd behind, now, could we? Absolutely not. And as if the gargoyle had figured this out, it turned and came for me and Anna next, licking its awful lips.

All we could do was stare in horror as the monster got closer and closer.

THE END

#230:

I summoned all of my courage and stood before the alien.

-Heh heh heh. Do you mean to fight me?

The Blue Starman chuckled darkly as it approached me.

● If you have 40 PP or higher.....Go to #132 →

● If you have 39 PP or lower.....Go to #294 →

#231:

...And sure enough, we hadn't even made it a hundred yards before the robot caught up to us.

It reached out with its long arms and scooped us up in the blink of an eye.

No matter how much we struggled, it was clear that we weren't going to be able to escape. The robot brought us up close to its face, as if it enjoyed watching the suffering of its prey, and then it squeezed us as hard as it could. Death came quickly.

THE END

#232:

After leaving the mayor's house, I walked slowly down the street for a while.

I guess something else must have happened, somewhere. Three patrol cars rushed by with their sirens blaring. And a military helicopter whizzed by overhead.

●To go to the northern part of town.....Go to #097 →

●To go to the southern part of town.....Go to #220 →

●To leave town.....Go to #160 →

#233:

"You ready to do this...?" I said to Lloyd, and then, together, we unleashed a blast of PK energy toward our weakened foe.

But, the very next moment, a whirlwind of high-voltage energy came flying at us from the mother ship. Luckily, it didn't hit us directly, but the nearby boulder that took the full brunt of it was blown to pieces, which rained down on us and knocked us to the ground. If we hadn't spread out a protective PK Barrier, we would have been crushed flat.
(-4 HP)

●Go to #040 →

#234:

I stood and faced the fiery monster as it barreled toward us with a loud whooshing sound.

●If you have 10 PP or higher.....Go to #358 →

●If you have 9 PP or lower.....Go to #166 →

#235:

The dark thought waves seared painfully through our brains.

We did our best to fend off this attack with all of our psychic and mental defenses. Out of the three of us, Anna's resistance was the most effective. But she couldn't do it all on her own.

"Please...give us strength...!" I cried out, desperately.

●Go to #430 →

#236:

I held my outdoor knife at the ready and prepared myself for my foe's attack.

Suddenly the bat's hideous cackle began to echo through the darkness. It paused in mid-air and spread its wings out wide. And then, something flew out of its mouth.

Next thing I knew, there were little pins and needles piercing my arms. What were these things?!

I fell to my knees with a thud. I couldn't believe it, but...my body was turning to stone!

My legs were steadily becoming stiffer, and I dragged them along as I tried to escape. The bat's high-pitched laughter chased at my heels the whole time.

●If you have checked off Mark #3.....Go to #404 →

●If you have not checked off Mark #3.....Go to #131 →

#237:

After a short while, I found myself standing in front of the town hall building.

The place was as eerily silent as any haunted house, and I could see an American flag out front, swaying listlessly in the feeble breeze. With things as they were, I didn't think anyone would have had time to worry about raising and lowering it properly, so I'd bet that it had been left to be battered about by the wind both day and night.

Not far from town hall, a Burger King and a McDonald's stood side-by-side. But I could see no sign of the usual crowd of cheerful customers eating contentedly and chatting away inside those windows.

Jeeze...since when did Podunk become such a ghost town?

●To try going north.....Go to #097 →

●To try going south.....Go to #220 →

#238:

...But the boomerang missed its target, curved around behind the saucer, and came right back to my hand. *Well then, time for throw number two*, I thought, but at that very moment, the saucer fired another green beam.

The beam didn't hit me – instead, it blasted a tall streetlight nearby, which snapped right in half and came crashing down on top of me.

I was perfectly pinned underneath it! I cried out in pain as I desperately tried to crawl out from under the streetlight. (HP -3)

This was going to be difficult.

●Go to #441 →

#239:

To my surprise, Lloyd said he wanted to go back to that factory with me.

“The Paradise railway has been blocked off by a huge boulder,” he explained. “If we want to get it up and running again, we’ll have to shoot off a missile and blow the boulder to pieces.”

“I didn’t see any missiles there,” I replied, but he told me not to worry about it, and just kept walking at a fast and steady pace. We crossed at a shallow section of the creek, following a shortcut to the factory. We cut across the field of blackberries and finally entered that pale and gloomy concrete building.

“Just be careful, there are some pretty weird robots wandering around in here,” I said, and my voice echoed down the dark passageway.

“Apparently this place used to be a secret weapons manufacturing plant for the military,” Lloyd replied. “Those robots are probably guard bots. I wonder if they’re being manipulated by that strange power you mentioned before.”

Just as we’d reached the second floor and began heading for the third, we heard loud, stomping footsteps from overhead. I looked up, and I saw that it was the same kind of robot as before. ...Only this time there were several dozen of them, and they were all making their way quickly down the stairs!

●To try fighting.....Go to #194 →

●To leave this to Lloyd.....Go to #093 →

●To try to run.....Go to #270 →

#240:

I went up to the second level of the shopping center and found a familiar and way-too-spacious sales floor offering various daily necessities. First, I thought I should look at the things that might come in handy the most.

●Rope.....\$8 ●Frying Pan.....\$10 ●Bat.....\$30 ●Boomerang.....\$20 ●Air Gun.....\$50

●Slingshot.....\$50 ●Stun Gun.....\$100 ●Asthma Spray.....\$36 ●Canary Chick.....\$4

(If there is something you’d like to buy, subtract its price from your total \$ and add the item to your Item List. You can also sell any of the items in your inventory for half of their selling price, as long as the same item is being sold here.)

●To go to the bank.....Go to #094 →

●To leave the shopping center.....Go to #009 →

#241:

After exploring here and there for a while, we decided to leave the queen’s castle.

●To head for a nearby house.....Go to #468 →

●To leave Magicant.....Go to #288 →

#242:

The train pulled out of Reindeer’s station and traveled onward through a gentle plain.

Off in the distance, I could see a small house with a red roof at the base of a hill, and I suddenly found myself feeling homesick. I wondered what my mama and sisters were up to at that very moment. Finally, after passing through a long tunnel, the train arrived at the station in Spookane.



#242 ●As I looked out through the train window, I could see clusters of houses off in the distance, and suddenly I thought of my own home in Podunk.
I hope everyone's okay...

- To get off in Spookane.....Go to #099 →
- To continue on by train.....Go to #371 →

#243:

However, I quickly managed to free myself from the woman's grasp.

She was under the control of some unknown force, like all the others. The woman's bloodshot eyes opened wide as she lunged for me, and I countered with a powerful blast of PK Fire.

For a few moments, flames flickered along the old woman's back, and she jumped around crying, "A-yi-yi-yi-yi-yi!" I quickly pulled myself together and put out the fire.

The woman sat herself down on the grass in a daze.

"What...what have I been doing all this time...?" she muttered. (-10 PP, +3 EXP)

●Go to #034 →

#244:

We entered the village, and found that it was completely abandoned.

Broken windows, roofs full of holes, dried up wells...it had to have been decades since anyone had lived here for it to be in this shape.

We left the village and set out once again in the tank, but suddenly the engine made a sputtering sound, and then it stopped dead. I couldn't help but groan. The fuel gauge was at zero.

"Well, what now, Doug?" said Anna. "Do we get out and push?" I couldn't tell if she was joking or not.

"Looks like this is the end of the line," I replied. "We'll have to walk from here."

Lloyd the dog uttered an incomprehensible whimper.

So, well, we crawled out of the tank and set out across the desert on foot. As we expected, it was as hot out there as hell itself.

After walking around for half of a day, we all succumbed to heatstroke. I flopped down onto the burning sand. (-4 HP)

●If you have Physical Capsules.....Go to #121 →

●If you do not have Physical Capsules.....Go to #448 →

#245:

We left the shopping center.

Anna threw a fit because she wanted to go to the record store on the third floor or try on some clothes, but we had to leave as quickly as possible. Truth be told, though, I kind of wanted to go to the book store on the fourth floor and buy the latest issue of *True Detective* magazine...

●To try walking around town.....Go to #228 →

●To try to find someone to talk to.....Go to #181 →

#246:

"Lloyd!"

I slapped him across the face as hard as I could. Heavy tears began to cascade down his cheeks.

"I'm scared," he said. "...I can't take any more of this."

"I'm scared, too!" I cried. "And Anna's a girl, but she's still been fighting alongside us this whole time. So stop being so ridiculous. Now's the time to show us your courage. You're our friend...a friend who has the same 'powers' as we do!"

Suddenly, Lloyd's eyes met mine. "...Really?" he said. "Do you really think of me as...a friend?"

I smiled at him. "Of course you're our friend. And friends fight together!"

"What are you two doing?!" Anna cried. "That thing's gonna catch us any second now!"

Lloyd climbed into the motorboat, and he had the hanging wires reattached in no time at all. He pulled the starter cord, and with a satisfying purr, the engine roared to life!

"Let's go," I said. "Anna, climb in!"

We all got aboard, and the motorboat slid effortlessly across the water's surface. We looked back to check on the robot, which was now wading waist-deep in lake water. Apparently the stubborn thing was going to keep chasing after us.

But when we looked back across the lake, we saw that there was a steep cliff on the far shore. There was no place to stop the boat and moor it.

And on top of that, our boat came to a sputtering halt right in the middle of the lake, as if it had run out of fuel. And the robot was steadily gaining on us, kicking up water as it went.

Is this the end for us? I thought, but just as I did, suddenly we heard a telepathic voice in our minds.

[Open the can of words, and a way will open for you.]

●To open the can containing Words of Love.....Go to #148 →

●To open the can containing Curse Words.....Go to #280 →

●If you do not have any cans of words.....Go to #085 →

#247:

We entered the Central Shopping Center. There was an Ellay branch of the National Western Bank on the first floor. There was also a telephone near the counter.

●To go to the bank on the first floor.....Go to #076 →

●To head for the second floor and do some shopping.....Go to #183 →

#248:

The robot began walking toward us, quickly. The powerful shock waves sent through the ground by each of its footfalls could be felt even through the tank. This guy must have been heavy!

"W...what should we do, Doug?" asked Anna, her voice shaking a bit.

"I think that's pretty obvious," I said, as I pulled a giant shell from the tank's store of ammunition and plunked it down in front of the main gun. "We attack that robot...with this tank. Help me with this, Anna."

"You're...you're crazy," she muttered, but she lifted the shell and placed it into the gun's chamber.

The seventy-five millimeter rounds were loaded and ready to fire. I peered into the sights of the tank's main gun, and set my aim on the approaching robot.

"Fire!"

★ For this fight, your Battle Points are (F), the R7037 Robot's are (7). What are the results?

● If you won.....Go to #185 →

● If you lost.....Go to #030 →

#249:

EVE's laser hit the robot right in its tiny head.

Several explosions went off one after another, but when the smoke cleared, the three of us groaned in disappointment. The R7038 robot was completely unharmed.

● Go to #419 →

#250:

Giegue had us right where he wanted us. We had to strike back, somehow. I concentrated my thoughts as I stared at that mother ship.

● If you have 46 PP or higher.....Go to #026 →

● If you have 45 PP or lower.....Go to #446 →

#251:

What was I supposed to do against a charging polar bear?!

● To pull out the knife.....Go to #373 →

● To try to run.....Go to #462 →

#252:

The general store was very small, but still had quite a variety of items for sale.

I figured that this was because absolutely everyone in town would come here to do their shopping. I browsed for things I might need on my journey.

● Rope.....\$8 ● Frying Pan.....\$10 ● Bat.....\$30 ● Boomerang.....\$20 ● Air Gun.....\$50

● Slingshot.....\$50 ● Asthma Spray.....\$36 ● Stun Gun.....\$100

(If there is something you'd like to buy, subtract its price from your total \$ and add the item to your Item List. You can also sell any of the items in your inventory for half of their selling price, as long as the same item is being sold here.)

After I finished shopping, I left the shop.

- To head to the bank.....Go to #316 →
- To head somewhere else.....Go to #463 →

#253:

I thought it might be best if I *didn't* stay the night here.

“As you wish, sir,” replied the manager, looking as expressionless as ever. “That is quite unfortunate to hear. But we look forward to serving you again the the future.”

Luckily, I couldn't hear all that pounding at the door anymore. I slowly exited the hotel, then began to run as fast as I could, so that I wouldn't be caught by any more zombies.

- Go to #426 →

#254:

I put my inhaler to my lips and breathed in a puff of mist.

Down at my feet lay the robot. And there on its chest was the emblem of an American flag. I began to wonder if this was a secret laboratory run by an organization working with the government. I wondered if some unknown enemy had attacked this lab and abducted all the researchers.

I climbed to the top floor and I looked around. But I couldn't find much of anything.

- To meet with Lloyd.....Go to #162 →
- To leave without meeting with Lloyd.....Go to #211 →

#255:

The school was built out of concrete. It was three stories tall.

Just as I walked inside, the bell rang for recess. Kids came flying out of their classrooms, left and right.

They all seemed to be so happy and carefree...I felt kinda jealous.

- To try heading for the roof.....Go to #017 →
- To try entering one of the classrooms.....Go to #142 →

#256:

None of us had any clue what the answer might be. Reluctantly we admitted this.

“Honestly...I don't know either,” the castle guard replied, with a blank expression.

(-1 HP)

- To try to force your way in.....Go to #311 →
- To give up and try going somewhere else.....Go to #338 →

#257:

Using the compass as our guide, we headed south. We continued along the narrow passageway until we found our way back to the branching paths near the entrance we came in through.

●To head east.....Go to #100 →

●To head west.....Go to #387 →

#258:

But the robot was closing in on me like a predator and their prey. What should I do?

●If you have the Stun Gun.....Go to #098 →

●If you do not have the Stun Gun.....Go to #455 →

#259:

And just then...I heard the sound of a piano playing. As if entranced by this sound, I staggered toward it, and when I came to my senses again, I was standing in front of a closed room. I grabbed the knob and slowly opened the door.

In the middle of the room there was a grand piano. It was playing music, even though there was no one sitting at it. I couldn't stop myself from approaching it. The black and white keys moved up and down all on their own, and a melody drifted throughout the room. As I listened to it, I felt so terribly nostalgic. I couldn't understand why. But, like a memory from a previous life, it stirred something deep and emotional within me. (You have just heard Melody #3.)

●Go to #376 →

#260:

"EVE, aim for his chest and fire your missiles!" I shouted.

EVE suddenly swooped down from above and took several shots at her opponent.

★ For this fight, EVE's Battle Points are (B), the R7038 robot's are (6). What are the results?

●If she won.....Go to #025 →

●If she lost.....Go to #360 →

#261:

The alien glowed fiercely with that blueish-white light, then it suddenly started floating toward us.

"Run for it!" Anna cried, and I had no objections.

"Lloyd, move those paws!" I added.

We dove into the woods. Without looking back over our shoulders and while trying to avoid hitting any trees, we ran as fast as we could. We ran for five minutes straight, then we stopped to lean against a tree. Panting heavily, we finally looked behind us. We couldn't see any sign of the alien, not even that powerful glow it had been giving off.

●Go to #021 →

#262:

I knew I had plenty of PSI energy left. I stepped in front of Anna, faced the charging monster, and unleashed a powerful blast of PK Thunder.

★For this fight, your Battle Points are (F), the gargoyle's are (7). What are the results?

●If you won.....Go to #069 →

●If you lost.....Go to #022 →

#263:

"When faced with an overwhelmingly powerful enemy," I began, as we quickly turned on our heels, "the best thing to do is to run!"

We fled as fast as our feet would carry us, and that desert creature known as a Titany followed close behind.

The monster's eight legs were very nimble and incredibly swift. ...It was no good, that thing was going to catch up to us any second now.

●If you have 10 PP or higher.....Go to #155 →

●If you have 9 PP or lower.....Go to #454 →

#264:

I dashed out of the cemetery in a panic, and I began to walk down the street. Across the way, I could see a large, two-story house. It was Mayor Goodman's home.

●To visit the mayor.....Go to #161 →

●To head somewhere else.....Go to #232 →

#265:

I rang the doorbell at Annette's house, and she answered the door with a very surprised look on her face.

"Doug?" she said. "What are you doing here?"

"Well, I guess, I..." Suddenly, I felt a bit flustered.

"Aren't you afraid you'll get caught by the police, wandering around town at a time like this?" she went on. "Dead people are coming back to life and walking around, zoo animals have gone berserk, and all kinds of strange things keep happening that no one can make any sense of. I mean, I'm happy that school's closed and all, but..."

“Chatty Annie”. It was only then that I remembered this girl’s nickname. Because if you let her, she’d talk your ear off for the rest of eternity. “–But they say that the Paradise Line isn’t running at all, which is kind of surprising, don’t you think? I heard that the railway bridge up north collapsed, and that there was a landslide that blocked the tracks south of Merrysville–”

She was still talking as I excused myself and quickly left Annette’s house behind.

●Go to #433 →

#266:

...But my attack had done absolutely no good. Giegue only took hold of my psychic energy and turned it against me as dark and wicked thought waves.

An image exploded into my mind. It was from a time when I was eight years old, and I had pushed my little sister, Mimmie, down the stairs. Because of what I did, Mimmie’s left leg had been broken. But...when I pushed her, I had wanted her to die...didn’t I...?

“Stop that!” I cried, clutching my head with both hands. “I didn’t think that...I didn’t think anything like that!”

●If you have 45 HP or higher.....Go to #139 →

●If you have 44 HP or lower.....Go to #027 →

#267:

“Oh, by the way,” I began, “we noticed that tank out front...”

As I said this, the man looked at me with an amused grin on his face. “Ah, so you saw that, did you, kid?” he said. “That’s an old army tank – an M4 Sherman, to be exact. If you collect five ticket stubs like the ones I just handed you, I’ll lend it out to you for free.”

●To leave the tent.....Go to #437 →

●If you have already collected 5 Tickets.....Go to #104 →

#268:

I headed to the station master’s room to see if they had any part-time work available, and when I got there, the station master, an older man, turned away from the Johnny Carson Show playing on his TV to look me over.

“Sure, I’ve got a job for you,” the old man replied. “If you don’t mind climbing up onto the roof, that is, to clear away the snow.”

And so, I spent the next two hours up on a freezing-cold roof, shoveling snow. But, thanks to all that, I did manage to make ten dollars. (-3 HP, +\$10)

●Go to #422 →

#269:

"Mama's so worried," I said. "Papa, you have to go back home, as soon as you can." After that, papa was silent for a short while. Then, he finally spoke again.

[...The next time you see your mama, tell her that I'm doing just fine. You know I love her very much. ...And I love you too, Doug.] Papa paused for a moment, and then he went on. *[Now then, listen close. Your enemies are creatures who came here from the deep reaches of outer space. All the strange goings-on lately all over the world have been the work of these creatures. They are waiting for their chance to make this planet their own. You must confront them before they make their move.]*

"Okay, got it," I replied.

[Well then, good luck out there, Doug. You know I'm always rooting for you.] ...And with that, the phone's connection cut out.

●To head to the second floor and do some shopping.....Go to #407 →

●To leave the shopping center.....Go to #301 →

#270:

We ran back down the stairs. However, as we got closer to the first floor, we began to hear footsteps coming from below. And sure enough, there was a gang of several dozen more robots clambering up toward us. This was bad...we were trapped!

●To try to fight.....Go to #194 →

●To leave this to Lloyd.....Go to #093 →

#271:

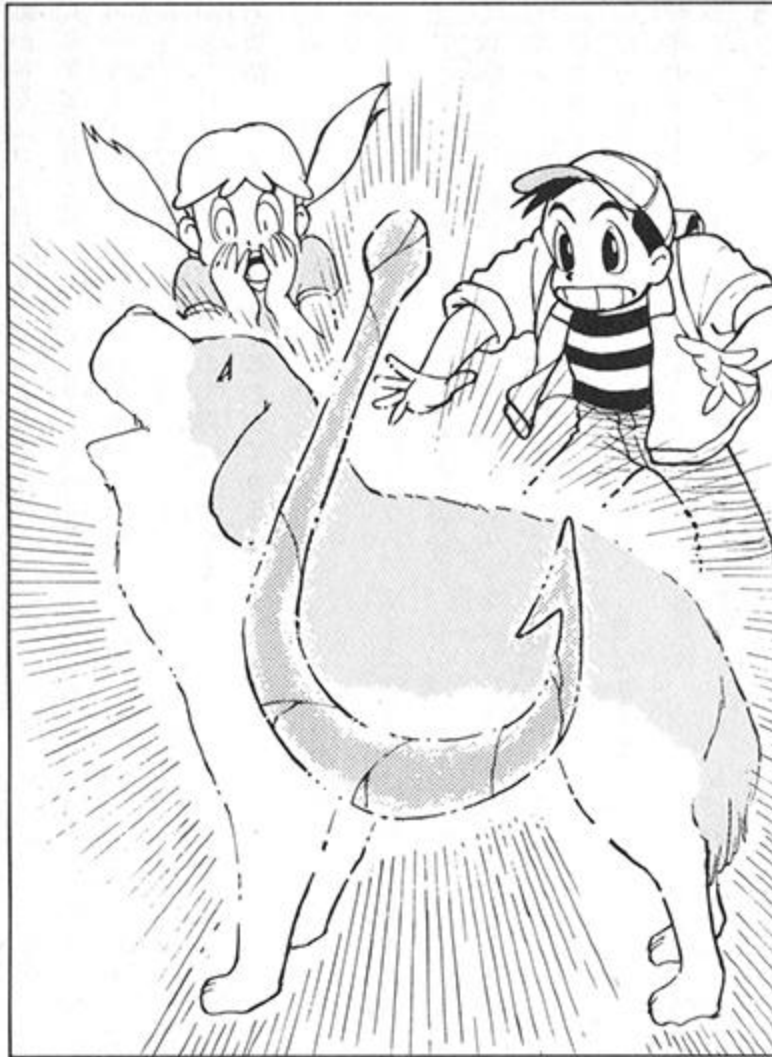
"Oh, I know!" said Lloyd. "It's like that old man said – in order to travel between Magicant and our own world, we need the onyx hook!" He took it out of his bag and held it up to the light streaming in from outside.

And as soon as he did, Lloyd was engulfed in a rainbow of colored light. Shortly after that, that little body of his was no longer anything that resembled a human being – he'd been changed into something else entirely. I was stunned. And I have to assume Anna was, too.

Lloyd had been transformed into a furry, bulky dog – a Saint Bernard!

"Lloyd!" I cried. "You have to change back! ...Or can you even...do that?"

But Lloyd, or should I say, the Saint Bernard, only whimpered sadly and shook his head. (Check off Mark #5 on your chart.)



#271 •As Lloyd held the onyx hook up to the light, he was suddenly surrounded by a colorful glow. And the next thing we knew, he had been transformed into a Saint Bernard...!

“You have to be kidding me!” cried Anna, and she sounded as if she were on the verge of tears. “Is this some kind of joke?!”

“It’s not a joke, Anna,” I said. “The onyx hook did this. Apparently, when it’s exposed to the light of the world above, it turns the person holding it into a dog. Maybe that’s a requirement for passing between the two worlds.”

And just as I said this, the scenery outside of the cave suddenly looked a whole lot clearer to us. (From this point forward, your EXP may increase beyond 50.)

●Go to #002 →

#272:

“You little fool!”

...When I told the old man I didn't have the dentures, he yelled at me so loudly I felt as though he'd whacked me over the head. Why was he so upset all of a sudden, anyway? Thanks to all that, I almost started having an asthma attack, so I pulled out my inhaler, put it to my mouth, and inhaled a puff of mist. The old man sneezed loudly, then he bared his teeth at me again. "I *need* those dentures," he growled. "Go get them!"

"Alright, sheesh," I said. "Let's go, you guys."

"Oh no, no no no, absolutely not," said the old man. "You must do it alone, I *insist*."

"...Okay, okay," I sighed, and I shrugged again. What else could I do? Sorry Anna, Lloyd...you'll have to wait for me a little longer, I guess. I shifted the backpack on my shoulders, then I turned around and headed back the way I came.

●To head to Podunk.....Go to #192 →

●To head to Merrysville.....Go to #079 →

#273:

We continued heading north, and could see that there was a path ahead branching off to the east.

●To take the path heading east.....Go to #159 →

●To continue heading north.....Go to #321 →

#274:

And so, I got a part-time job cleaning dishes, and I used the thirty dollars I earned to stay the night at the hotel. But somehow, I was still pretty tired. (**Only your PP has been restored to the maximum amount allowed by your level.**) The next morning I had some breakfast, and then I left the hotel.

●Go to #158 →

#275:

And so, I checked the fares for each station.

*Union Station.....\$10

*Spookane.....\$10

*Snowman.....\$20

(**Subtract the cost of the desired station from your total dollar amount.**)

I stepped out onto the platform. A train just happened to be arriving, its whistle blaring. It stopped at the platform with a loud rush of steam, and its passengers began to file out. As soon as I climbed aboard, the departure bell began to ring.

●To head to Union Station.....Go to #417 →

●To head to Spookane or Snowman.....Go to #242 →

#276:

...But the fire extinguisher would run out of ammo eventually. While still dousing the zombie mob, I backed away slowly, opened the door to the deck between the cars, jumped out, and then slammed the door behind me as fast as I could. Almost as soon as the door was shut, the zombies began violently beating on the glass with their deathly pale hands.

I tried desperately to hold the door shut, but I was severely outnumbered. The gap was slowly but surely growing wider, and their arms were beginning to squeeze through...and just then, I heard the sound of footsteps behind me. I turned to look, and I saw that it was the conductor, coming out from the opposite car.

"Mr. Conductor!" I cried, and the man put his hand roughly on my shoulder.

"What is it, dear guest?" he replied, and from beneath the brim of his hat, I could see his face, which was practically nothing but bone.

Uwaaugh! Even the conductor is a zombie!

And at just that moment, the door I'd been trying so hard to keep shut suddenly burst open, and the zombie mob spilled out onto the deck.

●To try to fight.....Go to #136 →

●To try to run.....Go to #150 →

#277:

"It's no use, that thing's gonna catch up to us!" Anna cried.

"Lloyd, take us back to Magicant!" I said, and Lloyd barked some sort of reply. Suddenly the onyx hook tied around his neck started to glow in all the colors of the rainbow.

The alligator leapt into the air and lunged for us, but by the time it reached where we had been standing, we had already been transported to another world – to Magicant.

●Go to #144 →

#278:

...But we hadn't realized that this flash of light meant that the robot was about to fire a terrifying laser beam.

...And soon, the white-hot beam cut sideways through the air, and struck each of our bodies in turn. Like a knife through butter, all three of us were sliced clean in half.

...What a way to go.

THE END

#279:

There was a powerful blast as the round was fired. ...And it missed.

With a terrifying amount of strength, the robot grabbed the tank, lifted it high above its head, and then threw it...hard. The tank crashed into the ground with its tire treads up in the air, and was turned to scrap in an instant. And I guess it goes without saying that its occupants hadn't fared any better.

THE END

#280:

Oh right, those cans!

For a moment, we wondered whether we should open the can containing Words of Love or the one containing Curse Words. But what's that thing they always say – Open Sesame? ...I decided we should probably go with the Curse Words.

I pulled the can of Curse Words out of my backpack and opened it. As soon as I did, a man's voice poured out into the air around us, speaking a language I couldn't understand at all.

"...Cthulhu fhtagn! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!"

So...what did that do...? For a short while, we waited. But nothing seemed to happen. The lake had gone eerily silent. ...No...not quite. The R7038 robot was still heading through the water toward us, and suddenly it leaped up beside us with a tremendous splash. It raised its massive arms in the air, and then it smashed us to pieces – boat and all.

THE END

#281:

I stood beside Anna. "Alright, let's work together this time!" I said.

Both of our bodies began to glow, and then we unleashed PK Thunder. With a flash, lightning flew through the air, and for a moment, the robot was engulfed in a pale blue light. (-50 PP)

We did it! ...I thought, but then we looked closer. The robot was completely unharmed, and with a flick of its wrist, it smashed a nearby cliff to pieces. Countless fragments of rock showered down on us from above.

Lloyd was wounded! One of the rocks had slammed right into him. (-8 HP)

Me and Anna ran to him and tried to help support him as we fled desperately from the robot.

●Go to #356 →

#282:

I turned and faced the folks packed tight into the seats of the venue.

“I set out on a journey...to fight bad guys from space—!” I shouted. And after I did, the man beside me struck an intense chord on his guitar.

“From the time I left Podunk...it’s been a wild goose chase—!”

...The bass player joined in now, too.

“We borrowed a tank...from a man with a gun...”

More intense chords from the guitar.

“Smashed it up in the desert...now we’re on the run—!”

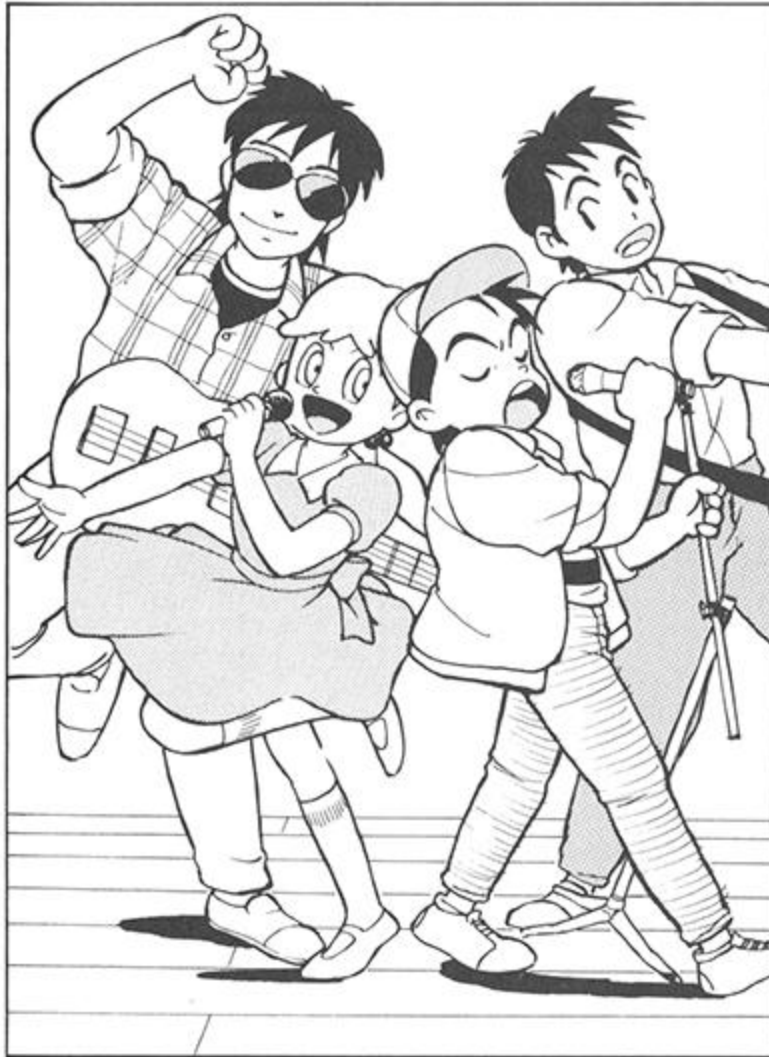
A long, wavering chord.

Then our all-out performance began, and we gripped our microphones passionately.

*♪ We ducked into the Live house...with that man in pursuit,
The weight of the world on our shoulders...and everything to lose—!
And that's why we sing...the Podunk Bluuues~!*

Suddenly the audience burst into applause. The entire venue was going wild! To our surprise, even that plane guy from the desert was whistling along and having a good time. ...Well in that case, we had no choice but to see the whole thing through!

*♪ We've been to Magicant...we've met with the queen,
But the end to this mystery...is yet to be seen—!
We're not quitting this journey...and we're not gonna lose,
But the fighting continues,
And that's why we sing...the Poduuunkk...Bluuuuuuueesss~!*



**#282 •We tried to hide in the Live House, and ended up having to sing the blues.
Well, if that's what it takes...we may as well give it everything we've got!**

As we finished our song, the crowd applauded and cheered some more. The venue was in an absolute frenzy. We shook a few hands, and then we pushed our way through the crowd toward the exit beside the stage. (+4 EXP. Flip back to scenarios #171, #228, and #314 and mark the option "Return to town" with an "X". Moving forward, you may no longer choose any options marked with an "X".) ...But there was a certain someone we'd forgotten. That plane guy from the desert seemed to suddenly remember his mission, and he tried to follow us through the stage-side exit. But just as he did, that black singer grabbed him firmly by his shoulder, and in that very deep voice of his, he said,

"You're not going anywhere, friend, until you sing us some blues!"

●To head for the ocean.....Go to #428 →

●To leave town.....Go to #450 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#283:

However, when the director found out we didn't have such a strange thing as strawberry tofu with us, his mood suddenly turned very sour.

"Ah, well in that case, I'm very busy today," he said. "You kids best be on your way."

●Go to #171 →

#284:

The monster began its attack, suddenly spreading its wings out wide.

Flap! Releasing its grip on whatever it had been clinging to on the ceiling, the Bionic Bat swooped down on me. But, without even flinching, I struck the beast with my PSI powers. I turned my strongest mental energies into an arrow of pure light, and I launched it straight at the bat – a perfect PK Beam attack! This arrow of light pierced straight through the bat, over-powering it and sending it tumbling to the floor.

And I couldn't believe my eyes! As the bat lay there, thrashing desperately, it began to shrink. As soon as it had returned to the size of an average bat, it flapped away on considerably smaller wings, and fluttered off to who knows where. (-30 PP, +3 EXP)

●Go to #066 →

#285:

Just as I was about to try to jump to the side, that familiar and very uncomfortable feeling began to rise from deep within my throat once again, and I hunched over in yet another coughing fit. The truck bore down on me with a terrifying roar. In a state of shock, I stared at that front fender, twisted into a snarl like some sort of ugly monster.

THE END

#286:

...But apparently my telepathy was too weak. Mr. Batty ignored my attempts at persuasion, and lunged for me again. Its sharp claws dug into my arm. I couldn't help but cry out, and I desperately tried to protect myself. (HP -4) I knew I should probably run for it.

As I tried to make my escape, the bat gave up on chasing me down.

●Go to #192 →

#287

“Get out of my way!” said Anna, and she stepped in front of me and faced the monster resolutely.

(To use psychic abilities, you will need 40 or more PP)

- To use PK Thunder.....Go to #390 →
- To use PK Fire.....Go to #143 →
- To let Doug fight the dragon instead.....Go to #011 →

#288:

We left the town and found ourselves once again surrounded by pink forests, meadows, and streams.

As I looked around at those deep-sea fish swimming through the air, and all the other bizarre creatures of this world, I started to feel a little lost.

- If you have the Compass.....Go to #064 →
- If you do not have the Compass.....Go to #129 →

#289:

We headed down the path leading north, and after a while it turned to the east.

...And there we found a dead end. But the dead end wasn't the problem. We happened to notice something far more terrifying than that. Backed up against the stone wall, fast asleep, there was a huge golden beast.



**#289 • It was a giant dragon, covered in golden scales...!
If it were to wake up, we'd really be in trouble.**

Countless spikes stuck out at odd angles from its head. It had a massive maw, and I could see sharp fangs peeking out from under its lips. Its body was covered in large golden scales. There could be no doubt that this was a monster from myth and legend – a dragon!

● If your total EXP is 100 or higher.....Go to #392 →

● If your total EXP is 99 or lower.....Go to #145 →

#290 :

From the looks of this disk-shaped floating object, I couldn't imagine that this thing was anything other than those "flying saucers" you always hear about that come from outer space. This one seemed to be a miniature model...so I think I'll call it a Li'l Saucer.

...And I also think I should...

●To fight with the knife.....Go to #335 →

●To fight with the boomerang (if you have it).....Go to #322 →

#291:

"Hey," I said to the boy. "Do you know anything about the strange things that have been going on around here lately?"

The boy nodded. "I know that you shouldn't try to go to Spookane," he said. "I've heard it's full of zombies and ghosts and stuff. They say that once you enter the mansion on Lakeside Hill, you won't make it back out alive."

●Go to #130 →

#292:

We returned to town and walked along a desolate back alley.

"You never know what kind of trouble we might get into wandering around in places like this," said Anna. Apparently, even a girl with psychic powers was afraid of dangerous neighborhoods.

●If you have checked off Mark #6.....Go to #060 →

●If you have not checked off Mark #6.....Go to #172 →

#293:

I somehow managed to get to my feet.

"Doug...?" said Anna. "Let me fight this one."

...But I pushed her aside and stubbornly confronted the monster again. You always have to finish what you start! The fireball monster made a quick U-turn and then, as if it had decided I was choice prey, it barreled toward me with a loud cackle.

★For this fight, your Battle Points are (C), the fireball's are (7). What are the results?

●If you won.....Go to #134 →

●If you lost.....Go to #053 →

#294:

Me and Anna braced ourselves. The alien was getting closer.

Suddenly something silver and shiny appeared in the alien's right hand. ...It was a spear!

★For this fight, your Battle Points are (A), the Blue Starman's are (8). What are the results?

●If you won.....Go to #346 →

●If you lost.....Go to #416 →

#295:

The bolts of lightning struck the alligator just before it could reach Anna.

Pale blue sparks flew from it, and my eyes stung from the flash. The fight was over in an instant. Bombarded by the lightning bolts, the alligator fell to the ground with a heavy thud, and it began to shrink before our eyes.

Apparently, the alligator had originally been a tiny little lizard. After reverting to its previous form, the poor thing was small enough to fit in the palm of my hand. It came to its senses and scurried off into the trees. (-30 PP, +12 EXP)

“What did you think of that?” said Anna proudly, as she turned to face me.

●Go to #445 →

#296:

Suddenly we could see flames up ahead, flickering along the path leading up and down over a gentle hill. It was a bright red fireball...and it was heading right for us, at a terrifying speed! Apparently, it was some sort of monster.

●To try to fight.....Go to #067 →

●To try to run.....Go to #180 →

#297:

We got out of the tank and walked over to the cactus.

It was the one with a face! It spoke to us as we approached it.

[Ah, hello again, everyone! It's been a while.]

“Does it get lonely out here, all by yourself?” Anna asked.

[To tell you the truth...yes, it does get a bit lonely. But standing tall like this is a cactus' job. Just like your job is to fight off those nasty aliens. And between the two, I'd take being a cactus, any day.]

After that, we got back into the tank and drove off across the desert once more.

●To continue heading south.....Go to #413 →

●To head west.....Go to #244 →

#298:

A cloud of sandy dust trailed behind us as I drove the Sherman along, heading north.

Soon enough, we spotted a bunch of small ponds up ahead. They were the kind of pond with dark, murky water that tended to smell pretty bad. Bubbles filled with some sort of gas gurgled to the surface in the deepest points. I navigated us around and between the ponds, and after a while, a truck, half-buried in the sand, came into view on the horizon.

●To continue straight.....Go to #77 →

●To head south.....Go to #461 →

●To head east.....Go to #362 →

●To head west.....Go to #187 →

#299:

We soared over that endless sea of sand, and I began to notice piles of half buried and sun-bleached bones scattered here and there. What kinds of animals were they from?

We flew on, and I also noticed a number of buildings on the horizon. It appeared to be a small village, but I got the feeling there was no one living there now. It seemed as though everyone had moved away a long time ago, and left the place a ghost town.

I wanted to keep flying just a little farther, but apparently our sight-seeing flight course was already over.

●Go to #363 →

#300:

"I don't have any sort of key," I replied.

"Then you best get on out of here," the man said. "You can't even get inside without the key."

And so, not knowing what else to do, I headed back to the main road.

●Go to #426 →

#301:

With that, I left the shopping center and walked out into the town of Reindeer.

●To head for the hotel.....Go to #466 →

●To leave town.....Go to #018 →

#302:

...But without flinching, I aimed my most powerful thoughts toward the charging truck. As these thoughts burst from my body, they became a dazzling ray of light that pierced straight through the truck. ...It was PK Beam!

The truck was instantly enveloped in a pale blue flash of light, and with smoke billowing from its cab, it gradually came to a stop.

And that was that. Hopefully that thing would never attack anyone else ever again. (-30 PP, +6 EXP)

●Go to #205 →

#303:

I left Merrysville and headed back toward Podunk.

I came to a lonely road that cut through a forest. Suddenly, from the leafy branches ahead of me, I heard the sound of flapping wings, and a some black *thing* shot from one side of the road to the other.

Huh? I thought, and just as I did, a giant bat suddenly swooped down on me from above!

“Kee~ke-ke!” it screeched, in an eerie voice. (To use psychic abilities, you will need 20 or more PP)

●To fight using psychic powers.....Go to #408 →

●To fight using items.....Go to #190 →

●To try to run.....Go to #095 →

#304 :

The girl with silver-blond hair looked up at me and smiled.

“Hi~!” she said. “I’m Cindy! I haven’t seen you around. Are you from Class C, next door?”

“Yeah,” I lied.

“Well then, do you know a boy named Lloyd? He wears glasses and is kind of a dork. He borrowed a French book from me and never gave it back. I wonder if he’s up on the roof again, where he knows no one’s allowed to go...”

“Oh, well...I don’t know him,” I said, and the two girls went back to their excited chatter.

I didn’t know what else to do, so I left the room.

●Go to #210 →

#305:

I steadily made my way up the mountain path. About halfway to the peak, I finally arrived at a massive cave entrance that appeared to have been carved directly into the mountainside. And right in front of this cave, I shared a heart-felt reunion with my two friends.

There was Anna Brewton, the mischievous and gutsy girl. And there was Lloyd Schneider, a somewhat shy boy who reminded me a lot of the cowardly lion in *The Wizard of Oz*.



#305 • Anna and Lloyd were waiting for me just outside the cave.
It felt great to be with my friends again. Time to head out together!

As soon as they noticed me, they waved and came running over.

“Doug! There’s a girl waiting for us inside the cave!” said Lloyd.

And so we all headed inside. Deep within the cave stood an old man with a white beard, who looked a lot like a wizard from a Chinese fairy tale.

“You have done well to come this far, boys,” said the old man, and his voice echoed throughout the cave.

“Hey, there’s a girl here, too, you know!” Anna grumbled.

“**Silence!**” the old man roared. Clearly, this guy was not a fan of women.

“By the way, Doug,” the man went on. “Have you seen my dentures...? Without them, I cannot tell you which way you three should go from here.”

“...But you’re talking to us just fine right now, aren’t you?” I replied, and I was puzzled.

“That is because I’m speaking of matters concerning *this* world,” the man explained. “To speak of the other world, I will need those dentures. I must have dropped them somewhere.”

“You gotta be kidding,” I sighed, with a defeated shrug.

●If you have the Dentures.....Go to #208 →

●If you do not have the Dentures.....Go to #272 →

#306:

The next thing I knew, the dragon was slowly getting to its feet and coming my way. It opened its mouth even wider.

This was a dragon we were dealing with, so that must mean...fire! **Do you have 35 HP or higher, and 40 PP or higher?**

●If you have both of these requirements.....Go to #50 →

●If you do not have both of these requirements.....Go to #65 →

#307:

I made my way through the overgrown blackberry brambles, then I finally found myself in front of the factory. The gray concrete walls were covered in cracks and fissures, and some kind of ivy was creeping thickly up to the windows of the third floor.

The windows were covered by rusted iron bars, and there was a security camera right above the metal entrance door.

I pushed against the metal door and it opened. I could see that the inside was hazy and dark. Still, as my eyes adjusted to the darkness, I could faintly make out the hallway ahead. At the end of it, there were stairs leading up to the next floor.

I slipped in through the open door and began to walk down the passageway.

●Go to #226 →

#308:

There was still a terrible monster on the loose. ...And this time, I was gonna take it down.

I turned back toward the haunted house.

I opened the huge front door and cautiously made my way down the dark hallway. Ahead of me, I could hear that unsettling laughter. And there he was!

I looked carefully, and I could see the Bionic Bat hanging from the ceiling in the same spot it had been last time. And it was staring right at me! **(To use psychic abilities, you will need 30 or more PP)**

●To fight using psychic abilities.....Go to #284 →

●To fight using items.....Go to #377 →

#309:

I quickly pulled the stun gun out of my backpack, and as the zombie approached me with its arms outstretched, I pressed the gun against its body and pulled the trigger.

One moment, the zombie seemed to be overcome by wild convulsions, but the next moment, its hideous face broke into a twisted grin. "It's no use," the thing said. "Hee-hee-hee, here now, let me put you to sleep. ...*Eternal* sleep!"

●If you have 30 PP or higher.....Go to #344 →

●If you have 29 PP or lower.....Go to #405 →

#310:

As a harsh, frigid wind rushed through the streets, I hunched up my shoulders and walked on.

All this icy cold weather aggravated my asthma, and I couldn't keep myself from coughing. I took frequent puffs of mist from my inhaler, but instead of improving at all, my coughing only got worse.

As I walked hurriedly on, my footsteps making dull crunching sounds in the snow that was piling up on the street, I suddenly noticed a figure up ahead, lumbering slowly out from behind a huge sign which read, "Harlington & Richardson Furniture Store". It was a polar bear...and an extra-large one, at that! I had no idea there were polar bears living in Maine!

The bear glared at me with very apparent rage in its eyes, then it roared fiercely and began barreling toward me! (To use psychic abilities, you will need 30 or more PP)

●To fight using psychic powers.....Go to #374 →

●To fight using items.....Go to #251 →

#311:

"Are you just making fun of us, old man?!" I shouted.

"I have no interest in making fun of children," he replied. "It's too easy."

As soon as the castle guard said this, I slammed into him as hard as I could, knocking him flat, and then the three of us ran past him. The man got to his feet and dashed ahead to cut us off, and he held his hands out in front of him.

"Wait!" he cried. "If you want to get through here, you'll have to beat me, first!"

Wham! The three of us easily knocked him down a second time. Using his body as a springboard, we slipped in through the gate and entered the castle.

●To head for the queen's chamber.....Go to #048 →

●To explore the castle.....Go to #008 →

#312:

That sea of sand continued on for what seemed like forever. All three of us were panting hard as we walked along. The wind constantly kicked sand and dust up into the

air, so I kept my inhaler ready at all times. This place was no good for either the body or the spirit.

“Doug?” said Anna, from behind me, and I felt a sudden dread. I was in no mood to be griped at.

“...What was that, just now?” Anna snapped. “When have I ever griped at you?”

...Whoops. That’s right. Telepathy. There was nothing I could keep hidden from this girl.

But just then, a mound of sand ahead of us suddenly stood straight up, as if it had come to life, and with a powerful blast it shot up into the air above us. And there, standing in a cloud of thick, swirling sand and dust, was some sort of monster. A monster that had two massive claws, and looked a bit like a scorpion.

“Oh, I read about these in the newspaper,” Anna shouted. “It’s a creature called a Titany. Be careful, these things are tough!”

●To try to fight.....Go to #061 →

●To try to run.....Go to #263 →

#313:

“Watch out for its laser!” I cried. I tackled Anna and Lloyd and pulled them safely to the ground and out of harm’s way. As soon as we landed, something terribly powerful and hot passed right above our heads.

With a loud hissing sound, the boulder struck by the robot’s laser beam turned bright red and oozed into magma.

Phew. That was close...! (-2 HP)

●Go to #434 →

#314:

We decided there was no need to go to the island. We left the observation deck.

●To return to town.....Go to #292 →

●To leave Ellay.....Go to #450 →

#315:

I made it to Snowman’s train station. The waiting area was completely deserted. After taking advantage of the station’s indoor heating and warming myself back up, I walked over to the ticket counter. I would need at least ten dollars for the lowest-priced ticket.

●To board the train.....Go to #422 →

●If you cannot afford the ticket.....Go to #268 →

#316:

I headed into the bank. There was a phone by the counter. That's right – I should try to talk to my papa!

I lifted the receiver, projected my thoughts down the line, and called out to him.

[*Well, if it isn't my Doug Boy!*] came his familiar voice, in response.

●To ask for money.....Go to #375 →

●To speak with your father.....Go to #103 →

#317:

Embarrassingly, I didn't have enough money to buy even the cheapest ticket.

As I stood there, unsure of just what to do next, a man who introduced himself as the station master approached me.

"Hey, kid. You want a part-time job?"

...And so, I ended up hauling luggage off of incoming trains and down to a nearby warehouse. I worked like this for three hours, and by the time I'd made enough money for a ticket, I was completely exhausted. (-2 HP, +\$10)

●Go to #275 →

#318:

...Would it even work against a robot? I reached into my backpack and pulled out my aluminum bat. I swung it as hard as I could, and nailed the approaching robot right on its tiny head.

CRACK!

...And what do you know! The robot teetered for a moment, and then, with an incredibly loud crash, it fell over backward and collapsed on the floor. I guess its head was its weak spot! (+5 EXP)

●Go to #254 →

#319:

I stepped through the gate and onto the platform, and I could see an approaching express train, distorted by heat haze and headed right down the tracks.

It stopped neatly at the platform, and then a large crowd of passengers suddenly exited.

I stepped aboard the train, and I sat down in a seat next to the window. There was a loud, long whistle, and then with a lurch, the train rattled into motion. The Paradise Express was on its way at last.

●Go to #174 →

#320:

I started to run as fast as I could.

That guy was acting just like a zombie. So of course, he wouldn't be able to keep up with me if I ran. After I had gotten away safely, I hid behind a warehouse and clutched at my heaving chest.

●Go to #097 →

#321:

The path ahead suddenly turned to the west, then quickly after that, it turned north again.

"Oh what's this?" cried Anna, and her voice echoed down the passage. "This is just another dead end, isn't it?"

And so, without much choice, we turned around and headed back to where the path had split off, and this time, we headed down the passage leading east.

●Go to #159 →

#322:

Suddenly the saucer fired some sort of green-colored beam.

The beam just grazed the top of my head, missing me by a hair, and blasted a huge hole in the asphalt behind me. If it had hit me, I'd have been dead for sure. I aimed at the incoming enemy and hurled my boomerang with all my might...!

★ For this fight, your Battle Points are (A), the Li'l Saucer's are (5). What are the results?

●If you won.....Go to #457 →

●If you lost.....Go to #238 →

#323:

Sixty bucks? That's ridiculous! Snooty Japanese businessmen, taking advantage of us Americans...I stormed out of the hotel in a huff.

●To head for the shopping center.....Go to #199 →

●To leave town.....Go to #018 →

#324:

There were two people out and about. One was an old woman with a fur hood, and the other was a man with a rifle on his shoulder standing beside a Ford pick-up truck.

●To speak with the old woman.....Go to #108 →

●To speak with the man.....Go to #035 →

#325:

[Without your command, I cannot self-destruct.,] said EVE. [Quickly...give the command!]

“No way! How could we say such a thing?!” I cried. And just as I did, the enemy robot scooped us up in its giant hand. As for our fate after that...well, I think that unfortunately goes without saying.

THE END

#326:

I didn't think it would do much good to attack, so I figured it would be best to focus on defense. With that in mind, I spread out a PK Shield in an attempt to protect Anna. And this time, Giegue's dark thought waves slipped their way into *my* brain.

An image exploded into my mind. It was from a time when I was eight years old, and I had pushed my little sister, Mimmie, down the stairs. Because of what I did, Mimmie's left leg had been broken. But...when I pushed her, I had wanted her to die...didn't I...?

THAT'S RIGHT. YOU TRIED TO KILL YOUR SISTER. YOU TRIED TO KILL HER. YOU WANTED HER DEAD.

I did my best to endure all of this. To endure the whirlwind of dark and wicked thoughts, even though I was sure I might lose my mind any second now. (-2 PP)

●Go to #038 →

#327:

Oh, what luck! We just happened to have a set of Live House tickets we'd bought at the shopping center on a whim! We hurriedly showed them to the man, and we rushed into the building.

Inside, there was quite an uproar. The cramped venue was filled with spectators who were all dancing to the rhythm of the blues song being performed by a black singer up on the stage. The sounds of whistling, party poppers, and all sorts of shouting flew through the air all around us – it was unbelievably loud. So loud, in fact, that no one noticed the sound of the gunshot that rang out behind us. ...Yup. We had no doubts that the man who offered plane rides in the desert had just shot the man with the tattoo who guarded the entrance.

In an effort to get as far away from the door as possible, we pushed our way through the crowd and headed toward the stage. And soon we'd gotten all the way to the front row. We emerged from the crowd and found ourselves standing in front of the black man singing into the microphone.

The performance ended right there. And the man's deep voice suddenly rang out through the now-silent Live House.

“Hey, kiddos. You’re not gettin’ outta here until you sing us some blues!”

●To sing the blues.....Go to #282 →

●To refuse to sing.....Go to #435 →

#328: [B]

The train slowly pulled away from the platform of Snowman’s train station, and I leaned my head against the window and looked out at the scenery. Snow-covered towns and forests drifted by.

As we passed through the first tunnel, I returned my eyes to the inside of the train car. I was sitting in the very last row, so all of the other passengers were sitting in front of me. (How many times have you gotten onto this train from Snowman’s station?)

●If this is your first time taking the train from Snowman.....Go to #005 →

●If you have taken this train at least once before.....Go to #052 →

#329:

“When I woke up this morning, mama and papa were gone. Me and my little brother Jimmy came here, and that’s where we found everyone else. W...we’re really scared!”

As soon as the girl finished talking, she began to sob loudly. Anna smiled gently, and did her best to comfort her. “There there, now. What’s your name?” she asked.

“My...my name is Milly,” the girl replied. “I’m looking for my big sister, and my mama and papa. ...We thought we heard their voices coming from Mount Itoi...”

“I see,” said Anna. “Milly...I promise we’ll bring your mama, and all the others, back home safe, okay?”

Anna held the little girl tight, and in that moment, I couldn’t help but notice how mature she seemed.

●To head for the hotel.....Go to #006 →

●To leave town.....Go to #020 →

#330:

“Sic ‘em, boy!” I commanded Lloyd, the Saint Bernard.

...But I hadn’t counted on the fact that even in this form, he was still a coward.

Lloyd’s tail was tucked pitifully between his legs, and he began to back away from our foes. The gang closed in, laughing hysterically. “Ho-ho! Brave dog you got there!”

Five minutes later all three of us were splayed out across the pavement, beaten to a pulp and with our wallets totally cleaned out. (-2 HP, you have lost all of the money you were carrying with you.)

●Go to #450 →

#331:

"Papa, can you please send some money?" I asked.

[Of course,] he replied. [...But don't spend it on anything foolish!]

(Convert your EXP for \$ into money at a rate of 1 EXP = \$1 and add the sum to your total amount in the \$ Check Chart.)

"Thank you, papa."

[Any time, Doug. You know your papa would do anything for you. Well, good luck out there. Your adventure is almost over. Give my regards to your two friends.]

"...Bye, papa," I said, as the voice on the other end of the line suddenly cut off.

●To head for the second floor to do some shopping.....Go to #183 →

●To leave the shopping center.....Go to #245 →

#332:

I quickly pulled the laser gun out of my backpack.

...But the monster was already only a few feet away...did I have enough time?!

★For this fight, your Battle Points are (E), the Titany's are (7). What are the results?

●If you won.....Go to #196 →

●If you lost.....Go to #119 →

#333:

I dodged the old woman's attack, and just as I did...stab! I got her right in the arm.

"Ouch-ow-ow-ow-ow!" she cried. "What are you doing, you nasty little hooligan?!" As soon as she came to her senses, the old woman began yelling at me, completely unaware of anything she had just been doing.

"They should throw awful little brats like you into prison! Oh! Ow, ow, ow..."

Clutching at the light scratch my knife had left on her arm, the woman retrieved her fallen shopping basket and returned to her home. (+1 EXP)

●Go to #034 →

#334:

No matter how I looked at it, I had no doubt that this thing had come from outer space. It was clearly one of those so-called "flying saucers". Since this one seemed like a much smaller version...perhaps I should call it a "Li'l Saucer"?

...But I knew I was completely out-matched. And so I turned around and ran as fast as I could. But just as I did, the saucer fired a green-colored beam at me. The beam just grazed the top of my head, and it blew a giant hole in the road ahead of me. I was hit with a spray of shattered asphalt, and I cried out in pain. (-2 HP)

I had no choice but to fight.

●Go to #441 →

#335:

...Do I really think I stand a chance using a knife against such a powerful flying enemy?

...I thought, and just as I did, the Li'l Saucer suddenly fired some sort of green-colored beam. It hit me dead-on, and I didn't even have time to scream as it sent me flying and slammed me into the asphalt.

I was...careless. I slowly began to lose consciousness, and everything faded to black.

THE END

#336:

Could it possibly be...? I showed the old man the canary chick I had bought at the shopping center. The old man took the chick from me gently, and...

"Oh, yes! This is the one. Follow me, please," he said, and he led me to one of the enclosures. Inside of it was one very beautiful canary. There was a nameplate attached to the wire mesh which read "Laura".

"Here you are, Laura," said the old man, and the moment he placed the little chick into the enclosure, that beautiful canary began to sing a song.

What a beautiful timbre... Wait, could this be...? I would be sure to remember this melody. (You have memorized Melody #1. Flip back to scenario #220 and mark the option "Go to Canary Village" with an "X". Moving forward, you may no longer choose any options marked with an "X"*) I thanked the old man, and I left Canary Village.

●Go to #237 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#337:

We continued straight down that path until it suddenly curved to the north, then it curved again to the east.

"Huh? This is a dead end," I said, tilting my head to the side. Then, all of a sudden, the ground beneath us gave way!

"Uwaaaaaugh!!"

We found ourselves tumbling down through the darkness, as if we'd plunged through a trap door. Then, as I quickly came to my senses, I realized we were in a very familiar place.

"We're back where we started," said Anna. And she was right. Somehow, we ended up right back at the dungeon entrance, or in other words...right back at the very first fork in the road.

●To head east.....Go to #100 →

●To head west.....Go to #387 →

#338:

Feeling a bit foolish, we decided to try heading somewhere else, and we turned back and began to walk away.

●To head for a nearby house.....Go to #468 →

●To leave Magicant.....Go to #288 →

#339:

Since the truck had gone careening past with so much momentum, I could hear the frantic, ear-splitting hiss of its air brakes, and then it rounded on me again. This guy was persistent.

With its horn blaring, the truck came for me again, and this time it aimed to squash me flat.

★For this fight, your Battle Points are (G), the Mad Truck's are (6). What are the results?

●If you won.....Go to #425 →

●If you lost.....Go to #285 →

#340:

We stared at the glowing alien.

...And suddenly a voice echoed through our minds.

-Are you not afraid of me?

"Are you the one pulling all the strings from behind the scenes?" I yelled back.

"Why don't you try fighting us with your own hands?!"

-Heh heh heh. My name is Blue Starman. I am but a lowly servant. And I don't wish to trouble my master with the likes of you. I will destroy you myself!

Suddenly the alien came straight for us, hovering in mid-air.

●If you have the laser gun.....Go to #054 →

●If you do not have the laser gun.....Go to #230 →

#341:

We knew we couldn't keep singing until the end...even though that was the only thing we had left.

Suddenly, a bright light flashed from the mother ship. A high-voltage pulse of energy surged right through us. I was certain we'd been charred to ash. And our journey ended right then and there.

THE END

#342:

The tank was rocked by a powerful blast and by recoil, and the round thundered toward its target, trailing white smoke. It was a direct hit! There was a deafening explosion, and we watched as the top half of the robot's metallic body was torn to pieces. (+12 EXP)

But the very next moment, the robot's lower half began to topple over, as sparks and flames poured out of it. This massive hunk of metal, which probably weighed several hundred tons, was headed straight for the tank! We abandoned the Sherman as quickly as we could.

There was a massive crashing sound. We managed to escape by a hair's breadth, but half of the tank had been completely crushed by the weight of the fallen robot.

"Well, that's the end of the tank, I guess," said Anna, her voice sounding worried.

"There wasn't much we could do," I said. "When we see that man again, we'll just have to apologize." We began to walk toward those ruins we had seen. We entered one of the buildings, and inside, it was a bit like a maze. We had to keep some chattering monkeys at bay as we continued on through corridors that gradually got narrower and narrower. In the depths of the building, we came to an underground room. There was red grass growing from the ground, and white flowers that looked like dandelions.

"Woof, woof!" barked Lloyd, excitedly, and Anna plucked up some of the grass.

"I think this is a magic herb!" she said. **(You have obtained the Magic Herb.)** A magic herb is a medicinal plant. It's a very handy item that can restore your strength to a hundred percent even after you've lost it all.

We left the ruins and walked out into the desert and past the scrapped tank.

●Go to #436 →

#343:

Stomping through the underbrush, that lizard monster was coming right for us. Its eyes shone wickedly, as if it had no intention of letting us escape.

"It's...it's a gargoyle!" said Anna. "It looks just like a monster I saw in a movie once."

You gotta be kidding me! She wants to talk about movies at a time like this?!

"The aliens must have modeled it after that monster," she continued.

...What was she talking about?

But before I had time to respond, the gargoyle monster came dashing toward us.

●If you have 40 PP or higher.....Go to #262 →

●If you have 39 PP or lower.....Go to #170 →

#344:

Just before the blood-spattered zombie got a chance to grab me by my throat, I concentrated my thoughts and tried to summon psychic energy.

- To use PK Fire.....Go to #147 →
- To use Brains shock.....Go to #179 →

#345:

“Oh I know!” I cried. “Lloyd, hang in there, stay awake! Take us to Magicant, Lloyd!”

I could think of no other way to help him escape. But Lloyd...Lloyd was...!

- If you have 10 PP or higher.....Go to #042 →
- If you have 9 PP or lower.....Go to #229 →

#346:

The alien hurled the spear at us.

I managed to catch it, and I hurled it right back. My aim was perfect, and the spear pierced through the alien's body and sent it crashing into the trees behind it.

“That’s what he gets for taking the ace player of the Podunk Junior Baseball Team lightly!” I cried, grinning broadly at Anna. After a short while, the alien began to melt into a puddle of goo. (+8 EXP)

- Go to #021 →

#347:

This alligator seemed to be surprisingly tough. We turned tail and ran.

But we were also surprised to find out how quickly the thing could crawl along the ground, and it came after us at a terrifying speed. It was as fast as a motorcycle! We wouldn’t be able to outrun this thing.

- If you have 10 PP or higher.....Go to #277 →
- If you have 9 PP or lower.....Go to #452 →

#348:

I climbed the path up the hill and could see that the church was really very small.

The cross on the roof of the church was a black silhouette against the gray clouds. A poster which read “God Save Us” was hung above the door, and half of it had gotten loose and fluttered loudly in the wind. I opened the door and entered the chapel, and in one of the many pews all lined up in rows, I could see a young girl in a pink one-piece dress.

- If you have obtained a hat from an old woman.....Go to #442 →
- If you have not obtained a hat.....Go to #107 →

#349:

To the south was the huge residential district. But there was no one to be found here, either.

I wondered if they had all shut themselves up inside their homes, or if everyone had fled altogether.

As I walked along with my head full of unsettling thoughts, an old woman holding a shopping basket suddenly appeared from behind a large cedar tree.

I stopped short, frozen with surprise, and the old woman began to approach me. Suddenly she raised both of her hands and grabbed me by the throat! **(To use psychic abilities, you will need 10 or more PP)**

●To fight using psychic powers.....Go to #243 →

●To fight using items.....Go to #125 →

#350:

"Hey," I said to the man. "Do you know anything about the strange things that have been going on around here lately?"

The man lowered his newspaper and nodded. "Oh yeah, all kinds of strange things have been happening," he replied. "In fact, a group of TV reporters disappeared just the other day. They had gone out on location to a desert that suddenly appeared very recently. Apparently all anyone knows is that they were approached by some sort of robot, or something like that."

●Go to #130 →

#351:

[Mr. batty, Mr. Batty...you're not where you want to be in life, are you?] I said, using my telepathy. [But it's not too late. Maybe you should reconsider some of your life choices.]

[You really think so?] Mr. Batty replied, telepathically. [You may be right...I don't think my life has been going the way it should, lately. Yeah...yeah! I'm gonna do this...I'm gonna go back to square one and figure all this out!]

And so, with a few loud flaps of his wings, Mr. Batty flew off somewhere deeper into the forest. (+5 EXP)

Alright then, time to get back to Podunk.

●Go to #192 →

#352:

Very cautiously, I opened the lid of the coffin on the far side of the room.

Crrreeeaakk.....

Lying inside was the corpse of a man whose face had mostly fallen away. Half of his body had rotted down to the bone. Suddenly his eyes snapped wide open, and...

Whooosh!

The corpse sat straight up and reached for me, baring its teeth! (To use psychic abilities, you will need 10 or more PP)

●To fight using psychic powers.....Go to #221 →

●To fight using items.....Go to #200 →

#353:

We continued heading east, and before too long, the path ahead turned sharply north. And there we came to another dead end. I sighed in frustration, but just as I did, I noticed something shining on the ground near our feet.

“What is that?” asked Lloyd, and with all the natural curiosity of a little mini-scientist such as himself, he picked the thing up. It was a fishhook. And it appeared to be made of onyx. (You have obtained the Onyx Hook. Flip back to scenario #012 and mark the option “Continue heading east” with an “X”. Flip back to scenario #215 and mark the option “Return to the previous path and continue east” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)

●To return to the previous fork and head south.....Go to #215 →

●To go back to the earlier crossroads and head north.....Go to #080 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#354:

After defeating the robots, we headed up the stairs.

Since it had all happened so suddenly, Lloyd still didn't quite believe in his own powers. But I was sure of what I had seen. There could be no mistaking it – Lloyd Schneider was one of the two friends my great-grandpa had written about in his diary.

Finally we made it to the top floor. With incredible ease, Lloyd found a button hidden along the wall which I hadn't noticed when I had been here earlier. And when he pressed it...

What a surprise! There was a loud sound from some sort of motor, and a door opened up. Beyond it, there was a huge silo meant for launching missiles! And right in the middle of the very spacious room, there was a sharp and pointed missile, standing tall and pointing straight at the domed roof above.

Lloyd brought me into a smaller room off to the side, the control room for missile launches, and when he flipped the switch on a computer, something appeared on the screen. It was that large group of boulders that were completely blocking the railway of the Paradise Line. On the many monitors lined up beside the computer, countless incomprehensible numbers scrolled by in endless columns.

“I'm setting the target for the missiles now,” said Lloyd, as he hurriedly banged away at the keyboard. “Alright. Let's start the countdown.”

The computer began to count backwards in a robotic voice as we watched the thick glass of the silo's domed ceiling slowly open up. Beyond it was nothing but blue sky. The countdown came to an end, and the missile began to lift off, trailing thick white smoke and bursts of flickering flame behind it.

The deafening roar began to fade, and we turned our eyes to the monitors. The missile tore through the air at an incredible speed and hit the boulders dead-center! There was a terrible explosion. When the wind finally cleared away all the dust and smoke, we could see that the boulders had been blown to pieces. (Check off Mark #2 on your chart.)



**#354 •Mission complete! The boulders were blown to smithereens.
Now the trains should be able to run again, and we can head to the next town!**

“We did it!” we cried, and we shook hands joyously.
Then, we looked at one another.

“Well then, Lloyd, let’s head out,” I said. “Let’s meet up at the mountains near Podunk. After that, I’m heading off into the unknown.”

“And I’m coming with you,” he replied, with a nod.

We returned to Merrysville, and we temporarily parted ways.

I hope to see you again soon, Lloyd.

●Go to #158 →

#355:

I knew I couldn’t outrun this thing.

I leapt into a nearby cluster of trees. I could hear the snapping of branches behind me as the truck tried to follow, but in the end, the engine eventually became silent, and I hoped that meant it had given up.

●Go to #205 →

#356:

The earth shook with every footfall as the robot came after us.

We ran on through the rocky, barren landscape, until eventually we came to the edge of a massive lake at the foot of the mountain.

At the water’s edge there was a motorboat. We got into it hoping to use it to escape, but no matter how many times we pulled the cord to start it, the engine wouldn’t run at all. And as we struggled with it, the robot was getting closer by the second. We looked underneath the engine, and we were surprised by what we found. There were several exposed wires that had been cut. It was no wonder the engine wouldn’t start.

“Lloyd! You’re the only one who can fix something like this!” I shouted, but Lloyd was frozen stiff, watching the approaching robot in terror.

“Lloyd, hurry!”

●If you have 121 EXP or higher.....Go to #246 →

●If you have 120 EXP or lower.....Go to #068 →

#357:

...But my luck was running out.

I fell to the floor with a *thud*, and that dark, black arm continued to reach down into the cabin. As if it had eyes in the tips of its fingers, it came straight for me as I lay there on the ground, and it scooped me up.

“*Doug!*” I heard Anna scream, sounding heartbroken.

With a terrible amount of strength, the thing had crushed me before I even had time to worry about it.

THE END

#358:

Just before the flames reached us, I concentrated all of my psychic energy and hurled it at the monster.

I froze it in an instant with PK Freeze! Just as I expected, it worked incredibly well against a monster like this. The creature gave an echoing shriek, and then, in a matter of seconds, it was extinguished entirely. Phew...job well done! (-10 PP, +7 EXP)

●Go to #445 →

#359:

It was only a cactus, standing there all alone in the blazing desert sun. So why was it that we felt our hearts being so drawn to it? We climbed out of the tank and walked over to the cactus.

...And we were very surprised to find that there was a human face on its trunk.

[Ahh, so you three are the "warriors" I've been waiting so long to meet.]

The cactus spoke to us through telepathy. It looked at us and smiled.

[This song was entrusted to me by your great-grandfather.]

Then the cactus began to sing. And I knew for sure that this was one of the melodies we were looking for. (You have memorized Melody #4. Check off Mark #7 on your chart.)

"Thank you, Mr. Cactus," said Anna, and the cactus broke into a wide grin.

[You're quite welcome. Take care!]

●To continue heading south.....Go to #413 →

●To continue heading west.....Go to #244 →

#360:

...But the enemy robot dodged every one of EVE's missiles, and the only thing they destroyed was the rocky landscape behind it.

In return, the R7037 robot fired its laser at EVE. The laser blasted her left leg right off, and she fell into a tailspin. (-4 HP)

Anna cried out, but EVE managed to right herself again. She dove straight down and just barely grazed the ground, then pulled a perfect U-turn and soared right back up again. She faced the enemy robot once more.

●Go to #075 →

#361:

The boy led us to a room on the top floor.

We looked down at Youngtown through the window, and the empty streets below really made the place look like a true ghost town.

"Hey, do you know where everyone in town went?" Anna asked the boy, but he only shook his head.

“I don’t,” he replied.

But in any case, me and Anna were exhausted, and we crawled into bed (and this was a twin room, so don’t think anything weird!). Unfortunately for Lloyd the dog, he had to spend the night curled up on the carpet. **(You have lost \$80. Your HP and PP have been restored to the maximum amount allowed by your current level.)**

The next morning, we set out from the hotel.

●To try to find someone to talk to.....Go to #056 →

●To leave town.....Go to #020 →

#362:

I turned the Sherman to the east and we set out again. But the humidity inside the tank was really getting to me – it was like a sauna in there. I wasn’t expecting the tank to have air conditioning, but I was still somewhat annoyed.

After a while, we noticed something up ahead. There was a wide open and very flat section of the desert, which was dotted here and there with a countless number of bones. I had a feeling these were the same ones I had seen from the window of the Dakota. Beyond this stretch of sand and the bones, we could see a stream.

A gift from the heavens, I thought, and we climbed out of the tank. But the stream was a dark shade of brown and thick with mineral deposits, and clearly we couldn’t drink from it. We gave up on the cloudy water and got back into the tank.

●To keep going straight.....Go to #203 →

●To turn north.....Go to #298 →

●To turn south.....Go to #461 →

●To turn west.....Go to #187 →

#363:

The Dakota touched down on the desert sand, and we all got off and headed into the tent.

We paid the man the total fare for Anna and myself – twenty dollars. **(You have lost \$20.)**

“Thank you!” said the man. “If you ever want to take another flight, just come visit me again. The engine wasn’t working too well today, but maybe I’ll have it fixed by the time you come back, and we can take an even longer tour.”

With that, the man handed me two tickets. “Yucca Desert Flight Tour Company Receipt – \$10” was scrawled across each one in messy handwriting. **(You have obtained two Tickets.)**

●To leave the tent.....Go to #437 →

●To speak with the man.....Go to #267 →

#364:

I told the man that we'd like to go for a ride, and he smiled wide and nodded.

He stepped out of the tent and pointed at the large plane. "Well then, little boy, little girl, and little pup, hop aboard the Dakota!" he cried. "We have four flight courses to choose from – courses A through D. Choose whichever one you like!"

"Dakota?" I asked. "Like a DC-3 Douglas Dakota? The kind the Allies used for transport during World War II?"

"Whoa, kid," the man replied. "You sure know your stuff!"

We climbed aboard the Dakota, and the man showed us to our cabin, which was just the cargo hold furnished with seats that looked like they had been thrown together at the last minute. They were terribly uncomfortable, and didn't even have safety belts.

"Alright then, boy...and boy's crew – we're off!" The man and his sunglasses disappeared into the cockpit. The plane dashed across the desert, and I felt myself being pushed back into my seat as we finally took off.

●To take Course A.....Go to #412 →

●To take Course B.....Go to #078 →

●To take Course C.....Go to #197 →

●To take Course D.....Go to #299 →

#365:

I made the first move, and cut the robot off just as it tried to launch some sort of attack!

I focused my telekinetic energy and blasted the robot at full strength. It was a blistering ray of pure psychic energy – PK Beam! Struck by the beam as it burst from my body, the robot exploded and fell to pieces. (-30 PP, +6 EXP)

●Go to #254 →

#366:

I headed up the road along the exit ramp, and then at last I could see a white building that looked like a factory just beyond a sweet-smelling field where the scent of blackberries hung heavy in the air.

I couldn't make out the name of the factory. This seemed like a very secretive place.

●To go to the factory.....Go to #307 →

●To avoid the factory.....Go to #222 →

#367:

At the end of the hallway, there was a science lab.

I went in, and I found three male students sitting on top of the desks. All three of them were pretty big, and they were wearing leather jackets, jeans, and chains. They also

wore rather shifty expressions, and looked like the kind of delinquents who hung around the bars and pool halls in the shadier parts of town.

“Yo, kid,” said the one with a blond crew cut. “You seen a little brat with glasses around? I mean that sissy Lloyd. If you see him, give him a message for us – we’re gonna find him, and we’re gonna pound him.”

I nodded, and I left the science lab.

●Go to #440 →

#368:

Alright, here goes! I pulled the frying pan out of my backpack, and as the zombie tried to sit up, I whacked it on the head as hard as I could.

BONK!

Ahh...just like in the movies, its head was its weak spot! For a moment the zombie sat there, looking stunned, then finally it fell back into its coffin with a *thud*, and the lid slammed shut on top of it. (+4 EXP)

This place was absolutely crawling with zombies. I got out of the graveyard as quickly as I could.

●Go to #237 →

#369:

We headed east. Shortly after that, the path turned north, and we continued walking along the passageway for what felt like forever.

“We have to be near an exit,” I said. “I can smell the air getting fresher.”

...And so we were. We reached the end of the passage and we turned east again, and suddenly our eyes were blinded by the light of the world above.

●If you have checked off Mark #5.....Go to #002 →

●If you have not checked off Mark #5.....Go to #033 →

#370:

I quickly drew the knife from my belt and slashed at the robot.

Clank! ...But a knife was never going to work on something with a body made of steel! The robot suddenly wrapped its arms around me and squeezed with incredible super-human strength.

“Uwaaaaaaaughh!” There was no escape, this time. ...My adventure ends here.

THE END

#371:

The train set out with a piercing whistle.

The platform of Spookane's station faded farther and farther away. Before too long, the tracks gradually began to climb upward. As I watched the landscape roll by through the window, it slowly changed to one of rugged mountains and deep valleys. After passing through several long tunnels, I found myself in a land of snow. The fields and forests were covered by a fluffy blanket of pure white.

Then, at last, the train arrived at the station in Snowman, the last stop on the Paradise Line.

●Go to #102 →

#372:

The three of us continued to sing.

-----*Stop singing that song...stop it!*

...But we didn't stop. We looked right at Giegue, and we sang our hearts out.

-----*Stop singing...or I'll kill you!*

Giegue's mother ship suddenly flashed with purple light. Then red...then green.

●If you have 40 HP or higher.....Go to #470 →

●If you have 39 HP or less.....Go to #029 →

#373:

The polar bear was rushing straight for me with a deafening roar. It was panting heavily, and I could see puffs of hot, white breath curling from its lips.

I pulled the Gerber knife from its holster at my waist and braced myself.

★For this fight, your Battle Points are (D), the polar bear's are (8). What are the results?

●If you won.....Go to #062 →

●If you lost.....Go to #411 →

#374:

The polar bear charged right for me, kicking up clouds of snow as it came.

A woman, exiting a nearby drugstore, saw what was going on and cried, "OH NO!".

●To use PK Beam.....Go to #105 →

●To use PK Fire.....Go to #459 →

#375:

I asked my papa to send some money, and he was happy to help. (Convert your EXP for \$ into money at a rate of 1 EXP = \$1 and add the sum to your total amount in the \$ Check Chart.)

I thanked my papa, then I walked over to the banking counter and withdrew some cash.

●To head for the general store next door.....Go to #252 →

●To head somewhere else.....Go to #463 →

#376:

With that done, I was ready to get out of that creepy house as soon as possible.

I hurried down the stairs and out through the mansion's front door. I never looked back to see the mansion against its backdrop of pine trees, not even once. Apparently that drunk old man had returned at some point and had been taking a late-morning nap in a nearby thicket, and when I passed him, he called out to me.

"Hey there, kid," he said. "Still alive, I see?"

I ignored him and continued running all the way back to the heart of Spookane. The town was still crawling with zombies, but I'd take this over that haunted house, any day.

●Go to #426 →

#377:

The Bionic Bat spread its wings wide. *Flap!* It released its claws from whatever it had been clinging to on the ceiling, and it came gliding right for me. And so, I—

●To pull out the knife.....Go to #236 →

●To pull out the boomerang.....Go to #438 →

#378:

I got myself all checked in, and the hotel manager picked up a candelabra topped with several flickering candles. "Allow me to guide you to your room," he said, and he led me up a set of stairs furnished with a red carpet. The hallways were also lit by many candles. Shadows cast by the flames flickered eerily in the gloomy darkness.

The hotel manager – who also appeared to be the only other person in this hotel at all – continued down the hallway, his long shadow trailing behind him, and led me to the first room on the second floor. "Right this way, sir," he said.

"Uh...well, I have to ask," I began. "What about those zombies out front?"

"Ah," replied the hotel manager, and for the first time, his lips curled up at the edges in a slight smile. "They are nothing to worry yourself over. They have been known to break through the windows on occasion, but you have no need to fear. Heh heh."

As you can probably guess, I had a hard time sleeping that night. (You have lost \$40. Your HP and PP have been restored to the maximum amount allowed by your current level.)

The next morning, the hotel manager brought me my breakfast, as silently and stealthily as always.

"By the way, sir," he said. "Have you been to the haunted house on Lakeside Hill?"

●If you have been to the haunted house.....Go to #212 →

●If you have not yet been to the haunted house.....Go to #195 →

#379:

There was a payphone right next to the ATM machine.

I hurriedly picked up the receiver, and prayed that I would be able to get through to my papa. And soon enough, his warm, familiar voice came through the speaker.

[Is that you, Doug? How have you been?]

“Papa!” I cried, and I couldn't keep the tears from clouding my eyes.

●To ask for money.....Go to #090 →

●To speak with your father.....Go to #269 →

#380:

I quickly pulled the asthma spray I had bought out of my bag, put it to my mouth, and inhaled a puff of the medicine. My coughing settled down in the blink of an eye! I turned to face the truck that was barreling toward me as the sound of its grinding gears echoed deafeningly.

●If you have 10 PP or higher.....Go to #114 →

●If you have 9 PP or lower.....Go to #339 →

#381:

How was I supposed to take down something like this?

In my panic, I suddenly tripped on the asphalt and fell to the ground. At that moment, the saucer fired another beam. ...And this time, it hit me dead-on. I didn't feel any pain...or anything at all, really. Just my consciousness, shattering into a million pieces.

THE END

#382:

I threw myself through the window. The glass shattered to pieces, but there was something I had forgotten. There were very rusty but very thick bars fitted just outside the window.

My body slammed into the bars and I cried out in pain. (-3 HP)

Then the robot came at me. I dodged its swinging arms by a hair.

●Go to #258 →

#383:

I headed toward Merrysville Junior High School.

I entered through the main gate and continued across the schoolyard, where several students were playing basketball. Everything seemed so peaceful here. It was like

all the strange and awful things that had been going on lately had been nothing but a bad dream.

●If you have the bottle rockets.....Go to #469 →

●If you do not have the bottle rockets.....Go to #255 →

#384:

I walked over to the bridge, and I could see two police cars parked in front of it with their red and blue lights flashing. Several dozen uniformed policemen stood outside of the cars, and they were glaring at me. I tried to speak with one of them.

“Hey, kid,” the policeman barked, “what are you doing wandering around at a time like this?”

The policeman was holding a large shotgun, and it didn’t seem like he planned to go easy on me just because I was a kid.

“This place is under martial law,” he went on. “Go back home, *now!*” Well, when he put it like that...I had no choice but to turn around and head back into town. If I didn’t do something about these cops, I was never going to make it to the next town over.

●Go to #192 →

#385:

I dodged the guy’s attack, and with a bit of reluctance, I struck his left leg with my knife.

“*Graah!*” the man roared, and apparently the pain was so intense that it brought him back to his senses.

“Wh...what am I doing here?” he asked, sounding confused.

“I think someone or some *thing* was controlling you,” I replied, and the man staggered away, holding his head. (+3 EXP) Well, I should probably get going.

●Go to #097 →

#386:

In the northern part of town, there was a very prominent shopping center called Franklin Gibson’s. As soon as I got there, I went in through the front entrance. National Western Bank was on the first floor, and the second floor and higher were all huge shopping areas. My mom and my sisters came here often to buy things.

●To go to the bank on the first floor.....Go to #094 →

●To go to the shopping area on the second floor.....Go to #240 →

#387:

We headed west, and suddenly the path up ahead turned right – I mean, north.

We continued to follow the path, until we came to another fork in the road and a new path leading east.

●To take the path heading east.....Go to #012 →

●To continue going north.....Go to #080 →

#388:

I walked through the ticket gate and left the station. The dazzling light of the sun above Merrysville stung my eyes. Well, I guess I'll set out on foot from here.

●Go to #158 →

#389:

The hotel was five stories high. I went in, and I could see an old man behind the counter, leaning back in his chair and reading an issue of *Life* magazine.

"Uhm...I'd like to stay the night," I said.

"It's thirty dollars a night – free breakfast in the morning. And we take payment up front," he replied in a lazy voice, without ever looking up from his magazine.

●If you have \$30.....Go to #036 →

●If you do not have \$30.....Go to #424 →

#390:

Anna clasped her hands together at her chest as if she were praying. Her body began to glow almost instantly.

Pale blue sparks and bolts of electric discharge filled the air, then pierced the body of the dragon as it stood several feet away. When the bright flash faded, I opened my eyes.

...The dragon was completely unharmed. (-40 PP)

●Go to #306 →

#391:

"Papa, where are you?!" I couldn't help but ask.

[*I'm right by your side, Doug,*] he replied. [*I'm always watching over you.*]

"Well come out then, and show yourself!" I cried.

My papa was quiet for a moment. Then he spoke again. [*...I'll see you someday soon. But for now, you'll still have to fight on without your papa's help. I know it's tough, but the future of this world is depending on you.*]

And with that, the phone line went dead. I stood there for a short while, still holding the receiver in my hand.

●To go to the shopping area on the second floor.....Go to #240 →

●To leave the shopping center.....Go to #009 →

#392:

“W...what should we do?” asked Anna, with a slight tremble in her voice.

“What to do, hmm...well, I-”, I began to reply, when an alarming growl broke the silence around us. The dragon's eyelids slowly opened. Its two glowing eyes fixed on us sharply.

“It's...it's awake!” Anna cried, staring at the beast in disbelief.

Lloyd whimpered pitifully and tucked his tail between his legs. The dragon lifted its head on its long, curved neck, shook itself off, then slowly began to rise from the floor. It opened its mouth wide, and we could see rows of sharp teeth. The depths of its maw looked like a dark and cavernous tunnel.

●To have Doug fight the dragon.....Go to #011 →

●To have Anna fight the dragon.....Go to #287 →

#393:

We took the path heading east, which shortly turned to the south, then became a dead end. I sighed defeatedly, and feeling Anna's icy gaze on me the entire time, I led us back to where the path branched off, and we continued heading north.

●Go to #273 →

#394:

Morningside Cemetery. I walked through the archway at the entrance and stepped inside. Scattered here and there throughout the spacious cemetery I could see several pale gravestones. I could also see that countless numbers of human-sized shadows were moving about in the spaces between them.

I couldn't help it – I was frightened. Those things weren't human.

Those things wandering around in there were corpses that had risen from the grave – an entire swarm of zombies!



#394 •Wandering about through the vast cemetery was a swarm of living corpses – zombies! It would take real courage to walk into a place like that...

And just like proper zombies straight out of any horror movie, they were shuffling around among the gravestones with their arms dangling limply and swaying to and fro.

●To leave the cemetery.....Go to #264 →

●To go farther into the cemetery.....Go to #045 →

#395:

...But just as we were about to leave the cave, with Lloyd out in front and Anna behind me, we were suddenly struck by a wild gust of wind. At first I thought it was just wind blowing into the cave from outside, but I was wrong. This gust of wind came from the depths of the cave, or in other words, from behind us, and it lifted us into the air with a terrifying amount of force.

“Doug!” Anna cried, but before I could respond, my body was whirled through the air like a leaf in the wind, and we were being whisked away at a terrible speed.

When I came to my senses again, all I could see was darkness. ...Huh? Actually, I suddenly realized that this place looked familiar.

“...We’re back at the dungeon’s entrance...again,” Lloyd sighed, looking miserable. “...I can’t stand being in these cramped passageways any longer.”

But, we had no choice but to give this dungeon one more try. If we couldn’t find our way out of here, we’d be trapped in Magicant forever. And so...just like the first time we were here, there were two paths ahead.

●To head east.....Go to #100 →

●To head west.....Go to #387 →

#396:

As we walked on down the narrow passageway, the walls almost seemed to be closing in on us. After a while, we could see that the path turned north up ahead, and after we continued on from there, we came to a three-way junction. The southern path would bring us back to where we came from.

●To head east.....Go to #032 →

●To head north.....Go to #177 →

#397:

I opened the blue door and found myself in a large, empty room with a table right in the middle. On the table there was something that looked like a gun. But it wasn’t a revolver or an automatic pistol, this seemed to be the kind of gun that fired laser beams! I took the laser gun and left the room. **(You have obtained the Laser Gun. Flip back to scenario #008 and mark the option “Open the blue door” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)**

●Go to #241 →

*Note: If you are playing digitally and can’t mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#398:

“I’ve come up with the rest of my song,” the man said, “but I still have to figure out a stage name for the Magicant Music Contest.”

“Oh, please sing the song for us!” Anna cried excitedly. The man picked up a piece of paper and began to sing.

♪ Laura's tears are the song of her heart,
The piano's whisper rings out through the dark
A lonely cactus sings out to the stars,

*The soulful refrain soothes the dragon's scars
Love's ballad is found in the sorrows of Eve,
Restore time lost to the queen and the darkness recedes*

"I've got it!" I cried. "Those are hints to where the melodies are hidden!"

"Say, mister," said Anna. "What do you think of 'Elvis Presley' for your stage name?"

"That's a bit overused, don't you think?" the man replied.

"Well then how about Bruce Springsteen? Or maybe Mick Jagger...Eric Clapton, Michael Jackson, Van Halen? Or maybe Prince?"

"Prince has a nice ring to it. I think I'll go with that."

We left the man's house. ...But I couldn't help but wonder about Anna's tastes. Surprising, for a girl raised in a church. **(Check off Mark #4 on your chart. Flip back to scenarios #055, #241, and #338 and mark the option "Head for a nearby house" with an "X". Moving forward, you may no longer choose any options marked with an "X"*)**

●To head for the castle.....Go to #089 →

●To leave Magicant.....Go to #288 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#399:

I told the man I didn't know anything about a canary chick, and he looked very sad.

"I see...my poor Laura," he said. "Oh, well now, you're the Hallowsays' kid, aren't you? I've heard you have some sort of strange power. Now that I think of it, there's apparently a girl in the town of Snowman who has strange powers, too."

I said good-bye to the old man, and then I left Canary Village.

●Go to #237 →

#400:

I entered my front yard, and Mick, who had been sprawled out lazily in front of his dog house, ran up to me, barking and wagging his tail joyfully.

And I guess my sisters – Minnie and Mimmie – heard all the racket, because they opened the front door and then flew outside to greet me.

"Big brother!" they cried.

Still hugging them tight, I went inside, and there was my mama, waiting for me.

"Oh, Doug! Welcome home!" she said.

I was very happy to be able to see my mama and my sisters again.

That night, we had my favorite – hamburgers! I ate myself silly, and then slept soundly until the next morning. **(Your HP and PP have been restored to the maximum amount allowed by your level.)** There truly is no place like home.

Well, I can't sit around being sentimental all day. Time to head out!

●To head to the northern part of town.....Go to #097 →

●To head to the southern part of town.....Go to #220 →

#401:

The four-lane interstate highway was totally deserted. Not a single car drove past.

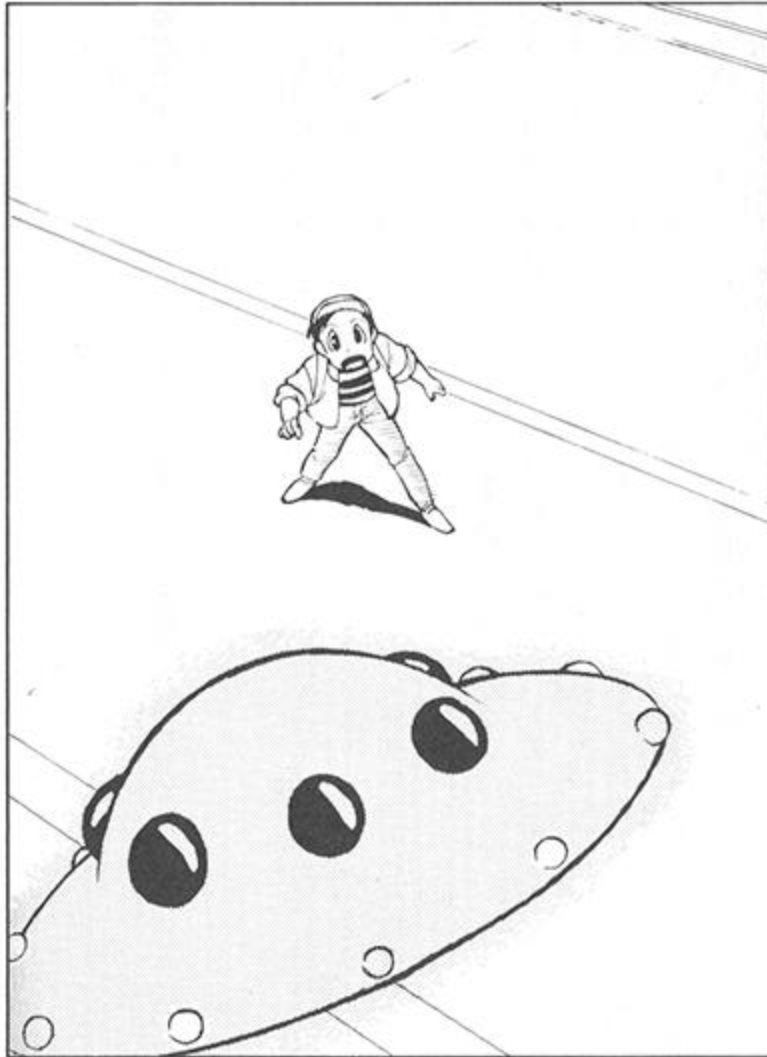
According to a sign overhead, the road would split off in two miles. The left fork led to Augusta, the state capital, and the one to the right branched off and became Jointner Avenue, which continued on toward Cumberland and Jerusalem's Lot.

Jerusalem's Lot...? What a creepy name!

I passed under a blinking signal light and continued to walk down the silent, vacant roadway.

Then, suddenly, I noticed something sparkle against the clear blue sky up ahead of me.

I tried to get a better look, and I could see a flying saucer about the size of a football. It grazed the very tip of a streetlight about a hundred yards ahead as it came flying right toward me! Was it another one of earth's "enemies" – the ones causing all these mysterious incidents lately? I braced myself for a fight. **(To use psychic abilities, you will need 30 or more PP)**



#401 •A small saucer approached me, flying kind of strangely. It appeared to be an enemy. Alright then – come get some!

●To fight using psychic abilities.....Go to #126 →

●To fight using items.....Go to #290 →

#402:

The truck came flying at me with a deafening roar. I managed to dodge swiftly, but the thing blasted out an overpowering cloud of exhaust! I began coughing violently, and I was overtaken by a fit of asthma. In a panic, I put my inhaler to my lips and breathed deeply, but it wasn't doing much good. Meanwhile, that truck had done a full U-turn, and it was heading back my way!

●If you have an Asthma Spray in your inventory.....Go to #380 →

●If you do not have an Asthma Spray.....Go to #227 →

#403:

The robot rushed at me, and I took a step back – back into the room I had just left.

- To fight using the knife.....Go to #370 →
- To fight using the bat (if you have it).....Go to #318 →
- To try to run.....Go to #206 →

#404:

Oh, that's right...I needed to see that Healer guy...the “spiritual therapist”!

I bolted from the house, half-dragging my quickly solidifying body, and I ran as fast as I could.

I ran past the lake and down a street lined with houses, and just as I was beginning to lose the ability to move my feet, I could see the sign for “Healer’s Psychic Clinic” up ahead. I opened the door to the clinic, and the last thing I saw was Healer rushing over to me.

I came to my senses with a start and discovered that I was lying on Healer’s bed. Healer himself was sitting in a rocking chair near the window, smoking a large, curvy pipe and reading an issue of *Fangoria* magazine.

“Ah, so you’re finally awake, lad,” he said, and he put the magazine down on a table and walked over to me. “That was a pretty close call, wasn’t it? But, you’re going to be alright. I managed to make you properly pliant once again.”

“Thank you, Mr. Healer,” I said. “I don’t know how I can ever repay you for that.”

“It’s alright,” Healer replied with a smile, as he puffed on his pipe. “I happen to be quite indebted to your father. ...If you’re ever in need, you’re always welcome here.”

“...To my papa?” I said. I wondered what that was all about.

I rested in the bed for a short while, then I said good-bye to Mr. Healer and I set out once again.

- To give the haunted house another shot.....Go to #308 →
- To head back into the heart of Spookane.....Go to #426 →

#405:

I couldn’t help but flinch as the zombie lunged for me with its sharp nails. Those nails dug their way deep into my throat, and...well...

THE END

#406:

At last, I made it to the town of Snowman. I couldn’t believe I’d come so far.

Of course, I’d been farther from home before. The farthest city I’ve ever traveled to was Boston. My papa was a huge fan of the Celtics, a basketball team, and he took me all

the way to the Boston Garden to see a game. Ahh, but that's another story... Anyway, this town was the last stop along the Paradise Line. And it's a long, long way from where I live in Podunk. New Hampshire, the next state over, was only twenty miles west of Snowman.

The stone-paved road continued up a gentle slope and straight to the heart of town. There was no hotel to be seen, probably because this rural town was so small and overlooked. And as far as shopping goes, there was a single general store, right next to a building with a sign on it which read, "National Western Bank – Snowman".

- To head to the store.....Go to #046 →
- To walk around town.....Go to #201 →
- To try talking to the locals.....Go to #324 →

#407:

Reindeer Mall was huge.

I wandered through the shops on the second floor, looking for anything that might be useful for my journey.



**#407 •The shopping center in Reindeer was pretty big.
I pushed a giant cart around and gathered everything I might need.**

●Rope.....\$8 ●Frying Pan.....\$10 ●Bat.....\$30 ●Boomerang.....\$20 ●Asthma Spray.....\$36
●Stun Gun.....\$100 ●Air Gun.....\$50 ●Slingshot.....\$50

(If there is something you'd like to buy, subtract its price from your total \$ and add the item to your Item List. You can also sell any of the items in your inventory for half of their selling price, as long as the same item is being sold here.)

●Go to #301 →

#408:

I concentrated my thoughts. I aimed a powerful psychic energy blast right for my opponent's brain – a technique called Brainshock! In an instant, the bat was freed from the influence of any dark powers, and it began to shrink until it was the size of a regular bat again. It flapped around my head for a short while, as if it was apologizing for its rude

behavior, and then it flew off into the night. (-20 PP, +3 EXP) Well, better head for Podunk then, I guess.

●Go to #192 →

#409 :

I tried to strike up a conversation with the girl wearing glasses, and for a moment she just sat there and stared at me blankly. But shortly after that she smiled at me and said, "Hey, you're Danny, from Class A, aren't you? ...Have you ever been to the Live House in Ellay? It's really wild over there!"

"Huh? What do you mean it's... 'wild'?" I asked.

"I mean just what I said, it's really wild!" she replied. "You should try going there sometime. You'll be really surprised!"

In the end, I couldn't really follow their conversation, so I left the classroom.

●Go to #210 →

#410:

I slashed at the woman desperately, but she grabbed me by my wrist and took the knife from me without much effort. I stood in stunned silence, unable to move as the old woman approached me, now wielding a deadly weapon which made her even more dangerous than before. Then, she raised the knife, and—

THE END

#411:

The polar bear came rushing in, and when it was a few dozen feet from me, it leapt into the air and lunged.

I slashed at it, but the polar bear very easily knocked the knife aside, opening its jaws wide and sinking rows of countless fangs into my throat. It was all over in an instant.

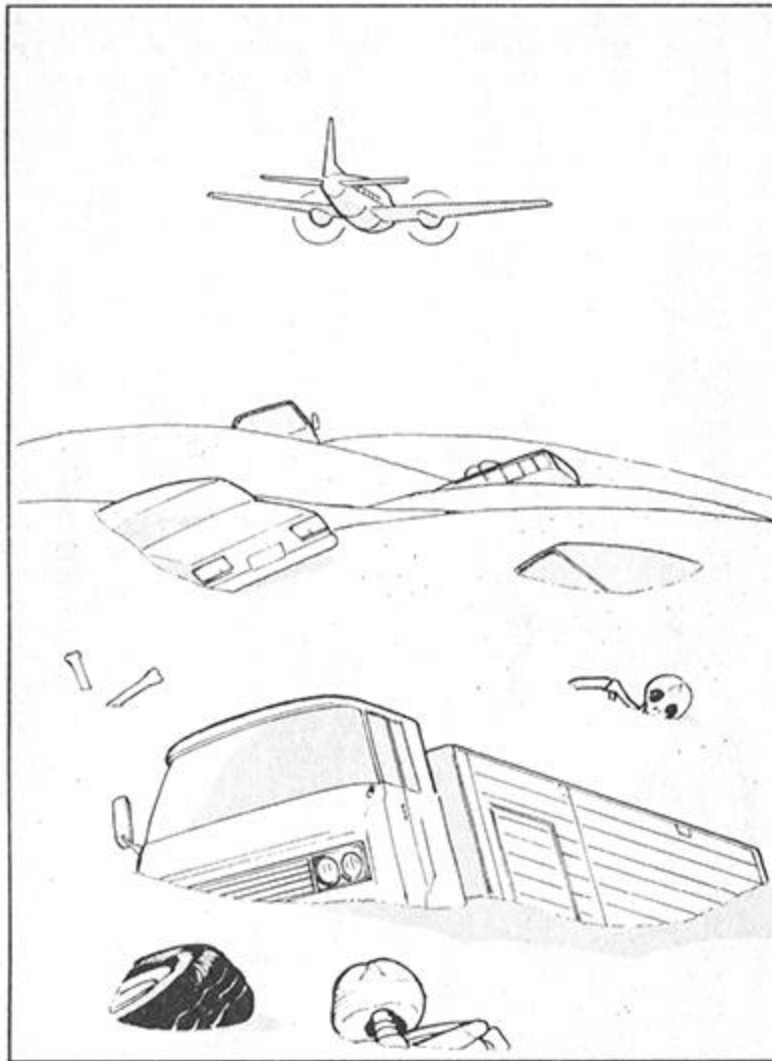
THE END

#412:

Even from so high above, the desert below was massive. It looked like a yellow sea. The plane seemed to be flying in absolutely random directions, so I couldn't tell which way we were going. But looking down from the plane's window I could see little ponds scattered here and there through the desert.

The plane headed in a straight line for some time, and before too long I noticed a truck half buried in the sand out in the distance.

It looked like it might have belonged to a TV station's news crew.



#412 •From high above the massive desert, we could see a truck and a Jeep that looked so small down there, half buried in the sand.
It was a pit of quicksand!

“Look at that awful quicksand out there,” said Anna, and she pointed out across the desert. And then I saw that the truck wasn’t the only thing buried out there. There was a four-wheel-drive Land Cruiser, a Jeep, and some sort of sedan. Some of these vehicles were almost completely buried by the sand. But what happened to all the people...the people who had been driving those vehicles? Lloyd whimpered nervously.

●Go to #363 →

#413:

After a while, we found ourselves and our tank in the middle of an odd and sprawling landscape.

There were countless buildings, all made of crumbling stone. At first it looked like a castle, because it was surrounded by such a large wall. But they were actually just buildings that had been left to the elements for so long that they had turned into nothing but desolate ruins.

I brought the tank in closer to the ruins, and suddenly a section of the wall fell away with a loud clatter. And there, standing in the middle of a cloud of displaced dust and sand, was some sort of giant shadow. It had a cylindrical body with long arms and legs, and a small, round head. It was a robot!



#413 •A large, shadowy figure slowly emerged from the cloud of dust and sand. It was a type of robot I had never seen before!

●To try to fight.....Go to #248 →

●To try to run.....Go to #152 →

#414:

I decided to address the tallest one there, a boy wearing jeans.

“My name is Fred,” he said. “Our parents were abducted by some sort of flying ship. It was all lit up. I think it definitely came from outer space.” Fred pointed up at a large skylight in the ceiling. Beyond it, I could see the blue sky above.

“It’s going to be okay,” I said. “I’m sure your parents will come back home, soon.”

We did our best to cheer the kids up, then we left the gym.

●To go to the hotel.....Go to #006 →

●To leave town.....Go to #020 →

#415:

As I braced myself and got ready to use my psychic powers, the robot’s eyes suddenly flashed.

“Watch out, Doug!” Anna cried, but a laser beam shot straight for me, ending it all in an instant.

It pierced straight through my chest, and I slowly slumped to the ground. I had come so close...

THE END

#416:

The alien hurled the spear at us. It shot through the air in a perfectly straight line...and then it perfectly impaled me.

I found myself in a state of shock as I admired the beautiful, silvery spear that was now sticking out of my body. ...Then I fell face-down onto the ground. It was all over for me, far too soon.

THE END

#417:

The train lurched into motion with a piercing whistle and departed from Reindeer, and soon it passed through a dark tunnel.

It traveled on for a short while until it finally reached Union, a relatively small station in the town of Merrysville. The Paradise Line actually continued past this stop, but apparently the bridge was out farther down the tracks, so this was the end of the line for now. The train pulled up to the platform, and I got out.

●Go to #388 →

#418:

"I know that!" Anna replied, and she braced herself for a fight.

The alligator stared at us menacingly. I thought I heard a deep growl...and then it charged at us with terrifying speed.

- To fight using PK Thunder (40 PP or higher).....Go to #184 →
- To fight using PK Beam (30 PP or higher).....Go to #087 →
- To try to run.....Go to #347 →

#419:

The R7038 soon lost interest in the tiny robot flying in circles all around it.

It turned back to us, and it began stomping its way over. We ran as fast as we could, but it soon cornered us against a steep cliff.

Its massive arms reached out for us. *Is this the end?* ...I thought. But suddenly, EVE began to grapple with the R7038 from behind...although I'm not sure if "grapple with" is the right description for it, since the two were so different in size. "Clung desperately to" might be a better way to phrase it.

But anyway...suddenly, EVE called down to us.

[My friends...please, give me the command. Command me to self-destruct.]

"We...we can't do that!" Anna cried, sounding heartbroken. "Let go, EVE!"

- To give EVE the command to self-destruct.....Go to #041 →
- To refuse to give this command.....Go to #325 →

#420:

"...Let's try singing it!" said Anna.

"Yeah...let's try!"

The first one to begin singing was Lloyd. Next was Anna, and then me.

----*Stop that. Stop singing that song!*

Suddenly, that telepathy came for us again.

- If you have 45 PP or higher.....Go to #372 →
- If you have 44 PP or lower.....Go to #167 →

#421:

We were in trouble! I frantically got to my feet and ran over to the tank's ammunition storage.

I came back with a massive high-explosive round, and I loaded it into the main gun. The robot was just getting ready to launch a second punch.

"Alright, here we go! *Fire!*"

★For this fight, your Battle Points are (A), the R7037 Robot's are (8). What are the results?

- If you won.....Go to #342 →

●If you lost.....Go to #279 →

#422:

And so, I checked over the fares to each station.

*To Spookane.....\$10

*To Reindeer.....\$20

*To Union Station.....\$30

(To board the train, subtract the cost of the desired station from your total dollar amount.)

The train had already pulled up to the platform. This station was the last one along the Paradise Line. But, if you looked at it another way, it was also the first.

●Go to #328 →

#423:

The woman took a few unsteady steps backward. She stared at me with those bloodshot eyes, and then, as she lunged for me once more—

BONG!

...I landed a heavy blow right on her head with the frying pan.

The old woman collapsed into the grass and sat there with a dazed look on her face. (+2 EXP)

“Oh goodness, what on earth have I been doing all this time...?” she muttered.

●Go to #034 →

#424:

But unfortunately, I didn't have thirty dollars. I was just thinking about what a fix I was in when suddenly the old man looked up at me. “If you haven't got any money, you could always put in some work,” he said. “If you're up for it, you can help clean the dishes in the cafeteria downstairs.”

●To clean dishes.....Go to #274 →

●To leave the hotel.....Go to #110 →

#425:

I managed to dodge the truck as it bore down on me, its engine roaring fiercely – but this time, I jumped onto the cab. I crawled in through the open passenger window and slid into the driver's seat. The steering wheel was huge, and moving around all on its own. I grabbed it. But I couldn't control the thing at all.

I didn't know what else to do, so I dove beneath the dashboard. I kicked off the panel door and started tearing at the mess of countless wires underneath.

Just as I thought, once its power had been cut off, the truck had no choice but to give up. As it slowly came to a stop, I stepped out of it and sighed in relief. (+4 EXP)

●Go to #205 →

#426:

After a short while, I found myself on what appeared to be Spookane's main road. It was completely deserted. There wasn't a single person anywhere to be found. Instead, wandering through the streets and scattered across every yard I could see, there were living corpses – Zombies! This place was even scarier than Podunk!

At the end of the street, a small whirlwind kicked up a stray newspaper and flung it in circles through the air.

Well then, the road splits off ahead. North, and south. Which way should I go?

●To head north.....Go to #031 →

●To head south.....Go to #349 →

●To leave town.....Go to #157 →

#427:

“Don't act so cocky when you don't even have enough power to handle this!” I shouted, and I jumped out in front of her.

The Titany raised its claws into the air and lunged for me. There was a loud metallic clanging sound each time it opened and closed its pincers.

●If you have the Laser Gun.....Go to #332 →

●If you do not have the Laser Gun.....Go to #188 →

#428:

The path along the shore seemed to go on forever. We continued to walk along the embankment until eventually we spotted a tall concrete building in the distance. A sign on the building read, “Ellay Observation Deck”.

We entered the building as soon as we got to it and took the elevator to the top floor. And there, an incredible view lay out before us. We could see a tiny island way out across the sea. We looked at the small island through binoculars provided on the observation deck, and we could see that there was a domed building right in the middle of it.

●To head for the island.....Go to #133 →

●To pay the island no mind.....Go to #314 →

#429:

With their arms dangling loosely as they walked, the zombies filed out of the seats and into the aisle of the train car as they made their way over to me.

I managed to free myself from the zombie woman's grasp. I grabbed a fire extinguisher that had been hanging on a nearby wall, and I sprayed it at the zombie mob. Just as I'd hoped, it at least slowed them down a little.

★ For this fight, your Battle Points are (1), the zombie mob's are (6). What are the results?

● If you won.....Go to #276 →

● If you lost.....Go to #037 →

#430:

Then, at just that moment, a image popped into each of our minds.

It was an image that came from Anna's memory. A memory of time long ago, when she had lost both of her parents in an instant because of a car crash. *I was asleep, in the back seat of mama and papa's car*, Anna thought. *You know that game...where you cover someone's eyes from behind them, and you make them guess who's there? I was having a dream. A dream where I covered my papa's eyes, to see if he could guess that it was me.*

...But papa was driving at the time...I was playing with him in my dream, but because of my strange "powers"...I blinded him for real...and then...

"NOOOOOO!" Anna began to scream. "**PLEASE...PLEASE STOP THIS!**"

"Anna, don't look!" I cried. "This is just a trick. He's making this all up!"

...But it didn't seem like Anna could hear me. She only clutched at her head and shook it back and forth.

● To use your PSI to attack Giegue.....Go to #072 →

● To use your PSI for protection.....Go to #326 →

#431:

Just as the monster leapt up and lunged for us, we jumped into the bushes.

Whack! The beast slammed into a tree, which splintered into countless pieces. It roared furiously behind us as we continued to run for our lives.

● Go to #051 →

#432:

I pulled out my knife, but I knew it wouldn't do me any good in this fight.

"Doug...how are you going to fight with *that*?" Anna asked, sounding very worried. And then...

With a loud *whooshing* sound, the fireball came at me. The tremendous amount of heat coming off of it was overwhelming, and I couldn't help but jump to the side. But the back of my jacket had gone up in flames.

...If Anna hadn't put the fire out with her PK Freeze, I would have been burnt to a crisp! (-5 HP)

● Go to #293 →

#433:

Okay, where to next?

● To head for the shopping center.....Go to #386 →

●To head for Skid Row.....Go to #013 →

●To head for the southern part of town.....Go to #220 →

#434:

“EVE, what kinds of weapons do you have?” asked Lloyd, and she answered,
[Hyper missiles and a laser beam.]

And then, with a burst of flame from a booster on her back, EVE flew into the sky. Compared to the R7038, EVE looked like a tiny mosquito as she whirled in circles around the enemy robot.

●To command EVE to use her laser.....Go to #075 →

●To command EVE to use her missiles.....Go to #260 →

#435:

“No way,” I declined, in a panic. “We don’t know how to sing the blues!”

I had barely finished speaking when the crowd both on stage and in the audience began to close in on us. ...And that man who lent out his piloting services in the desert had finally caught up with us, too.

His gun was pointed right at us, and no one even tried to help.

The sound of gunshots rang out through the venue, and we met our fate face down in a deep pool of blood.

THE END

#436:

We found ourselves standing in the middle of the desert.

●To head northeast.....Go to #165 →

●To head southeast.....Go to #122 →

●To head west.....Go to #70 →

#437:

“Well, come again some time,” said the man. He lay back down in his hammock and waved good-bye as we set out into the desert. The sun beat steadily down on us from above. It was really, really hot...

●Go to #312 →

#438:

I pulled the boomerang out of my backpack and hurled it at the beast.

A direct hit! With a pitiful cry, the Bionic Bat fell to the ground and began flapping and thrashing wildly. To my surprise, its body suddenly began to shrink. Before long, it had returned to the size of a regular bat, and it flew off into the darkness. (+8 EXP)

●Go to #066 →

#439:

All of a sudden, I tripped clumsily over my own two feet and tumbled down onto the asphalt. I could hear the truck closing in on me. Damn it...what a way to go!

THE END

#440:

With that, I left Merrysville Junior High School.

●Go to #158 →

#441:

...The saucer whizzed past my head, and then it suddenly made a U-turn and came back around.

●If you have the Air Gun.....Go to #178 →

●If you do not have the Air Gun.....Go to #381 →

#442:

The girl was all alone. There was no one sitting at the large pipe organ beside the confessional.

“Uh...uhm,” I muttered, holding out the small hat I’d been given by the old woman I’d met in the train station at Reindeer.

She turned around. She had a soft face, and large eyes.

“Uhm...someone gave this hat to me, and...” I began, and the girl’s face suddenly lit up.

“Oh, was it Miss Natalie?” she cried. “Thank you so much!” The girl stood up and walked over to me. When she reached out and took the hat, for just a brief moment, our hands touched.

...And in that moment, I could have sworn that I felt something like a spark between our fingers. I knew she must have felt it, too. I pulled back my hand in surprise, and of course, she did too. But suddenly I knew everything about her. I knew that her name was Anna Brewton. She was twelve years old. She was born in a small house beside a big lake near the town of Spookane, and she lived there for the first five years of her life. Then, both of her parents died in a car accident. All alone in the world, Anna was taken in by the man who served as a priest in this church in Snowman. And I knew that

there was a certain dark and worrisome shadow that constantly lurked just at the edges of Anna's heart and mind...



#442 •When our hands touched, we suddenly knew everything about one other. Each of us understood the other's heart as if it were our own.

“Are you...Douglas Halloway?” she asked. “The one who is meant to be my friend...? And you have the same strange powers as I do. Isn't that right?”

I shrugged my shoulders and chuckled. “Anna, I don't know which of those questions I should answer first. But you're right, we're meant to be 'friends'. And—”

“...And I have to go with you on your journey,” she finished for me, with those wide eyes of hers looking deep into mine. “Didn't you hear it, just now? A woman's voice...saying, 'Come to Magi...Magi...Magi-something'...”

“Come to Magicant,” I said. “...Bringing two melodies, and two friends along!”

...That's what the voice had said, but I knew very well that I hadn't collected two melodies yet.

“You have to go to my old house, in Spookane,” said Anna. “It’s been taken over by ghosts, but there’s a mysterious piano in a room on the third floor that plays music all by itself!”

With that, Anna handed me a key. **(You have obtained the Key to the Haunted House.)**

I told Anna to wait for me by a certain mountain cave on the outskirts of Podunk, and I continued on my journey. What’s that? Oh, I couldn’t take Anna with me to that old mansion. It belonged to her parents, and she was still too upset about their death to face it. **(Check off Mark #9 on your chart. Flip back to scenario #201 and mark the option “Head for the church” with an “X”. Moving forward, you may no longer choose any options marked with an “X”*)**

●Go to #310 →

*Note: If you are playing digitally and can’t mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#443:

“Papa, please tell me,” I said. “Tell me what the connection is between my strange powers and the aliens.”

[Your great-grandpa had those same powers,] papa explained. [That’s why the aliens brought him with them to their planet. And when he came back to earth, he was a true master of using psychic abilities.]

“So the aliens kidnapped him, basically?” I said. “Did you read his diary too, papa?”

[I did,] he replied. [...And that’s why I had to disappear. To divert their attention away from you, your papa left home and traveled closer to where the aliens are. ...That’s why you’ve been safe up until now.]

“Closer to where the aliens are...?” I repeated. “Where is that? Papa, where are you?”

[You’ll find yourself near where your papa is very soon,] he replied. [But not until after you’ve gathered the five melodies your great-grandpa left behind, and receive the ultimate power. Goodbye for now, Doug. You know I love you, as always.]

My papa’s voice cut out, and I stood there clinging to the receiver for what seemed like an eternity.

●To head for the second floor to do some shopping.....Go to #183 →

●To leave the shopping center.....Go to #245 →

#444:

I could feel the impact as I plunged through the window. The glass shattered into tiny pieces, but there was something I had forgotten about. The bars just outside the window were rusty, but they were still thick and solid.

I slammed hard into the bars and fell back down. The robot rushed over and grabbed me, and that was it. It took me into those strong arms and squeezed tight. There was no chance of escape. I can't believe it, but...I guess my journey ends here.

THE END

#445:

We walked out of the forest, and we could see Youngtown up ahead.

As we entered the town, we were surprised to find that there was absolutely no one to be seen. A lonely "Welcome" sign twirled in the wind at a gas station nearby, and through the wide-open doors of a church, we could see rows of empty pews. The drive-in movie theater, the local McDonald's...there wasn't a soul to be found, anywhere!

As we walked down the town's main road, each traffic light blinked in silence. There were many cars parked both by the side of the road and right in the middle of the street, but there were no signs of the drivers.

After a while, we spotted a five-story building in the distance up ahead – the Youngtown Hotel.

●To head to the hotel.....Go to #006 →

●To try to find someone to talk to.....Go to #056 →

●To leave the town.....Go to #020 →

#446:

"Hyaahh! Take this!" I cried, as I hurled a burst of psychic power toward the mother ship.

...But before my blast of spiritual energy could even reach the ship, it was torn to shreds. And in return came a violent attack from Giegue. It was a whirlwind of high-voltage power, much stronger than the PK Thunder I'd unleashed. We didn't stand a chance against it, and we were charred to ash in a matter of seconds.

THE END

#447:

The cabin was now a very sorry sight. The bed had been broken into pieces, and the chair and all the shelves were shattered and lying on the ground. But among the remains of the broken shelves, I spotted a handgun. It was a larger gun known as a Super Blackhawk. Someone may have brought it for protection against grizzlies and accidentally left it here, I thought. I picked it up as fast as I could, aimed, and pulled the trigger.

...No bullets? As I looked down at the gun in surprise, the arm came at me again. It reached for me through the hole it had torn in the ceiling, but I managed to dodge it. Then I noticed Anna, lying there on the floor.

"Hang in there!" I said, as I tried to help her up. I aimed the gun at the giant arm again.

Oh, that's it! This was a single action gun, so I'd have to pull back the hammer myself...and...

Ka-click. With a satisfying sound, the cylinder rotated. I aimed at the arm as it came closer, and...

Bang!

The blast sent the handgun flying off somewhere, and the recoil almost sent me reeling backward. I looked up, and I could see that I'd done no damage to the arm whatsoever.

This is no good, we have to run! I tried to help Anna to her feet, but just as I did, a beam falling from the ceiling struck me in the back. (-10 HP)

Doing my best to withstand the pain, I stood up and grabbed Anna, and I tried to drag her toward the exit.

●Go to #003 →

#448:

I didn't have the strength to get back up. Soon, Anna was down, too. Was this it for us? Would we die here in the scorching desert like this...? Gradually I began to lose consciousness. I could hear Lloyd whimpering sadly as he licked my face.

THE END

#449:

Me and Anna did our best in an attempt to pry Lloyd free of the gargoyle's jaws, but we weren't doing much good. The monster had clamped its teeth into Lloyd's leg like a bear trap, and it seemed to have no intention of letting him go. Lloyd's yelps became louder and more frantic, and streaks of blood began to run down his leg.

At this rate, he'd be devoured in no time!

●If you have 40 HP or higher.....Go to #345 →

●If you have 39 HP or lower.....Go to #229 →

#450:

Well, it was about time we said goodbye to the town of Ellay. (You will need to have 10 PP or higher to go to Magicant.)

●To head to Magicant.....Go to #071 →

●To head to Youngtown.....Go to #122 →

●To head to the desert.....Go to #051 →

#451:

The laser beam blasted its target.

It pierced through the Blue Starman's chest, and the alien didn't stand a chance. It landed on its back with a thud, and the bright light it had been emitting began to fade.

We ran over to it, but the alien was already beginning to dissolve into a pile of gunk.

"Hey, wait a minute, alien!" I cried. "I have so many questions for you. You can't just melt away like this! Wait!" ...But it was no use. The Blue Starman had already become an unrecognizably gooey mess. (+14 EXP)

I looked down at the laser gun in my hand, and I suddenly noticed that the energy meter above the grip now read "zero". Oh great – it had only been good for one shot!

(You have lost the Laser Gun.)

●Go to #021 →

#452:

The alligator was closing in fast, and suddenly it lunged at us.

I looked back in a panic and found myself staring straight into the creature's gaping maw. I heard Anna's scream, and Lloyd's frantic barking. There was no way I could escape the alligator's terrifying jaws, and before I knew it, I had been swallowed whole.

THE END

#453:

"It's no use, let the tank go," I said. We watched as the Sherman sank deeper into the sand, and then we walked off into the desert, leaving it behind. ...But this may not have been the wisest decision, after all.

The sand was scalding. The sunlight beat down on us mercilessly. And no matter how much we walked, there seemed to be no end to this desert. The first to succumb to their exhaustion was Lloyd the dog, and the second to fall was Anna.

"Hang...hang in there," I tried to say, but my voice sounded like the whispering of dry leaves. In the end, I fell down onto the sand right beside them.

As my consciousness began to fade, I could hear sounds of the crows as they swooped down from above.

THE END

#454:

Our feet sank deep into the dunes as we ran, and the monster was quickly gaining on us.

Anna fell first, and then I joined her, collapsing to my knees in the sand. Lloyd grabbed us in his teeth and tried desperately to drag us along, but it was no use. The Titany was bearing down on us. We fell victim to the beast and its terrible claws.

THE END

#455:

There was no longer any chance for me to escape. The robot caught me in a matter of seconds, and it began to strangle me with those two long arms. My consciousness...was...fading.....

THE END

#456:

Well, I made it to the station, but the place was in a bit of a panic. The waiting area was overflowing with would-be passengers who were making a fuss about the fact that the train hadn't departed yet. I happened to overhear the station-worker's explanation – there had been a landslide on a nearby mountain which was blocking the tracks ahead. And the rocks were so large that they wouldn't budge no matter how many bulldozers and excavator machines they tried to use.

●Go to #109 →

#457:

...A direct hit! The boomerang slammed into the saucer, and with a *clank*, it veered off-course and then finally crashed right into the pavement. I ran over to it. The wreckage from the saucer lay in pieces scattered across the asphalt, with my boomerang right beside it. (+6 EXP) This foe was a bit more fragile than I expected. I picked up my boomerang and headed down the road again.

●Go to #366 →

#458:

I hadn't even fully recovered before the blood-spattered zombie grabbed my shoulder and head with terrifying strength.

I never got a chance to run. As the zombie sank its many teeth deep into my neck, I knew there was no longer any hope for survival.

THE END

#459:

I stood right in the path of the oncoming polar bear, and I concentrated all the energy in my body to call forth PSI power. But I could feel an asthma attack setting in because of all the cold. Would I be okay?

★ For this fight, your Battle Points are (B), the polar bear's are (7). What are the results?

● If you won.....Go to #116 →

● If you lost.....Go to #202 →

#460:

I gripped the wheel firmly and steered the tank carefully back out of the minefield.

By some miracle, we didn't set off a single one of the treacherous mines. A miracle, or maybe our psychic abilities had something to do with it. (+12 EXP)

● Go to #88 →

#461:

I turned the tank to the south and we headed out. We drove on through the desert until at last we spotted a group of small ponds in the distance.

The ponds were mostly evaporated, and the small amount of water that was left in them was dark and muddy. We definitely couldn't drink it. Beyond these ponds we could see a gentle hill, with a group of dry and barren trees at the top.

● To continue straight ahead.....Go to #413 →

● To turn north.....Go to #298 →

● To turn east.....Go to #362 →

● To turn west.....Go to #187 →

#462:

I turned tail and fled, kicking up a cloud of snow behind me.

● If you currently have 20 HP or higher.....Go to #198 →

● If you currently have 19 HP or lower.....Go to #106 →

#463:

Shivering in the cold, I headed out onto the streets of Snowman once more.

● Go to #201 →

#464:

The zombie's attack was far swifter than I expected, and I didn't have time to dodge it.

I could feel those sharp nails digging into my throat, and I knew it was all over for me.

THE END

#465:

I looked over the fares to each station.

*To Snowman.....\$10

*To Reindeer.....\$10

*To Union Station.....\$20

(Subtract the cost of the desired station from your total dollar amount.)

I bought my ticket, then stepped through the gate and out onto the platform. Before too long, I could see an approaching train off in the distance.

●To head for Snowman.....Go to #371 →

●To head toward Reindeer or Union Station.....Go to #164 →

#466:

The Atlantic Hotel was a very fancy establishment, built by a Japanese real estate company that had been buying up land all over the place lately. And the reason such a fancy hotel had been built here was apparently because the nearby ski resort attracted so many Japanese tourists during the winter season.

I went over to the counter and asked what the rates were. Sixty dollars a night?! That's way too much!

●To stay the night.....Go to #091 →

●To leave the hotel.....Go to #323 →

#467: [B]

I got out onto the platform at Reindeer, and hastily made my way through the gate.

●To leave the station.....Go to #130 →

●To speak with people in the station.....Go to #146 →

#468:

In the middle of a field a bit of a distance from the rest of town (and yes, it was a pink field!), there was a house that was all by itself (and yes, of course, it was shaped like a snail's shell!). We walked into the house and found ourselves in a narrow room. There

was a desk carved out of stone, and sitting on the other side of it was a man who appeared to be deep in thought.

"Hmmm," the man hummed, as he crossed his arms. He didn't even seem to notice us. "I'm not sure..."

"Uhm, excuse me," I said to the man. "You look very serious. What's bothering you?"

●If your total EXP is 100 or higher.....Go to #398 →

●If your total EXP is 99 or lower.....Go to #182 →

#469:

I entered Merrysville Junior High School and headed straight for the roof. At the top of the stairs, I ignored the "Entry Prohibited" sign and opened the door. ...And then I saw Lloyd, lying on the ground beside the trash can.

"Hey, hey, what happened?" I cried, as I hurried over to him. Apparently he had been beaten unconscious. He had blue bruises around his eyes. I tapped him lightly on the cheeks, and he came to.

"It was those guys who are always coming after me," he said. "They finally found me, and, well...here I am. So...can't you just leave me alone...?"

I found myself feeling so sorry for him, again. "You can't just give up," I said.

"You have no idea what it feels like," Lloyd began, as I pulled the small, pencil-sized rockets out of my backpack. As soon as Lloyd saw them, he cried out in surprise.

"Those are...*real* bottle rockets!"

"They are," I replied. "I got them in Sweet's Little Factory."

Lloyd took them into his hands and stared down at them. **(You have lost the Bottle Rockets.)**

"Listen to me, Lloyd," I said. "Don't you think there's even just a tiny bit of courage in you, somewhere? You're kinda like the lion in *The Wizard of Oz*. I think even you can be brave, with just a little magic."

"...Even me?" Lloyd repeated, looking a bit stunned.

Then, he slowly got to his feet. "I think I can be brave.....I can try, anyway. You seem to be a lot like me, somehow. And for some reason, I feel like you and I were always meant to be friends."

"Well, I have to be on my way now," I replied. So, Lloyd, I guess this is good-bye."

"...Couldn't I come with you?" he said. "I want to try to be brave, too."

I was surprised by his words. I never imagined I'd ever hear him say something like that.

"But it'll be dangerous," I replied. "You might even be killed."

"It's okay. I'm coming with you."

...And, well, that's how I became friends with Lloyd Schneider. We shook hands, and then we set off together. (Check off Mark #8 on your chart. Flip back to scenarios #079 and #158 and mark the options "Head to the school" with an "X". Moving forward, you may no longer choose any options marked with an "X"*)

●Go to #239 →

*Note: If you are playing digitally and can't mark the scenario directly, just be sure to make a note of scenarios like this in any way that you can.

#470:

...But we never stopped singing.

Because this beautiful song had the ability to touch hearts. And because it was such a pure and beautiful song. We hadn't noticed just how lovely it was until that moment. It was a truly wonderful song. It held all of Queen Mary's tenderness. Her love for children. We thought of her as we sang.

...Mom.....Mama.....Mommy.....Mother.

"Mother" is such a beautiful word...isn't it?

-----*Stop...stop that singing.....*

Giegue began to tremble.

-----*Stop...sing...ing.....*

We sang on. And at some point, we had begun to cry.

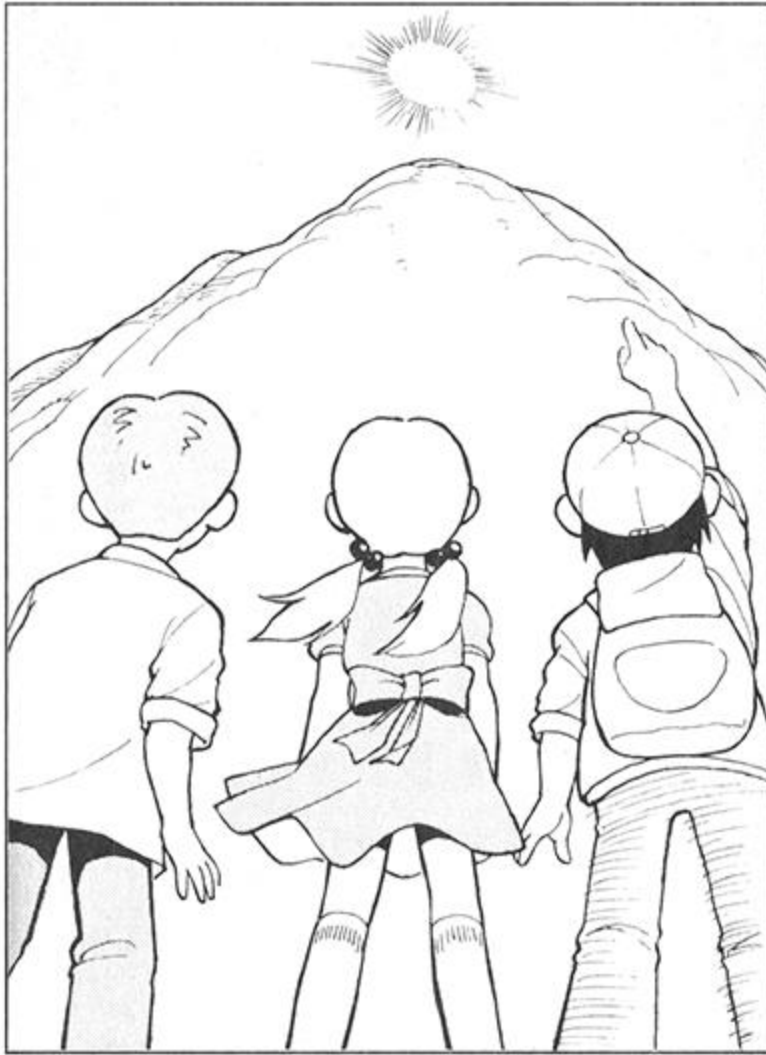
-----*St...op...sing...ing.....*

There was an intense flash of light, and then the power emanating from Giegue's mother ship suddenly vanished.

Finally, like a balloon whose string had been cut, the mother ship began to drift up into the sky.

It was going back. Back to the stars. Back to some distant planet out there in the universe.

...Back to Giegue's home planet.



#470 •The mother ship drifted higher and higher into the sky, until at last, it vanished completely. ...We'd won!

That giant ship was being swallowed up by the boundless blue sky. It became nothing but a tiny speck, and as it disappeared entirely, the three of us held hands. It was all over.

●Go to EPILOGUE →

EPILOGUE

As we headed back down the mountain path and away from the foot of Mount Itoi, we spotted my papa, waiting for us in the driver's seat of his four-wheel drive Ford.

Anna and Lloyd hopped into the back, and I climbed into the passenger's seat. My papa looked at me without saying a word. He only tousled my hair, but it was enough.

“Well, let’s get everyone back home,” he said, as he put on his Ray Bans and began to drive. After dropping Anna off at the church in Snowman, and Lloyd at his home in Merrysville, we returned to Podunk. Apparently the adults who had gone missing in Youngtown had found their way home, too. At least, that’s what it said on the front page of the *Portland Press Herald* that was lying on the floor in papa’s car.

We arrived back at the house, and my mama, my little sisters, and Mick all ran out to greet us.

Mama gently put her hand on papa’s neck, and after a short, “Welcome home,” she kissed him.

Now let’s see...what happened after that...

Well, I made it through all that homework Mr. Donovan assigned us, and then I decided to take a peek into the attic as usual...

Oh! I forgot to mention...

That day, I threw away that Primatene inhaler that I once carried with me wherever I went, and couldn’t be without! Because I didn’t need it any more. You know that thing they say about “*sickness and health starting with the mind*”? Well I decided not to be a poor little kid with asthma anymore.

I don’t wanna say anything at the end here like, “And that’s how we grew from kids to full-fledged adults!”, like a typical story would. But I will say this...

The three of us learned so many things on our journey.

I learned how important it is to have someone to love...Lloyd learned to have courage...and Anna learned how to express her kindness. For some reason, it makes me think of something I said to Lloyd once – about how he reminded me of the cowardly lion from *The Wizard of Oz*.

It was kinda funny.

That meant that the scarecrow who was missing a brain, and the tin man who was missing a heart...those were me and Anna.

Well then, who was the main character in our “Oz” party...who was our “Dorothy”?

Well, I guess that would be...you. The one reading this book, right now.

THE END

Afterword

I’ve been writing Game Books for quite some time, but this was the first occasion in a while where I felt I was able to take my time and really enjoy writing the manuscript. Not only was it my favorite kind of adventure story (the kind starring a young boy), but even better than that, it was set in modern times, and in America.

Before I started writing, the game's producer, Shigesato Itoi, told me that I could arrange it however I liked, and I took advantage of that and ended up with a version of "MOTHER" that is very close to being an original story (Mr. Itoi is a lot like the father in *My Neighbor Totoro*. He is a wonderful man).

For this version, I set the story in Maine, a state on the eastern side of America, as a parody of a certain best-selling American author I have been a fan of for quite some time. I also like to think of it as a parody (or is it more of an imitation...?) of a wonderful movie called *Adventures in Babysitting*.

All in all, this story is surprisingly serious (for a Game Book by Akio Higuchi, that is), but if you read it as an adventure along the same lines as *Murder on the Mississippi*, a 'game/book' created with *The Adventures of Tom Sawyer* in mind, I hope you'll see what I was going for here.

Well then, until next time...!

CENSOR/EDIT LOG

Removed from #069:

"...I guess if I was being honest, my feelings for Anna may have been a bit more complicated than I thought.

But...according to my great-grandpa's diary, me and Anna, and Lloyd, too, were all related by blood. So in other words, they were like a sister and a brother to me."

...We are made aware that Doug and Anna are related several times during this story, but I think it feels especially uncomfortable for Doug to think of it during this part, so I decided to omit it.

SPECIAL THANKS!