

How this works:

- You start immediately below this introduction to an introduction to your setting. Then, a “**Do you...**” comes where you choose to do one of the answers indented one indent more than the “**Do you**” indent. For example for the first “**Do you**”, the options are “Click snooze on your phone alarm clock” and “Stop your alarm and sit up”. Once down a path you follow it downwards until a line tells you to advance to a new location. If you receive, “**Advance to ending number ____**” you go to the bottom of this document to see what happened. If you receive an “Advance to D6” you find the “**Do you...**” with a (D6) after the phrase. Follow what is logical if something does not make sense.

****Disclaimer: This may be hard to follow on mobile structure

Choose Your Own Adventure

Ding ing ng g Ding ing ng g. You wake up. Light breaks through your crusty vision.

Do you... (D1) (Choose one of the two below, the first choices are marked for you in bold “Choice #)

- Click snooze on your phone alarm clock ---**CHOICE ONE (Choice Two bit below, same indent level)**
 - Your hand sprays out, flapping blindly until the evil noise is destroyed. You doze off, setting an internal time for you to wake up next in your head.
 - **Advance to D2**
 - **Do you... (D2)**
 - *Continue snoozing your alarm clock (Choice One)*

- You continually slap the chirping bird until it finally lays still. You can rest in peace but little did you know you had an AP bubbling session at school today and the college board accepts no tardiness.
 - **Advance to ending number one**
- *You finally look at the time, feel your heart jump, and make a sudden get out of bed movement (Choice Two)*
 - You get out of bed, thankfully you kept your contacts in overnight so you quickly throw some clothes on, and do a thirty-second tooth brushing plus deodorant addition. You arrive at school at 7:52.
 - **Advance to D6**
- Stop your alarm and sit up --- **Choice Two**
 - You rub your eyes but they stay a blur. You slowly get out of your bed and head to your counter to grab some contacts. Sitting back down, you put the contacts in and look up to a clear day.
 - **Do you... (D3)**
 - *Take a shower (Choice One)*
 - You set a timer for seven minutes to be sure you are out with plenty of time remaining. Despite this precaution, you constantly try to see the time on your phone, touching the home button with your slippery hands. This assures

you get out with plenty of time and you drive into the school parking lot at 7:38.

- **Advance to D5**
- *Grab some breakfast (Choice Two)*
 - You find some goldfish, clementines, and carrots. You try to munch on these but your mind keeps going to the or-ange knock-knock joke. You arrive at school with plenty of time.
 - **Do you...(D4)**
 - *Tell the first person you see the or-ange knock-knock joke (Choice One)*
 - **Advance to ending two**
 - *Lock your jaw and slowly walk by them (Choice Two)*
 - **Advance to D5**
- Head to school early
 - You miss all the morning traffic and are at school at 7:20 sharp. You hang out in the cafeteria for a bit before getting to your class early.
 - **Advance to D7**
- **Do you... (D5)**
 - *Walk straight to your classroom and take a seat (Choice One)*
 - You casually sit down and take out your supplies. You love history because this is the best food eating block. You are able to keep up with the notes while having a scrumptious tuna fish sandwich enter your mouth.

■ **Advance to D7**

- *Talk with a friend and make it into the room late (Choice Two)*

■ Get Jasoned! Mr. Jason has locked the door right at 7:50. He wants punctuality and you were a run-on-sentence. Mr. Jason finally lets you in but not before making you choose between telling a story or taking a tardy.

● **Do you... (D6)**

- *Take the tardy by not telling Mr. Jason a story (Choice One)*

■ Advance to D7

- *Tell a story to Mr. Jason and the class (Choice Two)*

■ Time for the Emu War. Dang, when you learned about those glorious warriors you could not have guessed how many times those birds would soldier up for you.

■ **Advance to Ending Three**

D7: You have made it through your first class, but a lot still remains. You feel hunger within your teenage stomach and want another snack but it is time for science class...

● **Do you... (D7^ background above)**

- *Go to science class and be an astute hungry student (Choice One)*

- There they are, your classmates. Wait... are they? Or are they a bunch of yummy popsicles.
- **Advance to Ending Four**
- *Grab a snack at the LSRHS snack shack (Choice Two)*
 - You've heard of this mythical place but have never seen it in person. People talk about the days it is open, today must be one of those days right? You look and look but before you know it the entire block has passed.
 - **Advance to D9**
 - *Enter science class with a sandwich in hand and munch down while the teacher talks about CHCl_3 (Choice Three)*
 - You sit down to a glare from your science teacher. They politely ask you to put the sandwich away
 - **Do you... (D8)**
 - *Smack back with a wicky remark (Choice One)*
 - Your teacher listens to your every word. Comes up to you and thanks you for your bravery and "asks" for your participation. As you slowly move towards them you realize something is up when out of nowhere your teacher drops liquid chloroform from a beaker onto your once beautiful sandwich.
 - **Advance to Ending Five**
 - *Say you are sorry and save the tasty treat for later (Choice Two)*
 - You've saved yourself. For now.

■ Advance to D9

It is lunchtime finally. After your myriad of food-related accidents, successes, and horrors you are allowed thirty minutes of just you and your food, plus everyone else in the school time.

- **Do you... (D9^^ intro above)**

- *Buy school lunch (Choice One)*

- So many choices, each bathed in your vision. How you choose is beyond you, because you know it really does not matter. For they all share one rubbery property that defines their taste. The food can be so rubbery they literally bounce out of your stomach.

- **Advance to D10**

- **Do you... (D10)**

- *Buy some chicken nuggets (Choice One)*

- They are chicken nuggets. The supremest of foods. As you walk out you are so thrilled at your luck in getting a caloric masterpiece. But power brings a cost and this is a great one.

- **Advance to Ending Six**

- *Decide to go out of school for lunch (Choice Two)*

- How that Nine Acres sandwich tastes as each particle of lettuce, bread, cheese, and turkey enters your mouth. Heaven, I say thy name. As you walk in you notice something, oh shit. The

buildings and grounds workers notice you
coming back to school

- **Advance to Ending Seven**

- *Follow someone buying school lunch (Choice Two)*

- You are making a documentary and here is your victim. As you follow your friend from station to station you comment on their every move. While your brilliance seems unappreciated all is fine... until you try and walk out.

- **Advance to Ending Eight**

- *Sit down at a table (Choice Three)*

- You are normal and so have a good talk with your friends. Well, at least you think you are normal, but you have two friends mooning over their history teacher's love life, and then to your right, you have another friend eating Pirate's Booty with a fork. And lo and behold their, straight in front of you, another of your friends seems to be screaming don't @ me, and telling your other buddy to squad up. Well, they may not be normal but you certainly love them.

- **Advance to Ending Nine**

Ending Number One: The college board assassinates you for your insolence.

Ending Number Two: You wake up in a dark closet. Think streaks of light break through but it takes a minute for you to find your phone. The clock says

2:39, you have been knocked out all day. As you open the closet you notice something... a note: "Hi friend! Or-ange you glad I knocked you out all day! I know, so funny!"

Ending Number Three: Mr. Jason has heard that one before. Jason bellows "Plagiarizer" and before you know it you have been sent down to B.W.'s office and get to spend the rest of the day listening to a long, monotonous talking to. Oh, and you've also been rescinded from any colleges you might have wanted to educate yourself at, but you won't realize that because you'll be long asleep before she gets to that part.

Ending Number Four: You tell yourself "You can't eat the people, people aren't food", but those are no people. As you charge towards the orange, cherry, and grape popsicles you try and lick each and every one of them, surprisingly you feel pain, not happiness. As your tongue hangs from your mouth your stomach is shoved in by a multitude of hands until you fall to the floor gasping for breath. It is safe to say you are out of commission.

Ending Number Five: Try going from having a beautiful tuna sandwich to not having one. It is too hard, and sadly you just are not up to the battle. You decide to continue eating your sandwich despite the chloroform injection it received, and as the teacher calls an ambulance, while swearing at your stupidity, you only feel glee that you got to finish that scrumptious bread combo.

Ending Number Six: As you walk out of the kitchen with your chicken nuggets you try and hide them, but have no success. The entire

15-18-year-old graphic has their nose trained for a nugget smell and so the first step you take into the main cafeteria a horde of teenagers surround you. As they poke trying to get your nuggets you decide to never let go. And never let go you do as before you know it the army of hungry teenagers creates a pig-pile with you at the bottom.

Ending Number Seven: The campus and grounds people have caught you red handed. I mean you did spill some ketchup on your hand, but what really stings is your lack of maxed card. You wish you had just sent in that five dollar check, but no one ever gets caught. You are escorted to the A100s. Better known as the dungeons.

Ending Number Eight: The cashier calls you over. The cashier questions you asking if “you took anything out of the cafeteria”. You say no “I was just with my friend”, but as the words leave your lips the cashier pokes at your pocket. One giant cookie hangs there. You look up and see the friend you were stalking smile, wink, and leave the cafeteria.

Ending Number Nine: You’ve made it through the day. Who knows what will happen tomorrow, but today is finished. Well, except for the afternoon, and you know homework, but you got to lunch. So good job on you, and maybe, just maybe you can do it all.

