

# RANDOM

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You are standing in the castle's magnificent front hall. The place is stuffed with gorgeous tapestries and marble statues and rugs and dignitaries and so on. You wish you could take it all in, but there's no time to lose!

**If you go straight to the throne room, turn to a random page.**

**If you head for the wizard's tower, turn to a random page.**

**If you venture into the dungeons, turn to a random page.**

2

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That rope bridge doesn't inspire confidence. You'll take your chances in the jungle.

Unfortunately, your chances in the jungle turn out to be very slim, because a pack of dinosaurs are waiting for you! Hungry ones!

**THE END - BETTER LUCK NEXT TIME**

3

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"The one on the right?" you venture. The old man shakes his head.

"One with true wisdom would have no trouble recognizing the true Elixir," he says. "The punishment for your foolishness is eternal banishment in the Realm of Nothingness."

Oh no!

**THE END - BETTER LUCK NEXT TIME**

4

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You hurry down the alley. You know this town like the back of your hand—nobody gets the slip from you.

"What's your hurry?" a voice asks. You turn to see a dark figure, features hidden under his hat. His gun is pointed at you.

**THE END - BETTER LUCK NEXT TIME**

5

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"No, I don't," you say. "I forgot."

The king goggles at your incompetence. "You *forgot*! You idiot! Without that Elixir, I'll—"

He doesn't get a chance to tell you what will happen, because in the next moment he keels over, dead as a brick.

**THE END - BETTER LUCK NEXT TIME**

## 6

Welcome! In this book, you—yes, you, the reader—will affect the course of the story by making meaningful choices. You really are in control! It is not an illusion!

As your adventure begins, you stand outside a magnificent castle. Your mission? To save the king's life by delivering a magical Elixir. You'd better hurry—but you'd better find that Elixir first!

**If you enter the castle, turn to a random page.**

**If you wander off in a random direction, turn to a random page.**

## 7

You step carefully along the bridge. You get the feeling that if you apply too much force too fast—that is, if you hurry to the other side—the whole thing will snap in half underneath you.

As you approach the midpoint of the bridge, you hear something emerging from the trees behind you. Dinosaurs! Hungry ones!

**If you hurry to the other side, turn to a random page.**

**If you jump into the ravine below, turn to a random page.**

## 8

The dame can only evade you for so long. Soon you catch up with her, right outside the Leporello Club. It figures she'd be mixed up in this sort of business.

**If you follow her into the back room, turn to a random page.**

**If you slip around the back, turn to a random page.**

## 9

You shove your way past the guard and step confidently into the Leporello Club's back room. The guard follows you and punches you in the back of the head. You fall unconscious.

**THE END - BETTER LUCK NEXT TIME**

## 10

You tiptoe down the stairs into the castle dungeon. The friendly-looking fellow down here must be the king's jailer.

"I haven't been the jailer very long, though," he admits. "I haven't had much practice."

"Practice is very important," you tell him.

"I'm so very glad you agree!" he says. "Let's try the oubliette first." Once your handcuffs are secure, he drops you into a pit.

**THE END - BETTER LUCK NEXT TIME**

## 11

You have to risk it! You run across the bridge as fast as you can. The ropes don't snap—the whole thing holds together until you're on the other side.

Unfortunately, there are also dinosaurs on this side of the bridge! Hungry ones!

**THE END - BETTER LUCK NEXT TIME**

12

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If this Elixir is half as magical as you think it is, it'll be wasted on that pathetic old king. It could make you rich—make you a king yourself!

So you run off with the Elixir, abandoning your quest. You disgust me.

**THE END - BETTER LUCK NEXT TIME**

13

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You slip around the Leporello Club to a spot where you've got a good view of the back door. Now you just have to wait.

**If you lean against a lamppost to wait patiently, turn to a random page.**

**If you hide in a dumpster, turn to a random page.**

14

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You enter the wizard's office. "I need the Elixir!" you tell him.

"You need the Elixir, do you?" he asks redundantly, stroking his beard. "Well, one who seeks the Elixir must first be tested. Look here!" He sets two stoppered flasks before you. "Which of these is the true Elixir?"

**If you think it's the one on the left, turn to a random page.**

**If you think it's the one on the right, turn to a random page.**

15

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You leap off to the bridge—plummet through the yawning ravine—and land painfully in the river below. You're not dead, though! That's something!

**If you let the current sweep you along, turn to a random page.**

**If you fight the current to reach the shore, turn to a random page.**

16

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You take your place at the bottom of the lamppost. The shadow of your fedora will hide your face.

Before long, the dame makes her appearance. She's heading up the street in a big hurry.

**If you follow the dame directly, turn to a random page.**

**If you call your partner for backup, turn to a random page.**

**If you take a shortcut through an alley, turn to a random page.**

17

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You can't summon the strength to do anything more than tread water. You'll just have to see whether this river takes you.

It takes you over a waterfall!

You don't want to know what happens next!

**THE END - BETTER LUCK NEXT TIME**

18

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This quest doesn't seem very interesting, so you just walk away from the castle. I hope whatever else you decide to do with your time isn't so boring!

**THE END - BETTER LUCK NEXT TIME**

19

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You enter the throne room, immediately prostrating yourself in the presence of the king. He bids you rise in a trembling voice.

"Have you brought the Elixir?" he asks.

**If you have the Elixir, turn to a random page.**

**If you don't have the Elixir, turn to a random page.**

20

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"The one on the left?" you ask.

"Of course!" The old man smiles. "I knew you were worthy of the Elixir." He hands you the flask.

**If you return to the castle's front hall, turn to a random page.**

**If you take the Elixir for yourself, turn to a random page.**

21

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You get your partner on the horn, and he rushes downtown to see you.

"It's a good thing you called me," he says. "You were getting too close to the truth. This way, I can bump you off with no loose ends." Then he shoots you.

**THE END - BETTER LUCK NEXT TIME**

22

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Summoning your last reserves of strength, you swim to the rocky shore.

Now you're sitting at the foot of a cliff—soaked and exhausted.

**If you take shelter in a nearby cave, turn to a random page.**

**If you try to climb up the cliff, turn to a random page.**

23

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You jump into the dumpster, and then you reorient yourself so you have a decent view of the outside.

The lid of the dumpster comes down hard on your head, knocking you out cold.

**THE END - BETTER LUCK NEXT TIME**

24

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You take a few careful steps into the cave. No signs of life. You might be the first creature to discover this place! So you let your guard down.

That turns out to be a bad idea, because it turns out there actually is another creature here. A dinosaur! A hungry one!

**THE END - BETTER LUCK NEXT TIME**

25

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"I have indeed," you say, presenting the flask to the king. He pops the cork out and glugs the liquid down urgently.

And indeed, in the next moment, he looks significantly healthier! "I am restored!" he cries! "And you, hero, have saved the kingdom!"

Hey, good job!

**THE END**

26

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Summoning reserves of strength and endurance you didn't know you had, you drag yourself to the top of the cliff. You catch your breath before you take stock of your surroundings.

**If you try the rope bridge, turn to a random page.**

**If you venture into the jungle, turn to a random page.**