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| 1 | Introduction- Small farm in the middle of nowhere, you are a bored farmer |  |  |  |  |
|  |  | 2 | Go on adventure? |  |  |
|  |  |  |  | 3 | Farming description |
|  |  |  |  | 4 | Farm Ending |
| 5 | Travel out of the farm |  |  |  |  |
| 6 | Describe road and the excitement of adventure |  |  |  |  |
|  |  | 7 | Merchant - Buy Cow? |  |  |
|  |  |  |  | 8 | You now have to look after cow and cant adventure |
|  |  |  |  | 9 | Cow ending |
| 10 | Continue onwards |  |  |  |  |
| 11 | See something on the side of the road |  |  |  |  |
|  |  | 12 | Investigate or go to town? |  |  |
| 13 | Knights’ corpse |  |  |  |  |
| 14 | Pick up note explaining how he was sent to seal away a demon but now cant – sealing words “Close the god damn door” in latin or something |  |  |  |  |
|  |  | 15 | Follow notes directions or go to town? |  |  |
|  |  |  |  | 16 | Go to town |
|  |  |  |  | 17 | Stop a mugging |
|  |  |  |  | 18 | Small hero ending |
| 19 | Go towards notes location |  |  |  |  |
| 20 | Travel through woods |  |  |  |  |
|  |  | 21 | Safe path or overgrown path? |  |  |
|  |  |  |  | 22 | Get lost |
|  |  |  |  | 23 | Get found by witch |
|  |  | 24 | Live with witch? |  |  |
|  |  |  |  | 25 | Live with witch, similar to old farming life but now with company |
|  |  |  |  | 26 | Witch ending |
|  |  | 27 | Go back into woods |  |  |
|  |  | 28 | Find way out and go home |  |  |
|  |  | 29 | Mild adventure ending |  |  |
| 30 | Safe path was a good choice |  |  |  |  |
| 31 | Arrive at castle |  |  |  |  |
| 32 | Enter castle |  |  |  |  |
| 33 | Encounter Demon |  |  |  |  |
|  |  | 34 | Side with demon? |  |  |
|  |  |  |  | 35 | Demon gives you power |
|  |  |  |  | 36 | Evil Ending |
| 37 | Seal away demon |  |  |  |  |
| 38 | Find Treasure |  |  |  |  |
| 39 | Go home |  |  |  |  |
| 40 | True ending |  |  |  |  |