Introduction

*“A Brush With Death”* is a choose your own adventure style game, your only inputs are the number keys to choose which branch (decision) you wish to progress the story with. This game uses a checkpoint system, meaning that if you die, you will be sent back to the last checkpoint screen you saw.

(c) = continue main story

(b) = branch to alternative story

(e) = end story (reset)

1. Artillery falls from the sky, devastating the surrounding houses. “Get down!”, your commanding officer screams. The shockwave shatters the glass around you.
   1. Take cover. ***(c) 2***
   2. Run outside, away from the explosions. ***(e)***
      1. You died from shrapnel penetrating your chest.
2. The artillery stops, you and your squad get up and start moving. Infantry will start moving to take your position soon.
   1. Hold your position. ***(b) 4***
   2. Move to the woods for a concealed retreat. ***(c) 3***
3. Gunfire erupts as you reach the outskirts of town. Looking behind you, soldiers in woodland camo and yellow armbands climb over the rubble. “Take cover!”
   1. Run into the woods. ***(c) 5***
   2. Take cover in a building. ***(b) 4***
4. You and your squad take defensive positions within the building, waiting to get a good angle on the enemy.
   1. Set traps and move to the second floor. ***(e)***
      1. The traps take out a few enemy troops, but the soldiers throw grenades up to the second-floor window and kill your squad.
   2. Wait for contact. ***(e)***
      1. Your squad fends off waves of soldiers, but they eventually overrun you.
   3. Set traps and move to the forest. ***(c) 5***
5. The enemy soldiers fire at your squad as you run through the trees. The bullets crack overhead, and woodchips fly everywhere.
   1. Provide bounding suppression for your team. ***(c) 6***
   2. Keep running. ***(b) 6***
6. One of your squad-mates cries out in pain, “I’m hit!”
   1. Go to rescue him. ***(c) 7***
   2. Leave him and run. ***(e)***
      1. Your commanding officer tackles you and handcuffs you. “You either live with the squad or die on your own. There’s no place for deserters here.”
7. The enemy closes in as your medic treats the wounded soldier. They offer your squad the opportunity to surrender.
   1. Surrender. ***(c) 8***
   2. Open fire. ***(b) 8***
8. Before you can decide, a large mass of black fur and sharp claws pounces from the treetops onto one of the enemy soldiers.
   1. Take the opportunity to keep running, and help the medic carry your wounded squad-mate. ***(c) 9***
   2. Shoot the creature to try and kill it. ***(e)***
      1. Your bullets only seem to anger it as it lunges for you and kills you.
9. The sounds of the soldiers screaming fills you with fear as you run. You look around to take a head count of your squad-mates. Where’s Miller? He’s probably just a little bit you. You ask your squad-mate how far you should go; he says that the injured solider is losing blood quickly and needs emergency care.
   1. Find a somewhat secluded space to patch up the injured solider. ***(c) 10***
   2. Keep running and risk him dying. ***(b) 11***
10. You find a dip in the terrain to lay the soldier down, only to find that he has already died due to his injuries. The medic takes his dog tags. You look around and fail to find your commanding officer, Miller. He must’ve gotten killed too. You hear the howl of the beast, and it marks your que to start running again.
    1. Continue. ***(c) 12***
11. After a dozen minutes of walking the medic checks the pulse of the solider, he’s dead. The medic takes his dog tags and you help to find a safe place to put the body. Your squad keeps moving to escape the creature.
    1. Continue. ***(c) 12***
12. You come across few abandoned houses in the middle of the woods.
    1. Take refuge inside. (c)
    2. Keep going. ***(b) 13***
13. Your squad-mates start to take refuge and urge you inside as well. The structure seems sturdy enough and the sun is starting to set. Might as well get some rest while you can.
    1. Fin