

You wake up in a cave, not remembering how you got there. You wake up quite hungry with a knife by your side. A message on the cave writes "Leave at your own risk". Leave for food or play it safe and stay?

Leave— you get out quite easily and find yourself in a dense forest. You have no clue where you are, but there seems to be a fair amount of edible vegetation which may infer there are animals near by for hunting. Eat the vegetation or continue to adventure in hopes of finding animals?

Stay— you stay to avoid taking unneeded risks. You look around the cave due to curiosity and find a hole just big enough for you to fit through, evidently made by a human or a human-sized animal. Go in hole out of curiosity and desperation or remain in cave for safety?

Eat—you eat some berries that appear to be blueberries. Unfortunately these are faux-blueberries and actually contain lethal amounts of cyanide. You don't feel the effects immediately, but end up dying in just a couple hours. Go back to start.

Continue— you decide to continue on and end up catching a couple of rabbits and other smaller rodents. You collect some wood and make a fire to eat and survive. Return to the cave and plan on staying or continue moving through forest?

Stay— unfortunately you go insane due to your claustrophobia and become so anxious that you die of a stress-induced heart attack. Go back to start.

Go In— you go into the whole to find a family of elves living there, which probably explains the message on the cave wall and the small hole. The dwarves seem pretty friendly and invite you to stay, but claim to not know how you got into the cave. There is some mystery meat being served at the table, but you don't think twice about eating it due to your hunger. Stay with the dwarves or leave out of fear?

Return— a family of dwarves is there waiting for you, looking quite hungry. They approach you with malicious looking faces and pull out their knives. You pull out your knife in defense, but they are far superior with knife fights as they are faster and more agile. They kill you and cook you up for supper. Go back to start.

Continue— you continue and end up finding civilization. You figure out that you are in a rural area of Minnesota and you have gone missing. You shake off the entire situation and decide to return home without thinking twice. Congratulations, you have survived.

Stay— you stay with the dwarves and they seem to be treating you a little too nice. They offer you a warm bath, to which you don't think twice about. Without realizing it, you have been cooked up into a stew for them to consume. Go back to start.

Leave— they seem to be reluctant to let you leave because they don't seem to have visitors often. They reveal that they planned to cook you in a stew, but you seem cool enough to live with them. You decide to live with them in pursuit of a more prosperous, off-the-map life. Congratulations, you have survived.