

```

def choice1():
    lprint('a) *Go towards the water*
b) *Go towards the light*')

    answer = input().lower()

    if answer == "a":
        lprint("*You go towards the water*")
        choice1a()
    elif answer == "b":
        lprint("*You go towards the light*")
        choice1b()

    else:
        lprint("You can't do that.")
        lprint("Please try again.")

def choice1a():
    lprint("*The cave gets darker and darker the further you go*")

def choice1b():
    lprint("**")

Restart_Or_Quit()

```

Start:

???: "Wake up. Hey, wake up!"

You're startled awake by the strange voice.

You: "What—"

Your eyes are blurry from having just woken up and you're confused. After adjusting your eyes to the new lighting, you finally look at the owner of the voice that woke you.

You: "Who are you?"

You look around where you are. It looks like a cave of sorts.

The person looks back at you and smiles.

???: "I'm Ace."

They reach their hand out for you to shake.

Ace: "It's nice to meet you, traveler."

You confusedly shake their hand.

You: "Traveler?"

Ace smiles at you and nods his head.

You: "No, you must be mistaken... I-"

Ace: "You're the chosen one."

You: "Excuse me?"

Ace hands you a backpack.

Ace: "Everything you will need is in there, traveler. I wish you great luck."

Before you know it Ace has disappeared. You frantically look around the cave, trying to find something. You can hear water splashing on one end of the cave, but see some light from a different end. You...

A) Go towards the water.

B) Go towards the light.

Part 1 (choice 1A):

You go towards the water. The cave gets darker and darker the further you go. You decide to take a look in the backpack Ace gave you and find a torch. When you take it out you search for a lighter, but only find two rocks.

You: "Are you serious right now??"

You groan out of frustration.

You: "This has to be a dream. Wake up!"

You close your eyes and pinch yourself, but to no avail. When you open your eyes again you're still in the cave. You groan and get on the ground, holding the rocks and the torch.

After several minutes of struggle you're finally able to Light the torch. You put the rocks back inside of your bag in case you need them in the future and hold a firm grasp on the torch, letting out a deep breath.

You continue walking towards the water and find your way to a wall of rocks stacked on top of each other. You can see through the caps between the rocks that there's a waterfall behind the wall. You want to see it, but to do that you have to take this wall of rocks down. You...

- A) Decide to go back and see what's on the other side of the cave.
- B) Look through your backpack to see if you can find anything.

Part 2 (choice 2A):

You decide to go back and see what's on the other side of the cave. You walk and walk, but somehow can't make your way back to where you were before. You could've sworn you walked a straight line, but the cave seemed like a maze now.

The only way you could go was back to the wall. You sigh and walk back. Looking at the wall, you find a handle you can rest your torch on while you look through your backpack to find something that can help you in this situation.

When you put your torch on the handle, there's a clicking noise and a loud rumble. You walk backwards, away from the wall. Small rocks tumble from the pile and the entire wall collapses, making you flinch. Once the cave is back to quiet, you look up. The torch must've triggered the wall! You smile to yourself, happy with your accidental achievement.

You climb over the rocks and go outside. The light blinds you at first, but once you've gotten used to the brightness you stand there in awe. The waterfall is beautiful. And there's animals bathing in the water!

One of the animals spots you and makes its way towards you. It's not like any animal you've ever seen before. It's... almost indescribable. It looks like a small panther, but it has beautifully colored wings. And its tail and ears are extremely fluffy. You slowly reach your hand towards the animal, letting it sniff your hand first.

Ace: "Ah, I see you've found the Panthesus!"

You: "The what?"

Ace: "The Panthesus! The wonderful creature right here."

Ace leans over and picks the Panthesus up, stroking it's ears. He nudges you to pet it. You hesitate, but the fur looks so soft you almost HAVE to give in.

You: "Wow..."

Ace: "I know, right? They're wonderful. I'm happy to see you've made it out of the cave, traveler. You've proven yourself worthy of this quest, but from here on out it will only get harder. Will you accept your quest?"

You: "I-"

Ace: "Perfect! Your quest starts behind the waterfall. Follow me."

Ace puts the Panthesus down and walks towards the water, walking into it towards the waterfall. You don't want to get your clothes wet, but you need to make your way out of this world somehow. You follow behind Ace.

When you get through the waterfall, there's another cave. This one has a chest in the middle.

Ace: "Go on, open the chest."

You...

- A) Don't trust it and decide not to open it.*
- B) Walk up to the chest to open it.*

Part 3 (choice 3A):

You don't trust it and decide not to open it.

Ace: "You're going to need what's inside the chest to continue your quest."

You: "I don't even want to go on this stupid quest! I just want to go home!"

Ace stares at you for a second before he walks up to the chest and opens it himself. He takes out a sword that should never have been able to fit in a chest that size. It's like stuffing a dog inside of a chicken egg.

Ace: "Take this, you'll need it to slay The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast."

You: "WHY WAS KILLER IN THERE TWICE?!?"

Ace: "Believe me, it's a monster worthy of its name."

You: "YEAH BUT WHY IS KILLER IN THERE TWICE?? WHY IS THE NAME SO LONG AND HOW IS THAT WHAT IT'S CALLED?!?"

Ace: "It's a cold-blooded killer-"

You: "YEA, I KNOW! YOU KNOW HOW I KNOW?? BECAUSE YOU TOLD ME TWICE IN THE NAME!!"

Ace just chuckles and shoves the sword in your arms.

Ace: "Continue into this cave. I trust you'll find your way out."

Before you know it, Ace has disappeared again. You...

- A) make your way into the cave.
- B) Go back out from the water side and try to go somewhere from there.

Part 4 (choice 4A):

You make your way into the cave. The crystals and colorful rocks light up the cave for you. But even though it looks pretty, you're scared of the dangers of the quest ahead of you.

After a bit of walking you end up in a round room with three paths in front of you. You...

- A) go into the left path.
- B) go into the middle path.
- C) go into the right path.

Part 5 (choice 5A):

You go into the left path. The tunnel gets significantly darker which scares you. You're clutching onto your sword as you walk through. One of the stones you step on sink into the floor after you get on it. Having seen movies and played video games, you're scared of what will happen because of this.

The cave is almost suspiciously quiet and you're not sure if you should get off the stone or not. After several anxious minutes you decide to get off the stone.

The second you get off the stone, you...

- A) walk extremely slowly to avoid any traps that may lie ahead.*
- B) make a run for it to avoid any traps that may be right where you are.*

Part 6 (choice 6A):

You walk extremely slowly to avoid any traps that may lie ahead. Sadly for you, this was the wrong option! You fucking died.

(either restart or quit the game)

Part 6 (choice 6B):

You make a run for it to avoid any traps that may be where you are. As you're running, the walls start closing in on you. You can see an exit ahead of you and you start sprinting. You run and run and... you make it! You've made it out of the tunnel, but not yet out of the cave.

You can hear thunder rumbling from outside. Or is it on the inside? It's so clear that it feels like it is. You walk further into the cave and hear a weird noise. You look around you, but there's nothing there. As you keep walking, you keep hearing the noise. It's like something is chasing you. Or someone...

After a couple of very anxious minutes, the noise just disappears. You figure it was all just in your head and you have nothing to worry about, but you can't be sure.

After another minute of walking, the noise returns. This time louder than before. You...

- A) turn around to try and find the source of the noise.*
- B) make a run for it and try to find the exit as quickly as possible.*

Part 7 (choice 7A):

You turn around to try and find the source of the noise. As you walk back into the cave, you notice all the rocks and crystals that were shining brightly before had all been dimmed to leave an ominous light.

As it's dark and scary, you wonder if you should continue on with this. But knowing the quest ahead of you, you figure now's not the time to be scared. You should find this monster so you can make your way out calmly. Plus it would be good preparation for the final boss, right?

- A) You change your mind. This is too scary. You make a run for it anyway.
- B) It'll be good preparation, you should try to find this monster!

Part 8 (choice 8A):

You change your mind. It's way too terrifying to try and find a monster. You don't know how strong it is! You turn back around and start sprinting down the cave, hoping to god you'll find the exit soon. You see a light from a corner and follow it, eventually finding your way out. Ace is standing right by the exit, waiting for you.

Ace: "Well, that took you long. You're going to have to be faster if you want to finish this quest successfully."

You: "Are you serious?? There's a monster in there and like a million different halls!! It was like a maze in there!!"

Ace just shakes his head at you.

Ace: "Did you at least kill the monster?"

You: "What??"

Ace: "The monster. Did you kill it?"

You: "WAS I SUPPOSED TO??"

Ace: "Of course, you were supposed to! How can the chosen one be so... cowardly? Get back in there and slay the monster!"

You: "I DON'T WANT TO--"

Ace: "If you want any chance of making your way out of here, you HAVE to! Go!!"

Ace practically pushes you back into the cave.

Ace: "AND WHATEVER YOU DO, DON'T USE THE SWORD!"

You: "DON'T USE THE SWORD--"

When you turn around to argue with Ace, he's gone.

You: "HE HAS GOT TO STOP DOING THAT!"

Seeing as you can't use the sword, you have to find a different weapon. You reach into your backpack to try and find something that you could use. You find a bottle with a strange liquid and a dagger. Which one do you use?

A) The strange liquid.

B) The dagger.

Part 9 (choice 9A):

You put the dagger back inside of your backpack and hold the liquid. It's purple and sparkly. It's mesmerizing and you find yourself having the strong urge to smell the liquid.

You take the cork out and take a whiff. Almost immediately after you start to get dizzy. Your thump against the cold ground. You blink slowly as your vision blurs. Right before you pass out, you see something approaching you. Is this really how you'll die?

...

You wake up several hours later with Ace sitting in front of you.

Ace: "Finally, you're up."

You: "What happened..?"

Ace: "You made a rookie mistake and passed out. I had to go in to save you."

You: "Oh..."

Ace: "I expect you learned a lesson from this and you won't make a mistake like this again. Now get up, you need to continue with your quest."

You: "I don't think I can... I'm not 'the chosen one' I'm just +input name. I can't slay some monster..."

Ace: "It's adorable that you think you have a choice, darling. Now get up!"

Ace grabs you by the shoulders and stands you up, shoving the sword in your hands once again.

Ace: "Sadly, I do have to cut your quest short. You have to slay The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast right now."

You: "RIGHT NOW-"

Ace: "You can do it! I believe in you- Well, honestly, I don't, but you don't have another choice."

- A) Go slay The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast.
- B) Kill Ace.

Part 10 (choice 10A):

You give in and decide to go slay The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast. You make your way through a forest, holding the sword in front of you as protection.

When you get deeper into the forest, you hear a strange noise.

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "WHO DARE DISTURB MY SLEEP?!"

The mysterious deep voice sends shivers down your spine. You tremble as you continue walking.

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "WHAT'S THIS? A MERE HUMAN DARE ENTER MY FOREST?!"

You: "A-Ace sent me!"

You hear banging noises all around you and you stop in your tracks, circling around yourself. You're sweating and

absolutely terrified of what this monster could look like. Not to mention what it could do to you.

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "ACE?? AGAIN?? GOD, HE WILL NOT LEAVE ME ALONE!"

You: "I- I have to slay you! Come out from where you're hiding!"

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "YOU DARE CHALLENGE ME? A MORTAL HAS THE GUTS TO CHALLENGE ME?? HAHAAHHAHA! PERFECT, I'VE BEEN BORED FOR AGES! YOU'LL FIT IN PERFECTLY WITH MY DINNER!"

A big shadow casts over you and loud footsteps approach you. You're terrified out of your wits. Once the footsteps stop, you look around. You can't find anything.

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "DOWN HERE! I'M RIGHT HERE!!"

You look down and before you stands the tiniest little hamster-like being.

You: "YOU'RE The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast??"

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "OF COURSE, I AM!!"

You hold the sword firmly. This should be a piece of cake, right? Slaying a tiny little hamster like that?

You: "I have to kill you!"

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast: "HAHAHHA! I'D LIKE TO SEE YOU TRY!!"

You swing your sword at The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast but it avoids you.

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast multiplies. Then multiplies again. And again. And again! Over and over until there's thousands of him!

You: "W-what are you doing?? Stop that!!"

The Cold-Blooded Iron Killer Bloodthirsty Icy Horror Crowned Killer Beast and his copies start climbing on you. There's so many that you're drowning in them.

*You reach your hand out, trying to get out from underneath them, but to no avail.
You drowned in The Cold-Blooded Iron Killer Bloodthirsty Icy
Horror Crowned Killer Beasts.*

(either restart or quit the game)

Part 10 (choice 10B):

You grip the sword in your hands tightly. You grin and hold the sword threateningly in front of Ace.

You: "And what's to stop me from killing you, huh?? I can just kill you right now!"

Ace laughs at you and holds his arms open as if he's giving you a hug.

Ace: "Do it then~"

*You yell as you slam your sword into Ace's stomach. He chuckles and blood comes out of his mouth.
He falls to his knees, chuckling.*

You get an aching pain in the pit of your stomach. When you look down you're bleeding. You fall to the ground, gripping onto your stomach.

You: "What..."

Ace: "You killed yourself."

You can hear the faint sound of laughter as you pass out.

(either restart or quit the game)

Part 9 (choice 9B)

You put the strange liquid back inside of your backpack and firmly grasp the dagger. You carefully walk through the cave. The deeper you go the darker the cave gets. The sound you heard before gets louder and louder. You find a tunnel in the cave. Is that where the sound is coming from?

- A) Enter the tunnel.
- B) LEAVE LEAVE LEAVE-

Part 30 (choice 30A):

You take a deep breath and enter the tunnel. The floor feels soft against your shoes and it sounds a little wet. You can't see anything and end up bumping against something warm and disgustingly wet. You take a step back, wiping your face.

You: "What the fuck..."

You hear a loud growl. As if it's coming from inside of you. But then you realize where it is coming from...

You quickly run back towards the exit, but it's too late. The exit is sealed shut. You're stuck inside the monster's mouth. Forever.

(restart or quit)

Part 30 (choice 30B):

You quickly turn around and run back towards the exit, but it feels like a maze. You can't find your way back. You don't recognize anything but at the same time all the hallways look the same to you. You run and run but no matter what way you go, you end up in the same place. In front of the tunnel. There's only two choices here.

- A) Kill yourself before the monster does.*
- B) Go into the tunnel.*

Part 31 (choice 31A):

You decide to take matters into your own hands. You take the dagger and slice your throat. It starts spraying like a water fountain. You fall down to the ground and bleed to death.

(restart or quit)

Part 31 (choice 31B):

You walk into the tunnel. It's dark and you hear growls come from multiple parts. You're scared to even continue walking.

Before you know it you're attacked from left and right. What are these?? Alligators???

You're eaten alive by the alligators.

(restart or quit)

Part 8 (choice 8B):

You muster up all the courage you have and look for the monster. You look for several minutes, but it almost seemed to have disappeared. You turn around and there's a fur wall in front of you. But it's not a wall...

You look up and up until you finally find a face. It's... really ugly.

It seems to not even notice you. You...

- A) try to get its attention.*
- B) try to walk past it unseen.*

Part 32 (choice 32A):

You: "HEY, DOWN HERE!"

*The monster looks down at you and grabs you, easily picking you up off the floor.
It growls angrily at you, leaving you drenched in its saliva.*

You're so disgusted your body physically recoils and you'd rather be dead than in this stinky situation.

You: "I-"

Before you can finish your sentence the monster eats you.

(restart or quit)

Part 32 (choice 32B):

You attempt to walk past it unseen, but the monster is so physically massive it's impossible to pass by it without touching it. You try to go between its legs, but it starts moving and you get crushed between its thighs.

(restart or quit)

Part 7 (choice 7B):

You turn around and try to find the exit. You try and try, but the exit seems to have disappeared. It seems like every time you turn the cave changes shape. Hallways are moving to different places. But is it actually happening or are you just paranoid?

Part 5 (choice 5B):

This tunnel is covered wall to wall in crystals, almost blinding you.

Part 5 (choice 5C):

Part 4 (choice 4B):

You don't want to go into another cave so you try to go back out from where you came in. You reach your hand through the water, but it won't go through. It's like a barrier is created. You try your best to push through, but to no luck. Your only option is to go into the cave. Or...

A) Look through your backpack to find something to get out through the water.

B) Just go into the cave.

Part 34 (choice 34A):

You take off your backpack and look through it. You find a weird-looking watch. Aside from that you don't see anything in the bag. You put on the watch and look at it. It has weird names on it. You click on one and look around you. Nothing seems to have changed.

You try another button and suddenly the cave starts to melt. At an immensely fast pace. Everything around you is melting.

It looks like not only the cave is melting... EVERYTHING is melting! Including you! You feel your body going limp and you start to sweat. You've turned into a puddle.

(restart or quit)

Part 34 (choice 34B):

You decide to just go into the cave.

(continues to choice4a)

Part 3 (choice 3B):

You hesitate a little, but your curiosity wins over you. You walk up to the chest. You want to open it, but it's locked. You turn to look at Ace, confused.

You: "It's locked."

Ace: "Oh, my bad. Let me just--"

Ace searches his pockets, trying to find the key to unlock the chest with. While he's searching his pockets, an ice pick falls from the ceiling and pierces right through Ace's skull. He falls on the ground.

You: "Ace!!"

You run towards him and dramatically hold him in your arms.

Ace: "You... have to continue the quest... without me..."

You: "No! No, just send me home! Please just send me home!"

Ace puts his hand on your cheek and smiles, blood seeping out of his mouth. He pulls you closer to his mouth and whispers.

Ace: "You're stuck here now."

- A) Try your best to continue with the quest.*
- B) I would rather die than stay here.*

Part 33 (choice 33A):

You sigh and decide to go on with your quest. What else can you do? You continue searching Ace's pockets for him and find the key. You go up to the chest and open it, but it's... empty. You look around the cave. The entire world seems to be collapsing. It's distorting. Was Ace the only thing keeping this world together? Was this world ever even real? Are you waking up from a dream?

(restart or quit)

Part 33 (choice 33B):

You pull the icicle out of Ace's head. You'd rather die than go on a quest that could go on forever. Especially without a guide to help you.

You take a deep breath then stab it through your stomach. You fall on top of Ace and you die together.

(restart or quit)

Part 2 (choice 2B):

You look through your backpack to see if you can find anything. You find a pickaxe and you sigh, putting down your torch. You grip the pickaxe and fling it at the wall a couple of times. After a couple of swings the wall crumbles down. You walk through the hole you've created and end up outside.

In front of you is a waterfall, but something is slightly off about it. The air is grim and it feels like a broken world is in front of you. You...

- A) approach the waterfall.
- B) try to find a way around it.

Part

Part 1 (choice 1B):

You go towards the light. The tunnel gets smaller as you approach the end of it. At the end of the tunnel you see a

small door. It's an Alice in Wonderland situation. You look around the room and find two potions. A green one and a red one. You...

- A) drink the green one.
- B) drink the red one.

Part 11 (choice 11A):

You drink the green potion. You feel yourself getting smaller and smaller until you're the size of the door. You walk up to the door and open it. Once outside you're in an ice cold place. You shiver as you walk through the blue and white area. You...

- A) follow the path.
- B) wander around.

Part 12 (choice 12A):

You follow the path and end up at a cabin. Icicles are hanging from the roof and there's snow all around. It seems abandoned, but you can't be too sure. You can't reach the door handle, so you find a different way in. You...

- A) try to find an open window.
- B) go in from underneath the door.

Part 13(choice 13A):

You try to find an open window. As you're looking, you find a ladder that reaches the roof. You start slowly but surely climbing the ladder, careful not to slip down due to your small size. You make it up to the roof and climb up to the chimney. Should you jump through it?

- A) Yes.
- B) No.

Part 28 (choice 28A):

You take the risk and jump through the chimney. But you didn't notice the fireplace poker until too late. You're impaled on the edge and die almost instantly.

(restart or quit)

Part 28 (choice 28B):

You'll find another way in. You want to make your way back down off the roof, but slip and fall. You somehow end up on the one place of pavement without snow and bash your head in. You died.

(restart or quit)

Part 13 (choice 13B):

You go in from underneath the door. You struggle quite a bit, but succeed in the end. Sadly, your shirt got caught on the bottom of the door and you now have a big hole on your back. You...

- A) try to find a replacement shirt.*
- B) don't care.*

Part 14 (choice 14A):

You try to find a replacement shirt. Looking around the room you see a barbie doll house in the corner of your room. You run up to the house and enter through the door. Inside you find yourself in a bright and nicely decorated living room. You go up the stairs and find a barbie doll sitting on the toilet. You sigh, but you can't find a better option. You...

- A) strip the barbie and steal her shirt.*
- B) just continue your quest with a ripped shirt.*

Part 15 (choice 15A):

You grab the barbie and steal her shirt. It's a bit loose on you, but it's currently the best you can do. You get out of the dollhouse and are greeted by a very angry looking goose. It's staring right at you, screech. Your eyes widen in fear. You...

- A) go back inside of the dollhouse and hide.*

B) run towards the dining table.

Part 16 (choice 16A):

You go back inside of the dollhouse to find a hiding place. You get up to a bedroom and hide in the closet. You can feel the house rumbling and shaking as the angry duck bumps against it. The house snaps in half and you fall out of the closet. You're now on the floor , trembling in fear as the dog growls at you. Before you can even begin to react, the duck grabs you and eats you.

(either restart or quit)

Part 16 (choice 16B):

You run in the direction of the dining table. You need to find a place to hide where the goose can't get to you. Your eyes move to the kitchen. You could hide underneath the fridge. OR you could fight the goose! You...

- A) sprint to the kitchen and slide underneath the fridge.
- B) try to find something to fight the goose with.

Part 17 (choice 17A):

You sprint to the kitchen and slide underneath the fridge. It's dusty which makes you sneeze a couple of times. You can see the duck approaching the kitchen, but it doesn't seem to know where you went. After a minute it waddles away. You slowly crawl back out from underneath the fridge, but you have to be cautious. The duck could come back at any moment. You...

- A) look around in the kitchen.
- B) look around in the dining room.

Part 18 (choice 18A):

You look around in the kitchen. You struggle to open one of the cabinets. Once it's opened you make your way inside. It's filled with different potions and pots. You find a potion you recognize. It's the red potion you had earlier! Or an exact replica. You...

- A) grab the potion and drink it.
- B) don't risk it.

Part 19 (choice 19A):

You grab the potion and drag it out of the cabinet. You're somehow able to get the cork out of the bottle and tip it over, taking a sip. You watch as the kitchen gets smaller and smaller until it's normal-sized. You've grown back to your regular size. You...

- A) go find the goose and fucking kick it.
- B) leave the cabin.

Part 20 (choice 20A):

You go into the living room to find the goose. Once you find it, you and the goose make intense eye contact with each other. You grin at the goose and run towards it at full speed, kicking the everliving shit out of it. Afterwards you leave the cabin.

Once outside you're met with a gothy-looking person. They look you up and down and you do the same to them.

- A) "Uhm... hi?"
- B) Walk away.

Part 21 (choice 21A):

You: "Uhm... hi?"

???: "Who are you? What are you doing here?"

The gothy-looking person holds a potion in their hand threateningly.

You: "I'm nobody! Nobody at all. I just... need to make my way to--"

Ace: "He's with me."

You look behind you and there stands Ace. He smiles at you then wraps his arm around your shoulder.

Ace: "Come on, buddy. We've got a quest to continue."

Without saying another word to the gothy-looking person, Ace pulls you away from them. You look behind you at them as you walk off. The gothy-looking person is looking at you with almost murderous intent.

You: "Ace-"

Ace: "Don't look back. Look in front of you. How did you get here?"

You: "I just followed the path..."

Ace takes you way away from the cabin before saying another word to you.

Ace: "I need you to listen to me carefully, okay?"

He grabs your shoulders, staring into your soul. You nod at him.

Ace: "The person you just met was Luna. She owns this place. You can't just wander around in her area, you understand? But speaking of her... You're going to have to-"

You: "You want me to kill her??"

Ace: "No! I need you to kill the one she cares most about."

You: "And who's that?"

Ace: "It's... her duck."

You: "Her duck...? I.. I've already killed her duck-"

Luna: "YOU KILLED HER!"

The air gets grim and Luna angrily stands behind you. Before you know it everything turns black. You're dead.

(either restart or quit the game)

Part 21 (choice 21B):

You ignore the gothy-looking person and try to walk away from them. Sadly, you're not lucky enough to have them just ignore you. They grab the collar of your shirt and pull you back.

???: "Don't make me repeat myself, mortal."

You gulp and don't say a word. You blink and can no longer open your eyes. You died.

(either restart or quit the game)

Part 20 (choice 20B):

You decide not to be petty and just leave the cabin. Once outside you're met with an angry-looking goth.

???: "Why were you in my house?"

You: "S-sorry, I'm lost..."

???: "Who sent you, huh?"

They back you up and you take steps back inside of the cabin.

You: "I- I'm just looking for Ace-"

???: "Ace, huh? That asshole never learns to mind his own business. Listen to me carefully. I'm going to give you two options. Either turn against Ace and help me get rid of him or die. Your pick."

A) Turn against Ace.

B) Let the goth kill you.

Part 23 (choice 23A):

You: "I'll help you get rid of Ace."

Ace: "Oh you will, huh?"

Your breath hitches. Ace is standing right behind you.

You: "I- I just said that-"

Before you can finish your sentence your sight turns dark. Ace has killed you.

(restart or quit)

Part 23 (choice 23B):

You: "Kill me..."

Luna: "As you wish~"

Luna slams her hand into your chest, creating a cavity. She pulls her hand out and is holding your still thumping heart. You fall to your knees. Luna gets on her knees in front of you and whispers in your ear four words. 'You wished for this.' Are the last words you hear before she gives you a light push. You fall on the snow, looking up at the sky as the life drains out of you.

(restart or quit)

Part 19 (choice 19B):

You decide not to risk it and continue looking through the cabinet. You bump into one of the potions and it explodes. You died.

(either restart or quit the game)

Part 18 (choice 18B):

You look around in the dining room. You find a large ring sitting next to one of the table legs. Or maybe it's a regular size ring. There's an engraving inside of the ring. It reads 'Luna Bushida; warrior for life'. You wonder if this Luna is the owner of this house.

As the ring is too heavy to drag around with you, you decide to leave it and keep looking.

- A) Go to the living room.
- B) Go upstairs.

Part 25 (choice 25A):

Uh oh! Have you forgotten where the goose was? The goose grabs you by the leg with its mouth, flinging you around until your

leg is chomped off. You're crying in pain, desperately trying to get away from this murderous goose.

But you're too slow. The goose finds you again and eats you whole.

(restart or quit)

Part 25 (choice 25B):

You find the staircase and start to climb it. It's more of a ladder than a staircase, so it's awfully steep. Your hands get sweaty the further up you are. You end up slipping and sliding down the ladder. The goose hears the thump and before you can react you're eaten.

(restart or quit)

Part 17 (choice 17B):

You try to find something to fight the goose with. You find a toothpick on the ground and hold it in front of the goose.

You: "ENGARDE!!"

The goose frowns at you then screeches. It comes at you, wanting to eat you. You attack the goose with the toothpick and hit it in the eye. It screeches again and takes two steps away from you. You...

A) stab the goose again.

B) throw the toothpick at the goose and run away.

Part 22 (choice 22A):

You wait for the goose to approach you again then stab it in its other eye. After that the goose runs away from you. You let out a relieved sigh and continue looking around the house. Your eye catches something shiny on top of the coffee table.

As you approach it you notice it's a ring. You reach into your backpack and take out a catapult. You can either use the catapult or try to climb on the table. What do you do?

A) Use the catapult.

B) Climb the table.

Part 24 (choice 24A):

You set up the catapult to use it. You get ready and stand against the elastic, pulling it back as far as you can. When you finally let go, you realize you didn't angle the catapult correctly. You're shot straight forward and splatter against one of the table's legs. You died.

(restart or quit the game)

Part 24 (choice 24B):

You put the catapult back inside your bag for future use and decide to climb the table. You try your best to keep balance.

Sadly, you slip and fall to your death.

(restart or quit the game)

Part 22 (choice 22B):

You throw the toothpick at the goose and sprint as fast as you can in the opposite direction. Luckily, the goose doesn't follow you. But as you're running, you're picked up and are floating in the air.

???: "Ugh, I hate bugs."

You're thrown outside of the window and fall on the snow. You can't see over the snow, so you can't see the foot about to step on you until it's much too late. You're crushed to death.

(restart or quit)

Part 15 (choice 15B):

You sigh and shake your head. You can't steal a barbie's shirt. You'll just have to deal with your ripped shirt. You exit the barbie house and are met with a very angry looking goose. Before you know it, it starts attacking you. You...

- A) run left.
- B) run right.

Part 29 (choice 29A):

You attempt to run left, but the goose is much faster and much bigger than you. It's beak covers your body whole and he swallows you at once.

You suffocate inside of the goose's stomach.

(restart or quit)

Part 29 (choice 29B):

You try to run left, but the goose steps on you. Your head is crushed between the goose's foot and the floor. You died.

(restart or quit)

Part 14 (choice 14B):

You don't care and just continue with your quest. But, what is your quest exactly? Right as you confusedly look around, Ace pops up.

Ace: "How's it going? Why are you so small?"

He picks you up and sits you on the palm of his hand.

You: "I drank a potion."

Ace: "Ohh, I can help with that."

Ace walks into the kitchen and puts you down on the counter. He looks around some cabinets and pulls out a red potion.

Ace: "This should do the trick."

He opens the bottle and hands it to you. You look at him suspiciously but agree to drink it. Right after drinking it you start to grow and grow. You grow almost endlessly. And fast! You keep growing until your head hits the roof and it becomes hard to stay compact. You accidentally burst a pipe

that was in the ceiling. You don't even notice Ace leaving the kitchen.

You: "Where are you going?? Help me!"

Ace: "So I can die with you? No thanks~"

He takes a lighter out of his pocket and throws it behind his back as he's leaving.

You burn along with the house and die a slow and painful death.

(restart or quit

Part 12 (choice 12B):

You wander around for a bit and end up at a frozen over pond. There's blue and white frogs hopping over it, slipping every once in a while and sliding around which you find funny. You approach the pond and put a foot on it, scared to add your second foot. But it seems secure enough.

- A) Get on the pond.
- B) Don't risk it and continue wandering.

Part 26 (choice 26A):

You get on the pond and slide around for a while. It's going surprisingly well... almost suspiciously well. Until a frog jumps on your chest and you slip and fall backwards.

The ice begins to crack and you can't move.

- A) Try to get on land.
- B) Stay in Place.

Part 27 (choice 27A):

You try your best to get on land, but to no luck. The ice cracks more and you fall through. You can swim, but it feels like something has grabbed you and dragged you down into the water. You're not even able to catch a last breath before you sink into the pond. You drown to death.

(restart or quit)

Part 27 (choice 27B):

You stay in place, trying your best not to make a move. But an asshole frog jumps on top of you, causing another crack in the ice. Suddenly a bunch more frogs jump on you. It's like they're doing it on purpose to try and kill you!

The ice fully breaks and you fall into the pond, sinking deeper and deeper no matter how much you try to swim upwards. You look down and the frogs somehow have gotten a hold of your clothing and are dragging you down into the pond.

The frogs drowned you to death.

(restart or quit)

Part 26 (choice 26B):

You decide not to risk it and continue wandering the land. You hear some rumbling from what feels like far away. When you look up you notice a huge tree shaking. Is it falling? Before you know it, the tree is falling towards you. You're unsure of what to do. Do you run? It's probably too far away to hit you anyway, right?

You spent too much time thinking about what to do. The tree has fallen on top of you and killed you.

(restart or quit)

Part 11 (choice 11B):

You drink the red potion. You start getting bigger and bigger, your clothes luckily growing along with you. You bump your head against the top of the cave and the cave starts rumbling. You're getting too big for the cave. So big that the wall starts breaking. You keep on growing until you practically reach the land of the giants. You find yourself unable to breathe. Your limp body flails down on the land and you break the matrix. But you can't explore it because you died.

(restart or quit)