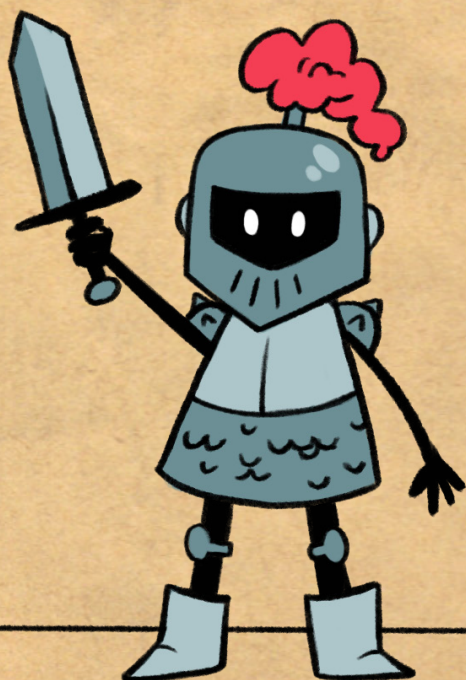
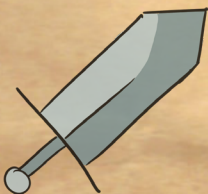
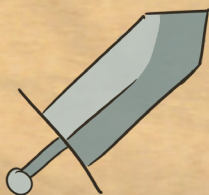
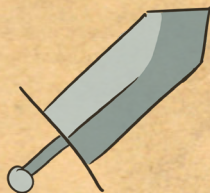
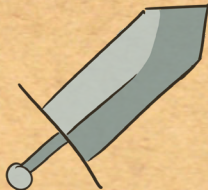
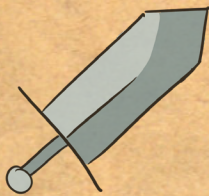


Kingdom Capers

A multi-ending adventure booklet
by Mak and Robbyn







How To Play

W elcome to Kingdom Capers!

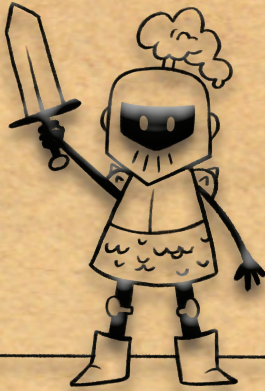
Do not read this book straight through!
Each page is a different part of an
adventure.

As you read, the story will prompt you
to make a choice.

Follow the instructions after each choice
to forge your own unique adventure!

Have fun! Or don't. The choice is yours!

You are a knight in a fantastical realm.

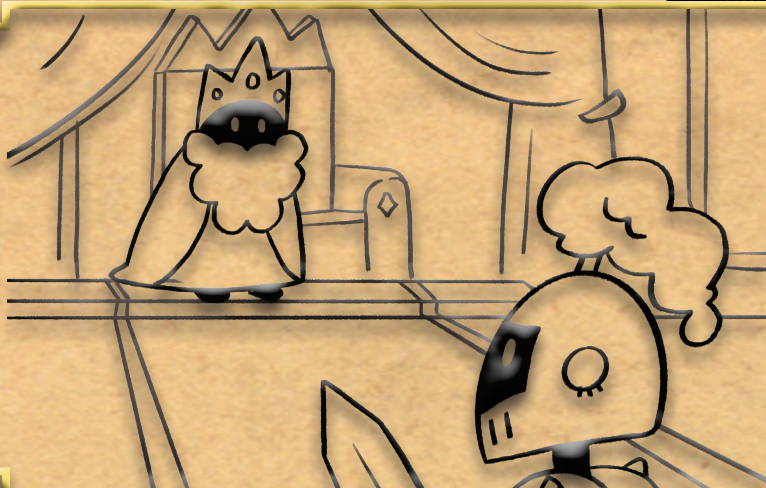


Today is a gorgeous day outside. The King has asked to see you at some point today, but the day is so nice that a trip to the village market sounds great. Where do you go first?

Report to the King, go to
page 2.

Visit the village market,
go to page 3.

You report to the King.

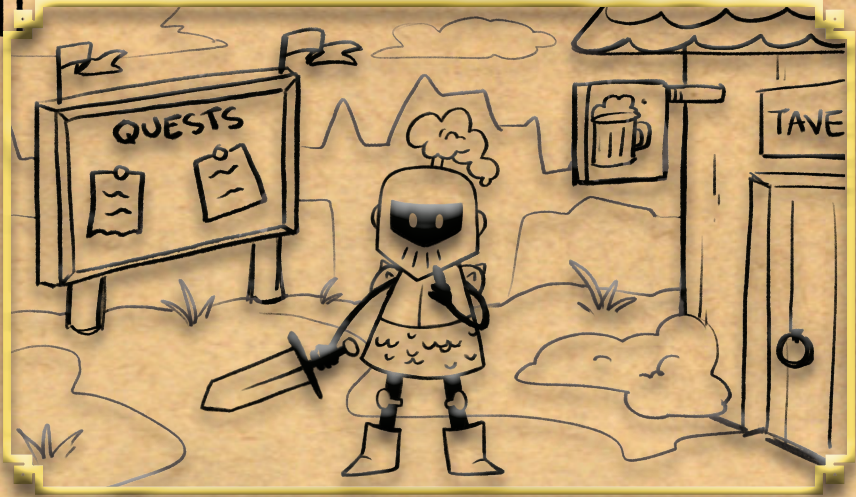


His Royal Highness requests you visit a possible alliance today. There are two kingdoms you can visit, one with another Knight your age, and one with a beautiful Princess your age. You may choose who to visit today.

Meet the Knight, go to
page 5.

Meet the Princess, go to
page 4.

You visit the village market.



The vendors are offering wares, the townsfolk are happily shopping. In the middle of the square is the quest board with plenty of fun adventures to go on. The music coming from the tavern is exciting and everyone there seems to be so happy.

Check out the quest board, go to page 35.

Go to the tavern, go to page 36.

You meet the Princess.

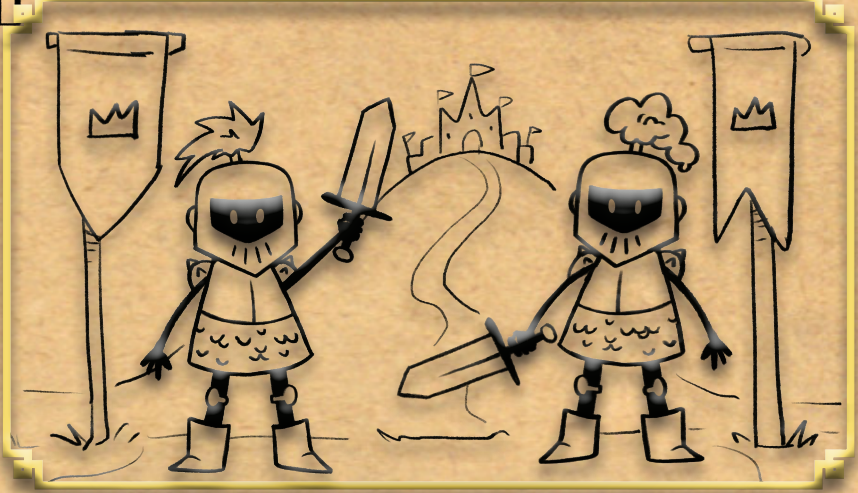


She is even more beautiful than the King told you. She seems so cool sitting on her throne. You remember that you are here to secure an alliance for your kingdom. How do you do that again? Oh! You could marry her. Or...maybe just ask for an alliance.

Ask for her hand in marriage, go to page 6.

Ask for an alliance, go to page 7.

You meet the Knight.



He greets you excitedly, happy to meet a fellow knight. There are so many things he wants to do with you! He'd really love to spar, as he hasn't had an opponent with his status in a long time. He also just heard of a quest to find a dragon. He's sure you can handle it.

Spar, go to page 21

Quest for the dragon, go
to page 29.

You ask for the Princess's hand in marriage.



She only just met you! She doesn't even know your name! There's no way she's going to marry you. Great job! You just offended the beautiful Princess and lost a possible ally. How will you cope with this failure?

Go to page 36.

You asked the Princess for an alliance.



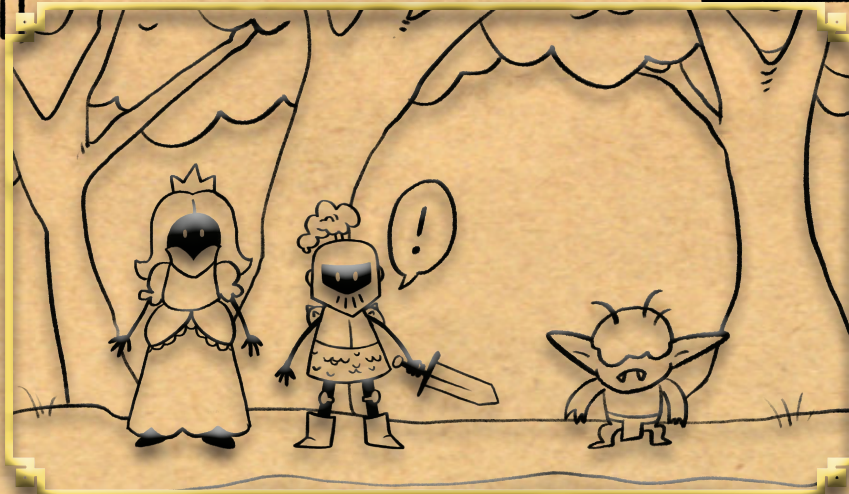
She agrees, if you go on a quest with her.

She is looking for the Holy Grail. This alliance is important to you, so you agree. Great! You depart immediately. You come to a fork in the road where the map is a little unclear.

Take the left path, go to
page 15.

Take the right path, go to
page 8.

You take the right path.



The trail through the woods is pleasant and you get along with the Princess quite well. It seems like you're actually going to be great friends. You're making great conversation and she seems-BAM! A goblin has just jumped in front of you. He looks really angry.

Run, go to page 9.

Fight, go to page 10.

You run.



In your haste, you left the Princess behind. You look back in time to see a blast of fire and the Princess nowhere in sight. Oh no!

You just let the Princess die! But there's still an angry goblin behind you that you need to escape. When you return to the castle, her parents send you to the dungeon.

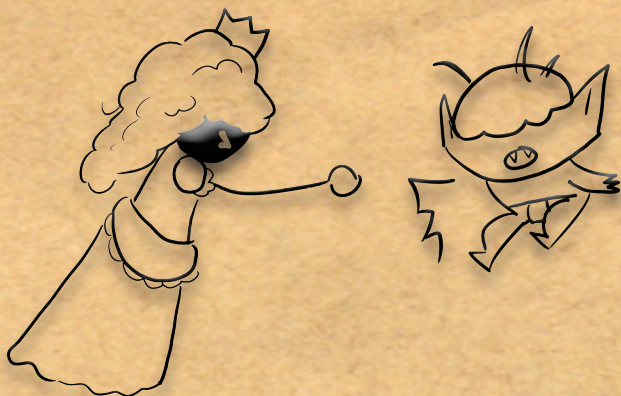
The dungeon is small, but if you work at it enough, you can escape through the window.

A guard catches you trying to get away!

Accept your fate, go to
page 12.

Continue the escape, go
to page 11.

You fight.



As it turns out, the Princess fights better than you. Together, you defeat the goblin easily. With that out of the way, the rest of the quest is easy. You find the Holy Grail together and it's incredible. You bring it back to her kingdom to celebrate. The Queen asks you to tell the story of your great quest. You want to impress the Queen with your story, and it's a little embarrassing that the Princess fights better than you. You could take credit for finding the Grail, or you could credit the Princess her dues.

Take the credit, go to
page 13.

Credit the Princess, go to
page 14.

You are on your own.



There is nobody around and you cannot go back. If you return to your King, you will face punishment. The regret and the fear you feel keep you from returning to society. You live the rest of your life as a hermit alone in the woods.

END

You are locked up.



You accept your fate, you know you have
done wrong and deserve this punishment.
You live out your sentence.

END

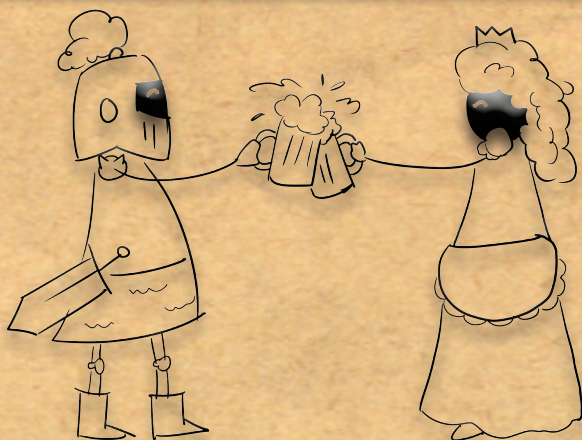
You have upset the Princess.



You should have known better! The Princess rears back and begins to...look funny? Oh! Oh no! What's happening... oh dear! The princess has morphed into a dragon. And she is not happy. You raise your sword to fight her, ready for this battle. But knights are never a good match for a dragon, and in one little POOF the Princess has burned you to a crisp.

END

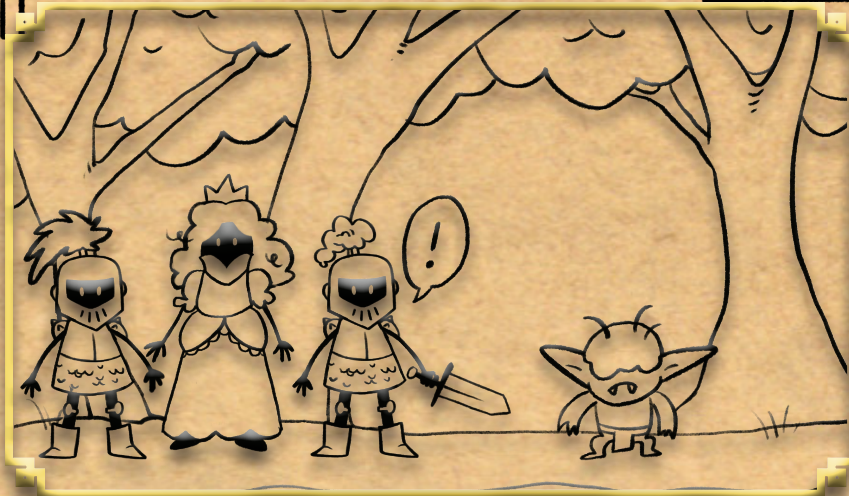
You credit the Princess.



Everyone loves your story and they host a huge celebration with a giant feast and dancing to honor your new alliance. You have done a good job. You return successfully to your kingdom and are honored by your people. Now that you're back, you have some free time.

Return to page 1.

You take the left path.



You come across another Knight in the woods. He's fighting a goblin and looks like he could use some help. Together, all three of you fight off the goblin. You're all a bit battered. You have some nasty scrapes, the other Knight's wrist is aching, and the Princess has banged her elbow pretty badly. Your wounds aren't dire, but they could get worse if they go untreated. You could look for a healer, or finish the quest first.

Look for a healer, go to
page 16.

Continue the quest, go to
page 17.

You look for a healer.

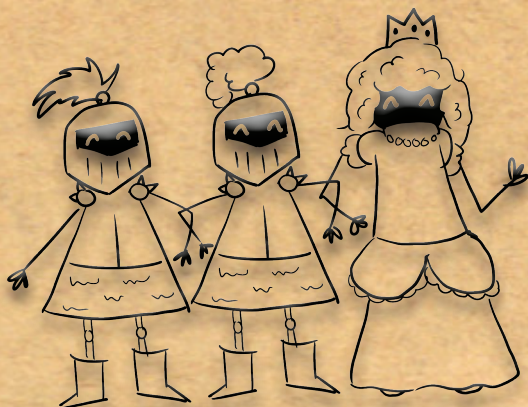


Magically, in the middle of the woods, you found one. The physician gives everyone a funky smelling potion that's supposed to cure all ills. It tastes weird, and now the room is spinning, but you don't hurt anymore. That's good!

You die of medical malpractice.

END

You continue the quest.



As the path winds along, everyone falls into comfortable conversation. These people are so cool to hang out with! The Knight is a lot like you, and the Princess is so glad to have friends her age to talk to. After a while, the Knight stops. There's smoke curling above the trees over there! But the map says to go the opposite way.

Follow the smoke, go to
page 53.

Follow the map, go to
page 22.

You spare the cultist.

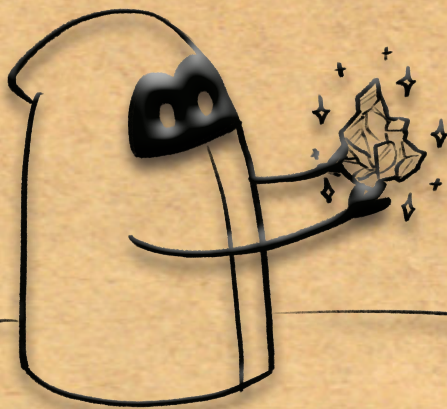


He is incredibly grateful and offers you a reward if you let him go. He's a cultist, so he might be dangerous. And you just killed all his buddies, so leaving him here could be a threat to you. But...that reward does sound tempting.

Kill him, go to page 59.

Accept the reward, go to page 19.

You accept the reward.



He is so delighted that you accepted, and excitedly pulls something from his robes.

A crystal! How beautiful. It draws you in, so tempting, so alluring. How nice it must be to have such a lovely crystal. You really want it. A small voice in the back of your head reminds you that this is a cultist in front of you. Maybe the crystal is dangerous. Even though it's really pretty.

Take the crystal, go to
page 61.

Smash the crystal out of
his hand, go to page 40.

You find the Holy Grail!

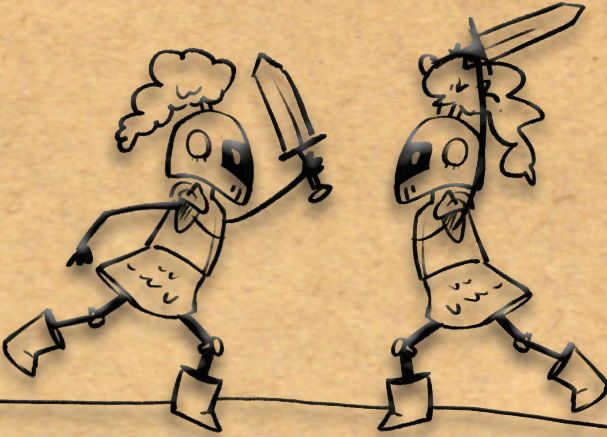


It's...underwhelming. There's rust on the edges and the jewels are crusty. It isn't even shiny! But, this is definitely it. You've done what you came here to do.

And really, the adventure was worth it, because you've met some really cool people along the way and now you have some really good friends. And isn't that the real treasure?

END

You spar with the Knight.



He is a really good fighter! And so are you. You are both very well matched, and you fall into a smooth rhythm as you fight. Swings and parries and strikes and dodges until~he yields! You've won the spar! He reaches out to shake your hand. You have proven yourself a worthy ally.

You return to your kingdom feeling great that you succeeded.

Return to page 1.

You follow the map.



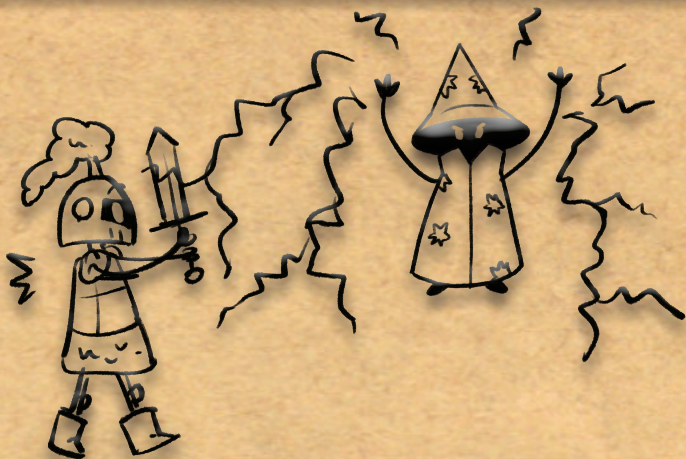
Your path leads you to a cave. It's dark and scary, and light keeps flashing from further inside. You can hear someone chanting inside. It must be a wizard! Maybe they can give you directions. But they could be dangerous! The cave is also pretty scary, you could just turn around and go home.

Ask the wizard for directions, go to page 20.

Fight the wizard, go to page 23.

Turn around and go home, go to page 36.

You fight the wizard.



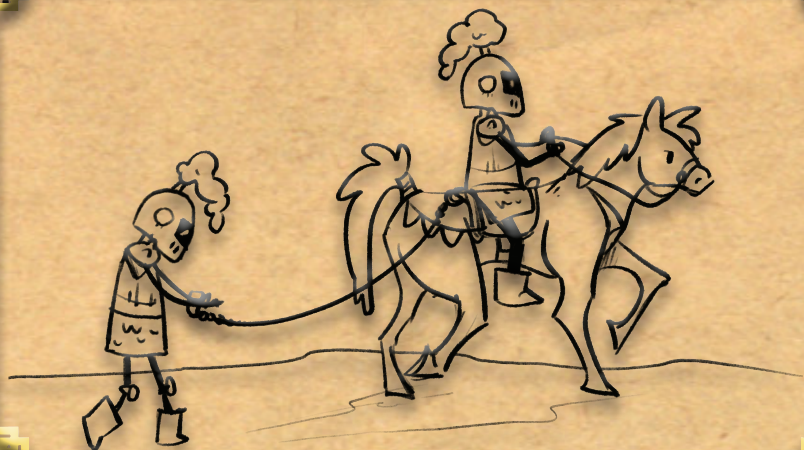
It's hard to see them in the dark cave, and their lightning attacks are making it hard to get close enough to counter.

With a fakeout and a super speed spin, you manage to get into range and surprise the wizard. You could use your sword, but from this spot you could also land a really solid punch.

Use your sword, go to
page 26.

Punch, go to page 25.

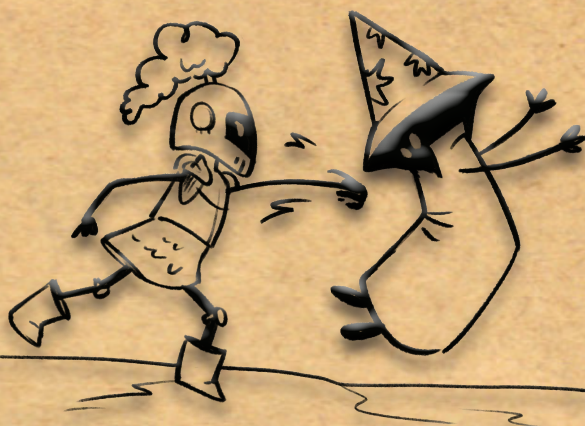
You announce yourself to the knight.



She jumps at your call, but calms down when she sees you are also a knight. You tell her what happened and why the hut has burned down. The knight is angry. You've just committed arson! She arrests you and brings you back to the dungeons.

Go to page 12.

You punch the wizard.

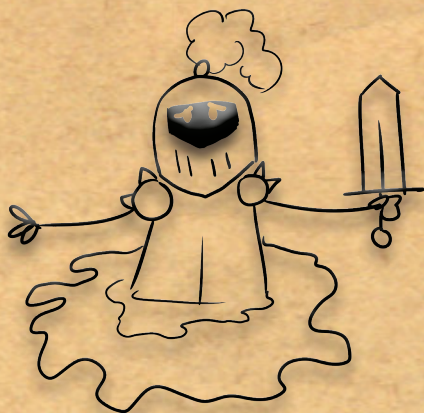


With a big ZAP and a huge plume of smoke, the wizard seems to evaporate. Once the fog clears and everyone has coughed through the fumes, the Princess notices something on the floor where the wizard had been. You pick it up. It's the Holy Grail! You know you've worked hard with your team until now, but if you want the Grail for yourself, now's your chance!

Share with the team, go
to page 20.

Keep it for yourself, go to
page 13.

You use your sword against the wizard.

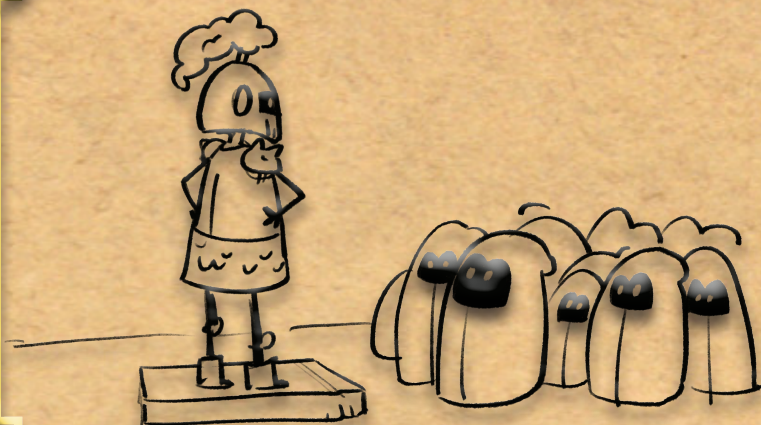


You hear a hissing sound and you think you've defeated the wizard, until you notice the steady smoke trailing up from your feet. Actually...where are your feet?

And when did you step in a puddle? Wait...are you getting shorter? Uh oh! The puddle is your feet. And you're melting! The wizard countered your attack with a spell! And you can't fight it off! You melt into a puddle of goop.

END

You ask the cultists what they are doing.

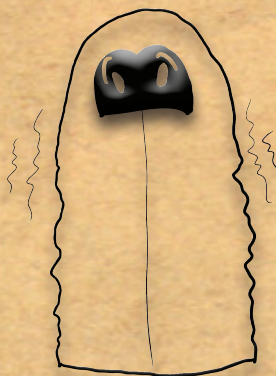


They tell you all about their group and the fun activities they do together. This sounds like a pretty neat group to be a part of! You ask to join and they accept! As the years go by, you gain rank among the cult. One day one of the elders approaches you. What?

They want you to be their new leader?
Sure! You become the leader of the cult.

END

You charge in!

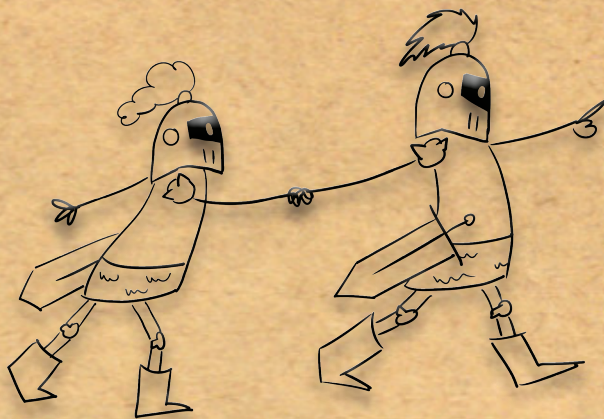


You surprise the cultists. They are in shock and make no move to fight or defend. You take advantage of this and slay them all. As you step in front of the final cultist, he begs you to spare him. He's a cultist, but you did just destroy his whole cult, so there isn't much he can do on his own.

Spare him, go to page 18.

Kill him, go to page 59.

You quest for the dragon.



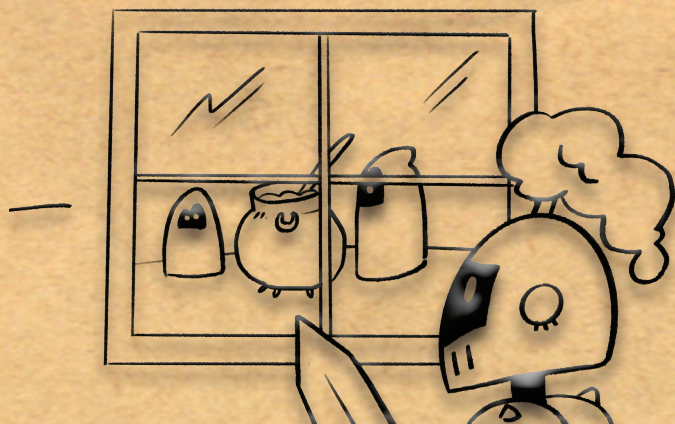
The Knight is elated. It's been so long since he's gotten to quest! He pulls out a map and you set off on your adventure. As you trek through the woods, you come across a Princess who is looking for the Holy Grail.

She suggests joining forces and questing together, even though her quest is different than yours. She's pretty insistent.

Befriend the Princess, go
to page 31.

Say no, go to page 13.

You peek in the window.

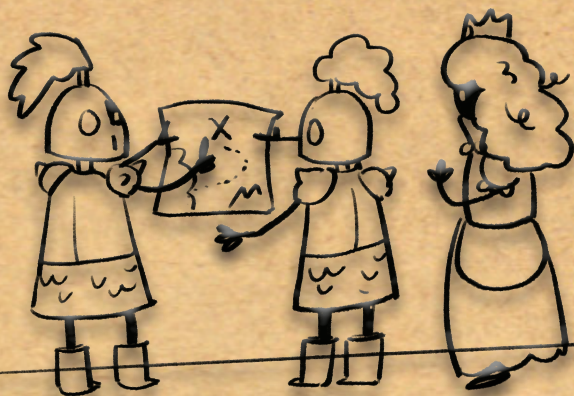


It's a cult! They're doing some sort of ritual in there. You've never seen someone do this before and it's hard to tell what exactly it is they're doing. You could knock on the door and ask them about it, or you could take action and stop them.

Ask them, go to page 27.

Stop them, go to page 33.

You befriend the Princess.



You decide to join forces and travel together. After walking most of the afternoon, your group takes a break to rest. The route on the map will take a few days, but the Princess says she knows a shortcut.

You know the Princess has a different quest she's on, but a shortcut does sound pretty tempting.

Follow the map, go to
page 22.

Follow the Princess, go to
page 32.

You follow the Princess.

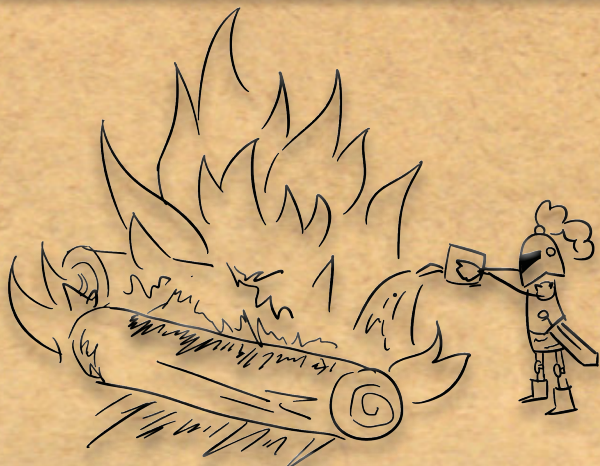


She tells you that walking is going to take way too long, and flying would be much faster. Flying? She laughs at your confusion and tells you she's actually a dragon. Now, you may be a knight in a fantastical realm, but there are limits to the magical happenings of your world. She could be telling the truth, but it seems a little silly that she would join your quest for a dragon if she is the dragon.

Doubt the Princess, go to
page 13.

Believe the Princess, go
to page 34.

You stop them.

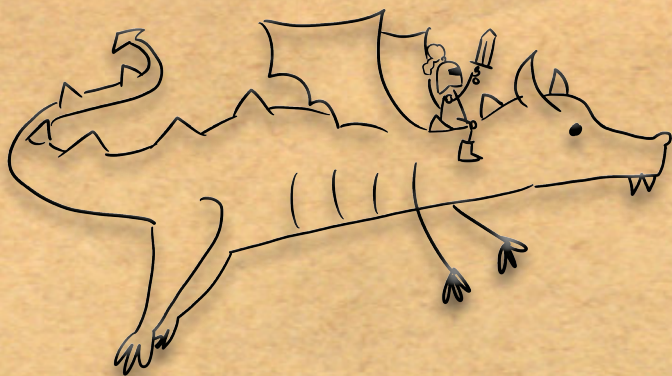


What's the quickest way you can get them to stop? Oh! Easy! You burn down the hut, killing all the cultists. As you tend the flames, a knight rides up to investigate the fire. You could make yourself known and tell her what happened, or you can hide until she goes away.

Announce yourself, go to
page 24.

Hide, go to page 11.

You believe the Princess.

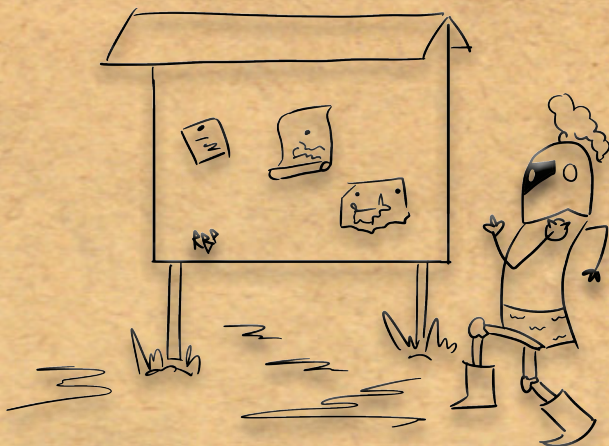


She's glad you trust her so much! You stand back and watch as the Princess starts to look funny. She's changing right before your eyes! And, sure enough, just as she said. The Princess really is a dragon! And, flying is much faster than walking. When you get there, you find the Holy Grail sealed in a box. You can easily grab it and take it for your own, or you can share it, since it is the Princess's quest.

Keep the Grail for
yourself, go to page 13.

Share the Grail, go to
page 20.

You check out the quest board.



Someone has posted their ad looking for a stable hand to tame their angry donkey. Someone else has carved their initials into the board. There are two guests up today. One is to find and slay a dragon. The other is to investigate some mysterious activity that's been happening in the woods.

Dragon quest, go to page
37.

Mysterious activity, go to
page 42.

You go to the tavern.



The music fills your ears, there's laughter all around, everyone here is enjoying the day. The barkeep gets you a drink and you kick back at the end of the bar. Someone two seats down is talking about a dragon that needs to be slayed. The person next to them says that's silly, there's no dragons around here. But, there are some mysterious activities going on in the woods.

Investigate the dragon,
go to page 37.

Investigate the mystery,
go to page 44.

Stay at the tavern, go to
page 46.

You search for the dragon.



You're a brave knight, and there is a nice reward for slaying a dragon. Now...where to start? Where do dragons even stay? Your map says there's a cave not too far from here. But maybe the dragon would prefer more space out in the woods, farther away from the townsfolk.

Check the cave, go to
page 39.

Check the woods, go to
page 38.

You check the woods.



The woods are quite scenic and there's birds singing. You can see smoke in the distance, maybe the dragon is nearby? But going that way would take you off the path. You could get lost.

Follow the smoke, go to
page 53.

Follow the path, go to
page 45.

You went to the cave.



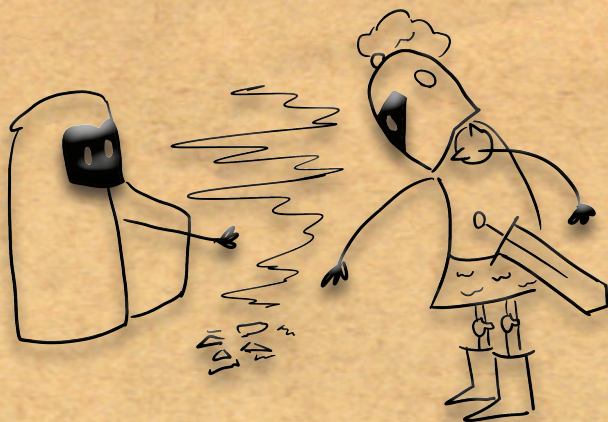
It's dark and scary, and light keeps flashing from further inside. You can hear someone chanting inside. It must be a wizard! They could be dangerous! The cave is also pretty scary, you could just turn around and go home.

Fight the wizard, go to
page 26.

Turn around and go
home, go to page 36.

Check the woods instead,
go to 45.

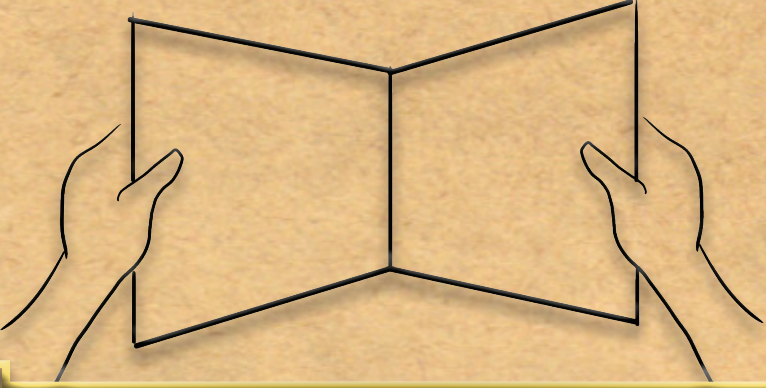
You smash the crystal.



What have you done!?! Smoke starts swirling up from the shards, and thoughts start filling your brain. You've gained the forbidden knowledge! No, what are you doing! No! Please don't turn the page! No-

Go to page 41.

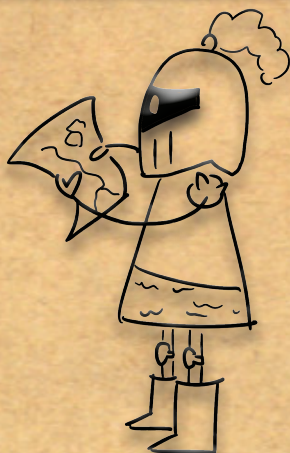
You've been reading a book this whole time.



Your adventure was not real; merely a made up narrative created by two art students for a final project. You had fun and you want to read the book again, choose different options, explore all the silly endings you can.

Return to page 1.

You investigate the mysterious activity.

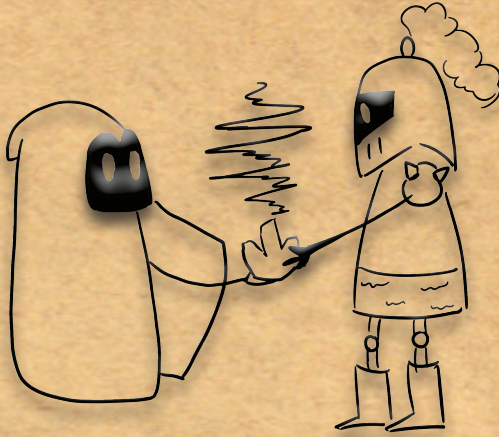


You're a brave knight, and a good mystery is intriguing. Now...where to start? The woods are so vast, you're not sure where the mystery might be. Your map says there's a cave not too far from here. Or you could continue through the woods.

Check the cave, go to
page 39.

Check the woods, go to
page 38.

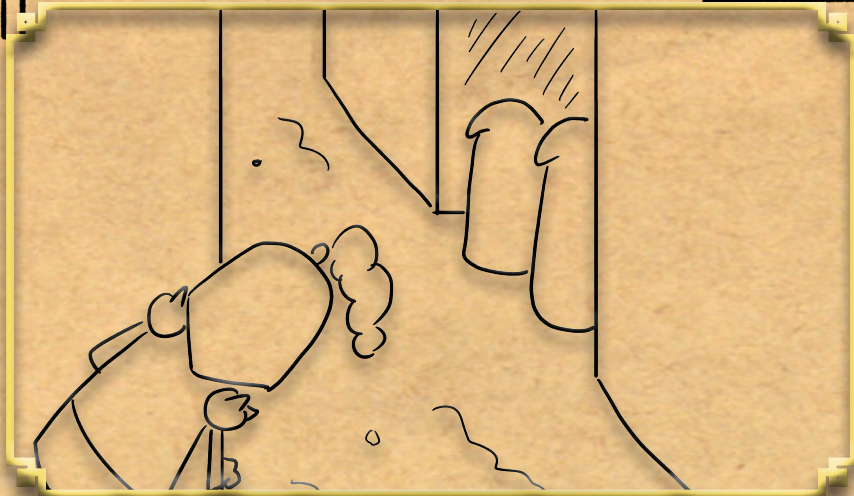
You take the crystal.



As soon as you touch it, smoke starts swirling up from the gem and thoughts start filling your brain. You've gained the forbidden knowledge! No, what are you doing! No! Please don't turn the page! No-

Go to page 41.

You investigate the mysterious activity.



As you leave the tavern, you see two cloaked figures slipping around the back of a building. That sure is mysterious. You sneakily follow them all the way out of town and into the woods. They enter an old hut. You could follow them in, or you can scout out ahead first.

Enter the hut, go to page
52.

Peek in the window, go to
page 30.

You follow the path through the woods.



The path is long and winding and it doesn't seem like it will ever end. You're starting to get bored. Maybe you should turn back. But, you are on this quest for a reason.

Turn back, go to page 36.

Continue on, go to page 47.

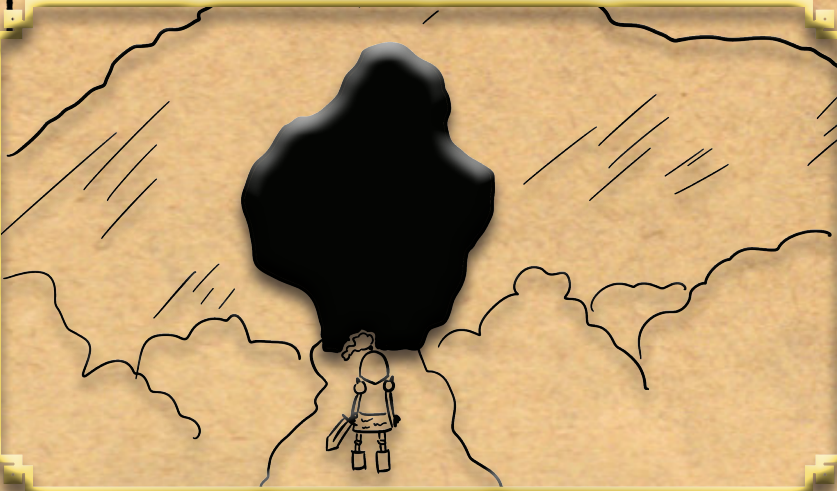
You stay at the tavern.



You have many more drinks, dance with plenty of strangers, and even get the bards to play while you sing. You make many friends and your evening is very fun. The tavern closes, you go home, and fall asleep. You begin to dream.

Go to page 41.

You keep going.



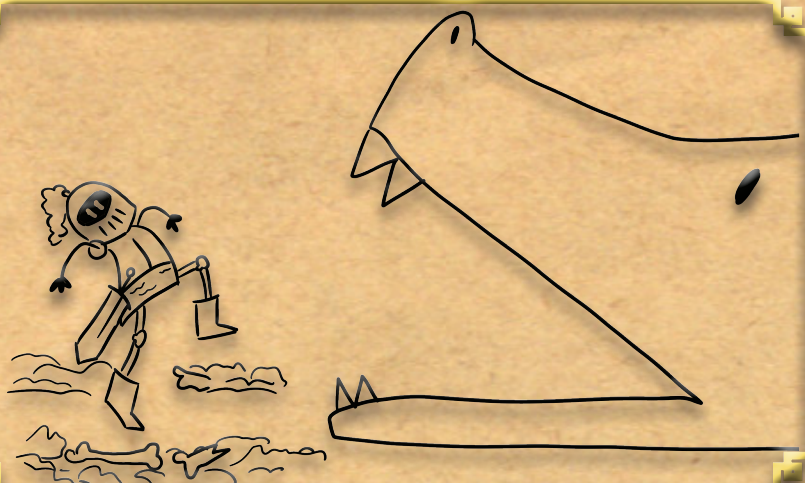
You find yourself at the entrance to a dragon's lair. You can hear the dragon moving around inside, there are bones scattered around, and it smells very bad. Slaying this dragon won't be easy. You can sneak up on it, or just charge at it with your sword. There's also that smoke back in the woods. Maybe you can ask for help.

Sneak in, go to page 48.

Charge in, go to page 50.

Get backup, go to page
49.

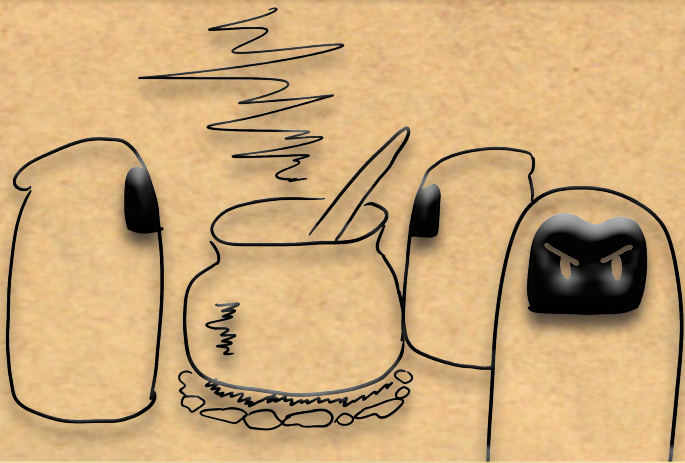
You sneak in.



You tiptoe your way through the pile of bones, careful to avoid any crunching, until finally! You make it to a softer, quieter part of the lair. But wait! You were so focused on being quiet that you didn't notice the super obvious trap. The bones were set out in a path and you have just walked into the dragon's mouth! The dragon eats you.

END

You go get backup.

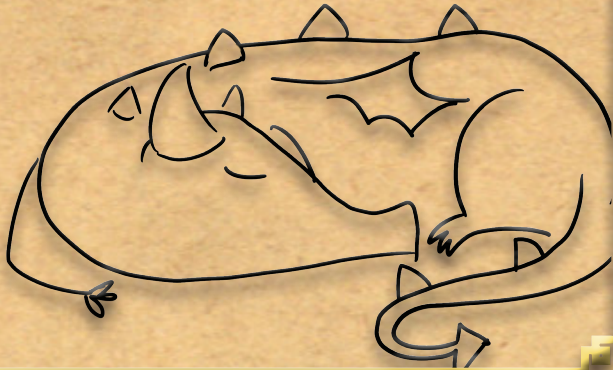


You take the path back until you see that smoke from before. You follow it and find a small hut. You knock on the door. It opens to reveal a group of cultists, and they seem mad that you interrupted them. You could be polite and apologize, or you can barrel on and ask for their help.

Apologize, go to page 54.

Ask for help, go to page 57.

You charge in.



The dragon is asleep. You bravely
(and stupidly) run in swords-a-blazin.
Unfortunately, this spooks the dragon
awake and it fries you to a crisp.

END

You investigate the hut.



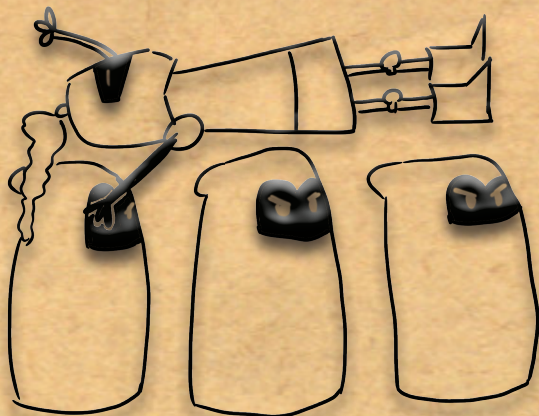
You knock on the door, but no one answers.

There's smoke coming out the chimney, but nobody has come to the door. Maybe it's better that you don't get involved in someone else's business. You could go back to the path and finish the quest. But you're very curious, maybe they wouldn't mind if you just peeked in the door.

Back to the path, go to
page 45.

Enter the hut, go to page
52.

You enter the hut.



You barge in on a cult ritual! They seem mad that you interrupted their human sacrifice so rudely for no reason. Why would you do such a thing? They use you as the replacement sacrifice to finish their ritual.

END

You follow the smoke.

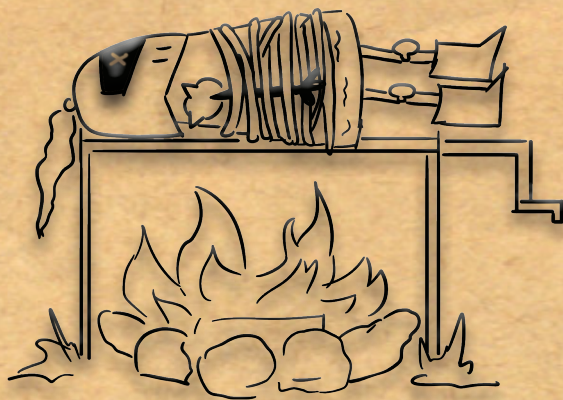


You come up to a small hut. The smoke indicates someone must be home, but it's not really any of your business. You do have a quest to finish, you know. But maybe the people there can point you in the right direction.

Go back to the path, go to
page 45.

Investigate the hut, go to
page 51.

You apologize.



You really do feel bad for intruding. They don't accept your apology. They were in the middle of an important ritual that you just ruined. Now they need a new sacrifice, and you look like the perfect candidate.

END

You charge in.



The dragon is not amused by you and does not have the patience for this. With a big breath, the dragon sends a spew of flames out over the already scorched lair. You are fried to a crisp.

END

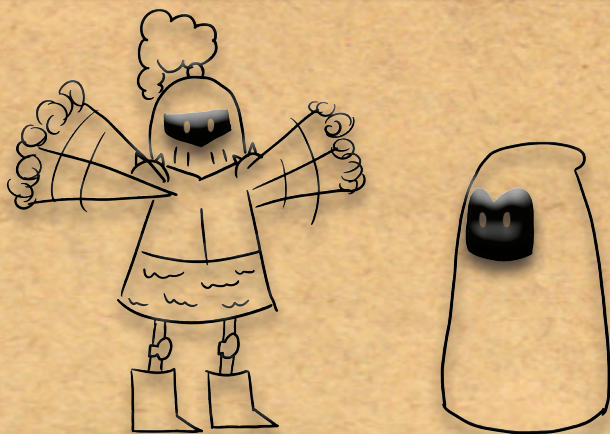
You kill him.



You start to feel a pang of regret. You kept the kingdom safe, but at the cost of your morality. There is blood on your hands. Maybe you aren't fit to be a knight after all.

Go to page 11.

You ask for help.



You tell them there's a dragon nearby. You even offer gold if they help you slay it. This seems rather reasonable to the cultists, and they agree to help. They follow you back to the dragon's lair. Now that you have backup, you could take advantage of the situation. You could send them in first to gauge the situation, or you could be the noble knight that you are and lead them into battle.

Send the cultists first, go to page 58.

Charge in, go to page 55.

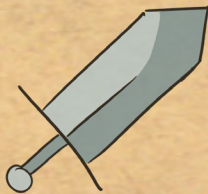
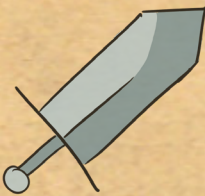
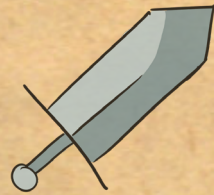
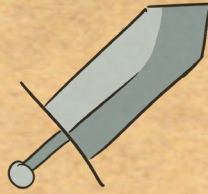
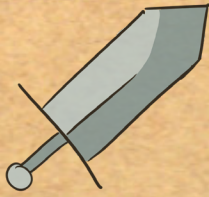
You send the cultists in first.



The dragon is not happy that someone has interrupted its nap. A whirlwind of sounds erupt as the cultists charge the dragon. Unfortunately, the sounds begin to quiet and the dragon's angry huffing is the only noise left. That's not a good sign. But! They could have weakened the dragon and your sword could be the thing that deals it the final blow! Or, you could cut your losses and just head out.

Charge in, go to page 55.

Turn around and go back,
go to page 36.



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