

Noesis

by

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An entry to the 2024/2025 Lindenbaum
competition for short gamebook fiction



DO NOT PRINT!!

**This gamebook was
designed for PDF play only.**

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01

You wake in the revivification pool. A counter at the foot of the tank reads . An automatic sliding door leads out.

[Turn to **59**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

02

You pull the first lever. Clanking sounds in the distance, then stops.

[Check this box: If it's already checked, uncheck it. Then turn to **81**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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03

You turn a corner and run into the Nueryvian Doppelgänger.
"BOOYAH!!" it roars and rips you in half.

[Check the following box:]

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

04

A chest-high plinth has 3 geometrically shaped holes on top: a circle, square, and triangle. In the plinth's side is a card slot. Automatic sliding doors lead north [turn to **28**], south [turn to **50**], and east [turn to **94**].

[If this box is checked, the round hole is filled.]

[If this box is checked, the square hole is filled.]

[If this box is checked, the triangular hole is filled.]

[To use an item with the plinth, add its number to 4 and turn to the result.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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05

You consider the pool...
It's a mirror stuck to the floor!
[Turn to **60**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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06

The polymer ingot is a foot long bar made out of pristine synthetic material.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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07

"Oh dear," the old man frowns and taps out his pipe, "I guess I haven't made myself clear, so let me be frank. GET OFF YOUR ASS AND GET BACK TO WORK!!"

Will you continue watching [*turn to 27*], or exit north [*turn to 94*], east [*turn to 36*], or west [*turn to 50*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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08

Sparks fly. The chair shakes violently. You have a vision of yourself...

*You're sitting in a recliner, watching a video,
when the room bursts into flames!*

... The vision fades and everything returns to normal.

[Turn to **49**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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09

You jiggle the handle. It loosens and the humming stops.
[Check this box and turn to **14**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

10

You insert the polymer ingot in the square hole. It locks in place with a click.

[Check this box and remove the polymer ingot from your inventory.]

[If **both** these boxes are checked, turn to **74**. Otherwise, turn to **04**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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11

You consider the rocks...

You bump into one and it falls over. It's Styrofoam!

[*Turn to 60.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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12

A steady buzz fills your ears. You have a vision of yourself...

You're walking down a corridor when the floor collapses and you fall into the machinery below!

... The vision fades and everything returns to normal.

[Turn to **49**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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13

*[If you have any items in "Your Inventory" with the word "metal" in their name, turn to **87**; otherwise, turn to **81**.]*

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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14

This cubicle contains a sink and toilet, but no paper goods. The toilet is clogged. An automatic sliding door leads out.

Will you unclog the toilet by hand [*turn to 84*], use an item on it [*add the item number to 21 and turn to the result*], or leave [*turn to 28*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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15

Electricity arcs! High voltage courses through your body! You spasm, froth, and smoke until you burn to ash...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

16

"Feeling better now, my friend?" the old man says. "Remember that others are counting on you, so you mustn't dawdle more than what's proper. A wise man knows how to pace himself while a fool lingers."

He smiles at his sage words.

Will you continue watching [*turn to 20*], or exit north [*turn to 94*], east [*turn to 36*], or west [*turn to 50*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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17

"Took you long enough," a grotesquely fat man with a bald, egg-shaped head says.

He's so huge, he couldn't move if he wanted. Intravenous feeding and waste removal tubes pin him to the floor. A blanket is his only clothing. Fortunately his wraparound workstation hides his lower extremities. Behind him are three doors.

"I suppose you'll be wanting a proper review then?" he continues.

He pulls up your results on his monitor.

[If the number in this box is 1, turn to **42**. If it's 2-3, turn to **34**. If it's 4-7, turn to **46**. If it's 8 or more, turn to **52**.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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18

The metal rod is a foot long cylinder made out of a heavy material.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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19

Nothing happens.

[Turn to 47.]

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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20

He looks at you sternly.

"Now see here, you. Everyone must know their place and when they've outworn their welcome. If you know what's best for you, you'll get back to work and please the empress."

Will you continue watching [*turn to 07*], or exit north [*turn to 94*], east [*turn to 36*], or west [*turn to 50*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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21

[If this box is checked, turn to **70**.]

[If this box is checked, turn to **14**.]

This cubicle contains a sink and toilet, but no paper goods. The toilet is clogged, the handle stuck, and the floor hums. An automatic sliding door leads out.

Will you fix the handle [*turn to 09*], unclog the toilet by hand [*turn to 77*], use an item on it [*add the item number to 21 and turn to the result*], or leave [*turn to 28*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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22

You insert the metal rod in the round hole. It locks in place with a click.

[Check this box and remove the metal rod from "Your Inventory."]

[If **both** these boxes are checked, turn to **74**. Otherwise, turn to **04**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

23

The corridor ends at a hatch. It's labeled with a skull icon and an undecipherable script.

Will you open the hatch [*turn to 35*] or retreat back to the north [*turn to 24*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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24

A three-way junction leads east [*turn to 50*] and south [*turn to 23*], but the western end of the corridor is blocked by an A-frame sign displaying a skull icon and indecipherable text. [*To ignore the sign and head west, turn to 76.*] An automatic sliding door is in the north wall [*turn to 97*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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25

The crusty ingot is a foot long bar made out of synthetic material, covered in dried fecal matter.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

26

[If this box is checked, turn to **19**.]

Something drops into the dispenser tray.

[Add the following item to "Your Inventory" (if you wish to take it) or "Items Present" (if you don't): "Crystal Prism #41"]

[Check this box and turn to **47**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

27

The old man glares from the screen.

"YOU HAD THIS COMING, FOOL!! BOOYAH!!!"

Incinerators in the walls turn the room into an inferno. You're cremated before you reach an exit.

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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28

[If **only one** of these boxes is checked, turn to **67**.]

A three-way junction leads south [turn to **50**], east [turn to **59**], and west [turn to **83**]. Automatic sliding doors are in the north wall [turn to **21**], the south wall of the western corridor [turn to **97**], and the south wall of the eastern corridor [turn to **04**].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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29

The dried fecal matter covering the ingot prevents it from locking in place. You'll have to find a way to clean it off before it fits.

[*Turn to 04.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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30

An armchair is molded into the floor with an attached helmet. [To sit down, turn to 49.] One armrest has a dial, the other a switch. Transformers on the ceiling surround the chair. Automatic sliding doors exit north [turn to 50] and south [turn to 36].

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

31

The elevator's explosive acceleration crushes you to the floor, breaking your spine...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

32

A corridor from the west [*turn to 36*] ends at an automatic sliding door with a metal detector [*turn to 13*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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33

The access card is a rectangular piece of thin plastic the size of your palm. Undecipherable script is on one side and a magnetic strip the other.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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34

He sneers and rolls his eyes.

"Welcome to the bureaucracy, brother," he says with a hint of sarcasm. "Your sound judgment has made it apparent that you have what it takes to be a cog in the great machine. Prove yourself worthy and you too may have a job as cushy as mine some day. Any future revivals will be automatically deducted from your wages. Take the door in the middle and serve our glorious empress."

You hope your fate proves better than this poor slob's, but you doubt it...

THE END

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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35

You open the hatch, revealing an overstocked supply closet that collapses atop you. You survive the initial impact, but not the resulting chemical spill...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

36

An intersection leads north [*turn to 50*], south [*turn to 83*], east [*turn to 32*], and west [*turn to 94*]. Automatic sliding doors are in the north wall of the western corridor [*turn to 30*], the south wall of the eastern corridor [*turn to 60*], and the west wall of the southern corridor [*turn to 96*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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37

You insert the access card in the card slot. There's an internal whir and it's ejected. You take it back.

[Turn to **04**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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38

The clamps on the operating table open. The prisoner grins diabolically and disappears! The Nueryvian Doppelgänger teleports behind you and rips you in half!

"BOOYAH!!" it roars.

[Check the following box:]

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

39

You plunge the toilet with the metal rod, but only succeed in soiling it.

[Add the word "soiled" to the metal rod and turn to [21](#).]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

40

You reach into the glowing liquid and scream as your arm melts! Burning plasma seeps over your body, dissolving you alive!

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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41

The crystal prism is a foot long piece of translucent crystal that refracts light.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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He stares at the screen glumly. His brow furrows.

"Beginner's luck..." he says under his breath, but you hear it nonetheless.

He licks his lips and clears his throat.

"It is my honor," he says none too enthusiastically, "to welcome you to the upper echelons of society. From henceforward you have unlimited revivals at no expense to you. Our most gracious and benevolent empress has designated a place for you at her royal table. She'll handle your future placement herself as she sees fit. Go through the door on your right and prepare yourself to meet her."

As you depart, you hear him grumble, "Lucky skunk..."

THE END

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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43

[If this box is checked, turn to **82**.]

You insert the end of the magnetic wand in the glowing liquid. The metal bar sticks to it. The ball immediately falls apart and fills the basin below.

[Remove the word "soiled" from the magnetic wand if present. Add the following item to "Your Inventory" (if you wish to take it) or "Items Present" (if you don't): "Metal Rod #18"]

[Check this box and turn to **68**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

44

[If **either** of these boxes are checked, turn to **08**.]

Sparks fly. The chair shakes violently. You have a vision of yourself...

You're looking through a window at a man clamped to an operating table. You press a red button. The man is freed, but teleports behind you in his true form, ripping you apart!

... The vision fades and everything returns to normal.

[Turn to **49**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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45

You insert the crystal prism in the triangular hole. It locks in place with a click.

[Check this box and remove the crystal prism from "Your Inventory."]

[If **both** these boxes are checked, turn to **74**. Otherwise, turn to **04**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

46

"Well then," he says with a smirk, "you made a right bloody mess of that! We won't be wasting any more revivals on the likes of you. Due to your incompetency, you've been demoted to manual labor and sanitation. On top of that, million debits will be automatically deducted from your wages for the revivals you've already squandered. Take the door on your left and try not to muck things up! We'll be watching you!"

Your head sags as you're doomed to a life of toil and despair...
THE END

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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47

Through an observation window, you see an empty operating table. Beneath the glass is a dispenser tray and two buttons, red and green. [*Turn to 19 to press the red button or 26 for the green.*] Automatic sliding doors lead north [*turn to 85*] and west [*turn to 94*].

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

48

You pull the second lever. There's a flash from the monitor bank. You see the Nueryvian Doppelgänger drop dead on one of the screens before disintegrating.

[*Check this box* *and turn to 81.*]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

49

The dial has 6 settings. You can set the dial and flip the switch [see below], or get up [turn to **30**].

<u>Setting</u>	<u>Turn to</u>
1	53
2	12
3	78
4	89
5	44
6	15

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

50

[If **only one** of these boxes is checked, turn to **03**.]

An intersection leads north [turn to **28**], south [turn to **36**], east [turn to **94**], and west [turn to **24**]. Automatic sliding doors are in the west wall of the northern corridor [turn to **97**], the north wall of the eastern corridor [turn to **04**], the east wall of the southern corridor [turn to **96**], and the south wall of the western corridor [turn to **30**].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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51

[If **only one** of these boxes is checked, turn to **57**.]

The monitors display key locations throughout the facility. It appears to be deserted.

[Turn to **81**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

A horrible smile fills his face.

He says, "Ah! This is one of the few perks to my job – besides getting to eat all I want – to see the scum of the earth get their comeuppance and know that in a short time, you'll be inside my belly... BOOYAH!!!"

Before you can react, he pushes a hidden button. A trapdoor opens beneath your feet. You plunge down a chute and into the awaiting meat grinders of the empire's food processing plant, where you're converted into nutrient paste – all for the glory of the empress!

THE END

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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53

There's a slight hum. You have a vision of yourself...

*You're sitting in a chair with a helmet.
Electricity arcs! You spasm, froth, and smoke until
you burn to ash!*

... The vision fades and everything returns to normal.

[*Turn to 49.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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54

The magnetic wand looks like a 3 foot long baton with a disk opposite the handle. It's useful for picking up small metallic items without having to bend over.

[Return to the section you came from.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

55

You're in a small room with a control panel beside the only door. [*Turn to 95 to leave.*] The panel consists of a series of buttons labeled in an undecipherable script [*turn to 61 to press one*], a button with an arrow pointing up [*turn to 31 to press it*], a button with an arrow pointing down [*turn to 71 to press it*], and a card slot [*to insert a card, add its number to 55 and turn to the result*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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56

The crystal prism refracts the light across the room.

[Remove the word "soiled" from the crystal prism if present.
Then turn to 97.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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57

The monitors display key locations throughout the facility. You spot the Nueryvian Doppelgänger prowling the halls, but can't pinpoint its position.

[*Turn to 81.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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The magnetic wand doesn't fit any hole.

[Turn to **04**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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59

The central atrium wraps around a glass enclosed shaft. You glimpse identical levels above and below you. Doors line the walls, but none open. Corridors lead north [*turn to 83*], south [*turn to 94*], east [*turn to 85*], and west [*turn to 28*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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60

This room houses a zen garden, said to aid in meditation. Will you contemplate the raked sand [*turn to 73*], rock arrangements [*turn to 11*], bonsai [*turn to 93*], or reflecting pool [*turn to 05*]? Automatic sliding doors exit to the north [*turn to 36*] and west [*turn to 83*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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61

The label next to the button you press illuminates.

[*Turn to 55.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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62

You plunge the toilet with the crystal prism, but only succeed in soiling it.

[Add the word "soiled" to the crystal prism in "Your Inventory" and turn to [21](#).]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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63

The clamps on the operating table move apart. The prisoner struggles, eyes bulging, then explodes in a shower of gore. Something drops into the dispenser tray.

[Add the following item to "Your Inventory" (if you wish to take it) or "Items Present" (if you don't): "Crystal Prism #41"]

[Check this box and turn to 47.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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64

You start to insert the access card in the glowing liquid and think better of it... What would destroying *that* accomplish?

[Turn to **68**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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65

[If **only one** of these boxes is checked, turn to **48**.]

You pull the second lever. There's a flash from the monitor bank, but you don't spot anything unusual.

[Turn to **81**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

--

66

[If *either* of these boxes are checked, turn to 47.]

Through an observation window, you see a bald man clamped to an operating table. He screams at you, but can't be heard. Beneath the glass is a dispenser tray and two buttons, red and green. [Turn to 38 to press the red button or 63 for the green.] Automatic sliding doors lead north [turn to 85] and west [turn to 94].

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

--

Notes:

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67

You turn a corner and run into the Nueryvian Doppelgänger.
"BOOYAH!!" it roars and rips you in half.

[Check the following box:]

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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68

The floor contains a basin of glowing liquid. [*To use an item with it, subtract the item number from 97 and turn to the result.*] Automatic sliding doors exit north [*turn to 28*], south [*turn to 24*], east [*turn to 50*], and west [*turn to 83*].

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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69

The recliner adjusts to your shape and body temperature.

"Ah... That's quite nice, isn't it?" the old man says. "Nothing like kicking back and taking a load off your feet."

He drags on his pipe and blows smoke rings.

"It's too bad for you I can't share my pipe, but we must all partake of such as we are given."

Will you continue watching [*turn to 16*], or exit north [*turn to 94*], east [*turn to 36*], or west [*turn to 50*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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70

This cubicle contains a sink and toilet, but no paper goods. An automatic sliding door leads out. Will you wash up [*turn to 86*], wash an item [*turn to 92*], or leave [*turn to 28*]?

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

--

Notes:

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71

The elevator's sudden plummet slams into your head, caving in your skull...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

You insert the crusty ingot in the glowing liquid. A vile fume arises. Upon withdrawal, all its impurities are gone.

[Remove the crusty ingot from "Your Inventory," and add the following item to "Your Inventory" (if you wish to take it) or "Items Present" (if you don't): "Polymer Ingot #06"]

[Turn to 97.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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73

You consider the sand...

It doesn't give underfoot and you can't pick it up. It's molded concrete!

[*Turn to 60.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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74

There's an internal whir and an access card ejects from the card slot.

[Add the following item to "Your Inventory" (if you wish to take it) or "Items Present" (if you don't): "Access Card #33"]

[Turn to **04**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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75

You plunge the toilet with the magnetic wand, but only succeed in soiling it.

[Add the word "soiled" to the magnetic wand in your inventory and turn to [21](#).]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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76

You bypass the sign and proceed forward. A crack sounds underfoot. The floor collapses. You fall into the internal gear works and get mangled into pulp...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

You stick your arm in the toilet and grope about. Just as you free the blockage, your arm gets caught in the vacuum and you're sucked in. Unfortunately for you, the pipe can't accommodate your size – so you have to accommodate it...

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

Notes:

78

There's a loud droning. The chair pulses slightly. You have a vision of yourself...

You're in a small room. You push a button on the control panel beside the door and fly into the ceiling, caving in your skull!

... The vision fades and everything returns to normal.
[Turn to **49**.]

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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79

You insert the metal rod into the glowing liquid. It flies out of your hand and hovers over the basin. The liquid spirals up and around it, forming a ball and emptying the basin.

[Remove the metal rod from "Your Inventory," uncheck the following box, and turn to 97.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

80

An intersection leads north [*turn to 36*], south [*turn to 59*], east [*turn to 28*], and west [*turn to 95*]. Automatic sliding doors are in the east walls of the northern [*turn to 60*] and southern corridors [*turn to 97*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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81

Secure electrical lockers line the walls while cables span the ceiling. A pair of levers jut from the floor. [*Turn to **02** to pull the first or **65** to pull the second.*] The only illumination comes from a bank of grainy security monitors. [*Turn to **51** to examine them.*] A single automatic sliding door leads to the exit. [*Turn to **32** to leave.*]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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You insert the magnetic wand in the glowing liquid, but there's no effect.

[Turn to **68**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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83

[If this box is checked, turn to **80**.]

An intersection leads north [turn to **36**], south [turn to **59**], and east [turn to **28**]. West is blocked by a barred gate. Automatic sliding doors are in the east walls of the northern [turn to **60**] and southern corridors [turn to **97**].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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84

You stick your arm in the toilet and grope about. There's definitely something there that shouldn't be! You pull it free.

[Check this box:]

[Add the following item to your inventory (if you wish to take it) or this location's inventory (if you don't): "Crusty Ingot #25"]

[Turn to **70**.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

85

The eastern end of the corridor is blocked by an A-frame sign displaying a skull icon and indecipherable text. [*To ignore the sign and head east, turn to 76.*] The corridor continues west [*turn to 59*] with an automatic sliding door in the south wall [*turn to 66*].

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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Who's bright idea was it to leave out the paper goods?! You do your best, but feel less than savory while wiping your hands off on your clothes.

[*Turn to 70.*]

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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Red lights flash as klaxons sound. The door remains closed. You'll have to drop any metallic items before proceeding.

[Turn to **32**.]

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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You insert the access card. The elevator vibrates as it rises. Labels flash in ascending order until the uppermost remains lit. The door opens and you exit to the evaluation room.

[Remove the access card from "Your Inventory" and turn to 17.]

Items Present (dropped items go here):

Your Inventory (items taken go here; turn to item # to examine):

Notes:

89

[If this box is checked, turn to **08**.]

The chair vibrates erratically. Something sizzles. You have a vision of yourself..

You stick your arm in a toilet, grope about, and get sucked in!

... The vision fades and everything returns to normal.

[Turn to **49**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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90

You turn a corner and run into the Nueryvian Doppelgänger.
"BOOYAH!!" it roars and rips you in half.

[Check the following box:]

[Add one to the number in this box and turn to **01**.]

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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91

You insert the polymer ingot in the glowing liquid, but there's no additional effect.

[Remove the word "soiled" from the polymer ingot if present. Then turn to [97](#).]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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There's only so much you can do with bare hands and water. You rinse it off the best you can.

[If present, remove the word "soiled" from the item washed. Then turn to 70.]

Items Present (dropped items go here):

--

Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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You consider the bonsai...

You touch its leaves to find it's plastic!

[Turn to **60**.]

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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94

[If **only one** of these boxes is checked, turn to **90**.]

A three-way junction leads north [turn to **59**], east [turn to **36**], and west [turn to **50**]. Automatic sliding doors are in the east [turn to **66**] and west [turn to **04**] walls of the northern hall and along the south wall [turn to **96**].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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95

A corridor from the east [*turn to 80*] ends at an automatic sliding door [*turn to 55*].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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96

A screen covers the south wall. A recliner bolted to the floor faces it. Automatic sliding doors exit to the north, west, and east. As you enter, the lights dim and a video plays.

A pompous looking elder smoking a pipe says, "In her farseeing wisdom, our magnanimous empress has decreed that every worker should have the occasional break to boost morale and regain their strength. Please feel free to relax here a few moments before continuing your labor."

Will you sit down and watch [*turn to 69*], or exit north [*turn to 94*], east [*turn to 36*], or west [*turn to 50*]?

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

--

97

[If this box is checked, turn to **68**.]

The floor contains an empty basin. Floating above is a glowing ball of liquid with a metal rod inside. [To take it, turn to **40**. To use an item with it, subtract the item number from 97 and turn to the result.] Automatic sliding doors exit north [turn to **28**], south [turn to **24**], east [turn to **50**], and west [turn to **83**].

Items Present (dropped items go here):

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Your Inventory (items taken go here; turn to item # to examine):

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Notes:

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About: This is a proof-of-concept game with 2 objectives:

1. To show how an interactive PDF can be used to track game conditions (via check boxes) and assist players with record keeping (via a counter, inventory boxes, and note box).

This PDF was created using LibreOffice Writer which allows interactive form fields to be added to documents. The PDF was then exported using the "Create PDF form" and "Allow duplicate field names" options (which are necessary to allow the same field to appear in multiple places within the PDF).

In theory, this could be used to create a Mad Libs style gamebook where players answer questions at the beginning of the game and their responses are used through the rest of the game (similarly to how I used the counter in this one).

2. To emulate a "text adventure" style game within a gamebook format. Players can pick up and drop items, examine items, and use items without having explicitly worded options to give away what items might be found or what use they might have.

Thanks to Brennan Vandehey and Heath Simpson for their help play-testing!

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Since this is an interactive PDF, players can save their game and return to it later (if they make a note of which section number they stopped on). However, saving the PDF modifies the contents of the interactive fields. To reset the game to its initial state:

1. Set the number in this box to 1:

2. Uncheck these boxes:

3. Replace the text in the following box with this line:

Magnetic Wand #54

4. Delete everything in the following boxes:

Empty rectangular box

