

Choose Your Own Adventure Booklet

This booklet is inspired by the wonderful Ori and the Blind Forest (Moon Studios).

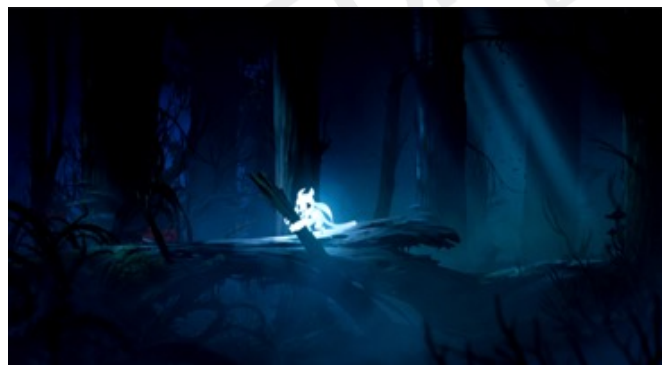
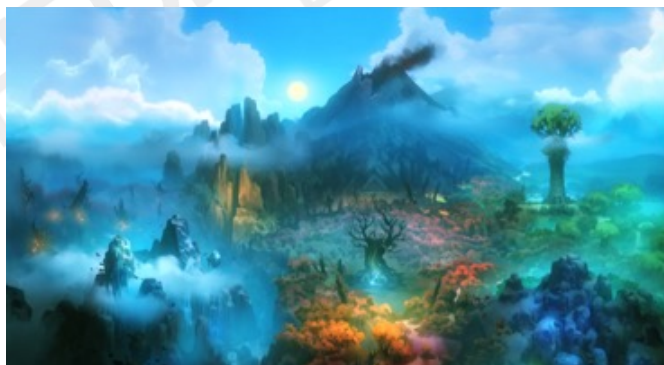
As you work through the booklet, you will be set different writing tasks.

On reaching the end, you will have developed the skills to write your own continuation of the *gamebook*.

Once you have finished, get someone to read your gamebook and enjoy the adventure you have created.

Having developed your skills, why not use them to write your own *Choose Your Own Adventure* book.

To find out more about Ori and the Blind Forest follow this link: <https://www.orithegame.com/blind-forest/>



This *gamebook* extract starts approximately thirty minutes into the game. It is loosely based on the section where Ori follows Gumo beneath the Thornfelt Swamp and into Moon Grotto in order to retrieve the Water Weir.

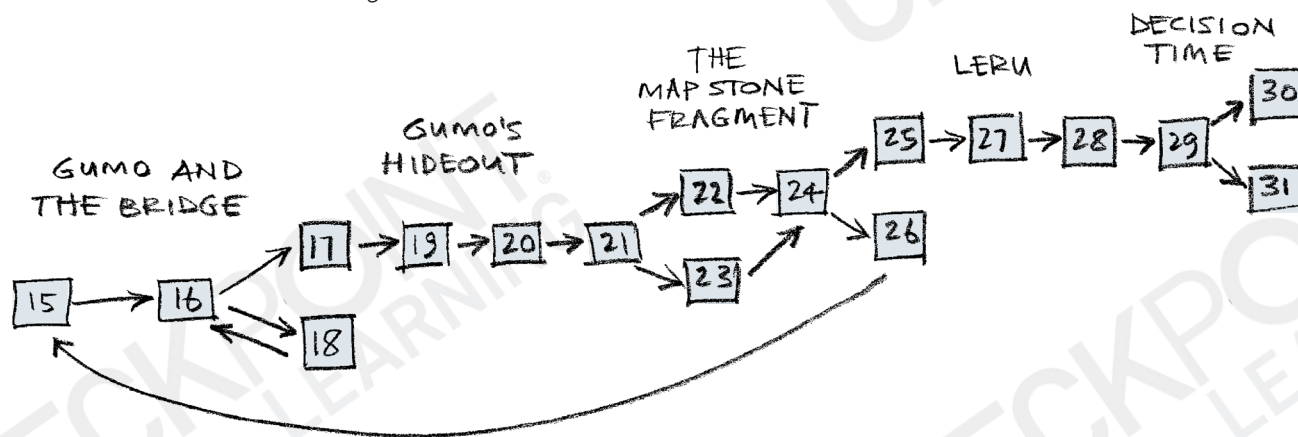
Activities

This first segment shows you how the *gamebook* template works. Read it through but don't worry if it looks like a lot of information. The rest of the booklet breaks down the learning into easy activities.

the segment number is important because it is how the reader navigates the text	Segment No: 15	the title suggests the content of the segment and engages the reader	Title: Gumo Steals the Water Vein	the location tells the reader where they are	Location: Thornfelt Swamp
write in the second person: <i>you</i>	<p>You find yourself standing by the Ginso Tree, overlooking the Thornfelt Swamp. The sky is blue, the air is warm and the water that flows across the land is crystal clear. To one side of a watercourse, you see a strange looking creature. It is Gumo one of an ancient race of builders. Grey-blue in colour, Gumo is nearly all head, with long pendulous arms and legs. To your astonishment and dismay, you witness Gumo stealing the Water Vein. This pure blue, crystal ball is needed to access the Element of Waters in the Ginso Tree and keep the water running clear and fresh. Clutching the ball tightly, Gumo disappears into the ground.</p>				
write in the present tense: <i>see not saw</i>					
use interesting verbs					
include adverbs					
try to include the senses: taste, touch, smell, sight, sound					
include a range of adjectives					
include your reaction to situations					
include prepositions					
	Action: You decide to follow Gumo.	Go to segment: 16			
the action tells the reader what they are doing next: there will often be a choice of actions	Action:	Go to segment:			
		the segment number tells the reader what to read next			

Plot Structure

This is the structure of the *gamebook* extract that have written.



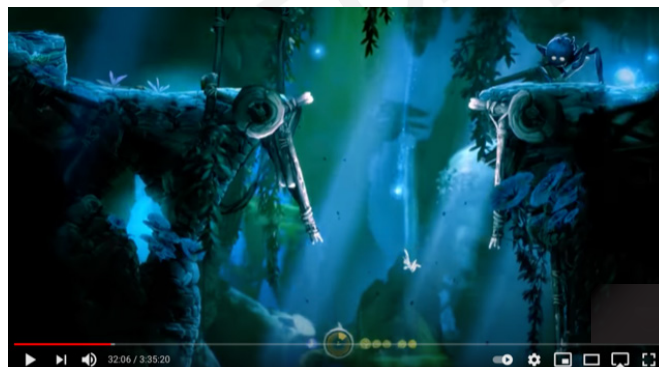
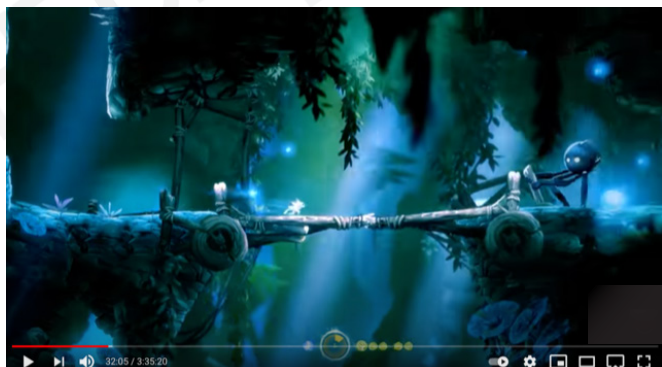
Adjectives

Select the best adjectives to describe the items in bold. Try to include adjectives for texture, shape, size, colour etc. Remember to insert commas if necessary.

circular, large, wooden, twisted, cracked, grey, hefty, oak, huge, tough, round, old, rotten, immense, thick, rugged, wiry, dark, heavy, ancient, bulky, massive, sturdy, solid, rough, unusual

Can you think of any adjectives that might suggest the bridge is a trap?

Segment No: 16	Title: Gumo at the Bridge	Location: Moon Grotto
<p>Deep underground you find your way is blocked by a _____ chasm spanned by a complicated looking wooden bridge. Behind you is an energy door. The bridge is constructed of _____ timbers, bound together by _____ ropes. It appears to be very strong. On each side, where the bridge is attached to the ground, there appear to be _____ wagon wheels. Each wheel has a short vertical post attached. It looks like the bridge has been made from recycled parts. Gumo is on the other side of the bridge, waiting for you.</p>		
Action: You attempt to cross the bridge.		Go to segment: 17
Action: You ignore the bridge and pass through the energy door behind you.		Go to segment: 18



NOTE:

If adjectives in a list describe different attributes of an object, separate them with commas. *The old, red, cotton dress.*

If one adjective is modifying another, no comma is necessary. *The bright red dress.*

The order of adjectives in a list is: quantity, opinion, size, age, colour, shape, origin, material and purpose

Verbs

These are words which describe an action.

Place the correct verb in each sentence. (Answers at the end of the booklet.)

opens, plummet, pulls, rotates, grabs

Segment No: 17	Title: Gumo's Surprise	Location: Moon Grotto
As you reach the centre of the bridge, Gumo _____ one of the short posts with both hands. You have been tricked. As Gumo _____ the lever, the bridge splits in the middle and each section _____ around the circular pivots. It _____ like a trapdoor.		
Action: You _____ into the chasm.		Go to segment: 19
Action:		Go to segment:

Verbs can make a lot of difference to the meaning of a sentence, try to use ones that describe the action precisely.

Remember, the reader is always looking for extra meaning in the words you use.

Consider the sentence:

*Susan **went**.*

By just changing the verb, more information is provided:

*Susan **strolled**.*

*Susan **hurried**.*

*Susan **ran**.*

Adverbs

These tell you how, when, where or why something is done.

Remember, an adverb can be a single word, a phrase or a clause.

Look at how these adverbs add to the information provided by the verb.

*Susan strolled **casually**. (how)*

***Later**, Susan hurried. (when)*

*Susan ran **away**. (where)*

*Susan skipped **because she was happy**. (why)*

Adverbs are often 'ly' words. Combine the following verbs and adverbs in ways that will make the reader think more about what is happening.

verb	adverb	verb	adverb
swam	quietly	ran	strangely
coughed	quickly		
ran	silently		
spoke	swiftly		
ate	strangely		
danced	excitedly		
drew	cunningly		

Look at some of the adverbs in the following segment and decide whether they answer the question how, when, where or why. (Answers at the end of the booklet.)

Segment No: 18	Title: Search for a Crossing	Location: Moon Grotto
Unlocking the door, you race across the ground towards a hanging wall. In front of it, the path ends suddenly at the edge of a deep chasm, making you leap over . The wall consists of large stones stacked inside a wooden cage. You climb rapidly upwards, but your way is blocked by a large overhanging rock. You descend and reach the bottom of the wall. Already you are nervous because you have nowhere to go .		
Action: You attempt to return to the path you were on by climbing back up the wall, but it is too difficult. You fall.		Go to segment: 1
Action:		

Prepositions

These tell the reader where something is. They are like adverbs but need to be followed by nouns (naming words).

Look at the following prepositions and work out precisely what they are referring to. (Answers at the end of the booklet.)



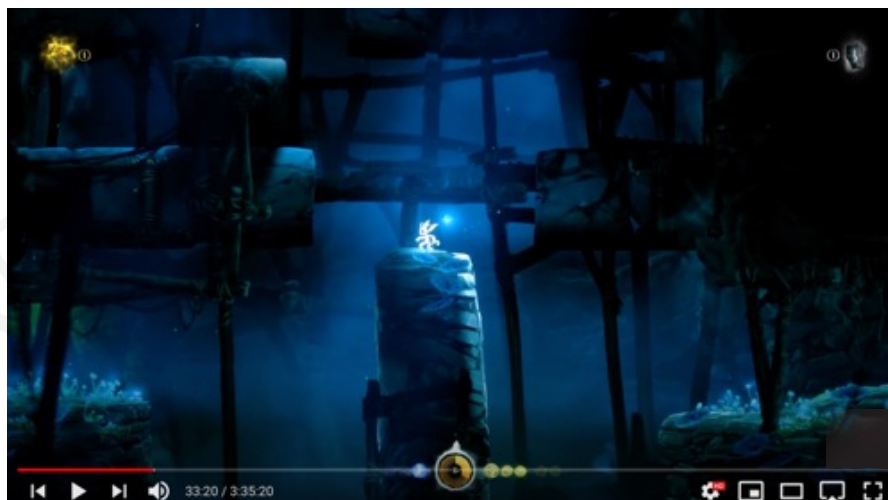
Segment No: 19	Title: Falling	Location: Gumo's Hideout
<p>The chasm is very deep, and you fall for a long time. Luckily, you land on what look like lily pads and the shallow water breaks your fall. Behind you is the incomplete Stone Map. Looking around, you see Gumo has found a way down and is crouching on a rock. Suddenly, Gumo turns and runs lolling down the stone passage.</p>		
Action: You chase after Gumo	Go to segment: 20	
Action:		

this 'down' is an adverb because it isn't followed by a noun

As you continue to read the story, keep looking for examples of adjectives, verbs, adverbs and prepositions.

Make sure you follow the instructions and read the right segments in the right order!

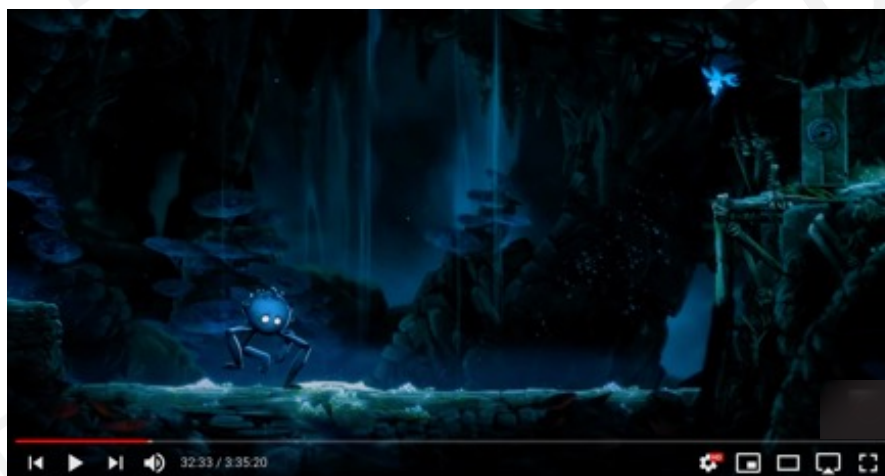
Segment No: 20	Title: The Moving Maze	Location: Gumo's Hideout
<p>To your surprise, you find the stone path beneath your feet begins moving. The huge horizontal beams slide to and fro allowing access to the levels below. Jumping between them, you find yourself on the top of another stone pillar. You have to time your next jump precisely in order to escape being crushed by the beams. Gumo is nowhere in sight, but you realise the only direction you can go is down.</p>		
Action: You continue dodging the massive moving stone lintels and descend further.	Go to segment: 21	



Segment No: 21	Title: Quick Decision	Location: Gumo's Hideout
Finally, you land on top of the last stone pillar. To one side is a chamber containing a glowing fragment of the Stone Map you saw earlier. On the other is a chamber which opens onto a new passage. The floors of both chambers are covered in knife-like shards. Either chamber could be a trap. You have to make an instant decision.		
Action: You choose the chamber with the fragment of the Stone Map.	Go to segment: 22	
Action: You choose the chamber with the new passage.	Go to segment: 23	

Segment No: 22	Title: Trapped	Location: Gumo's Hideout
You spring from the top of the pillar and land in the stone recess containing the Map Stone Fragment. Worryingly the stone beam closes overhead, trapping you in the chamber.		
Action: You collect the fragment and wait patiently for the ceiling to shift, leap to the top of the pillar and make a leap for the new passage.	Go to segment: 24	

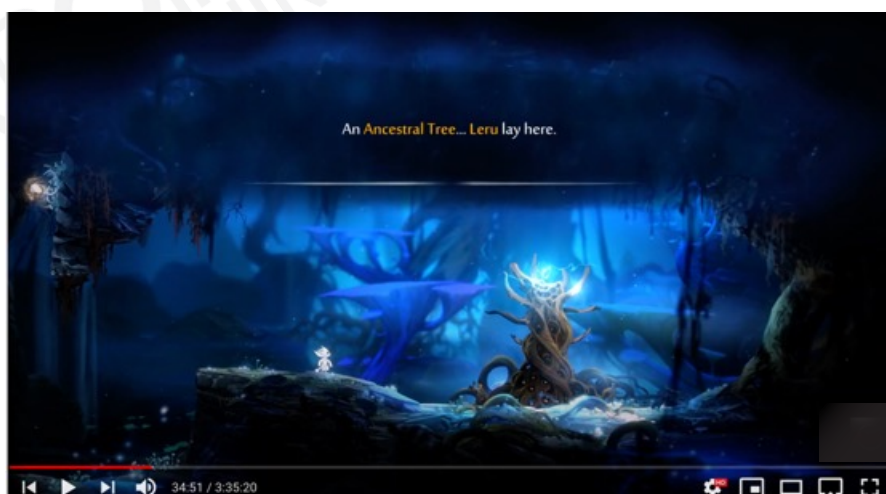
Segment No: 23	Title: Escape	Location: Gumo's Hideout
You spring from the top of the pillar and land in the entrance to the new passage.		
Action: You continue along the passage.	Go to segment: 24	



Segment No: 24	Title: The Empty Chamber	Location: Gumo's Hideout
The passage you are in opens out into a large chamber. Gumo is in the middle of the floor and appears to be dancing. You take a quick look around but can see no immediate danger. As you head towards Gumo, crossing the chamber floor, you feel a rumbling beneath your feet. Gumo cartwheels away. Suddenly, the floor erupts, and you are faced with a very powerful enemy.		
Action: You choose to fight the new enemy.		Go to segment: 25
Action: You run away, back the way you came.		Go to segment: 26

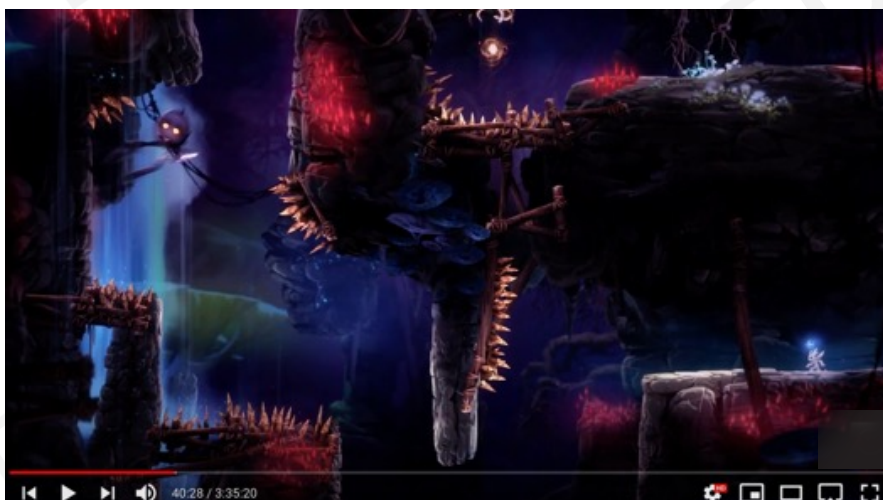
Segment No: 25	Title: Purple Slime	Location: Gumo's Hideout
You are in a battle with Purple Slime. This formidable enemy is very powerful, but you keep calm and use your Spirit Flame to attack. Even though the creature is able to dive through stone and launch itself high into the air, you dodge its attacks and after a fierce battle you defeat it.		
Action: Defeating Purple Slime releases the next doorway and you continue on your way, in pursuit of Gumo and the Water Weir.		Go to segment: 27

Segment No: 26	Title: The Mistake	Location: Gumo's Hideout
Unfortunately, when you reach the chamber with the moving stone ceiling, you misjudge the distance from the passageway to the top of the pillar. You fall onto the shards.		
Action: You respawn at the start of the section.	Go to segment: 15	

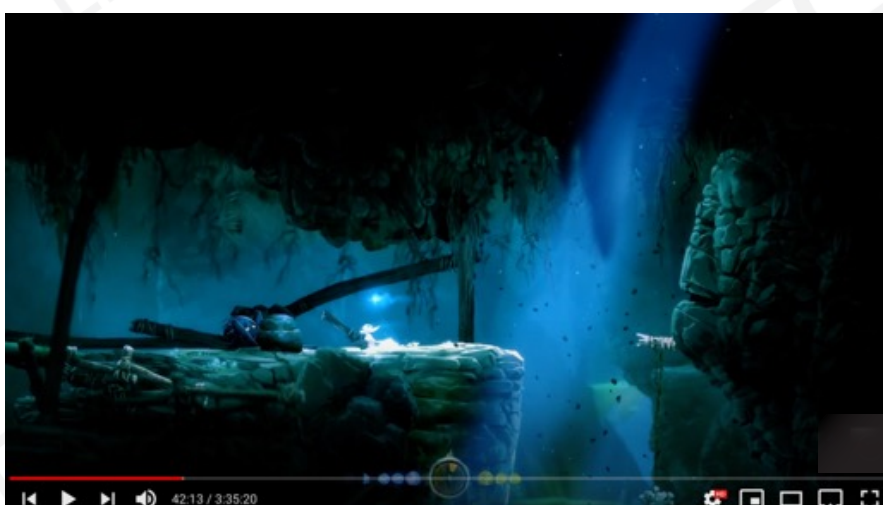


Segment No: 27	Title: The Ancestral Tree... Leru	Location: Gumo's Hideout
You find yourself in an open space with an old tree in the centre. Its withered limbs wind around gnarled trunk-like arms. Two knots in the bark look like eyes. It seems sad. This is Leru, the air cutting tree. You leap into the arms of the tree and are surrounded by blue light. The tree begins to sprout small green leaves and you are rewarded with a new ability: Double Jump .		
Action: With renewed vigour and a new ability, you continue on your way in search of Gumo and the Water Vein.	Go to segment: 28	

if you are creating a gamebook using dice, gaining abilities like this one could depend on throwing an odd or even number



Segment No: 28	Title: The Wall of Spikes	Location: Gumo's Hideout
<p>You see Gumo climbing up a wall of spikes. It is dangerous, but you know you must follow. You try to see where Gumo holds on, but you are too far behind to see properly. You climb the wall. As you near the top, there are fewer spikes, but now boulders are falling like rain. You suspect that this is another of Gumo's attempts to stop you. You persevere and manage to dodge all the boulders arriving at the top.</p>		
Action: You survive the boulders.		Go to segment: 29



Segment No: 29	Title: Gumo's Predicament	Location: Gumo's Hideout
You arrive at the top of the shaft and are surprised to find Gumo still there. You are surrounded by wrecked machinery and some of the rocks that make up the ceiling have fallen. One of them has trapped Gumo's leg. You were right, Gumo created the shower of boulders, but has now been trapped when the mechanism broke.		
Action: You take the Water Vein and leave Gumo trapped.		Go to segment: 30
Action: You release Gumo.		Go to segment: 31

Now it is time for you to put all you have learnt into practice!

Try to write in the same style as the examples you have read and remember to include a range of adjectives, verbs, adverbs and prepositions.

You will need to write in the present tense and in the second person (you).

This is your opportunity to write your own adventure – enjoy!

Segment No: 30	Title: Gumo's Final Revenge	Location: Gumo's Hideout
What might Gumo do if not released and you take the Water Weir back?		
Action:	Go to segment:	

Segment No: 31	Title: Gumo's Gratitude	Location: Gumo's Hideout
How might Gumo react if treated with kindness?		
Action:	Go to segment:	

Segment No: 32	Title:	Location:
Where will you take the adventure now?		
Action:	Go to segment:	

Things to Remember

There must be consequences for each choice that the player makes. For example, if the player decides not to pick up the Stone Map Fragment at Segment 21 they will not be able to access essential parts of the map later on. Because of this, they should be given a second chance to retrieve the Stone Map Fragment at a future point in the adventure.

You could decide that a choice is so wrong that the adventure is over. In which case you would send the player right back to the beginning of the game.

Each time you present choices, you have an opportunity to introduce more challenges; however, you must make sure you keep an eye on your plan to ensure all the segments join up.

CHALLENGE:

Why not write your own *Choose Your Own Adventure* book?

You will need to plan very carefully and create a detailed plot structure before you start writing.

If you need more help, type *How to write a gamebook* into your search bar.

DID YOU KNOW:

JK Rowling spent five years planning the Harry Potter series of books before she wrote the first one?

DONT FORGET to send us an example of your work, we would love to feature it in *Checkpoint Kids* magazine. But remember, fill out a **permission slip!**

Answers

Segment 17 - verbs

Segment No: 17	Title: Gumo's Surprise	Location: Moon Grotto
As you reach the centre of the bridge, Gumo grabs one of the short posts with both hands. You have been tricked. As Gumo pulls the lever, the bridge splits in the middle and each section rotates around the circular pivots. It opens like a trapdoor.		
Action: You plummet into the chasm.	Go to segment: 19	

Segment 18 - adverbs

Segment No: 18	Title: Search for a Crossing	Location: Moon Grotto
Unlocking the door, you race across the ground towards a hanging wall. The path ends suddenly , making you leap over . The wall consists of large stones stacked inside a wooden cage. You climb rapidly upwards, but your way is blocked by a large overhanging rock. You descend and reach the bottom of the wall. Already you are nervous because you have nowhere to go .		
Action: You attempt to return to the path you were on, but it is too difficult. You fall.	Go to segment: 16	

suddenly tells the reader *how* the path ended
over tells the reader *where* they leapt
rapidly tells the reader *how* they climbed
Already tells the reader *when* they became nervous
because you have nowhere to go tells the reader *why* they are nervous

Segment 19 - prepositions

Segment No: 19	Title: Falling	Location: Moon Grotto
<p>The chasm is very deep, and you fall for a long time. Luckily, you land on what look like lilypads and the shallow water breaks your fall. Behind you is the incomplete Stone Map. Looking around, you see Gumo has found a way down and is crouching on a rock. Suddenly, Gumo turns and runs lolloping down the stone passage.</p>		
Action: You chase after Gumo.	Go to segment: 20	

Note:

The rules of English grammar are quite complicated. The same word can be an adverb, an adjective or a preposition. It's more important to use a word to create a particular effect, than it is to know its grammatical function. You don't have to know the names of all the components in a car, or what they do, to be able to drive one.