

How to Play

Start with the story at the top-right of the page. At the end of each section you will find:

"CHOICE | INSTRUCTIONS (#)"

Hint: When it says Fold X, the X line will not be visible once folded.

Have fun and don't give up; there is always a way to win!

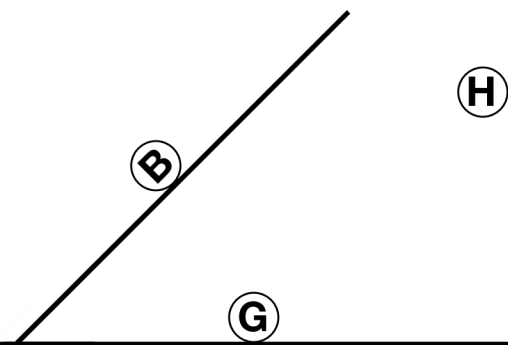
(A)

(1) After many planes, camels, and a lost bet with a local monkey, you find yourself standing in front of a dark hole under the sands. An unnatural cave exposed by the winds and time, its contents hidden from the world... until now.

You light a torch and excitedly go inside.

Hint: Soon the fold itself will reveal the full text; remember to read across the fold!

- To Adventure! | Fold A (2)



Fold Your Own Adventure

(A)

(H)

(12) Your whip has gotten you out of numerous jams in the past. Sure, none of them were a spider the size of a small car, but it's no ark. You take a large leap over the webs toward the center of the room, spinning to face the spider. A loud *crack* echoes in the chamber as your first slash strikes the spider's square in the head. It screams loudly, puss

cover of this in precious large ruby dead very securely.
Fold J (14)
Fold K (16)

(17) As you follow the passageway you need to hunch down in the tight space before it opens into a expansive chamber with a large, ornate sarcophagus in the center of the room. At the end of your light you can see the roof is covered in numerous stalactites.

- Approach the Sarcophagus | Reverse Fold G, Fold H (13)

(G)

As a famed archaeologist and part-time professor, you think your days of adventuring are behind you. That is until a letter arrives on your desk, sealed in red wax, with a gemstone stamp embedded into the wax. You waste no time ripping it open only to find a crude map identifying a place in the middle of the Sahara desert. You're off to find a prize few believe even exists: The Ruby of Marrakesh.

- Start your adventure (1, left side)

(A)

(K)

(14) You climb on top of the sarcophagus to get better leverage on the gem. You use all of your strength to pry it from the cover. After lifting at each corner it finally gives way and goes flying toward the back of the room.

(K)

(C)

(J)

(J)

(C)

(K)

(G)

As you move to retrieve it you see it had shattered, releasing an invisible powder into your nostrils, making you cough immediately. The coughing becomes uncontrollable as you fall to the ground in agony, suffocating on your own blood.

Try Again!
your torso, killing you instantly.
stalactites releasing, several impaling
As you pull it you realize your error.
to search for a secret compartment
falls free. You look inside at an empty
tomb. With some brute force, the lid of

(15) You can hear a step. You of a large boulder so fast you don't the entrance is close. You the sand as the boulder slams into the roof of the entrance. The entrance collapses, quickly disappearing under the sand. *Try Again!*
you came. You gets louder with each you to see the glimmer you. The boulder is closing you've already passed the fork; push your legs hard, diving on to

(13) The entire tomb is embedded stones, with a center. It is affixed - Climb on Top! - Open it

Do you play RPGs?

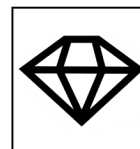
Connect with Game Masters and Players worldwide while discovering the best GMs in tabletop roleplaying, all through HeroMuster.com.



Did You Know?

There are actually three unique Fold Your Own Adventure stories at StarFest. This is:

Use the hashtag:
#FoldAdventure
to share and find the other adventures.



CC-A: Lorc

(2) How are there spider webs EVERYWHERE!? Your torch becomes a shield against the snakes. You continue deeper into the darkness, noticing the walls have a ribbed texture like crude tool marks. Quickly you come upon forked passages, the right one void of any spider webs.

- Go Left | Fold B (3)
- Go Right | Fold C (4)

(4) You the devil and push webs in the left passage, you cave begins sloping the rags and dead treasure opens into a small room. making it difficult to move land on your head. A inches above you. Fold D, Fold G (12)
Fold D (6, left side)

(6) The torch flares directly into the spider's face. You shield yourself from the burning embers as the spider retreats to the roof.

(8) A loud *crack* immediately the roof sand pouring in, burying spider. You are sure you'll next until you spot an old root sticking through the roof. You wrap your whip around it, pulling yourself out of the sand. You barely manage to climb out into the sun. It's probably best if the ruby stays lost. *Try Again!*

(10) You shove your way in while through a tight passageway into a its center. A trench around the edges torch's embers, illuminating the room. the gleam of something truly You exhale as you see it: a ruby the carefully, drop it into your satchel,

(5) You notice a string flask free. The ground
- Go Deeper Inside |
- Flee to Entrance |

(3) choose you know through the passage. The upwards as it as you feel a drop of liquid monstrous spider's fangs are
- Whip Out a Fight | Unfold All,
- Shove Torch Upwards |

(11) You get to your feet fast and bolt deeper into the cave, caution be darned. The shaking is now accompanied by a rumbling which gets louder with each step. In the flickering torch light you see it: a boulder rolling down a slide in front of you. You do your best steal-second-base slide as the boulder crashes

(9) As you into the covered

(7) You continue forward cautiously, easily side-stepping a pit trap before you come to a sharp



place your hands indentation you are in dust as a secret passageway releases itself after many years. With a shove it opens further and you are accosted with the stench of decay and death.

- Go Inside | Fold B, Fold E (10)
- Change Your Mind | Unfold All (17)

holding your breath. You move humble room with a sarcophagus in of the room catches fire from your As you approach the tomb you notice magnificent embedded into the cover. size of a sheet of paper. You pry it off and wonder why you were worried.

(1) your father would say if he saw you now. *Try Again!*

(12) Fold G (12)
Fold E (8)

(9) Fold L (9)
- Use Your Hands | the rock. prints embedded in you has two hand The wall in front of right turn.

(17) Unfold All (17)
- Make a Right |

(12) Fold G (12)
Fold E (8)

(9) Fold L (9)
- Use Your Hands | the rock. prints embedded in you has two hand The wall in front of right turn.