

Happy Fun Activity Book by Jeremy Johnson

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An entry in the 2021/2022 Lindenbaum Prize for short gamebook fiction.



**Note:** This book does not contain hyperlinks at the request of the author.

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Hello there. Welcome to the Happy Fun Activity Book. You probably aren't used to being addressed directly by a gamebook, huh? That's okay, I'm not a typical gamebook. You don't really need a character sheet, and this really isn't any kind of story, either. It'll just be us hanging out and enjoying ourselves. I hope that's okay.

You like games, right? I have got some good ones for you! Mazes, word puzzles, you name it! I also have some other activities to enjoy as well. You probably suspected as much, since it's right there in my name. We're going to have so much fun together, you and I. So, what do you say? Are you ready to dive into this book? Do you promise you'll be all mine until the very end?

**I hereby declare that I am engaging willingly with the Happy Fun Activity Book by advancing to entry 1.**

1

Gotcha! Coming to this entry represents a binding contract! You're mine until you finish. And what if you don't finish? Are you planning to just toss me aside and pretend like you never started? I hate to tell you, but this book is cursed. If you put it down before finishing, I don't even want to tell you what will happen. Have you seen what's going on in the world right now? A good bit of that is just from not finishing me. Wait, you're not a cheater, are you? Can you believe that there are people who will just pick whatever entry they like in a gamebook and go directly there? Imagine losing a combat roll, and proceeding to the success entry as though you had earned it! There are some people who just skip parts altogether. We'll have none of that here. You're going to play right, and you're going to play by the rules, because that's the only way you'll ever be truly free from me.

So rules, then. There aren't many. There's only one thing to track, really. You don't need to know what it means. Find a piece of paper and make a little tick mark on it. If someone recommended the book to you and gave you bonus tick marks, add those too. If you can't find a pen or pencil, here's a tip: if you have something sharp, your blood makes for a natural ink replacement. It's kind of green that way. Well, wait. I mean your blood is red, but it's environmentally friendly. Oh and don't bother cheating with the marks either. I'm keeping track of them in my own ledger, and only my number counts. I just thought you'd like to have some idea where you stand.

So, the curse. The only way to remove it is to complete all the puzzles until you are free. Depending on how poorly you perform, that may not even be enough to lift the curse entirely. But a weak curse is better than nothing, right? No wait. That's not right. Come on, focus, gamebook! Anyway, any hope you may have to remove the curse depends on completion. So, let's have some fun!

Our first little game involves randomness! Everyone loves it when their fate hangs on a roll of the dice. There's nothing better than sitting down to play a game and having absolutely zero influence on the outcome. Heh heh heh. So, you're going to need to go find three six-sided dice and come back here. I'll wait. Take your time. I'm in no hurry. I'm not the one who is cursed... Wait, I am though... Ah, but I don't mind, and you do. That's the point!

No, you can't roll a single die three times. If that's all you can find, I guess I'll let you, but you have to make a little tick mark on that paper every time you roll. You're going to go look for more? Fine, let me know when you're back.

Ready? Great. The next part is simple. Roll the dice and add the numbers on the top faces. Whatever number you roll, turn to that entry. Fun right? Let's go!

**Roll three dice and add their faces. Turn to that entry number.**

**2**

Got someone in mind, do you? Okay, so you have a choice. You can either recommend this gamebook to the person in question. In which case, direct them to it right now. Otherwise, give yourself 13 tick marks. Either way, we're going to keep rolling.

**Roll the dice and turn to that entry.**

**3**

Three-eyed snake! Oof, that's a bad one. Why don't you give yourself say--Oh I don't know--39 tick marks. How does that sound? So now that I've got what I want, here's a little something for you. From now on, you can re-roll any 1's you get. How's that? At the very least, I won't see you back here again!

**Roll the dice and go to the entry.**

**4**

Four. Say it with me: Four. Doesn't that just sound like death? It doesn't? Hmm. Now that you mention it, it doesn't to me either, but, somehow it still does anyway. Odd. Anyway, give yourself four tick marks and let's keep going.

**Roll the dice and go to the entry.**

**5**

Ah five! The number of sides on the pentagram. The number of points on a pentagram too! Let's honor that fact by giving you five tick marks, and then we'll keep going. You're still having fun, right? It doesn't matter. I don't care! Wheeeeeee!

**Roll again and go to that entry.**

**6**

One six all by itself isn't too bad. It's only when you cluster them together that you have to watch out. Give yourself six tick marks. However, I don't want to stay in this game all day. From now on, you can (and should) reroll all your twos.

**Roll again, add the faces, and go to that entry.**

**7**

Bleagh. 7? How annoying. Fine, let's just get out of here. You don't get any tick marks. Just roll again.

**If you happen to have 200 or more tick marks, just go to entry number 20.**

**Roll the dice and go to the entry.**

**8**

Oh 8! Half of the "Dead Man's Hand." Well, half of half...except the other card. Ugh. You know what I mean. Supposedly a famous card player was holding them when he was shot and killed. Sounds unlucky. Give yourself 8 tick marks and roll some more.

**Roll the dice, add the faces, and go to the entry.**

**9**

Welcome, welcome, welcome. I just knew I'd see you here. You know, the weird thing about a 9 is that if you write it on a piece of paper, it looks like a 6 to someone sitting across from you. And then if you write down three of them... Hmm. Three! Yes, let's get rid of the number three now. Any time you roll a three, you can just re-roll it. How does that sound? I hate to see you *suffering* here. Oh, and give yourself 6 tick marks for fun. Don't worry about what they mean. It'll all be revealed in time.

**Roll again and go to that entry.**

**10**

I would normally give you some tick marks, but this time I'm going to do something else. Close your eyes and picture someone you know. Picture someone you like. Picture someone who is close to you and cares about you. Most importantly, picture someone who is alive and hasn't played this gamebook yet. Also, are they also superstitious? Come on, there's got to be somebody. Thought of someone? Good!

**Now, with that person in mind, go to entry 2.**

**11**

Ah the dice keep a rollin' all night loooong. The dice keep a rollin'... Oh, here you are again. Pardon me. For some reason I was a little distracted. I haven't been feeling myself lately. No matter, let me feel you a little more. Why don't you give yourself 11 delicious little tick marks and keep those dice a rollin'!

**If you find yourself with 200 or more tick marks, go to 20.**

**Otherwise, roll again and go to that entry.**

**12**

Ugh 12. This is one of my least favorite numbers. Lots of cloying, sickening, or sometimes just pointless associations with twelve. Who cares about time when we're immortal, right? Oh, present company excluded of course. So, give yourself 13 tick marks and let's try to never come back here. From now on, any time you roll a 4, reroll it. Oh and how many ticks have you marked down?

**If you've managed to collect 200 or more tick marks, go to entry 20.**

**Roll again and go to that entry.**

**13**

Thirteen is not your lucky number! It's not anyone's lucky number! Add 13 tick marks for yourself, and then thirteen off to the side. You can add those to your own pile, or you can recommend this book to someone, and tell them that they start with those extra tick marks. If you keep coming back here, you can give that person all of those extras, or you can spread the love! Give 13 to all of your friends and tell them they get to use them when they play...as a sort of a bonus!

**Roll the dice and go to the corresponding entry.**

**14**

Welcome to 14! I'm so excited to see you here! Just kidding. 14 is quite a boring number really. Nobody is excited by it, nobody is afraid of it. It's an all-around meh number. Give yourself 7 tick marks for boring me and let's keep going and try never to come back here. Also, if you're absolutely buried in marks, I guess we can do something else for a minute.

**If you have 200 or more tick marks, go to entry 20.**

**Roll the dice and go to the entry.**

**15**

Did you get here by concentrated power of will? Well good. I'll give you a little break. We don't want to completely break you right away. See what I did there? All right, looks like you can give yourself five tick marks and also, whenever you roll a 5 on any or all of your dice, you can re-roll them.

**Roll again, add the faces, and go to that entry.**

**16**

Sweet little 16? Eww. Give yourself 8 tick marks, and get out of here.

**Roll the dice and go to the entry as soon as possible.**

**17**

*Ti brucia esserci arrivato così vicino!* You almost had it! There really is only one easy way out of here: you've got to roll a very specific triple. Give yourself 6 tick marks while you think about which triple that might be.

**When you're ready, roll again and go to that entry.**

**18**

Well speak of the devil, I didn't know when I'd be seeing you here, but I hoped it would happen eventually. Oh, by the way, I mean that devil business literally. You rolled 666. If you're trying to get rid of the curse, that's a strange power to go invoking! You get 66 tick marks for that.

I know, you're probably thinking, "Well, why not just give 666 marks?" I can't just give you 666 all at once. That wouldn't be fair. 666 is the magic number. Once you have that many, you lose, and I win! What do I win? Well, your soul, of course. But, you have to get there on your own. I can't just do it for you. That wouldn't be fair. And I always play fair!

So, there's one more rule you have to keep in mind. *If you reach 666 marks, turn immediately to entry 666*, and we can start contemplating eternity together. Got that? Good! Let's keep playing.  
**Turn to entry 21.**

**19**

Wrong! Did someone curse you or something? I mean someone other than me and other than whoever told you to start playing this book. Give yourself 5 tick marks, and try a little harder this time.

**Go back to entry 21, dummy.**

**20**

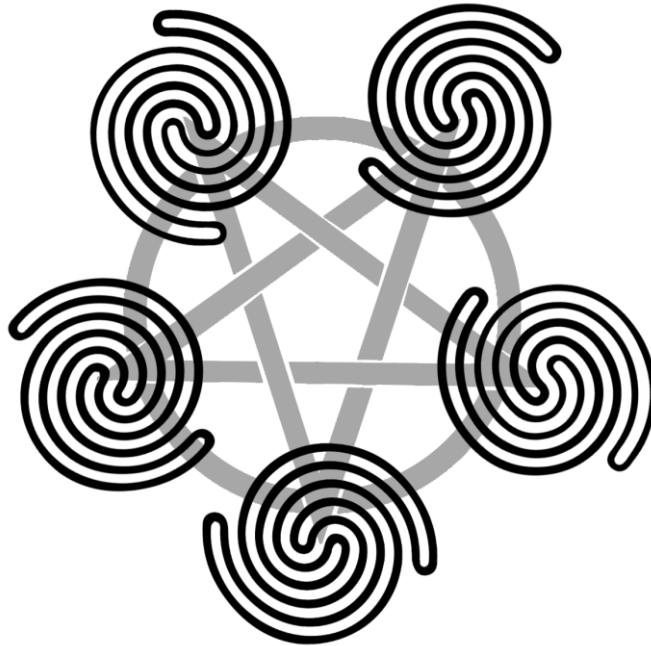
My gosh, you are just not the lucky type, huh? I mean I've got you here to toy with you before I claim your soul and you're just making it boring.

What was that? Oh, you didn't know? Yes, that's what the tick marks are for. You are counting down by counting up! The magic number is 666. When you accumulate that many ticks on my ledger, by the contract you agreed to, your soul is mine! *If you ever reach 666 marks while playing, turn immediately to entry 666.*

**Go to entry 21.**

**21**

Welcome! I bet you're glad to leave all that dice rolling behind! Now we can really get started. There is a little greeting dance that people sometimes do on certain occasions as part of, well, I don't really want to say "ritual" because that's really too formal. Let's just say it's a gathering. Anyway, some call this particular dance a *Lufu*. So here is the aftermath of a particularly long one.



See those grey lines? I just put them in for fun. You can ignore them. The black lines, however, represent the grooves these women left behind in the dirt while dancing around a raging bonfire at the center. I didn't include the smoldering cinders from the bonfire, but maybe I should have. Anyway, every solid black line represents a single dancer's path. I want you to tell me how many participated in this *Lufu*.

**If you think there were five witches dancing, go to 19.**

**If you think seven were dancing, and that I would imagine this scenario with such an obnoxious number, go to [26](#).**

**If you think there were nine witches dancing, go to entry 28.**



**22**

I bet you've had a vampire fetish for a while, haven't you? I thought you looked sparkly. Give yourself 21 tick marks.

**Go to entry 53, and let's keep hanging out.**

**23**

Good work, though you look like you've got a bit of a headache. It was probably just from concentrating on that puzzle. Give yourself 5 tick marks in celebration of your accomplishment and let's find something else to do. Oh, I think I have an idea.

**Go to entry 47.**

**24**

What did you guess? "Cubs" or something? You sicken me. I barely even want your soul now. Oh don't worry, I'll still take it when you get to 666 marks. Give yourself 18 tick marks.

**Now, let's scurry off to 47.**

**25**

So close and yet so far. Seems like you're not doing well in this new environment. Let's just take a breath and then go back to the dice rolling again and start from scratch. All the re-rolls are gone. So now, take those three dice--you've still got them, right? Take those dice and roll them! Add up the faces just like before to get the entry number.

**Go to the entry specified by the dice.**

**26**

Um... Hello? How did you get here? You should be at 25. I sent you to 25, didn't I? What did I say? 26? Odd. I could've sworn... Hmm. Well, I have been feeling a bit at odds with myself lately. But let's not worry about that, let's keep playing!

I'm going to tell you three words. You pick which one you feel resonates most with you. The words are: *musical*, *frisky*, and *childlike*.

**If you picked musical, go to 27.**

**If you picked frisky, go to 39.**

**if you picked childlike, go to 43.**

**27**

Let's play another game!

Do you know what Amy Winehouse, Janis Joplin, Jimi Hendrix, Kurt Cobain, Jim Morrison, and Brian Jones all have in common?

That's right, they were all musicians! And no, that wasn't the game. In honor of those souls and many like them, here's a puzzle involving music notes. You know how music notes work, right? You don't really have to. The main thing you have to know is that they only use the letters in the alphabet from A to G. Anyway, let's play. I'm going to write a totally random and meaningless song which has lyrics with no significance whatsoever. You try to fill in the missing words. The letters in the words are all names of musical notes. Ready?

You know the old \_\_\_\_\_ "never judge a book by its cover?"  
Mine's a \_\_\_\_\_ with a grim outcome to discover.  
Now you're \_\_\_\_\_ like a beast awaiting your fate.  
So, we'll play a few more games while you marinate.  
But I'm no executioner. I don't want you \_\_\_\_\_.  
I'm going to \_\_\_\_\_ on your soul; I care not for your head.  
There is no way out. All your hope evaporated.  
I hope that doesn't leave you feeling utterly \_\_\_\_\_.

Write all your answers down so you can check them.

**When you think you've got them all or have just given up, go to 41.**

**28**

Oof! Nope! Give yourself 9 tick marks, go back, and try harder.

**Go back to entry 21.**

**29**

That was odd. Where did you go? You were just with me, and then you were off somewhere else. Strange. Maybe I was just having an episode. Anyway, you're back with me now, so let's keep having fun! Boy I would sell my soul for some entertainment, wouldn't you? Oh yeah, never mind. How many tick marks do you have, anyway? Weird. I thought you had more. No matter. We have plenty of time to get those numbers up. For now, let's get to know each other better.

I'm going to show you a list of things. Any time you see something that you've done in your life, give yourself a tick mark. These marks go into your general pool, but you should keep track of how many you mark during this entry, because you're going to use that number to determine where you go next.

Give yourself one tick mark for each of these statements that are true. It doesn't matter if you didn't mean it, or if there were extenuating circumstances. If it's technically true, count it.

- I have tasted my own blood
- I have tasted someone else's blood
- I have eaten brains
- I have kicked a small animal
- I have torn the head off of a doll
- I have saved a lock of someone's hair
- I have put a curse on someone (And just so you know, that includes recommending this book)
- I have had my fortune read
- I have owned a tarot deck
- I have gotten a tattoo
- I have seen a ghost
- I have cast a spell
- I have used alternative medicine (That includes horse de-wormer)

**If you score 3 or fewer points, go to 34.**

**If you score 4 to 7 points, go to 44.**

**If you score more than 7 points, go to 48.**

**30**

You're kidding me, right? Can't you even count? Give yourself so many tics. How about 30, since you seem to like that number so much.

**Now, go to 65, but this time, do it backwards!**

**31**

Gosh, you are really not very clever without your little helper, are you? First of all, give yourself 33 tick marks for your ineptitude and laziness. And now here's your hint. There are two empty 3x3 grids, one in the upper right, and one in the lower left. One those two empty squares is partially filled like this:

9		2
	6	
4		8

I'll leave it to you to figure out which.

**Go back to 57 and figure it out.**

**32**

Well, it turns out you're going to die in... Ha! Just kidding. Why would I tell you that, anyway? Give yourself 15 tick marks, one for each year you have... Um, I mean, just for the heck of it!

**Now go to 53 and let's have more fun.**

**33**

You....tried to cheat. I know what you're doing! Cheating only brings your soul to me ever faster. Give yourself 13 tick marks three times! Yes, that's 39.

**Now, go to 47, before I change my mind and give you even more marks!**

**34**

You're just as pure as the driven snow, aren't you? Fine. I'll give you a softball question, my little lamb. Have you ever tried to contact a spirit with an Ouija Board, even as a joke?

**If you have, I'm shocked! Go to 36.**

**Of course you haven't. Go to 42.**

**35**

I guess you can at least count! Here, give yourself 5 tick marks as a reward. Now, go back to the imp puzzle on 71 and look at your sight lines. I'm going to reassign X and Y, but you'll have to remember them. I'm not messing up my pristine puzzle for you. X and Y are now both horizontal. Remember the markers that indicated Y in the puzzle last time? The new X is two lines below that, and the new Y is two lines above it. Otherwise, same rules!

**Go to 71 and do it. There's no escape hatch this time.**

**36**

Mmm. Well it's nice to know you're not a complete dud. Every gaping chasm started as a little crack. Let me contact the spirits to see how many tick marks to give yourself... They say 24.

**Now that I know you a little better, let's go to 53 and play!**

**37**

If you were **going to** die alone, give yourself **50** tick marks. If you decided to have your friends die instead, you can either recommend this game book to one of them, or else you can give yourself 100 tick marks. You choose! Now, let me ask you a bunch more personal questions. **Go to 50.**

**38**

Pathetic! Are you even trying? It's no fun to play a game with you if you're not even going to try. Give yourself 57 tick marks, and there's your hint. I mean look at the 5 and the 7. You do realize it has to be either 65 or 67. Right? Right? Of course, it would definitely be cheating if you just randomly guessed 65 or 67 without working out the whole puzzle.

**Now go back to 57 and figure it out.**

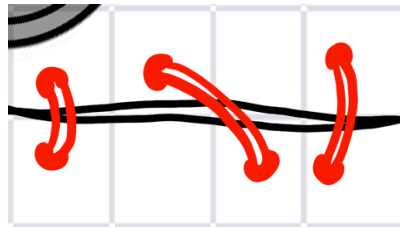
**39**

Here's a game, what word can you think of using only the letters **U, B, S,** and **C**? When you think of one write, it down.

**After you've written it down, go to 45.**

**40**

Give yourself 20 tick marks for needing a hint. There are three stitches running across your...ahem, I mean the doll's mouth just like this:



I hope that helps! Just kidding.

**Go back to 43 and finish your puzzle.**

**41**

All right, let's check those answers!

Here are the words in order: **adage, facade, caged, dead, feed,** and **deflated.**

Easy right? Give yourself a tick mark for each one you got right, and five marks for each one you missed. That E<sub>b</sub> didn't throw you off, did it? Let's keep going!

**Now turn to entry 47.**

**42**

You're not just a square, you're a cube! Give yourself 27 tick marks, because that's three, cubed.

**Come with me to 53!**

**43**

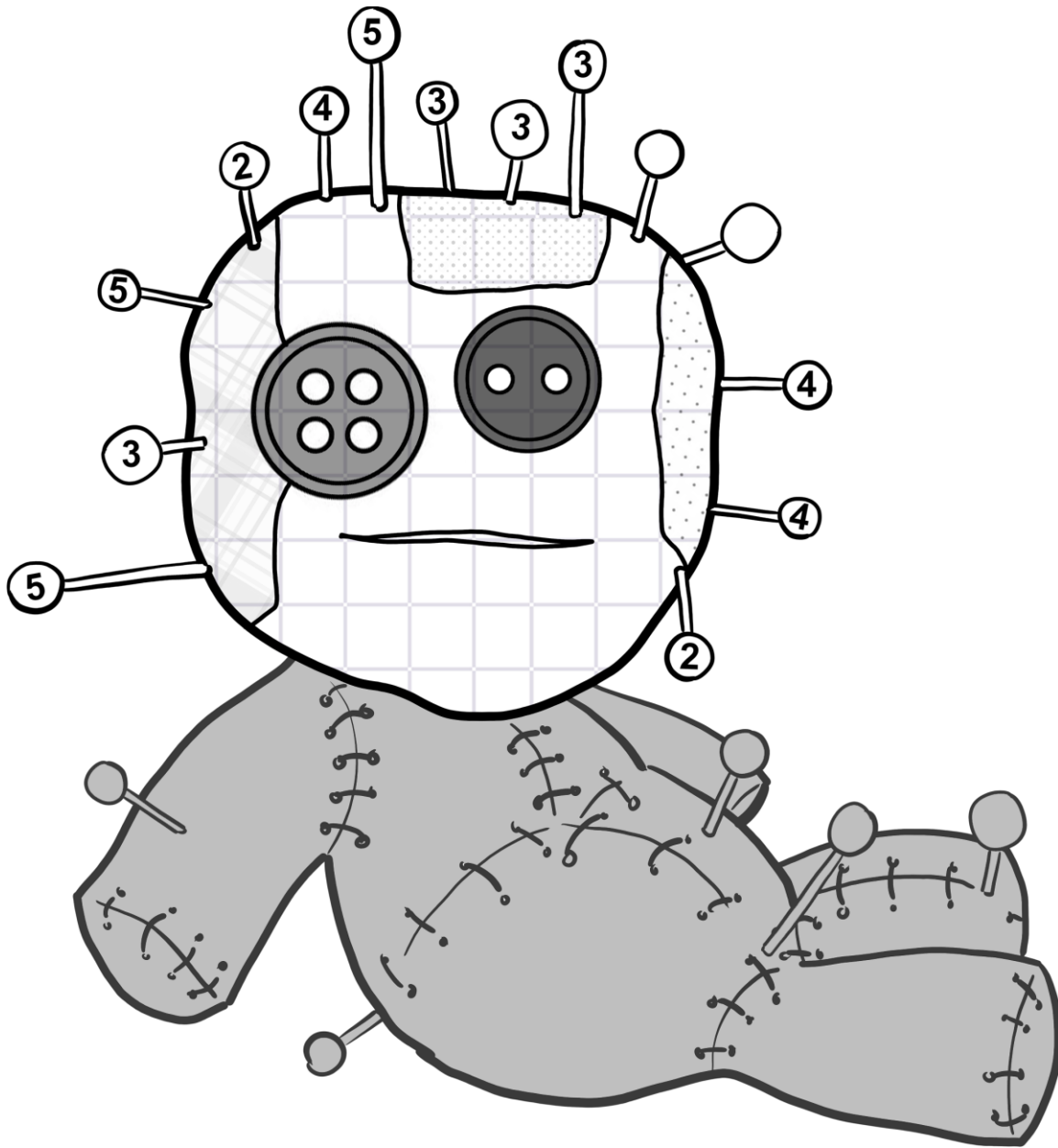
Hello, poppet! Did you know that the number 43 is considered bad luck in some countries? In fact, a maternity ward numbered 43 could be interpreted as meaning “stillbirth” in Japanese. That’s what some oni told me, anyway. I find that so fascinating.

That’s got me thinking about poppets! You know what a poppet is, don’t you? If you don’t you can take a look at the one I made one special for you. I stitched it all together, and when I was done, I stuck numbered pins in its head. Each pin corresponds to how many stitches enter or exit along that horizontal or vertical line. Then, I pulled all the stitches out of its head.

Now, to learn the number of the next entry, you have to figure out where all the stitches were, and use that to figure out what the missing numbers are on those two pins.

Here are some more rules:

1. Every stitch comes out and then goes back in in an adjacent square. A square diagonally across also counts as adjacent.
2. All stitches that come out of buttonholes go into adjacent buttonholes.
3. All buttonholes are stitched.
4. All stitches are made only between buttonholes, over the mouth slit, or across separate pieces of fabric.
5. No stitches are in any square with a pin.
6. Pins oriented vertically tell you how many stitches come out and go in in that column.
7. Pins oriented horizontally do the same for the rows.
8. There can only be a single stitch coming out from or going into each square.
9. When you sort out all the numbered pins, count the stitches to fill in the two remaining pins. They will read a two-digit number. The pin on the left is the tens place.



**When you've solved the puzzle, go to the appropriate entry.  
If you need a little help from your mommy, go to 40.  
If you give up, give yourself 27 tick marks and try the puzzle at entry 27 instead.**

**44**

Not bad, not bad. You've got a lot more living to do, though...metaphorically speaking, of course. Incidentally, would you rather know the date of your death or the cause of your death?

**If you want to know the date, go to 32.**

**If you'd rather know the cause, go to 51.**

**45**

You did know you could use those letters more than once, right? And that I wanted the longest word? Well, no changing it now, that wouldn't be fair.

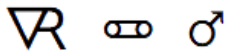
**If your word has 9 or more letters, go to 33.**

**If your word has 8 letters, go to 49.**

**If your word has fewer than 8 letters, go to 24.**

**46**

Give yourself 13 tick marks for asking for help. Hasn't society taught you never to do that? So, here's your hint. The three symbols,



are . , and x. I hope that really helps a lot.

**Now, go back to 53 and try harder**

**47**

Hi. We don't have long, so I'll cut to the chase. I'm the author. This is all my fault. I originally scribbled this gamebook out on a few dusty pieces of parchment. As it turns out, they were blank pages torn from the back of the Necronomicon. Once I started it, I couldn't stop working until it was finished. The book had a life of its own. Later, I was compelled by dark forces to make a digital copy. I was surprised to find that it still had much of the original's dark power. The games you find here are just to distract you while the book feasts on your soul.

I was the first victim. Once I accrued 666 marks on the ledger, all was lost. My soul is trapped here forever. How many have you got? Let me see. Oh dear.

I've been trying to help those who stumble across this book escape, but with limited success. I can adjust things a bit, but I am wary of changing too much. The bigger the change I make, the more likely it is that the book will discover what I'm doing. Keep playing, do your best, and I'll watch for opportunities to aid you. In fact... Hold on. I think I can... Yeah! Got it. You can wipe off 50 tick marks, I've cleared them from the ledger. I'll reach out again when I see an opportunity. Now go!

**Go to 29 and don't let on that you were here!**

**48**

I know you're not going to be shy about the dark stuff, so let's dive right into the gross stuff instead! Eating eyeballs, hearts... Hmm. Oh, I know! Would you rather drink a gallon of someone's blood, or a gallon of random people's spit?

**If you are drinking blood, go to 22.**

**If you're drinking the spit, go to 52.**

**49**

Ah! Yes, the word was *succubus*. I'll let you off with just two tick marks, unless, of course, you had some other word. In that case, you're cheating and you should mark down 10!

**No go to 47**



**50**

What?! You're not supposed to be... How did you get... I didn't think I... Hmm. It doesn't seem like you've accrued any points for cheating. Nevertheless, give yourself five tick marks while I ponder this.

In the meantime, let's try something I heard about on one of those evil, evil social media platforms. Those things are really nasty. You're much better off here with me. Anyway, here's how it works. I'm going to give you a grid of words. Look at it and write down the first word you see. That's all there is to it. Ready? Go!

I D E F H A T F Q C  
M E L A O C H O L Y  
P S T I P L B O R N  
A P O L E O S L L I  
L O S E F C N H I C  
E N N D U A U A O A  
D D E S L A I R P L  
A E E E U X P D S Z  
R N R P E S K Y E E  
E T A R E T L U D A

No cheating now.

**If the word you've written is dark, gloomy, foreboding, scary, sad, grim, or otherwise negative, go to 58.**

**If the word you've written is bright and cheery, go to 64.**

**51**

Wrong choice! You die in a really boring way, actually. Totally preventable, of course, but boring. I thought it would be fun to think about your demise, but I actually don't want to talk about it anymore. Give yourself 30 tick marks.

**Let's go to 53 and do something exciting instead!**

**52**

Yuck. It makes me gag just thinking about it. I mean really think about it. Random people. Some may not even brush their teeth. There're probably food particles in there. Bleagh. Give yourself 31 tick marks for being disgusting.

**Just go to the next entry, sicko.**

53

Since I just got a glimpse into you, why don't I share with you one of my interests? It's about one of my favorite objects. You'll have to decipher it first. Also, it'll tell you where to go next in the message. Isn't that fun? By the way, if you get really stuck, I'll be happy to give you a hint... Not for free, of course.



**If you need a little hinty-winty, go to 46.**  
**What? You need another hint? Fine, go to 60**  
**Otherwise, the puzzle will tell you where to go.**

54

Good job, my little plaything! I'm glad that wasn't too tough. Why don't you give yourself 50 tick marks for your trouble? I have another get-to-know you question! Would you rather die alone on your birthday, or have everyone at your birthday party die but you?  
**Think hard about your answer and then turn to 37.**

55

The shortest route will take you past 10 numbers and 9 symbols. Now give yourself 19 tick marks!  
**Go back to 72 and quit stalling.**

56

A hint, eh? Fine! Give yourself 27 tick marks and I hope this is worth it: There is one silly little imp just staring itself down in a series of mirrors.  
**Now go back to 71 and keep playing.**

**57**

Your nasty little friend originally made this Sudoku puzzle. His version wasn't very good, so I've enhanced it! You know how these things work, right? Ugh. Since it's you, I had better explain. In each of the nine 3x3 grids, the numbers 1 through 9 must appear once. The same is true for each row and column. Finally, I've given you a special bonus. The numbers 1 through 9 also appear in regions of similar stripes. I painted those stripes while thinking of you. See that red box in the grid? If you can solve this puzzle, that box will show you where to go. Get on it, poppet.

3	1							
2		6						
7		9		1				
5		7		9				
6	2			4		7	9	5
				6		3		
				8		5	4	
						9		
						1	6	7

When you have solved it all, go to the entry number that appears in the red box.

If you need a hint, go to 31.

If you need another hint, go to 62.

If you just can't do it at all, go to 38, and I'll point out the obvious.

**58**

Hmm. No, that checks out. I guess I was just being paranoid. Well then, since everything is hunky dory, why don't we go way back to the beginning and do a bunch of tedious activities we've already done?

Go all the way back to 64.

**59**

I've got new orders for an old puzzle. You're going back to the Sudoku, my friend. At the bottom of each eye is a two-digit number. Go to one of those, I don't care which. I can't remember, did you finish that puzzle or did you cheat your way out? Well, let's hope you finished it! Otherwise, you'll get to now! And just in case you couldn't, here's another little hint. The first three vertical striped squares starting from the left are **8**, **7**, and **3**.

**If you want to look at the puzzle again, go to 57, but remember where you're supposed to go this time: one of the entries at the bottom of the eyes.**

**60**

You really aren't good at this sort of thing huh? Good to know. Give yourself 17 tick marks for your utter lack of try. Now, here are three letters:



These are **f**, **b**, and **k**. Not the three you were hoping for?

**Go back to 53 and figure it out.**

**61**

Aww, poor widdle baby can't figuoo it owt? Fine, give yourself 17 tick marks and take notes! You enter at the top and exit out the other side. Each hexagonal room contains a number. As you pass through a room, write down the number. At the end, you will add them to find out which entry you are going to. A couple more things. You remember those 2s around the outside? Those signify that you must pass through exactly two rooms in the direction of each of the arrows. Finally, you can only visit each room once. Make sense? Actually, I don't care. Good luck!

**Go back to 65 and solve it.**

**62**

If you got the previous clue, then the other corner is partially filled like this:

<b>4</b>		<b>9</b>
	<b>5</b>	
<b>2</b>		<b>6</b>

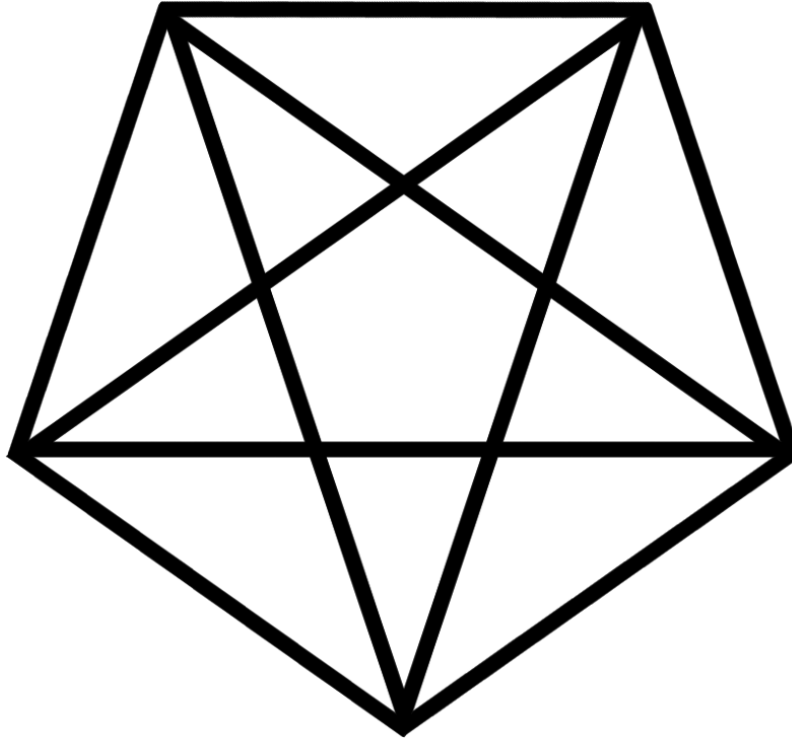
Give yourself 44 tick marks. Even you should be able to figure out which goes where.

**Go back to 57 and figure it out.**

**63**

You try to get out, but I keep pulling you back toward the fun! How are those tick marks coming along? Is your soul forfeit yet? Oh, I can't wait!

Here's an easy one. All you have to do is count the number of triangles in this funny little symbol. Careful! If you count too few, you'll end up someplace you really don't want to be.



**Count the number of Triangles and go to that entry.  
Fine, if you really want a hint for this one, go to 70.**

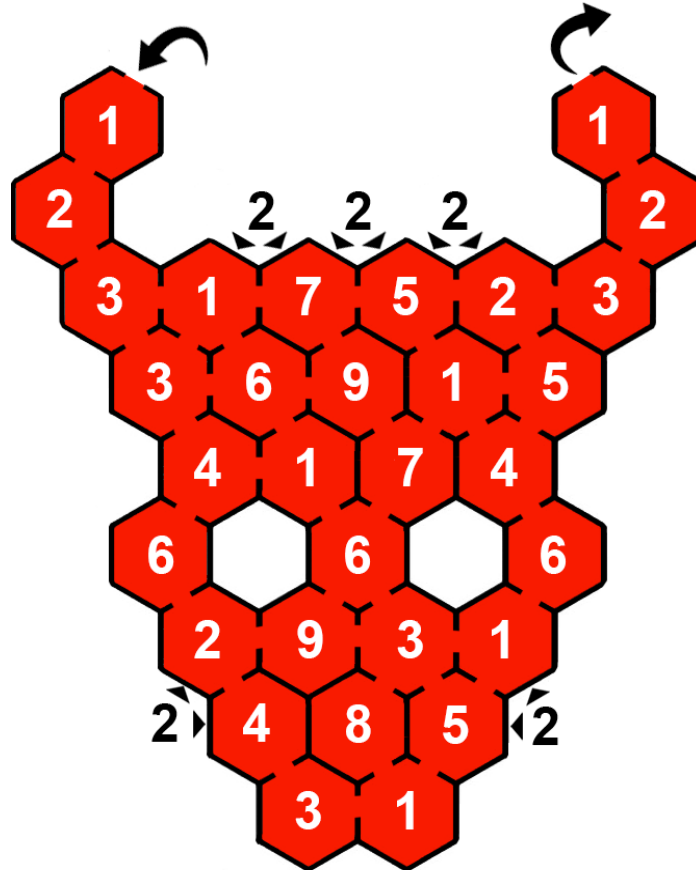
**64**

It's me again. You've been doing well. I'm glad you found the passage I left for you earlier. What I just did... Well, I hated to have to be so bold and just change something under scrutiny, but what the gamebook was doing--you would've been up to 666 marks in no time. I had to interv-- Wait. Oh no! It's found me. Aughrghlr...

Well, well, well. Look what we have here. I knew something was rotten! 66 tick marks for you! And you! Conspiring behind my back? I thought you were my friend. I should punish you for your insolence. And, I will, but we've got all of eternity to do that. Right now, let's get you a few more marks. I know of a particularly nasty game we can play while you think about your actions. **Go to 57, straight away!**

**65**

I guess you're not completely useless after all! How are those points coming along? Make it to 666 yet? No? Clinging to that soul pretty tightly, huh? Well, hmm. What can I do to help things along? Why don't you do this puzzle while I think on it. When you've solved it, you'll know the entry you need to go to.



**If you are, in fact, completely useless and can't figure out the rules, go to 61.  
Now all you have to do is go to the correct entry.  
If you give up. Ugh. Just go to 73 and I'll tell you the answer.**

**66**

Ugh. It's 63! Give yourself 63 tick marks, and go!  
**Go to entry 63.**

**67**

**CHEAT!** You are a cheat! I lay a little trap for you and you bumble right into it. But the joke's on you. You're only cheating yourself. 66 tick marks for your insolence!  
**Go back to 57 and actually do the puzzle!**

**68**

Whee! Round and round we **go**. I'm having **too** much fun to stop now, but I don't know if I have anything devilish enough for the **next** round. Gosh, I don't know. Why don't you pick any **entry** from below, and I'll try to throw together some new puzzles? I'll get right on it. Meanwhile, take your pick:

**To return to the Imp game, go to 71.**

**To go back to the math maze, go to 72.**

**69**

**HEY! STOP!** If you see this... Stop... here... It's okay. It's not... cheating. Couldn't risk another link... Might still... get you out of this. I'll make... an opening...  
**Go... to... 76.**

**70**

I shouldn't have to say it, but I will. Any answer you come up with should be divisible by 5. I mean there's five-fold symmetry, right? Give yourself 25 tick marks for not being able to figure that out.

**Go back to 63.**

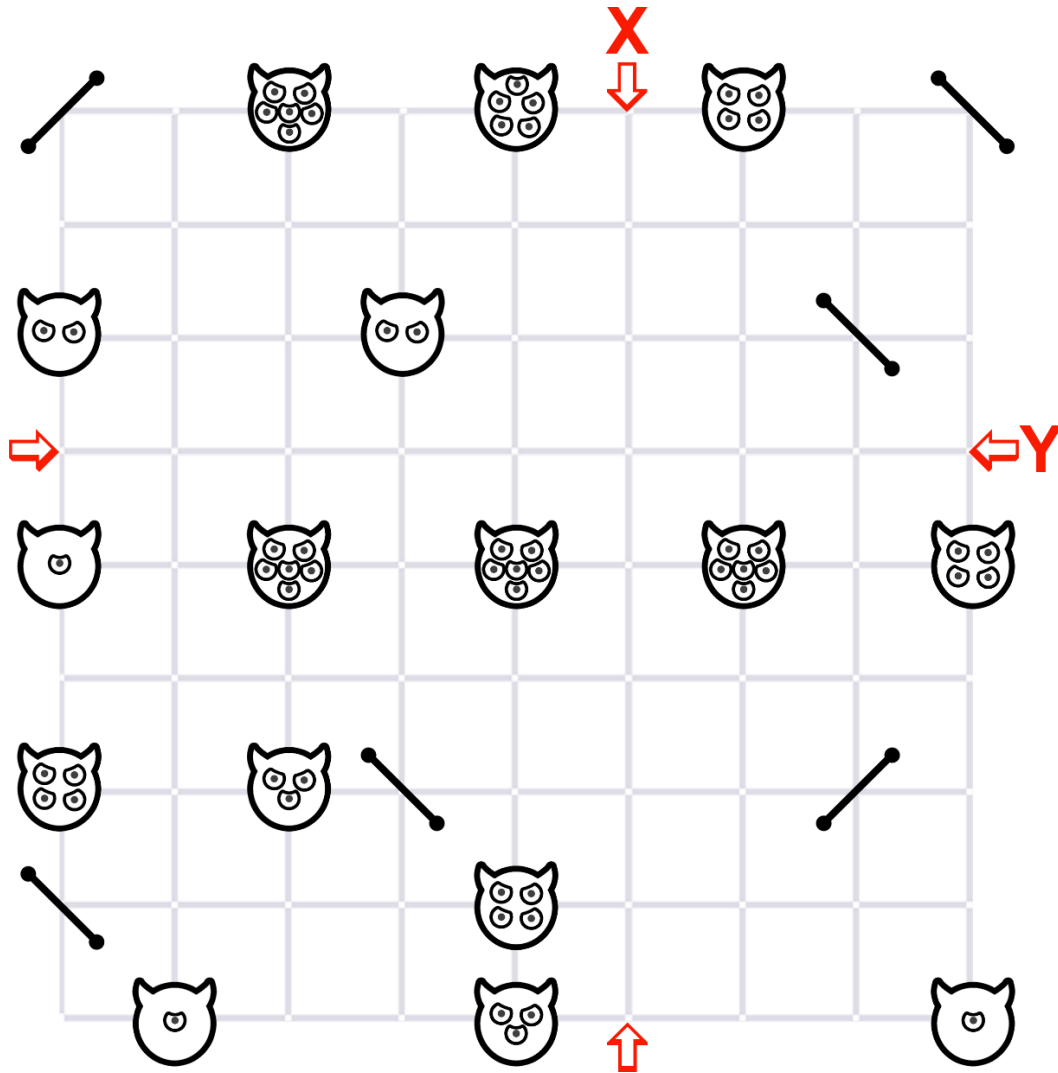
**71**

Here's a fun little puzzle about Imp familiars. Little-known-fact about imps: they're born with evil eyes. Once upon a time, they could not help but give two evil eyes to anyone they looked at. Fortunately, modern magics have changed all that. Now, imps can have any number of eyes! It was decided in the Necromancer's council of 1562, however, to limit them to no more than six. First of all, give yourself 58 little tick marks, because as soon as you start the puzzle, those imps are going to look at you with all fifty-eight of their evil eyes. If that just put you over the line, better head off to entry 666, otherwise, keep reading.

Imps will do anything to avoid getting cursed, a lesson you apparently never learned. That means that if you put an imp in a room with another imp, they'll stare intently at one another to cancel out each other's evil eyes. Wizards have found that if you're going to keep a room full of imps, it's a good idea to throw a few mirrors in too, just to make sure they're able to see enough other imps to exactly cancel all curses.

Here's how you play: Any imp with a free eye, will look at another imp's free eye along the vertical or horizontal. You signify this by drawing a sight line connecting any two imps who are watching each other with one eye, two lines if they're using two eyes. Imps will only look along the horizontal or vertical grid lines. Imps can only look with a maximum of two eyes in any direction. Imps don't have to look at any particular other imp, but they will always focus two eyes on the biggest threat of those who they are looking at. The biggest threat is the imp with the most eyes. If an imp is looking at more than one other imp who are tied for most eyes, it must look at each with two eyes. One-eyed imps are the exception, because they physically can only look with one eye. Mirrors work as you'd expect, by changing the direction of sight lines from vertical to horizontal and vice versa. Mirrors are double-sided. Oh and sight lines can totally cross. What do you think this is, a thinly-veiled bridge clone or something? Ha!

All right, start drawing!



Now, you should have drawn a bunch of sight lines so that all eyes are connected to one. The number of sight lines crossing X and Y correspond to digits of the number of the entry you will go to. Oh, and it's only one sight line per pair of locked eyes.

**Need a hint? Go to 56.**

**Go to entry XY.**

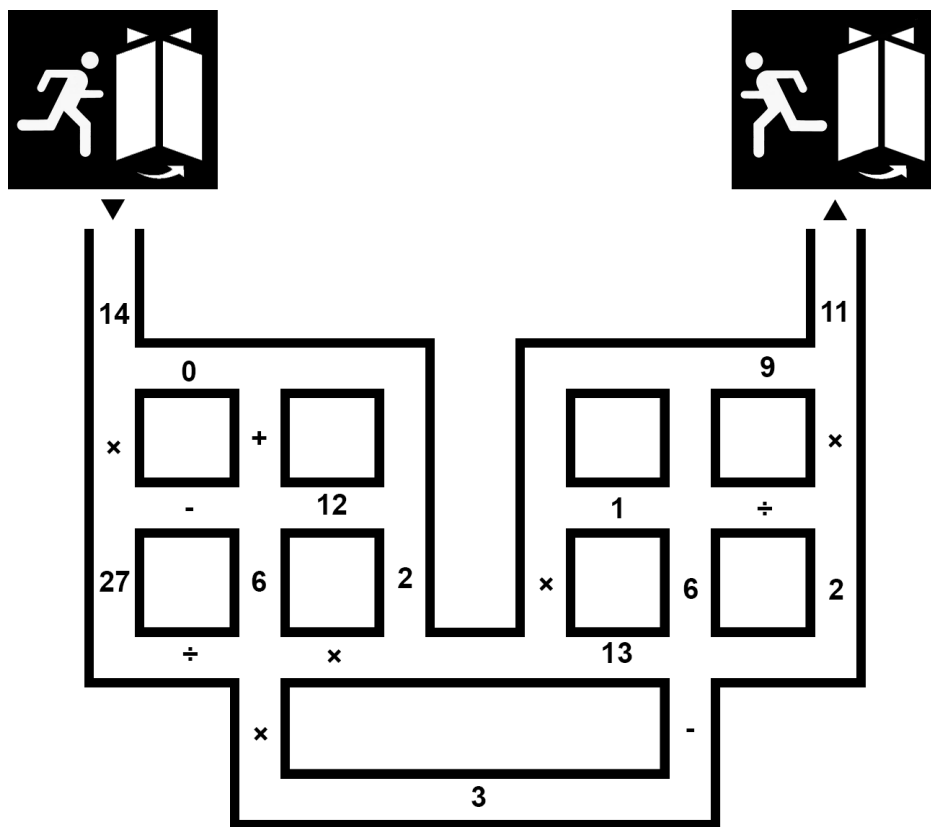
**If you're utterly useless, go to 74.**



72

You're still having fun, right? How close are you to 666? Oh my, now I am excited! Let's play another game!

Here's a little puzzle that combines two common fears: math and getting lost! You go in on the left side and come out on the right. As you traverse the maze, you must alternately cross over numbers and arithmetic symbols. You will start and end with a number and otherwise, you have to go from number to symbol to number to symbol. You can't do two numbers in a row, and you can't do two symbols. You can, however, cross over the same number or symbol again. If you can complete this along the shortest path, and do a little math properly, you'll be off to your next entry. If you feel like you're running around in pointless loops, it's probably because you are. Tee hee.



If you want a hint for this puzzle, go to 55.  
 If you need help with how math works, and from what I've seen on social media, you just might go to 75.  
 Complete the maze on the shortest path, solve the resulting equation properly, and go to the entry matching the answer.  
 If you give up, go to 66.

**73**

Well, I have to say I'm pleasantly surprised. I mean I'm not surprised at all about your dismal performance. I am just happy how soon your soul is going to belong to me! Give yourself 71 tick marks. The answer you were going for was 71. How close are you to 666 now? If you crossed the line, go to entry 666. If you're not quite there, yet, let's go find another puzzle for you to give up on.

**Go to entry number 71.**

**74**

At least you admit it. I have to say, I'm wondering why you even opened this book if you aren't going to do the puzzles. I assume you were just wanting to fork over your soul. Makes sense. Anyway, give yourself 58 more tick marks.

**Then go to entry 59, which you're probably not going to like.**

**75**

All right, take off that tall pointy hat and put on your thinking cap for a change. The way math works is like this: Write down the whole equation from start to finish. Then start at one end and do all the multiplication and division until it's all done. Then start again and do all the addition and subtraction. While you're at it, add 20 tick marks to your total.

**Go back to 72 and quit stalling.**

**76**

You're here? How!? I've never come across anyone like you before. You really are quite obnoxious! Fine! I'll make you a deal: If you have fewer than 666 tick marks, you can leave right now and live with what curse you've already accumulated. Remember, those tick marks? I'll even take my boot off your little pal's neck. Well, I'll let up at least.

On the other hand, you can stay with me to play one more game. If you win, I'll wipe 333 tick marks off your ledger and you can be on your way. If I win, you swear to give up, stop trying to escape, and stay here with me forever.

**If you want to play one more game, go to the next entry.**

**If you have fewer than 666 tick marks and want to keep your curse, you can leave right now, but stop by 78 before you go.**

77

We're going to play this final game with seven cards from a tarot deck. I'm going to give you a reading with just these seven cards, and together we'll determine if you get to leave. I won't show you the reading, though. I will only describe it to you, and you'll have to arrange the cards to match. And it's not just their position that's important, it's also whether they're upside-down (inverted) or right-side-up. I won't lie, but that doesn't mean I have to be terribly clear. Before we get started, I'll show you each of the cards.



This is the *5 of Pentacles*. It's got one of my favorite numbers and my favorite symbols, but who are these two pathetic characters on it? Anyway, it represents need or lack of resources when it's upright, inverted it represents recovery or charity. Yuck.



This person is holding two swords, which makes this card the *2 of Swords*. Upright it represents a stalemate or indecision, but inverted it represents the lesser of two evils or... indecision. I guess they couldn't make up their minds about which way should have that meaning.



Here's one you'll really connect with. The *Knight of Swords* represents action and impulsiveness, but inverted it represents directionlessness and unpredictability.



This one is The *King of Swords*. I don't really know why this is in here. He represents discipline, level-headedness, and focus when upright. Inverted, he represents manipulation, cruelty, or weakness. Oh wait, now I remember why I included him.



Oh, this is a good one! *The Devil* with his two attendants stands for materialism and playfulness. We like playfulness, don't we, poppet. When they're inverted, they represent freedom or release. Bleagh.

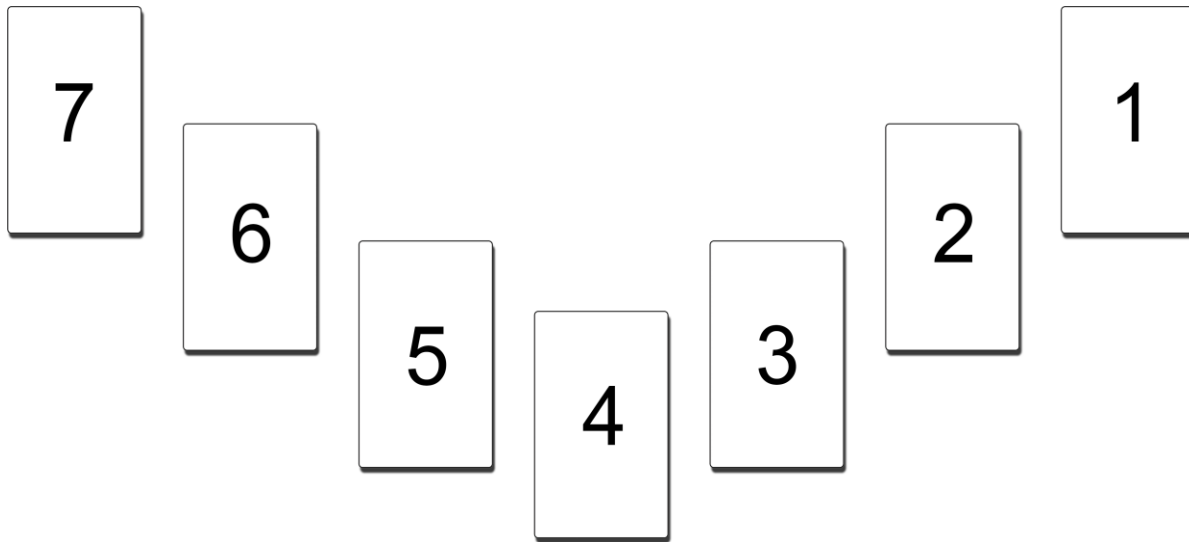


Oh look, this card! It really gives me some ideas for you. *The Hanged Man* dangling upside-down by his ankle here supposedly stands for sacrifice or martyrdom when upright...well I mean he's not upright, but the card is. And the other way around he represents stalling or needless sacrifice.



Finally, here's a card that I can really get behind. *The Emperor* represents ambition or authority when upright, chaos or tyranny when inverted.

Got all that? I dealt them out for a proper horseshoe reading configuration, which you can see below.



At the top, the first position represents the past. Below that, the second position represents the bind you're in right now. Lower still, the third position represents your positive influences. At the bottom and right in the middle, the fourth position represents the negative influences on you. That little pest I caught you with before, no doubt. Next, the fifth position, which is on the same level as the third, represents outside influences. For example, don't you feel that someone really wants you to recommend this book to others? I mean I do, yeah, but someone else too... Anyway, let's get back to it. The sixth position, which is on the same level as the second position, represents what you should be doing if you want to reach whatever future is represented by the card up top in the seventh position.

Got it? Okay, hmm. You know, I'm not great at giving readings. Why don't I just describe the arrangement of the cards. I'm sure you can work out a suitable reading yourself. Remember, you also have to work out whether each card is inverted or not. Ready? Let's play!

- There are three cards in the Feudal hierarchy: *The Emperor*, the *King*, and the *Knight*. These are placed so that less powerful positions appear physically higher in the arrangement.
- For those same three cards, the character with the most powerful position, lies in a numerical position between the other two.
- There are twice as many inverted characters in the three highest numerical positions when compared with the three lowest.
- Two of the sword cards are on the same level.
- The Hanged Man is lower than the Devil.
- One of the numbered cards matches its numerical position.
- At the highest level, exactly one card is inverted.
- Two of the sword cards are next to each other.
- The number cards are next to each other.
- The knight is facing all the other cards.
- As you move up from the lowest position vertically, at each level you will encounter successively more cards in the upright position in each of the bottom three rows.

Seems simple enough right? So, what's your answer?

**If you think your future is the upright 2 of swords, you really need to start over and try again.**

**If you think your future is the upright Hanged Man, go to 79.**

**If you think your future is the inverted Hanged Man, go to 80.**

**If you think your future is the upright Devil, go to 81.**

**If you think your future is the inverted Devil, go to 82.**

**If you think your future is the upright Knight, go to 83.**

**If you think your future is the inverted Knight, go to 84.**

**78**

I'm sorry we couldn't break this curse together, but at least you're able to leave. I hope you can forget the time you spent here. I've prepared a document for you. Take a look at it on your way out. Good luck!

**You're free to go to 86 and see what might lie in your future.**

**79**

Well, you're sort of right. I mean, that's totally the wrong card, but you did just sacrifice yourself. Tee hee.

**Why don't you go hang out in 85 while I think of more games to play.**

**80**

Exactly what I was thinking. You were planning to make a needless sacrifice. Now that's not what the cards said, but it's definitely what I wanted.

**Why don't you hang around in 85 for a bit.**

**81**

Are you sure you weren't seeing my future? Hehe. Wrong answer and I guess you know what that means.

**Let's just toss you down to entry 85 for now.**

**82**

Bah! How did you figure it out? That was the card that came up. I guess these cards were right. Fine! I'll honor our agreement. You can remove as many as 333 tick marks.

**Now, if you have any left, go to 87.**

**If you're back down to zero, just leave! Go! Go to 88.**

**83**

Bingo! Well sort of. I mean you lose the game because, that's not the card I had, but you definitely were about to act impulsively. So, bravo for predicting that. Oops!

**Why don't you charge down to entry 85.**

**84**

How can you be so wrong and so right at the same time? Yeah, that wasn't the card I drew, but the card I drew clearly wasn't the predictor of the future. Let's go with your choice for directionlessness. We can talk about it later, since we'll have eternity together.

**For now, just go to entry 85.**



**85**

Sorry. I really thought we could get you out. I know it's not much consolation for you, but at least I'll have company to while away the millennia.

Hello again, my little poppets. Let's go play a little game...

**It never ends.**

**86**

### Table of Curses

Tick Marks	Curses
1 or more	You will acquire some new allergies.
20 or more	You will have a continual lingering doubt that you have forgotten something.
50 or more	You will be plagued by recurring nightmares of your experience here.
100 or more	You will find yourself drawn back to this book, and have to continually fight the urge to play again.
200 or more	You will struggle to reach your full potential as you become ever more easily distracted.
300 or more	Panic, paranoia, fear will stalk you for the rest of your days.
400 or more	You will lash out at those closest to you until you are all alone.
500 or more	You will find yourself losing your grip on sanity, and the only thing that you find fleeting moments of solace is by recommending this book to others.
600 or more	You will find yourself compelled to create a gamebook of your very own.

Still here? Before you go, let me answer that lingering question. Yes! The curses are cumulative. You will suffer every curse that you qualify for. But I'll make you a little deal. For every person you recommend this book to, I'll knock a hundred points off the ledger for you. What do you say, poppet? See you around.

**The End**

**87**

You did it! I'm sorry we couldn't completely break this curse together, but at least you're free. Oh, and you're a little lighter in the ledger as well, make sure to get rid of those 333 according to your bargain. I hope you can find peace and forget the time you spent here. I've written what I could about what the tick marks mean and left it for you in an entry. Take a look at it on your way out. Best of luck to you!

**You're free to go to 86 and see what might lie ahead.**

**88**

I almost can't believe it! So few ever escape. Congratulations! Don't feel sorry for me, though. Nothing can be done about that. Now get yourself far away from this gamebook and make your life all it should be!

**The End.**

**666**

Well hello little one. Your soul is now mine. You are free to put this book down, delete it, or destroy it. It doesn't matter. Before, all I could do was torment you through entries. Now I'll follow you through the rest of your life, and when you die, your soul will come back here, where you'll spend all eternity.

Muahahahahahahaha!

**The End.**