

You are the Lady Morgan le Fay. You are an evil sorceress. You are also the half-sister of King Arthur, who is bent on having revenge on him and everyone he loves—but currently you are shopping at *Armor 21*TM for an all-black wardrobe. King Arthur walks into the store.

- a. Turn into a *Guinevere's Secret*TM model to distract him (Card 4)
- b. Continue shopping as if you don't notice him (Card 3)

You continue shopping, but you soon notice that Guinevere is in the store, too, following closely behind you.

- a. Start hitting on Arthur (Card 4)
- b. Smile and pick Option A (Card 4)

While on your way to the dressing room, you bump into Guinevere. When you do, the clothes in her arms fly everywhere.

- a. Act as though you did it on purpose and laugh (Card 5)
- b. Fail to notice who it is and utter a frantic apology (Card 6)

You transform into a *Guinevere's Secret*TM Model. You say, "What fine armor you have, Sir Knight!" Arthur is taken aback.

- a. Suddenly play hard-to-get (Card 7)
- b. Continue flirting (Card 8)

You laugh and say, “Oh! I’m so sorry...you harlot!” Guinevere turns red.

- a. Continue taunting her (Card 9)
- b. Stop taunting her (Card 10)

You sincerely say, "I'm so sorry." You quickly help pick up Guinevere's dropped clothes, but you notice she's glaring at you.

- a. Walk away calmly (Card 11)
- b. Start mouthing her (Card 12)

You act as if you've suddenly lost interest in Arthur. "You truly are a gorgeous maiden!" Arthur says. You smile.

- a. Ask him for his opinion on some of your fashions (Card 13)
- b. Continue smiling and giggling (Card 14)

You continue to flirt with Arthur, which is really gross because he's your half-brother. Suddenly, Guinevere appears out of nowhere and begins screaming at you. You quickly lose your temper.

a. Run away (Card 17)

b. Use a spell on Guinevere (Card 15)

You continue taunting Guinevere until she bursts into tears. Of course, she returns a minute later with King Arthur, and he does not look happy. He has you tried for offending the queen, and you are beheaded.

Game Over.

(Go back to Card 1)

You stop taunting Guinevere, so she sees this as her opportunity to start taunting. “I’m a harlot, huh? At least I’m not one of Arthur’s worthless half-sister hussies!”

- a. Cast a spell on Guinevere (Card 15)
- b. Pick option A because you’re evil and you don’t know any better.

You walk away from the confrontation.
Good for you. You leave the store and
go home, only to cry yourself to sleep.
Doing the right thing stinks sometimes,
doesn't it?

The End.

You rise and start swiveling your neck and shaking your finger. “Oh no! I was sorry that I ran into you, but apparently you deserved it, you hateful little wench!”

(Go to Card 9)

King Arthur agrees to help you choose some fashions. You lead him back to the dressing room area, giggling all the while. Now he is in your clutches. No one is looking.

- a. Flirt with him some more (Card 8)
- b. Try to kill him (Card 16)

Probably annoyed by your smiling and giggling, King Arthur begins to leave the store. You see that his horse is tethered to the pole outside the window.

- a. Hurry and get to his horse before him (Card 19)
- b. Go to the dressing room to try on your all black wardrobe (Card 3)

Your spell does the trick. Guinevere bursts into flames, ending her life and completely ruining her clothes.

- a. Run away (Card 17)
- b. Laugh maniacally for a while (Card 21)

You pick up a very fashionable belt and strangle Arthur with it. After all, you are the bad girl of the story. You then turn into a hawk and fly away.

The End.

You decide to run away. At the street just outside the store, you don't look both ways before crossing because you're in a hurry. You are run over by a passing 18-wheeler carriage.

Game over.

(Go back to Card 1)

Against your better judgment, you decide to laugh maniacally a while before running away. Soon the police arrive, and you are still laughing. They haul you away. You're still laughing. After all, you *are* a witch, so they burn you at the stake as you continue to laugh. I guess you had the last laugh.

Game Over (Go back to Card 1)

Using your magic, you reach Arthur's horse before he does.

- a. Kill his horse and run ahead to ambush him as he walks back to Camelot on foot through the rain and other atmospheric disturbances common to this time of year (Card 17)
- b. Don't kill his horse (Card 20)

You don't kill the horse. Actually, you like animals more than you like people, which doesn't mean much. You shrug and say, "I guess I'll just kill Arthur another day." Unfortunately, Arthur is standing right behind you when you say this. "Kill me?" he says. He just doesn't get.

- a. Say, "Did I stutter?" (Card 21)
- b. Say, "Dear brother, will you help me choose some clothes?" (Card 13)

King Arthur is shocked to hear your words. You go ahead and tell him that you have been his enemy all along. Now, that he knows your true nature, what will you do?

- a. Run away (Card 17)
- b. Laugh maniacally at his stupid look (Card 18)