

CHOOSE YOUR OWN QUEST!

Some stories follow a set plot path. Others feature multiple plot pathways that are powered by the reader's choice. In other words, readers follow the story along for a bit, and then they are presented with a decision. That decision will determine how the next portion of the story goes. Just as choices in real life create different outcomes, the same happens with the choices within the story. These different pathways within the story are called branching storylines.

Fun Fact: Back in the old days before computer games even had graphics, there were text-based adventure games that were very similar to this.

Requirements:

- Each section of your story will be written on a separate notecard. (If notecards are not available, use notecard-size pieces of paper.)
- Your story must be written in 2nd person (using *you*, *your*, and *yours*).
- Your story must contain multiple plot pathways and be at least 20 cards long.
- The setting of your adventure must be related to King Arthur's court. **Hint:** A good way to start your story is "You are a _____ in King Arthur's court." But first decide what will fill the blank—princess, knight, jester, dragon, peasant, etc.

Below is a sample card:

CARD 1

You are a knight in King Arthur's court. You are riding through a sun-lit clearing when you see a beautiful maiden running toward you. She seems very upset about something and motions for you to ride over to her.

- A. Ride over to her and ask her what is wrong
(Proceed to CARD 2)
- B. Spur your horse and ride past her (Proceed to CARD 3)