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Introduction

You are the captain of the ocean team called *Seastide*. Together with your team, you must scourge the dark and eerie underwater world. In order to successfully survive throughout the adventure and return back to the normal world, you must search for the special item before your greatest rival, Reir Rincham, and his team, *Mightingall*, does. To prove your excellence, it is your task to find this special item as soon as possible, before your sworn enemy does.

But Before you can begin your journey, you must determine the strengths of yourself and your team. For this you will require two dice and a pencil/pen to record your scores.

Your abilities

Your ability to fight, withstand damage and escape from tricky situations is determined by your SKILL, STAMINA and LUCK. You will have to record these attributes and roll your dice to find out your scores for each attribute respectively. They are derived as follows:

- Roll one die. Add 6 to the result. Enter this total as your SKILL score.
- Roll two dice. Add 12 to the result. Enter this total as your STAMINA score. If your STAMINA score reaches zero, you have been killed and your adventure is over.
- Roll one die. Add 6 to the result. Enter this total as your LUCK score.

Using Luck

On occasion, you will be called upon to *Test Your Luck*. When this occurs, roll two dice. If the result is equal to or less than your current LUCK score, then you have been Lucky. If the result exceeds your current LUCK score, then you have been Unlucky. Each time you Test your Luck, reduce your current LUCK score by 1 point. Thus, the more you use your LUCK, the riskier it becomes. LUCK points may sometimes be recovered, but you may never exceed your Initial score.

Individual Combat

Individual combat is conducted the same as in other Fighting Fantasy books. It is used when you fight individual creatures. This is how an individual combat works:

1. Combat is simultaneous. Individual combat is conducted as a series of rounds in which one combatant will inflict damage upon the other
2. Roll two dice. Add your opponent's SKILL score to the roll. The total is your opponent's Attack Strength.
3. Roll two dice again. Add your SKILL score to the roll. The total is your Attack Strength.
4. If your opponent's Attack Strength is higher than yours, the opponent has inflicted damage on you - deduct 2 points from your STAMINA.

5. If your Attack Strength is higher than your opponent's, you have inflicted damage on your opponent - deduct 2 points from your opponent's STAMINA.
6. If both Attack Strengths are equal, both attacks have missed. Start the next Attack Round from step 2 above.
7. Continue this combat until either your or your opponent's STAMINA is reduced to zero (death).

Large Scale Battles

Whenever the book says that you and your team must fight, or when the opponent has STRIKE and STRENGTH values instead of SKILL and STAMINA, then the rules for large-scale combats must be used. They are as follows:

1. Combat in large-scale battles is simultaneous and conducted in a very similar manner to individual combat. It is a series of rounds in which one force in the battle will inflict damage upon the other.
2. Roll two dice. Add your opponents' STRIKE score to the roll. The total is your opponents' Attack Strength.
3. Roll two dice again. Add your TEAM STRIKE score to the roll. The total is your team's Attack Strength.
4. If your opponents' Attack Strength is higher than your crew's, they have inflicted damage upon your crew - deduct 2 points from your TEAM STRENGTH.
5. If your team's Attack Strength is higher than your opponents', your team has inflicted damage upon your opponents - deduct 2 points from your opponents' STRENGTH.
6. If your team has inflicted damage upon your opponent and the option of escaping is given in the book, then you may escape. Note, however, that this has a penalty: whenever you choose to escape, you automatically lose 2 points of TEAM STRENGTH.
7. If both Attack Strengths are equal, both attacks are unsuccessful. Start the next Attack Round from step 2 above.
8. Continue this combat until either your opponents' or your team's STRENGTH has been reduced to zero (unless you escape, of course). Whichever side is reduced to zero first has lost.

Your Log

Your LOG records how long you have been traveling. Using a sheet of paper, you should keep a record of your LOG as instructed in various passages in the book. You only have a limited amount of time in which to complete your journey; the LOG will allow you to see how you are progressing.

Restoring Stamina

If you become involved in any individual combat, you will almost certainly lose some points of STAMINA. There is only one way to recover these - other than the occasional instruction in the book - and that is by resting. For every day that you add to your LOG, you will be able to recover 1 point of STAMINA. Note, however, that your STAMINA score can never exceed its Initial value. Of course, the more time you spend resting, the slower you will travel towards your destination - so, beware!

The Map

The area in which you will be traveling is covered by the map below. It would pay you to become familiar with the names and places on this map, as there are quite frequent references to them in the book.

Prologue

A strong gust of wind blew across your face as you shivered from head to toe, body twitching with fear and apprehensiveness. Heavy rain drops fall from the gray clouds in the sky as you feel the water soaking your sneakers. Standing still, you look down at the earth below you. A great, deep abyss, with a river running in between two canyons. Tightening up your harness, you breathe in and out deep through your lungs. Your heart beat was so fast that you felt as if your heart was about to leap out of your chest.

Biting your bottom lip with determination, you gently murmur to yourself "3...2...1...Go...". Your legs fill with intense power, and before you know it, you take an aggressive jump. The ground was gone. Down you went as you spread out your arms and soared, like an eagle from the sky. Opening your eyes, you witness the beautiful world below, the mountains, valleys, rivers and streams.

Rain continued to pour down from the sky, heavier every second. As you see the light blue sky suddenly transform into a dark, gray color, you panic. The world below you was no longer what it was in the past few seconds. All of a sudden, you hear the roaring sound of thunder. Then, a strike of light blasted through the darkness in the faint distance.

The feeling of agitation intensifies in your mind as before realizing it, you hear a sudden "BOOM!" sound right behind you. Having barely enough time to react at the broken rope above you, you feel yourself going straight down from the sky at full speed. Instantaneously, your body felt weightless. You feel a sense of unconsciousness. You feel a possibility of death.

You hear a loud "SPLASH!" as you felt your body soak with water. Blinking and opening your eyes, you realize yourself lying flat on the river surface, completely afloat with buoyancy. There were no longer roaring sounds of thunder and lightning, and the sky was back in its clear blue color. Wind gently blows across your face, allowing you to feel the summer breeze. Birds chirp happily in the distance as the sun shines brightly and warms your body. It is clear that you have landed in a different world and a different environment. You smile as you observe the beauty of nature around you. You feel as if it is a miracle that you are still alive.

But you feel as if something is telling you that it isn't time to relax yet. You gaze at the flowing stream of water behind you when out of the corner of your eye, you see something floating on the river in the distance. When the object finally comes close enough for inspection, you see a rolled piece of crumpled paper floating along the waves, gradually approaching you. Filled with curiosity and a little consternation, you slowly sit up as you reach to grab the paper. Unfolding it and smoothing out its crinkles, you slowly read the crooked, words softly:

Welcome to the Epic Adventures of the Sea, where your epic but fatal journey of the sea commences as soon as you cross the start line.

I solemnly inform you that although the place you are currently in may be very ethereal and panoramic, the world you are about to step into, called "Seas of Heaven", would unfortunately be completely opposite.

Within 60 seconds, you would approach the starting line. Be prepared to arrive into a completely different environment, where you would have to make wise choices in order to survive and escape back into the normal world. Remember, you have no choice but to cross it and face your fears. Do not, I repeat again, DO NOT, jump out of the river.

If you do, yes, you may be able to fully enjoy this world and relax, but you would never be able to return back to the normal world again. You've heard it right. Never. If you do cross the start line and begin your adventure, you would have a chance to escape and return back to normal life.

However, there is also a high chance for you to die. Your success in this adventure depends on your choices and what you decide to do, but also depends on your luck.

I know that this may all seem sudden. You may be confused and trepid right now. What am I supposed to do?

Well, I cannot tell you much for now. Once your adventure begins, you would be guided for your goal and the choices you could make every step you approach. The ultimate goal is to scavenge for the special item in "Seas of Heaven" before your rival does. If you find it and survive, you will potentially reach the end of the adventure and return back to the normal world.

You should be approaching the starting line within seconds now. Don't worry. As long as you remain confident with the determination to survive and succeed, you can survive and make it to the end.

Last but not least, good luck.

Ben Beezebozzer
Director of the Epic Adventures

You feel a huge lump in your throat, bitterly accepting this fatal truth. You look forward in the stream when you realize that this clearly wasn't a joke. Sure enough, there was a bright red line crossing the stream not far away from you. Beside it, a large banner read "~ STARTING LINE ~".

As you feel yourself approaching it, you feel a sense of uneasiness as your body trembles from head to toe. You stay stiff as you blankly watch yourself getting closer to it, little by little. There is still time to escape. You knew you had to make a decision quickly about whether to boldly enter the adventure or get stranded on this world forever. However, before you know it, you witness the sight of your feet over the bright red line. Then your body. And lastly your head.

Panicking, you know that it is already too late to change your mind as you feel yourself slowly getting swarmed by the water. You realize that you have no choice but to embark on the lethal journey and confront the unknown.

Your journey is about to begin.

Seas of Heaven

You feel your body spinning frantically in circles as you get dizzy every second. You squeeze your eyes shut as you try to avoid imagining the world that you are about to land in. Suddenly, the spinning stops. You slowly open your eyes as you witness the world around you, adjusting to the darkness. At first, all you see is pitch black. Terrified, you take a step forward as you see bubbles in a short distance near you. As you reach your hands out, you suddenly feel water running past your hands when you realize that you are currently at the bottom of the sea. Touching your skin, you gasp as they are surprisingly dry. You discover that you have superpowers.

Just as you were taking some steps into the unknown sea world of darkness, you hear an echoing voice from a distance:

“You have now successfully arrived into the Seas of Heaven. But before you start your journey, let me first explain about the tasks and aims of this adventure. You are assigned as captain of the *Seastide* team, and you would be leading a clan of dolphins as you move around. In the Seas Of Heaven, your goal is to find the special object, which would bring you to the end of the adventure and back to the normal world. This location of the object is marked on the map with an “X”.

Time is essential too. You must find the special object faster than your rival team, *Mightingall*, and their captain, Reir Rincham does. If they find it before you, then your adventure would unfortunately automatically end. Be prepared to confront various creatures and monsters and get involved in individual/team combats and battles.

Now I shall introduce you to Seas of Heaven. The special object you'll be finding is The Water Sword. Once you find it and place both hands on it before your rival team does, you would be able to return back to the normal world.

Here is your team of dolphins and good luck.”

~

For a second, you stay there on your spot, startled at what you've just heard as you watch a clan of blue dolphins swim towards you. A flashlight magically appeared in your hands as the world around you got a little brighter, but not much. There were about 20 dolphins in the pack, each looking

identical to the other, with light blue skin, big eyes and long tails. As you watch them slowly swim towards you, you try your best to digest all the information you have heard. You quietly mumble to yourself about the adventure and try to refresh yourself on all the key details. "Seas of Heaven...Water Sword...Rival..."

After a while of deep thinking, you slowly take in a deep breath as you observe the world around you once again. Letting it out, you feel as if your optimistic mind is filled with confidence and determination, with your muscles filled with strength. "I can do this!" you whisper to yourself and to your team, "We can do this!"

You take a big step forward as you stop and look back at the rest of your team, who seem to be all smiling at you. You grin as you confidently walk forward into the darkness, as the dolphins behind you swim and keep up. However, the feeling of queasiness rises up the further you walk into the world. You bite your lip tightly as you come to think that you have no idea of where you are going. All around you was just eerie, utter darkness and silence, with barely any light coming through. Besides the dolphins, you are alone in the world. You slow down your footsteps as you feel tears in your eyes. Suddenly, you feel something slide beneath your feet as you take another small step forward. Shining your flashlight onto your feet, you slowly pick up the crumpled piece of paper. Turning it around, you see some words and drawings on it. Realizing that it is a map, you breathe a sigh of relief and think "At least there is something to guide me now". You closely observe the map as you see a red dot marked at the very bottom, near the word "Entrance". To the top right corner of the map, you see a green "X" marked. "That must be where the water sword is!" you think to yourself as you smile. However, your smile instantly disappears when you see another dot on the map colored blue, marked a little above the red dot. Gulping, you realize that it means where your rival team, MightingGall, is at. My rival team is already in front of me, closer to the water sword, you thought as a feeling of agony and worry comes towards your heart. I must get going. I must get there before they do, or I will never be able to return back to the normal world again.

1

Clutching the map tightly in one hand and guiding your way with a flashlight on the other, you walk further into the eerie world. Every once in a while, you look back down on the map as you see the red dot moving little by little upwards. Of course, the blue dot was moving upwards as well, giving you a signal that no precious time should be wasted. Constantly making sure that your team is well behind you, you quicken your pace. *If I move fast enough, I should be there in no time*, you think as you start running towards the direction of the "X".

Thinking that you would be there in no time, your body relaxes as you form a smile. Suddenly, out of nowhere, you hear a dark voice echoing in the distance, breaking the silence "It's not as easy as you think." The voice sounded similar to the one that introduced you into the Seas of Heaven. You gasp as you hear these words, nearly falling back and dropping the flashlight. Before you have enough time to process the meaning of the words, three gigantic doors of neon colors yellow, red and blue suddenly appear in front of you. You hear the voice again. "Choose a door to go through. Choose

wisely. On the right side is the yellow door. Choosing it would bring you to somewhere you see familiar in the ocean. On the left side is the blue door. Choosing it would bring you to somewhere nostalgic. Right in between these doors is the red door. Choosing it would either lead to great danger, or intense luck. Now it is time to make your very first decision on this adventure.”

Will you:

Choose the yellow door? **(Turn to 28)**

Choose the blue door? **(Turn to 42)**

Or choose the red door? **(Turn to 73)**

2

You feel tired and decide that fetching food for them would be extremely difficult, tiring and time consuming. Without hesitation, you lead your clan and move on. You energetically walk forward continuously, forgetting to look back and check on your team. Sure enough, after 10 hours of walking and stopping without looking back at your dolphins, you suddenly realize that you should check on them. Looking back for the first time in 10 hours, you realize that your dolphins are all gone. Not a single dolphin remains behind you. Panicking with great fear, you immediately dart back to search for the dolphins. You run as fast as your legs could carry you as you realize that the 10-hour mark is coming. Dripping with sweat and intense fear, you feel as if there is no hope left. Test your *Luck*. If you are *Lucky*, **turn to 68**. If you are *Unlucky*, **turn to 41**.

3

You decide to go for Path A as you take a deep breath, eventually filling up your chests with confidence and going for it. Your hands shake as you make your way across the Lava Trail slowly and steadily, but after a while, you eventually make it. You breathe a sigh of relief. Turn to **71**.

4

You feel confident with the orange-colored fountain as you slowly walk towards it without hesitation. “This is the one!” you think optimistically as you smile, gently closing your eyes and picturing the sight of hearing the fairy to say that your wish can be granted. *I need to get my wish granted. I know exactly what to wish for. I have to get out of this world.* You think as you beg with determination that it would be the one.

3 seconds later, you gradually open them, half-expecting to get the lucky color. Unfortunately, your eyes fall as you sigh with disappointment, seeing 700 shells in front of you instead.

“Aww.....Unfortunately that isn’t the lucky color.” said the fairy with slight disappointment. “However, finding 700 shells is very nice as well! You can use it to buy some very useful items from the shop.”

Saying farewell to the fairy, you gather up the shells and walk out of the Fountain of Dreams. Turn to **50** to continue with your journey.

5

Team *Mitingall* STRIKE 11 STRENGTH 20

If your team defeats your opponent, turn to **16**. If not, turn to **50**.

6

You choose to move forward as you see two more options next. Good job! It's the correct way. Now, will you turn right (Turn to **15**), or turn left (Turn to **40**)?

7

You feel proud of yourself as you continue moving forward on the bridge cautiously, step by step. Not long after, you see a wooden platform in front of you as well as the Sea Castle in a short distance. Your mind fills with joy. You've finally made it.

Suddenly, you feel yourself levitating off the ground as you feel a sense of dizziness. You feel yourself land back on the ground with a "Thud!" as you slowly open your eyes. The grand, majestic castle appears right in front of you. Looking back, you realize that you have automatically teleported over the Lava Trail as you grin. Turn to **71**.

8

Next, you decide to go look for the Diamond Sea Herb. Turning the paper over, you see the hint: Garden Oceania. It must be in the garden! You think as you go down the stairs to the ground floor, following the signs to Garden Oceania. On your way, you place the Wave Light onto its spot carefully. You then make your way out through the back door, entering Garden Oceania.

It was a beautiful place, with flowers, trees, herbs and small birds, expressing the colors of nature. Despite being astonished with the Garden's beauty, you are able to shift your focus onto finding the Diamond Sea Herb.

Searching among the herbs, you try to look for the particular herb with the blue diamond on top. Test your *Luck*. If you're *Lucky*, turn to **86**. If you're *Unlucky*, turn to **20**.

9

Even though you feel a little tired, you keep in mind what the voice has said at the start of the adventure, where it is crucial to take care of your dolphins. You sigh as you tiredly swing your net over a clan of colorful fishes for the dolphins, pleased with yourself. However, as you watch your dolphins consume the fish, you feel that something sounded wrong. You start panicking as you see some of your dolphins turning a little green and falling sick, lying on the ground. You try to move forward, but they would not get up and follow you in any way. You hear a dark familiar voice say “Unfortunately, your dolphins have fallen sick as you have failed to take care of them, so I solemnly inform you that your adventure must come to an untimely end.”

10

You gasp as you witness a tall, grand and magical fountain in front of you, splashing from high above you and down. For each part of the fountain, there are different colors of the rainbow, including red, orange, yellow, green, blue, purple and pink. It was so beautiful that you couldn't help but stop and stare at it for a long while before walking forward towards it.

However, just as you were about to take a step forward, a fairy with a light blue dress and a purple wand suddenly flew forward in front of you. Swinging its wand, you try to move forward as you feel a bump in front of you, realizing that the fairy has put an invisible barrier in front of you. No matter how many times you tried, you could not walk over towards the fountain. Filled with anger and disappointment, you watch as the fairy laughs gently. Turn to **39**.

11

You go towards the red fountain as you close your eyes and pray. 3 seconds later, you open your eyes as you see 500 shells in front of you.

“Nice!” said the fairy, approaching you. “You can use these to purchase useful items from the Sea Shop.” Turn to **50** to continue on with your journey.

12

Slowly reaching forward, you put your hands on the torch as you retrieve it from the rope. You got it! Overjoyed, you press the “Down” button as you return back to the ground. You have found all the items with 3 minutes left to place the torch on the main lobby. Good job!

Add 1 day to your LOG and turn to **43**.

13

You walk forward for another few hours as your feeling of hope decreases. Looking behind at your team of dolphins, they seem tired and restless as well, with their eyes lacking energy. You sigh as just as you were about to give up, you see a pastel orange octopus standing by the side, with eight legs each holding different special objects. You feel as if hope has come back as you couldn't believe it when the octopus gestured you to come towards it. You slowly walk towards it as you hear the octopus open its mouth to speak: "Hello! Roll an 8-sided dice to determine which gift you get!"

Roll an 8-sided dice. Here is what you can add into your inventory based on which number you roll on:

- 1 - 25 Shells
- 2 - 50 Shells
- 3 - Blueberry Smoothie*
- 4 - 100 Shells
- 5 - Fruit Punch*
- 6 - 200 Shells
- 7 - Super Fruit Punch*
- 8 - Magical Heart

*Be aware that the smoothies and punches must be instantly consumed and cannot be kept in your inventory for later use

Suddenly, as you look back down onto your map, you realize that the red spot is back on your map, marked near the "Fountain of Dreams". You grin as you smile at the octopus and move on forward. Turn to **10**.

14

You start the timer as you frantically dash into the entrance, soon confronting two options of paths: Moving forward or turning left. Would you choose to move forward (Turn to **6**), or turn left (Turn to **67**)?

15

You choose to turn right, but unfortunately, you end up getting stuck. You have 6 minutes left. Moving back, you turn left. Turn to **40**.

16

"Looks like Team *Seastide* won!" exclaimed the fairy. "Team *Mitingall*, you may now exit this place and come back later."

You smile as you watch Reir Rinchman and his team grunt, stomping out with great anger.

“Now, let’s start.” said the fairy. “We’ll first start with a minigame. This would mainly depend on your luck and determine if you can proceed to the next few questions. Roll a dice. If the result is 3 or above, you have successfully passed. (Turn to **33**) However, if the result is below 3, unfortunately you would be unable to proceed and must leave this place. (Turn to **50**)

17

You take a deep breath, in and out, in and out, for three times, giving you enough courage and strength for this great challenge. Then, very cautiously, you put one foot onto a small platform closest to you, putting the other foot on as well.

One by one, you make your way up on the Sky Steps.

Roll a two dice. If you get a result of 6 or above, you have passed the first part of the Sky Steps. Turn to **82**. If you get a result below 6, turn to **34**.

18

You decide to fetch some fish and squid, for the sake of keeping your dolphins healthy and energetic. *Test your Luck*. If you are *Lucky*, **turn to 98**. If you are *Unlucky*, **turn to 9**.

19

Curiosity stirs up in your mind when you see a whole world of colorful, floating bubbles around you, each with different scenarios of your childhood. You step closer to one of them as you feel the urge to find out what would happen when you touch and pop the bubble. Without hesitation, you reach forward and place both hands on the bubble. Nothing happened. Then, you reach out a finger as you firmly decide to pop the bubble. *Test your Luck*. If you are *Lucky*, turn to **45**. If you are *Unlucky*, turn to **84**.

20

You panic as you look at the herbs, seeing no trace of the diamond herb. 5 minutes later, you have no choice but to give up searching and unfortunately give up the scavenger quest.

21

“Unfortunately, you’re not so lucky today. However, you still get prizes from a colored fountain of your choice. Choose one between the Unlucky colors - Red, Yellow, Blue, and Pink. Once you have made your wise decision, go towards the fountain of that color, close your eyes and pray for 3 full seconds. Then, the prize would appear in front of you. Would you choose to go towards the red fountain (Turn to **11**), the yellow fountain (Turn to **30**), the blue fountain (Turn to **75**), or the pink fountain (Turn to **90**)?”

22

You ignore the submarine as you decide to move on forward by foot. Your team of dolphins follow behind as you start to make your way towards “Fountain of Dreams”, clutching onto your map. You walk for almost an hour when you look down on your map, suddenly realizing that the red dot is nowhere to be seen. Panicking, your hands fill with sweat as you continue walking, not sure where to go as you see endless paths in front of you. You feel as if you are lost and stuck. Test your *Luck*. If you are *Lucky*, **turn to 13**. If you are *Unlucky*, **turn to 81**.

23

You give up, so unfortunately your adventure has ended.

24

Choosing to use the ladder to climb up and retrieve the Midnight Torch, you carefully clasp onto the handles and step up the ladder slowly.

You are almost at the top of the ladder when you release a hand to grab the torch. Suddenly, you feel the ladder wobble as your heart nearly misses a beat. However, before you got a chance to save yourself, the ladder tilted to the right and smacked down on the floor.

Your adventure has ended.

25

Unfortunately the rope is too rough and your hands are too slippery. After clutching onto the rope for a while, beads of sweat form on your hands as you feel yourself sliding down from the rope.

Panicking, you try to push yourself up but fail. You release your hands from the rope as you feel yourself falling down, splashing into the green, poisonous river, bringing your adventure to an end.

26

“Hmm.....” you think carefully to yourself. “I might as well go for the green fountain.....” Slightly hesitating, you walk towards the green fountain, with your heart beating faster than normal. Closing your eyes and waiting for 3 seconds, you gradually open your eyes.

Sighing, you find that it was just a long green line of coral.

“That’s a pity.” said the fairy, shaking her head. “Finding the coral is not bad though. It would give you an extra STAMINA of 8. This would be pretty useful in the rest of your adventure as well. Now it is time to say goodbye. Wish you the best of luck moving forward!” Waving her hand, the fairy smiles towards you.

Picking up the coral and still feeling slightly disappointed, you say bye to the fairy and move on. Turn to **50** to move towards the Sea Castle.

27

The Misty Maze, formed with barriers of the mysterious mists of the sea, is a circular maze. Even though this might sound hard, the chance of passing the maze is in fact considered high. As long as you have a good number of LUCK scores and choose wisely, you can certainly get through it.

The time to get past it is 10 minutes. Turn to **14** to start the timer.

28

Undoubtedly, you open the yellow door and step into it, with your clan of dolphins keeping up after you. You gasp as you see the sight of colorful corals, reefs and seaweeds around you, with fishes and small ocean creatures swimming around them. Your dolphins are hungry. Will you go catch them some fish and squid (**Turn to 18**), Tell them to go and hunt food themselves (**Turn to 91**), or let them starve (**Turn to 2**) ?

29

The Giant Squid STRIKE 9 STRENGTH 5

If your team beats the squid, turn to **7**.

30

You decide to go towards the yellow fountain, slowly closing your eyes and praying for 3 seconds. Opening your eyes, you see a cute yellow cuttlefish swimming in front of you.

“Nice! This cuttlefish would be your ally for the rest of your adventure. Now it would tell you an important hint: Choosing the last option would usually be the choice that is wisest. Remember this hint and try testing it out for the rest of your adventure!” Turn to **50** to continue.

31

Unfortunately, very unfortunately, this is the wrong choice. I repeat, yes, you end up slipping due to the curved platform of a sphere, losing your balance and falling down from a high distance.

Sadly, your adventure ends here.

32

Based on the questions, your personality is mediocre. Now, to determine whether or not you are able to enter the Fountain of Dreams, take out a coin. If you got heads, turn to **50**. If you got tails, turn to **87**.

33

The next few questions would test your personality, determining if you have the correct qualities of a person. Choose A, B, or C for each statement below.

- 1) You try to avoid conflict between yourself and others and remain calm during various situations.
 - A) Inaccurate
 - B) Neutral
 - C) Accurate
- 2) You are helpful to the people around you and always care about others.
 - A) Inaccurate
 - B) Neutral
 - C) Accurate
- 3) You are often ambitious and determined in reaching your goals
 - A) Inaccurate
 - B) Neutral
 - C) Accurate
- 4) You always make sure that your work is finished on time, with good quality and is never delayed.
 - A) Inaccurate
 - B) Neutral
 - C) Accurate
- 5) You like trying out for new things and have the courage to step out of your comfort zone
 - A) Inaccurate
 - B) Neutral
 - C) Accurate

Results:

If you got mostly As, turn to **50**. If you got mostly Bs, turn to **32**. If you got mostly Cs, turn to **87**.

34

Unfortunately, you fall a few meters down, landing on the ground with a “Thud”. Luckily, you didn’t get hurt and you are all fine. However, your confidence to go on the Sky Steps lacks as you decide to turn towards the Stream Bridge, towards the Tunnel of Truth instead. Turn to **57**.

35

You decide to jump over the squid with full might as you feel the intense power stimulating in your legs. Taking a deep breath, you jump high into the air with great might as you fly over the squid, landing on the bridge on both feet with a “Thud”. Turn to **7**.

36

You continue sitting on the wooden squared board as it floats forward. Soon, you smile with joy as you approach a wooden platform near you. You slowly and cautiously get off the board and step onto the platform, walking forwards.

Suddenly, you come to a stop, seeing bright red words in front of you: LAVA TRAIL. Panicking, you realize that it is mandatory to go through it, and you have no choice but to face your fears. Turn to **48**.

37

Still trying to digest all the information you have read, you blink for a few seconds with slight confusion as suddenly, you see a sheet of paper with three objects printed on it, in front of you.

I can do this! You think to yourself as you bend down to pick up the sheet of paper, observing the objects printed on it. There was The Wave Lamp, The Diamond Sea Herb, and The Midnight Torch, labeled on the piece of paper with pictures of the objects next to them. You smile as you flip the paper over, seeing hints at the back for each object.

You decide to start with The Wave Lamp, with the hint of “Bedroom Chambers - Go up two flights of stairs” . *It must be in one of the bedrooms!* You think as you start walking up the stairs, finding your way towards the grand bedrooms through the directions.

You arrive at the second floor of the castle, after walking up two flights of stairs. You stop as you find two paths in front of you: “The Men’s Chambers” and “The Women’s Chambers”. You are not sure which one the Wave Lamp might be in.

Will you: Search for the Men’s Chambers first (Turn to **52**), or search for the Women’s Chambers first (Turn to **70**)?

38

You decide to avoid risking yourself in climbing the ladder or going onto the small cloud lift by grabbing the long stick. To your surprise, the hook at the very top of the stick immediately hooked onto the Midnight Torch within seconds. Lowering down the stick, you retrieve the Midnight Torch as you feel a great sense of accomplishment. With 4 minutes left, all you have to do is to place the torch down in the main lobby. Turn to **43**.

39

“Hello passerby, don’t be scared, I am just here to inform you that getting into this place isn’t as easy as you might think. The Fountain of Dreams is an exclusive and premium place where only the “chosen ones” can enter. Each color of the fountain would give you chances to achieve your dreams , give you extra courage and strength to continue in the adventure, and even give you special weapons, tools and allies to defeat enemies along the rest of the way. Yes, it is a place where only fortune is held. However, it is unfortunately rather difficult to enter this place. Right here on this spot, I need to ask you a few questions first. You would also have to test your luck through some minigames. If you pass, I’ll let you enter. If you don’t, I’m afraid that you might have to leave this area, or even worse, die and end your adventure. Now, do you wish to continue or not?”

If you wish to continue, turn to **58**.

If you wish to give up and leave this place, turn to **76**.

40

Nice! You walk for a while as you find another two more paths in front of you. Will you turn right (Turn to **79**) or turn left (Turn to **102**)?

41

Despite running as fast as you can in full speed, there is no sight of any of your dolphins. The 10-hour mark unfortunately comes and your adventure has ended.

42

You slowly turn the handles and step into the blue door, surprised to see countless bubbles of different sizes and colors floating around. Filled with curiosity, you walk forward into the mysterious area. As you look closely, you realize that they are not normal bubbles. On each bubble, a short video of your childhood memory appeared, with the colors symbolizing the different emotions you were facing. Will you feel nostalgic and cry at the sight of these memories (**Turn to 56**), walk past all the bubbles without stopping to look at them (**Turn to 89**), or touch the bubbles (**Turn to 19**)?

43

Exhilarated and relieved to find all three items, you immediately dash back to the main lobby as fast as possible, carefully placing the Midnight Torch in its place.

Suddenly, you see a screen appear in front of you:

“Congratulations, you have successfully completed the Scavenger Hunt Quest, with 1 minute and 43 seconds left. You have now unlocked the doors of Heavens Square, as well as a complimentary gift for your past 20 minutes of hard work.”

A bright light flashes in front of you as you see 300 shells appear in front of you. Happily, you take them as you leave the Sea Castle, regrouping back with your team of dolphins.

Turn to **54** to continue.

44

Nice! You passed the next portion of the Sky Steps again! With only one portion left to go, you'll be in Heavens Square!

Every step next is essential, determining whether you'll succeed or fail.

Now, you confront two paths in front of you: Path A and B, with Path A having circular platforms, and Path B having squared platforms.

Will you choose to go towards Path A (**Turn to 31**) or Path B (**Turn to 95**)?

45

You pop the bubble, and to your surprise, it disappears in thin air as 50 shiny, clear blue shells fall out from it, becoming a part of your inventory. You smile as you know that you can spend these for items at the Sea Shop, which can serve as a great benefit for the rest of the adventure. Turn to **92**.

46

You decide to choose path B. Without hesitation, you start making your way towards the end of the Lava Trail, rushing through the path. Suddenly, as you sprint towards another obstacle, you feel your left foot slip. Feeling yourself lose your balance, you try your best to grab hold of the obstacle. However, your hands were so slippery that the moment you reached out to clasp onto the obstacle, you splash into the red hot lava underneath.

Your adventure has ended.

47

“Good job, it’s your lucky day today! You would get to choose from the colors that would give you more luck: Orange, Green, and Purple. Out of these three colors, one color would give you a chance to have your dream granted. Now, I would like you to choose wisely. Once you have chosen a color, walk towards that colored fountain and don’t forget to pray for 3 seconds. Then, your prize would appear in front of you. Now it is the moment of truth. Would you choose to go towards the orange fountain (Turn to **4**), the green fountain (Turn to **26**), or the purple fountain (Turn to **72**)?”

48

Biting your bottom lip, you slowly enter the lava trail as you see it leading up to the Sea Castle. The Lava Trail has many obstacles on it in which you must stay afloat on the obstacles, without touching or falling into the red hot lava underneath. If you fall, your adventure is unfortunately over. There are 3 paths to choose from. Would you choose Path A (Turn to **3**), Path B (Turn to **46**), or Path C (Turn to **97**)?

49

Good job! You have passed another portion of the Sky Steps. Add 2 days to your LOG. Continue moving up, you know that if you fall, your adventure would be automatically over. Filled with nervousness and uncertainty, you slowly and steadily make your way higher and higher into the Sky of the underwater world.

Test your *Luck* again. If you are Lucky, breathe with a sigh of relief and turn to **44**. If you are Unlucky, turn to **74**.....

50

Leaving the Fountain of Dreams, you decide to make your way towards the Sea Castle, going back on the path. Suddenly, you come to a stop as you see the bright red words flashing: LAVA TRAIL. Panicking, you realize that the only way to get to the Sea Castle is passing through it. You sigh. Turn to **48**.

51

You open the door, and without having time to fully react, a huge wind monster comes towards you and stares at you, pushing you all the way back in full speed, eventually crushing you onto the border of the world, bringing your adventure to a gory and untimely end. **R.I.P.**

52

You decide to scavenge for the Wave Lamp in the Men's Chamber first, going into the area. Inside, you see as many as 8 bedrooms. You know that you could not spend a lot of time scavenging for one object, as you quickly dash into each of the rooms.

You start to panic as you reach the 8th room, without spotting the Wave Light in sight.

You have already wasted 6 minutes. Will you give up the scavenger hunt quest (Turn to **23**), or use up another few minutes to scavenge the Women's Chamber (Turn to **93**)?

53

You witness a good looking blue boat parked by the side of the green river, with a paddle beside it. Slowly, you climb onto the boat, sit down, and pick up the paddle as you push the green liquid behind, moving forward. Suddenly, you stop as you find two paths of options. One leading to the front, and one to the left. You look at your map, realizing that going forwards would lead you to the Sea Castle, while turning left would lead you to a place called "Fountain of Dreams". Will you continue moving forward (**Turn to 55**), or turn left (**Turn to 10**)?

54

Moving on, you see a cable car station leading to a mountain called Mount Oceanorn. As it is the only route, you decide to board the cable car and go there. The doors of a cable car open as you carefully step on it, having a seat inside. Your dolphins follow behind you, with six of them sitting in one cable. Looking around the sea environment, you spot a mountain in the distance. *That must be Mount Oceanorn!* You think as you watch it becoming larger and larger as you come closer to it.

Soon, the cable car stops at the station at the bottom of Mount Oceanorn, coming to a gentle halt as the doors reopen. Stepping out of the cable car, you suddenly feel a gust of cold wind through your cheek as you shiver, wearing on your coat. As you are near the snowy mountain, the temperature was surely a lot lower than before.

Walking out of the cable car station, you look up as you view the tall and grand Mount Oceanorn, with snow on its peak. Even though there were choices of going up to the peak to ski, you tried to ignore it and focus on your task - going to Heavens Square and finding the Water Sword.

Suddenly, out of the corner of your eye, you see a light blue neon sign: SKY STEPS. Curious, you approach forward, seeing a long trail of tiny platforms, barely enough to place both feet, leading up towards the sky high above. Looking at the map, you found out that the steps directly lead to Heavens Square. Seeing your rival at the Sea Castle, you smile at the fact of being ahead of them.

You currently face a huge dilemma and two options: Would you go on the Sky Steps (where the chance of succeeding is extremely small, especially if your LUCK score is low) (Turn to **17**), or continue walking forward to the stream bridge, going towards Heavens Square through the Tunnel of Truth (Turn to **57**)?

55

Sitting on the boat, you decide to continue paddling forward, approaching the Sea Castle. Slowly, you see the tall, grand, blue castle come into view, becoming larger and larger as you move closer to it. Very soon, you see a wooden platform in front of you as you slowly get off the boat and step onto the platform with both feet. You gasp at the sight of the castle not far in front of you as you decide to walk forward towards it.

However, after just a few steps into the place, you come to a sudden stop as you see a few bright red neon letters flashing above you : LAVA TRAIL. You gasp with great fright as you witness a red liquid path in front of you, with small wooden boards on it that seemed to unstably float from side to side. Then, you hear a dark mysterious sound echoing in the distance: "In order to get to the Sea Castle, you must cross the lava trail. However, it is crucial to get to the Sea Castle before you move on to Heavens Square and where the Water Sword is. You must stop at the Sea Castle to complete the scavenger hunt quest, and unlock the door to Heavens Square. If you however fail the lava trail, not managing to get to the Sea Castle, or if you fail to complete the quest, your adventure will automatically end. Remember, there is only one chance for you to cross the lava trail, and only one

chance for you to complete the scavenger hunt, so it is important to be extremely careful and make the wisest choices throughout this journey. Good Luck.”

You have no choice but to face your fears and enter the Lava Trail. Turn to **48**.

56

You stare at the bubbles, startled and shocked as you witness yourself as a little child in the bubbles, experiencing the different flavors of life. A rich feeling of nostalgia comes towards you as you slowly look over all the bubbles. Tears fall down from your eyes as you spend the next few hours looking through every one of them. You were totally lost into this world that you completely forgot the time. Before you realized, 10-hours went past and your dolphins got so tired and hungry that they lay on the ground, sick. You panic, but it is already too late. You hear a familiar dark voice, “I have to solemnly tell you that unfortunately you have failed to take care of your team, and therefore your adventure must come to an end.”

57

You continue moving forward towards the Stream Bridge, a long bridge with an upward slope suspending high above the ground, connecting near to the Tunnel of Truth.

After an hour of walking past the Mount Oceanorn, you arrive at the edge of the Stream Bridge. Cautiously stepping onto the bridge, you hold both sides as you walk up slowly, maintaining your balance as the bridge gently swings from side to side.

Soon, you arrive on top of the bridge as you walk out of it, however immediately confronting the entrance of a large maze.

There was a sign beside you that read “Misty Maze - Pass this maze to get to the tunnel of truth.”

Having no choice, you enter the Misty Maze. Turn to **27** to continue.

58

You decide to continue and try to get into the Fountain of Dreams. However, just as the fairy was about to open her mouth and start testing you, you heard a “Thud!” behind you. It was a large, hairy man with strong muscles and arms. He stared at you and your team with disgust as his team of red sharks swam behind. *That must be Reir Rincham, my sworn enemy*, you thought as your body shakes with fear.

“Back off! Now! I shall get the priority to enter The Fountain of Dreams!”

“Unfortunately, I can only allow one team to take the test, so this means that the other team must stay behind and leave,” said the fairy.

“That’s easy,” Reir Rincham smirked. “How about....let’s engage in a team combat and determine who wins! I’m going to win, that’s for sure.”

Would you want to:

Engage in a team combat with *Mightingall*, Reir Rincham’s team? **(Turn to 5)**

Or give up early and leave the place? **(Turn to 76)**

59

Slowly, you approach the small cloud elevator as you gently sit on it, hoping for the best that it could endure your weight. Hands trembling, you press the “Up” arrow as you feel the cloud elevator gradually rise up, stopping near the *Midnight Torch*. Test your *Luck*. If you are *Lucky*, turn to **12**. If you are *Unlucky*, turn to **65**.

60

You stare at the wooden board floating not far from you as you try to aim at it. Without hesitating, you give a powerful jump as you swing your legs in front of you. However, you have a terrible balance and just have both of your feet land on the board, a great splash comes, making the board soak with green liquid. You feel a slide under your left feet as you feel yourself losing balance. Sure enough, without having time to react and save yourself from the fall, you go into the green, poisonous river. Your adventure unfortunately ends here.

61

You panic as you frantically wonder around the world around you to see if help comes by. To your surprise, a floating squared wooden board lies floating on the river surface, a few feet away from you. Roll 2 dice. If the result is less than 10, turn to **60**. If the result is 10 or higher, turn to **83**.

62

Confident and happy, you start to continue scavenging for the third object, which is the Midnight Torch. The hint was simple of two words: “High above”. This one was a little more ambiguous than the first two. Dropping off the Diamond Sea Herb as you pass the main lobby, you find an elevator lobby at the side.

Still thinking about what is meant by “High above”, you go into an elevator and examine the buttons. On the highest floor, there were a few words beside it that read “King’s Sky Chamber”. *This is the highest area of the Sea Castle, so it must be the place “High above”,* you think.

Clicking onto the button with credence, you feel the elevator move upwards, soon coming to a stop as the doors reopen. Walking out of the elevator, you immediately see a fancy door entrance in front of you, with the words “King’s Sky Chamber” on it. Opening the doors, you gasp as you look around the large area with a grand royal bed, living space, and a grand bathroom. What made you astonished was seeing the sight of the grand blue throne, with a large blue diamond at the very top of it.

Where could the Midnight Torch be? You wonder as you stare and speculate the picture of it on the piece of paper carefully. Thinking of the hint again, you look up, and that’s when you see it: Hung with a blue rope, high up on the ceiling.

You panic as you feel your hopes crushing down. *How could I get that? How is that possible?* You question as you feel a lump in your throat, feeling a great sense of agony. You then see three tools near you: A ladder, a long stick and a small cloud elevator that doesn’t look very sturdy. Will you choose to climb up the ladder and retrieve the torch (Turn to **24**), use the long stick to take it (Turn to **38**), or go on the small cloud elevator to go up and grab it (Turn to **59**)?

63

You decide to press on the blue button. As the moment you press it, you feel the submarine shake from side to side, faster and faster. Suddenly, within a blink of an eye, you realize that in front of you stands a large neon banner, with curvy rainbow words reading “Fountain of Dreams”. You smile as you find out that you have automatically teleported to the destination. Turn to **10**.

64

Slowly and steadily, you step onto the narrow bridge and take a few steps forward, balancing yourself with your arms. Afraid that you might lose your balance and fall into the green river, you walk as slowly as you can, with your team of dolphins slowly swimming behind you. Barely looking up, you gasp as you hear a distant sound coming from beneath you. Suddenly, a giant white squid bursted out

from the green river, blocking your path. This was so sudden that you almost lost balance and fell off the bridge. Panicking, you don't know what to do.

Will you:

Engage in a team combat with the squid **(Turn to 29)**?

Try to jump over the squid with full might **(Turn to 35)**?

Or jump off the bridge (small chance for surviving, but has a chance to find shells) **(Turn to 61)**?

65

Unfortunately, as soon as you lean forward to grab the torch, you feel the cloud elevator that you are sitting on slowly tear open, forming a small hole. Agitated and feeling that the cloud might break, you immediately try to snatch the torch as fast as possible, however being unable to balance yourself, you end up falling from a high distance. Your adventure ends here.

66

You were too busy looking at the path in front of you that you didn't realize the shells falling from the sky and missed catching them. Too bad. Turn to **36**.

67

Unfortunately, turning left is the wrong choice as you immediately get stuck . Turn to **6** to go the other direction.

68

You run back as fast as you can, and to your great surprise, you find your dolphins resting by the side, eating fish and squid. You breathe a sigh of relief as you watch them finish eating and follow behind you once again. Turn to **92**.

69

You decide to hop on the nice-looking submarine, as you see two buttons in front of you: One red, one blue. You hesitate as you stop to think about which one you should press. Will you: Press the red button to see what happens **(Turn to 78)**, or press down the blue button instead **(Turn to 63)**?

Choosing to scavenge the women's chambers first, you open the grand doors, seeing 8 separate bedrooms inside. Starting with the bedroom closest to you, you go inside and take a quick peek, trying to spot the Wave Light. To your great luck, you find it, switched on and shining on the bedside table. It looks exactly the same as the one shown printed on the paper. Delighted, you gently take it off the table. Turn to **8** to move on.

"Whoa....." you say as you slowly walk up the grand staircase towards the main entrance of the castle. It was certainly the largest and most majestic castle you've ever seen, with its exterior painted with many different shades of blue.

Looking up, you see a large bright blue flag high up in the sky, attaching onto the tallest area of the castle. The curly words on the flag read "The Sea Castle". Smiling, you approach closer to the entrance as you see two purple dolphins, each wearing diamond blue crowns, guarding the castle.

The dolphins give you a friendly smile as they pull open the grand doors on each side, gesturing you to enter.

The interior was just as majestic as the exterior, keeping you speechless for a few full seconds. The large crystal light full of blue diamonds hanging from the tall ceiling high above you immediately grabbed your attention. On the sides were two grand staircases, curving towards left and right respectively. On the middle of the blue mat was five large words written in cursive "Welcome to the Sea Castle"

Slowly taking a few steps closer, you find a rolled scroll on the ground, tied beautifully with a red bow. *That must be for me.* You think as you pick it up. Curious, you untie the bow and slowly unfold the scroll, seeing some words carefully hand written on the scroll.

Hello and welcome to the Sea Castle, a prestigious place of royalty. I am the King of the Seas of Heaven, Lord Ocecean, and it is a pleasure to have you here. In order to unlock the doors of the Heavens Square, you must complete the Sea Castle Scavenger Hunt, where you must scavenge for specific items in a limited time frame. Not long after, three objects printed on paper would appear in front of you. You'll have 20 minutes to search through the Sea Castle and find those three objects.

This might sound like a very challenging task, as the Sea Castle is gigantic and you might not know where to start. Don't worry, the objects you'll be about to find are very

common and appear in many places around the castle. However, I must solemnly tell you that you only have one chance to complete this. If you fail, unfortunately, you will not be able to retry and your adventure will come to an end.

Your dolphins may patiently wait by the main entrance. Do not worry about the fact of leaving them, as for this part of the adventure exceptionally, you can.

The scavenger hunt would begin very soon. Please wait patiently for the object sheet to appear in front of you, and you may start. Once you have found all the objects, please make your way back to the main lobby in time and place them on their spots, which would be marked. If you do not manage to return back on time, it would be considered a failure. You must return all three objects, finding less than that would not count.

Good luck and I wish you all the best.

*Lord Ocecean
King of the Seas of Heaven*

Turn to **37** to commence the scavenger hunt.

72

“I guess...I’ll..I’ll choose the pur...purple fountain?” you spill out, lacking confidence. “It might not be it anyways.....” You were too busy thinking about your decision that you didn’t see the fairy wink at you.

Slowly moving towards the purple fountain inch by inch, stopping for a few seconds as you pass by the orange and green fountains, you finally arrive there after a long while.

“Remember, you haven’t got all day here!” said the fairy, chuckling.

Biting your bottom lip and closing your eyes to pray, you suddenly feel a great sense of regret, having mixed thoughts in your mind. *Why did I choose the purple one? The orange one looked more magical. should’ve chosen that one.....* 3 seconds later, you sigh as you open your eyes, surprised to see nothing in front of you.

A few awkward seconds passed as suddenly, you hear the fairy scream behind you
“CONGRATULATIONS! YOU GOT IT!”

“AHHHHHH!” you scream as you hear the fairy suddenly breaking the silence. Taking a few seconds to recover from the sudden fright and to digest what has happened, you finally realize that you have chosen the lucky color.

You were speechless. You couldn’t believe it. You have made it.

“Wow.....” you manage to say after a few seconds.

“Well, make a wish!” said the fairy, clapping her hands.

Smiling, you say out your wish clearly with confidence “I wish to retrieve the water sword and return back to the normal world.”

Just as your words spill out from your mouth, you feel a sense of dizziness as you feel yourself spinning around and around. Turn to **100** to retrieve the water sword.

73

Taking a deep breath and crossing your fingers, you decide to choose through the red door. Test your luck. If you are *Lucky*, **turn to 85**. If you are *Unlucky*, **turn to 51**.

74

Very very unfortunately, you end up failing the third portion of your journey on the SKY STEPS, losing your balance and grip by falling down.

I soberly tell you that all your previous efforts have been wasted, and your adventure is over.

75

You like the color blue as you decide to go towards it. Slowly closing your eyes, you count 3 seconds as you pray. You gradually open your eyes, seeing a bright blue diamond heart in front of you, shining brightly.

“Oooooooh!” exclaimed the fairy. “This is a pretty nice treasure to find! It would increase your LUCK score by 8! It’s very useful! Farewell for now and good luck in the rest of your adventure!”

You smile happily as you take the diamond heart with you and move on, saying bye to the fairy. Turn to **50**.

76

You feel that there is no hope to defeat team *Mitingall*, and decide to give up. Suddenly, to your surprise, a mysterious force of air pulled you up from your feet as you felt yourself spinning around and around. Opening your eyes, you gasp as the tall, grand, majestic Sea Castle appears right in front of you. Turn to **71**.

77

Sadly, you end up losing your balance on one of the small platforms, ending up falling down from the high place. Your adventure is over....

78

You slowly and gently press into the red button. Suddenly, without even having time to react, the submarine zoomed forward at full speed. It was so fast that you uncontrollably lost your balance on the submarine, as well as your team of dolphins. You feel dizzy as you crash down to the ground, immediately becoming unconscious as the submarine continues to zip forward at full speed, crashing onto various objects along the way. Unfortunately, due to the unconsciousness of you and your team, your adventure has come to an end.

79

Unfortunately, this is the wrong direction as you end up getting stuck. Moving back, you turn left. Turn to **102**.

80

Satisfied and happy, you take out your map and move on, deciding to travel towards the left of the map where a place called "Dreams Wonderland" is. You smile as you look down onto the map, realizing that you have teleported over the green river. Roll 2 dice. If the result is less than 8, add 4 days to your LOG. If the result is 8 or above, add 5 days to your LOG.

You were walking happily with your team of dolphins, who swim energetically behind you when you spot a strange object from a distance. Quickening your footsteps as the object gets larger and larger, you realize that it is a huge submarine parked on the side, with a dark blue exterior and round glass windows, just enough to fit you and your team. Arching an eyebrow, your mind immediately fills with curiosity as you slowly approach the submarine, wondering what would happen when you use it. Will you go in the submarine with your team and find out what would happen (**Turn to 69**), or ignore it and continue to move on by foot (**Turn to 22**)?

81

Walking for another few hours with no hope of going anywhere, you realize that you are truly lost. After another while of walking, you start feeling a little queasy and pain in your legs. Looking back, you find out that your dolphins seem to look very tired as well, collapsing onto the ground one

by one. You feel as if you have no more energy to continue off this journey as you collapse onto the ground yourself, ending the adventure.

82

Congratulations! You have passed the first part of the Sky Steps successfully. After a few minutes of rest, you continue moving on, climbing higher and higher.

Test your *Luck*. If you are *Lucky*, turn to **49**. If you are *Unlucky*, turn to **77**.

83

You smile with joy as you see the board not far from you, as you take a jump and land on the board softly and steadily. It was a piece of cake. Test your *Luck*, if you are *Lucky*, turn to **96**. If you are *Unlucky*, turn to **66**.

84

You gently pop the bubble as you suddenly hear a loud “KABOOM!!!!!!!!!!!!”. You scream as you watch the bubble explode into fire, running off as fast as your legs could carry you. However, the fire is too large and flamy and you and your team are too slow, eventually burning all of you, bringing your adventure to an unfortunate end.

85

You take a deep breath as you slowly turn the handles of the door, trembling as you uncover the unknown. The door swings open as you immediately see bright blue light shining in front of you. Then, the light slowly dims as you see a large treasure chest in front of you, with the blue light coming out of it. You gasp as you slowly walk a view steps towards the treasure chest, with a feeling of great excitement in your heart. You peer into the chest, overjoyed as you see it filled with small, shining crystal clear shells. Then, you hear a familiar dark voice say, “Congratulations, you have found 300 shells. You can save them up and use them in the Sea Shop at any time, except when in the middle of an individual or team combat.”

You beam at yourself. Add 2 days to your LOG and then turn to **80**.

86

You look through the herbs as thanks to your amazing eye coordination skills, you were able to spot the diamond herb within seconds, seeing it shining on a particular herb. Carefully, picking it up, you double check that it was the one you are looking for by looking back at the paper. You have found the second one with 9 minutes left! Way to go! Turn to **62** to continue with scavenging the third object.

87

“Welcome to the Fountain of Dreams! Congratulations for successfully passing the royalty test. Add 5 days to your LOG.” The fairy said as her wings fluttered in the sky, guiding you and your team forward towards the majestic, rainbow fountain. She stopped somewhere near the fountain and turned back towards your team, floating in the air.

“As you can see, there are colors of red, orange, yellow, green, blue, purple and pink, each giving you different types of luck. One of the colors here can grant your dreams - any dream of yours. However, that would only happen if you get really lucky. Otherwise, these colors can give you extra strength, special weapons and tools, a large number of shells and allies that could assist you in the rest of your adventure respectively. First, I want you to test your *luck*. If you are *Lucky*, turn to **47**. You would get to choose from the colors that would give you more luck. If you are *Unlucky*, turn to **21**. You would have to unfortunately choose from the colors that would give you less luck.”

88

You decide to zip through the green river with a swinging old rope near you, dangling from high above. Approaching near it, your mind fills with confidence as you run up towards the rope and jump on it with might. Test your *Luck*. If you are *Lucky*, turn to **94**. If you are *Unlucky*, turn to **25**.

89

You shrug and decide to walk past the bubbles without wasting any time. Turns out, this was a pretty good choice and you saved a lot of time. You walk until you come to the end of the bubble world. Suddenly, you confront a wild underwater creature in front of you, with sharp claws and hairy fur. You panic for a second, but understand that it is time for a battle. The wild underwater creature stares into your eye as it raises its claws up, ready to attack. Eventually, hand-to-hand combat begins.

Wild Underwater Creature STRIKE 6 STRENGTH 4

If your team defeats the wild underwater creature, add 1 day to your LOG and then turn to **92**.

90

Feeling confident with the color pink, you slowly approach it, closing your eyes. 3 seconds later, you open them as you see a pretty pink sword levitating a few centimeters off the ground.

“This sword would give you 8 extra strength.” said the fairy, fluttering over. “It would be pretty useful for you. Remember to keep it with you at all times. You may now leave the Fountain of Dreams and move on to the Sea Castle. Wish you good luck!”

You take the sword as you wave towards the fairy, walking towards the gates of the Fountain of Dreams. Turn to **50** to move on towards the Sea Castle.

91

You feel lazy and decide to let your dolphins fetch their meal for themselves. However, the moment you release them off, all 20 of them scatter to different places, swimming so fast that within seconds, they were all out of sight. You panic as you spend the next few hours searching for them. Unfortunately, the area was so big that after 4 hours of tough searching, none of the dolphins came to sight. After another 5 more hours and as the 10-hour mark approaches, you admit to yourself that you have no choice, and decide to give up.

Crying in the corner, you tremble as you anxiously wait for the 10-hour mark to come, feeling extremely remorseful and a sense of regret. Sure enough, you hear the familiar dark voice once again, “Unfortunately, you have failed to keep your responsibility for your dolphins, who have all seemed to have disappeared from your side for more than 10 hours. I am sorry, but your adventure has come to an end.”

92

You take out your map as you look at it again, witnessing the blue dot moving forward, closer to the “X” where the water sword is. You start to panic as you realize that you’d better get going, as the red dot is far behind the blue dot. *I have to get there before my rival team does!* You think with worry, but with great determination. Roll three dice. If the result is less than your *Crew Strength*, add 3 days to your LOG. If the result is equal to or greater than your *Crew Strength*, add 4 days to your LOG.

Clutching the map, you find out that your next destination closer to the “X” is the Sea Castle, towards the right of the map. You start walking towards the castle, keeping a close eye on your team of dolphins behind you. After an hour, you suddenly come across a green bubbly river in front of you,

halting to a stop. A wooden sign appears in front of you that reads “DANGER. POISONOUS RIVER AHEAD.” Nervousness rises up your chest as you read these words, as you feel your heartbeat pounding faster every second. Out of the corner of an eye, you see 3 ways of transportation across the green river substance. A rope, a boat, and a narrow bridge.

Will you:

Jump on the rope zip across the green river in a jiffy? **(Turn to 88)**

Climb onto the boat and paddle across with great might? **(Turn to 53)**

Or step onto the narrow bridge and steadily walk past it? **(Turn to 64)**

93

Even though your hopes are starting to dwindle, you decide to return back and look through the Women’s Chambers. Running through the 8 rooms, you suddenly come to a stop as you see a blue light shaped like a wave, sitting on the bedside table of the 5th room. It looked exactly like the picture of the Wave Lamp printed on the paper. Elated, you dash into the room and pick the Wave Light up. Congratulations! You have found the first object with 13 minutes left. Turn to **8** to move on.

94

You jump on the old swinging rope as you feel yourself zip across the green river at full speed, zooming forward as you hold onto the rope tightly with both hands. Within seconds, a grand blue castle came into view as it grew larger and larger. You fill with joy as you see a wooden platform in front of you. Jumping off the rope with might, you land on the platform with both feet and smile. Turn to **71**.

95

Good job! You have made the correct choice. The squared platforms are much easier for maintaining your balance and grip. After a while, you finally make it to the top, gasping with delight as you see the grand opening doors of Heavens Square. Turn to **99**.

96

Sitting on the board as it floats forward, you suddenly see something shiny from the sky. You look closer as you realize that 1000 shells have automatically spawned in your inventory. Add 3 days to your LOG. You may use this to purchase items from The Sea Shop. Nice! Turn to **36**.

97

Crossing over obstacles is your strength and is surely a piece of cake for you. Within a few minutes, you made it over the long Lava Trail. Good job! Turn to **71**.

98

You walk forward in the water as you see a group of fish coming towards you. To your surprise, you find a net beside you as you swung the net over the group of fish. You watch as your dolphin's eyes light up, swimming towards the fish and gobbling them up. Your dolphins are once again full of energy as they swim energetically around you, ready to move on in the adventure. Turn to **92**.

99

The grand doors, decorated with bright blue diamonds and swirly ocean-themed colors appear in front of you, with large neon words on it reading "HEAVENS SQUARE".

You watch as the doors gradually open little by little as you feel great accomplishment in your heart. You have made it this far in your journey and are already very close to the Water Sword, meaning that you would be able to retrieve it soon and return back to the normal world.

Slowly, once the doors have fully opened, you step up the staircase, walking into the opening doors of Heavens Square.

Suddenly, as soon as your both feet were placed inside Heavens Square, the whole world turned pitch black. Screaming, you jump with fright as you frantically move around, unsure about what has happened. Seconds later, you hear a dark, eerie voice "Entering the Heavens Square may certainly seem like a great accomplishment, but I have to soberly tell you that your success isn't fully guaranteed yet. In the next hour, you and your team would be engaged in a number of battles and combats in the Sea Arena, as well as some luck challenges that would greatly determine whether the outcome is a success or failure.

When you're ready, turn to **101** and you would be teleported to the Sea Arena.

If you want to give up, of course it is also an option. Turn to **108**.

100

Before you were able to react, you got teleported in front of "The Corner of Mystery" as the doors opened. There was the gigantic water sword, with its blade faced down into a treasure chest full of coins and items.

Speechless, you move up forward, couldn't believe that this had all been possible.

Slowly, you approach forward, gently touching the sword, which was blue and fully decorated with diamond gems and swirls.

“Place both hands on the sword to activate its power,” said the voice.

With slight hesitation, you reach out and place your left hand onto the sword.

Immediately, you see bright white light in front of you as you feel yourself swirling and swirling under the light.

Blinking, you open your eyes, surprised to find yourself sitting on a boat on a river, by a beautiful valley. *Wait a minute, this is where I came from!* You exclaim as you almost didn't see the huge treasure chest in front of you on the boat. It was the treasure chest you saw a while ago, in which part of the Water Sword was in it.

The dark voice spoke again “Congratulations on your completion of this adventure. This has taken hard work, perseverance, and your great determination to overcome each obstacle and come towards every step. The boat you are boarding on right now would teleport you back to the normal world, as soon as the river has come to an end.

Also, as a reward, this treasure chest would be given to you as a gift. Inside, there are not only 1000 dollars worth of coins, but also small objects representing parts of the adventure, including a Water Sword magnet, a small part of the coral reef, a diamond gem, a bubble, a picture of your dolphins, a Sea Castle magnet, a plastic design of the Fountain of Dreams, and most importantly, a large sign of the words “Seas of Heaven” artistically carved onto a piece of wood.

Remember to treasure these items and not lose them, because if you do, there would be a terrible consequence waiting for you.....”

The adventure is to be continued.....

101

You feel the whole world changing around you as you and your team land right inside the Sea Arena. The dark eerie voice spoke again “If you have enough SKILL and STAMINA, you would be able to win all of the upcoming combats. Also, everytime you defeat a monster, you would be able to restore your STAMINA.

I would also suggest you to take this time to spend all of your remaining shells on purchasing items from the shop that would increase your SKILL, STAMINA, and LUCK.

Your very first task is to defeat the Hyper Octopus. This would be an individual combat. When you're fully ready, turn to **103**.

102

Good job! This is the correct choice. You smile as you continue moving forward. Now, test your *Luck*. This would determine if you succeed or fail. If you're Lucky, congratulations. Turn to **105**. If you are Unlucky, unfortunately, your adventure has ended.

103

The Hyper Octopus SKILL 7 STAMINA 6

If you defeat it, turn to **104** to continue.

If not, unfortunately your adventure has come to an end.

104

“Good job! You have defeated the Hyper Octopus.” said the voice. “Add 2 days to your LOG. Next, you and your team would engage in a large-scale battle with a group of sharks. This would be the second and last combat you would be engaging in. Throughout the combat, you will be asked to make decisions.”

Turn to **106** to commence the battle.

105

Soon, you find the exit as you breathe a sigh of relief, completing the maze with 2 minutes and 32 seconds to spare.

Looking up, right in front of you was a giant sign: THE TUNNEL OF TRUTH. This is your next challenge and the path you'll take to get to Heaven's Square. Turn to **118**.

106

A group of sharks appear in front of you, fiercely glaring at you and your team with their beady red eyes.

Will you:

Order each of your dolphins to take flying kicks towards its chests (Turn to **107**)?

Punch them hard continuously until they get defeated (Turn to **110**)?

Or take out your sword and swing it over them (Turn to **109**)?

107

You push your dolphins forward into the battle as you order them to take flying kicks towards the chests of the sharks.

However, compared to those big, strong and powerful sharks, your dolphins were so weak that within a minute, all 20 of them were immediately defeated by them and fell unconscious to the ground.

Unfortunately, it's time for us to soberly tell you and for you to accept the fact that your adventure has come to an end.....

108

You end up deciding to give up. What a pity.
Your adventure has ended.

109

You take out your sword as you feel your body stir up with intense strength and an ultimate desire to win this battle. Swinging it with great force over towards the sharks, you pray for the best for your utmost outcome to come. Now, test your *Luck*. If you are *Lucky*, turn to **111**. If you are *Unlucky*, turn to **113**.

110

Feeling ultimate determination and strength in your optimistic heart, you tell your plan to your dolphins. As soon as the battle commenced, you and your 20 dolphins immediately went up and punched into the sharks, using all of your inner energy and strength, as well as the energy from your positive mindsets.

Your confidence soars as one by one, the sharks stagger back and fall to the ground, turning unconscious. Cheering as you witness the moment of the last shark's death, you congratulate the hard work of your dolphins. Turn to **112**.

111

Unfortunately, you FAIL and your adventure has ended.

You might be wondering: I was *Lucky*, why is the end result like this?

Well, in this special case, the consequences for being *Lucky* and *Unlucky* were flipped the other way around. This is how the game works sometimes. Sorry.

112

Again, **CONGRATULATIONS** for defeating the group of violent sharks. This is an amazing achievement.

Still feeling intense happiness in your heart, you jump up and down as you hear the voice speak once again “Very well done here. Now, this is the last step. This would decide on whether you succeed or fail, whether you retrieve the water sword or not, and most importantly, it would determine whether your ending is life or death. I have one last note. JUST. CHOOSE. WISELY.”

Turn to **114**.

113

So, you got tested *Unlucky*. You might’ve groaned and were anticipating death.

Well, no. You have not died this time. Instead, you have succeeded. Yes, I repeat, you have **WON** the combat, because the consequences for being *Lucky* and *Unlucky* were **FLIPPED THE OTHER WAY AROUND**.

Congratulations for your insane luck that brought you to this stage. Turn to **112**.

114

Instantaneously, the whole world turned pitch black for a few seconds. Nothing happened. Not a soul moved. You hear nothing, absolutely nothing, except for your uneven breath full of weariness and uncertainty.

Ten seconds of absolute and utter silence passed. It was only ten seconds, but it felt so long that you were able to feel yourself and grasp this opportunity to look back on your remarkable journey. The journey, where you have started with nothing but fear. The journey, where you have confronted through countless obstacles and dilemmas, in which you’ve made wise choices from. The journey, where you have stepped out of your comfort zone, out of your boundary, where you have experienced one of the greatest and most valuable lessons of life.

Take a moment and close your eyes. Feel the world around you. Feel yourself standing there, the one who has come across to this step with ambition and determination, with nothing else except for an utmost goal and desire.

Now, slowly open your eyes. See the world around you. Look up.

Two lines of neon white appeared in front of you. It felt like letters from a sentence all scrambled up. Above the directions read: Choose one of the lines of code below.

hslicnuSdttserecsues

atnebugihfhtNriolur

You have 10 seconds to make an option. Remember, your choice would determine everything, so it is crucial to think carefully and follow your heart. If you choose line 1, turn to **116**. If you choose line 2, turn to **117**.

115

Congratulations, you have passed the first *Courage* test. Add 2 to your *Courage*.

The ride continues to go on as you scream during a huge 360° drop. The cart continues to go forwards in full speed, turning sideways and going through a number of drops.

Test your *Courage* again. If your *Courage* is equal to greater than 14, turn to **119**. If not, unfortunately your adventure is over.

116

Suddenly, you see the letters slowly getting unscrambled and forming together, into a sentence.

The first sentence read "Success is the result"

And the second sentence read "Nothing but failure"

Congratulations.

Turn to **100**.

117

Suddenly, you see the letters slowly getting unscrambled and forming together, into a sentence.

The first sentence read "Success is the result"

And the second sentence read "Nothing but failure"

This is the end of your adventure.

118

"Welcome to the Tunnel of Truth. Here, as soon as you board on a cart and enter the tunnel, all would be pitch black. Your experience in it would be like a roller coaster. If you have enough courage, you could certainly pass." a dark, eerie voice spoke out of nowhere.

"First, in this special scenario, I would like you to determine your *Courage*. This number is determined by adding up the value of rolling 3 dice. During the ride, you would be asked to test your *Courage* with a given number. You can only move on if your *Courage* is equal to greater than the number.

Once you're ready, carefully board onto the roller coaster cart in front of you, and your ride would commence."

Turn to **120** to start the ride across the Tunnel of Truth.

119

Good job, you passed again! You smile as you feel the roller coaster cart slowing down, coming to an end.

This is when you see it. You gasp with delight. Turn to **99**.

120

The ride starts as you enter a completely pitch black environment, without being able to see anything. Feeling the cart go upwards with a great slope, your fear dives into your stomach.

Test your *Courage*. If your *Courage* is less than 10, your adventure has ended. If your *Courage* is equal to or greater than 10, turn to **115**.

Epilogue

“One more question left.....” you pant as you force your brain to focus and think. Trying to get your history homework done as fast as possible, you immediately fill up the answer for the last question.

Lying back on your chair and looking up in front of your desk, there sat the wooden board with the words “Seas of Heaven” carved into it. Two years have passed since that epic journey, but not a single diamond gem from the words have fallen. Smiling, you take a moment to recap on that adventure, where it was one of the most extraordinary times of your life.

It was running late, as you packed up your books and papers into your bag for the next school day, climbing on your bed to sleep.

It all started with the wind. It was about midnight, when a strong gust of wind flew by your bedroom window. Blinking, you ignore it and immediately go back to sleep.

Then, there was a soft knock on your window. You wake up again in a sudden as you look out towards the window, yawning and going back to sleep when you see nothing there.

At last, this is when something extraordinary and frightening happened. You wake up once again as you hear the sound of your window breaking. Screaming, you stare wide eyed as you see the wooden board with the words “Seas of Heaven” floating away, out of the broken window and eventually being out of sight.

Sitting there speechless, you thought that you might be dreaming, but after a few furious blinks, you realized that this was all authentic. Your most precious possession was gone, stolen by an invisible creature in the wind.

You panic as you feel as if your heart was about to burst right out of your chest. Sweating, you suddenly remember the last words the dark voice has said “Remember to treasure these items and not lose them, because if you do, there would be a terrible consequence waiting for you.....”

In fact, “Seas of Heaven” was just the very beginning.

Your adventure is about to continue.

~

Checklist:

Prologue	✓
o (Intro)	✓
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117	✓

118	✓
119	✓
120	✓
Epilogue	✓