My choose-your-path story

Title _____

Written by _____

Plan your story

Keep it small: 7 to 12 sections make a whole story. Nobody has to die for it to be exciting.

Who is the hero?

Where does it happen?

What has gone wrong?

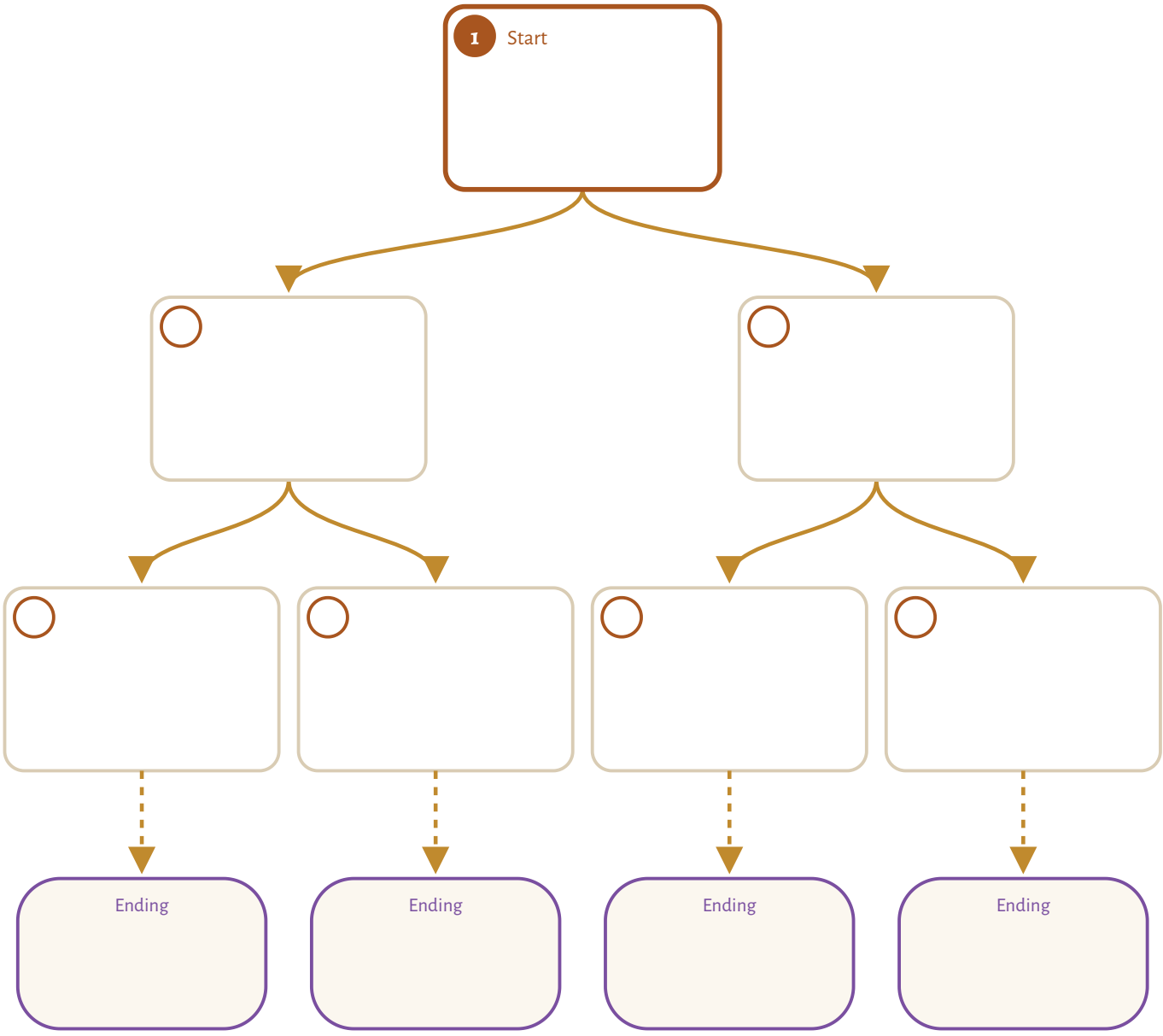
Who helps, and who is in the way?

What does the hero carry?

How can it end? A best ending, and one that is not quite.

Your story map

Write two or three words in each box: what happens there. Every arrow is a choice. Then write each box out on a section card.



Section cards

One card for each box on your map. Real gamebooks mix up the numbers so nobody can peek at what comes next: you can too.

Section ☐

What do you do?

→ turn to ☐

→ turn to ☐

Roll the die:

☐ or more → ☐ · less → ☐

☐ This is an ending

Section ☐

What do you do?

→ turn to ☐

→ turn to ☐

Roll the die:

☐ or more → ☐ · less → ☐

☐ This is an ending

Section ☐

What do you do?

→ turn to ☐

→ turn to ☐

Roll the die:

☐ or more → ☐ · less → ☐

☐ This is an ending

Section ☐

What do you do?

→ turn to ☐

→ turn to ☐

Roll the die:

☐ or more → ☐ · less → ☐

☐ This is an ending

Section cards

Section

What do you do?

→ turn to

→ turn to

Roll the die:

or more → · less →

This is an ending

Section

What do you do?

→ turn to

→ turn to

Roll the die:

or more → · less →

This is an ending

Section

What do you do?

→ turn to

→ turn to

Roll the die:

or more → · less →

This is an ending

Section

What do you do?

→ turn to

→ turn to

Roll the die:

or more → · less →

This is an ending