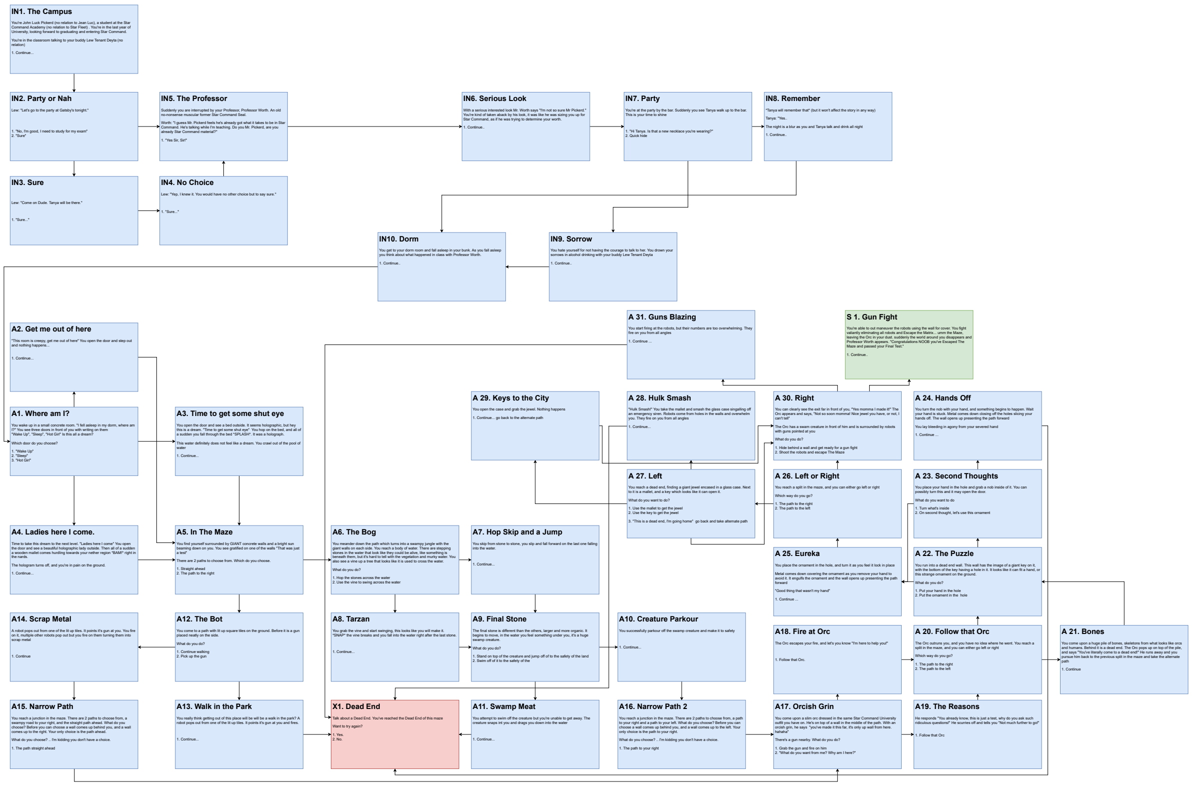
IN1. The Campus
You're John Luck Pickerd (no relation to Jean Luc), a student at the Star Command Academy (no relation to Star Fleet) . You're in the last year of University, looking forward to graduating and entering Star Command.
You're in the classroom talking to your buddy Lew Tenant Deyta (no relation)
1. Continue...
IN2. Party or Nah
Lew: "Let's go to the party at Gatsby's tonight."
1. "No, I'm good, I need to study for my exam"
2. "Sure"
IN3. Sure
Lew: "Come on Dude. Tanya will be there."
1. "Sure..."
IN4. No Choice
Lew: "Yep, I knew it. You would have no other choice but to say sure."
1. "Sure..."
IN5. The Professor
Suddenly you are interrupted by your Professor, Professor Worth. An old no-nonsense muscular former Star Command Seal.
Worth: "I guess Mr. Pickerd feels he's already got what it takes to be in Star Command. He's talking while I'm teaching. Do you Mr. Pickerd, are you already Star Command material?"
1. "Yes Sir, Sir!"
IN6. Serious Look
With a serious interested look Mr. Worth says "I'm not so sure Mr Pickerd." You're kind of taken aback by his look, it was like he was sizing you up for Star Command, as if he was trying to determine your worth.
1. Continue..
IN7. Party
You're at the party by the bar. Suddenly you see Tanya walk up to the bar. This is your time to shine
1. "Hi Tanya. Is that a new necklace you're wearing?"
2. Quick hide
IN8. Remember
"Tanya will remember that" (but it won't affect the story in any way)
Tanya: "Yes..
The night is a blur as you and Tanya talk and drink all night
1. Continue..
IN9. Sorrow
You hate yourself for not having the courage to talk to her. You drown your sorrows in alcohol drinking with your buddy Lew Tenant Deyta
1. Continue..
IN10. Dorm
You get to your dorm room and fall asleep in your bunk. As you fall asleep you think about what happened in class with Professor Worth.
1. Continue..
A2. Get me out of here
"This room is creepy, get me out of here" You open the door and step out and nothing happens...
1. Continue...
A1. Where am I?
You wake up in a small concrete room. "I fell asleep in my dorm, where am I?" You see three doors in front of you with writing on them "Wake Up", "Sleep", "Hot Girl" Is this all a dream?
Which door do you choose?
1. "Wake Up"
2. "Sleep"
3. "Hot Girl"
A3. Time to get some shut eye
You open the door and see a bed outside. It seems holographic, but hey this is a dream. "Time to get some shut eye" You hop on the bed, and all of a sudden you fall through the bed "SPLASH". It was a holograph.
This water definitely does not feel like a dream. You crawl out of the pool of water
1. Continue...
A4. Ladies here I come.
Time to take this dream to the next level. "Ladies here I come" You open the door and see a beautiful holographic lady outside. Then all of a sudden a wooden mallet comes hurdling towards your nether region "BAM!" right in the nards.
The hologram turns off, and you're in pain on the ground.
1. Continue...
A5. In The Maze
You find yourself surrounded by GIANT concrete walls and a bright sun beaming down on you. You see gratified on one of the walls "That was just a test"
There are 2 paths to choose from. Which do you choose.
1. Straight ahead
2. The path to the right
A6. The Bog
You meander down the path which turns into a swampy jungle with the giant walls on each side. You reach a body of water. There are stepping stones in the water that look like they could be alive, like something is beneath them, but it's hard to tell with the vegetation and murky water. You also see a vine up a tree that looks like it is used to cross the water.
What do you do?
1. Hop the stones across the water
2. Use the vine to swing across the water
A7. Hop Skip and a Jump
You skip from stone to stone, you slip and fall forward on the last one falling into the water.
1. Continue...
A14. Scrap Metal
A robot pops out from one of the lit up tiles. It points it's gun at you. You fire on it, multiple other robots pop out but you fire on them turning them into scrap metal
1. Continue
A12. The Bot
You come to a path with lit up square tiles on the ground. Before it is a gun placed neatly on the side.
What do you do?
1. Continue walking
2. Pick up the gun
A8. Tarzan
You grab the vine and start swinging, this looks like you will make it. "SNAP" the vine breaks and you fall into the water right after the last stone.
1. Continue...
A9. Final Stone
The final stone is different than the others, larger and more organic. It begins to move, in the water you feel something under you, it's a huge swamp creature.
What do you do?
1. Stand on top of the creature and jump off of to the safety of the land
2. Swim off of it to the safety of the
A10. Creature Parkour
You successfully parkour off the swamp creature and make it to safety
1. Continue...
A15. Narrow Path
You reach a junction in the maze. There are 2 paths to choose from, a swampy road to your right, and the straight path ahead. What do you choose? Before you can choose a wall comes up behind you, and a wall comes up to the right. Your only choice is the path ahead.
What do you choose? .. I'm kidding you don't have a choice.
1. The path straight ahead
A13. Walk in the Park
You really think getting out of this place will be will be a walk in the park? A robot pops out from one of the lit up tiles. It points it's gun at you and fires.
1. Continue...
X1. Dead End
Talk about a Dead End. You've reached the Dead End of this maze
Want to try again?
1. Yes.
2. No.
A11. Swamp Meat
You attempt to swim off the creature but you're unable to get away. The creature snaps int you and drags you down into the water
1. Continue...
A16. Narrow Path 2
You reach a junction in the maze. There are 2 paths to choose from, a path to your right and a path to your left. What do you choose? Before you can choose a wall comes up behind you, and a wall comes up to the left. Your only choice is the path to your right.
What do you choose? .. I'm kidding you don't have a choice.
1. The path to your right
A 29. Keys to the City
You open the case and grab the jewel. Nothing happens
1. Continue... go back to the alternate path
A 31. Guns Blazing
You start firing at the robots, but their numbers are too overwhelming. They fire on you from all angles
1. Continue ...
S 1. Gun Fight
You're able to out maneuver the robots using the wall for cover. You fight valiantly eliminating all robots and Escape the Matrix... umm the Maze, leaving the Orc in your dust. suddenly the world around you disappears and Professor Worth appears. "Congratulations NOOB you've Escaped The Maze and passed your Final Test."
1. Continue..
A 28. Hulk Smash
"Hulk Smash!" You take the mallet and smash the glass case singalling off an emergency siren. Robots come from holes in the walls and overwhelm you. They fire on you from all angles
1. Continue...
A 30. Right
You can clearly see the exit far in front of you, "Yes momma I made it!" The Orc appears and says, "Not so soon momma! Nice jewel you have, or not, I can't tell"
The Orc has a swam creature in front of him and is surrounded by robots with guns pointed at you
What do you do?
1. Hide behind a wall and get ready for a gun fight
2. Shoot the robots and escape The Maze
A 24. Hands Off
You turn the nob with your hand, and something begins to happen. Wait your hand is stuck. Metal comes down closing off the holes slicing your hands off. The wall opens up presenting the path forward
You lay bleeding in agony from your severed hand
1. Continue ...
A 27. Left
You reach a dead end, finding a giant jewel encased in a glass case. Next to it is a mallet, and a key which looks like it can open it.
What do you want to do?
1. Use the mallet to get the jewel
2. Use the key to get the jewel
3. "This is a dead end, I'm going home" go back and take alternate path
A 26. Left or Right
You reach a split in the maze, and you can either go left or right
Which way do you go?
1. The path to the right
2. The path to the left
A 23. Second Thoughts
You place your hand in the hole and grab a nob inside of it. You can possibly turn this and it may open the door.
What do you want to do
1. Turn what's inside
2. On second thought, let's use this ornament
A 25. Eureka
You place the ornament in the hole, and turn it as you feel it lock in place
Metal comes down covering the ornament as you remove your hand to avoid it. It engulfs the ornament and the wall opens up presenting the path forward
"Good thing that wasn't my hand"
1. Continue ...
A 22. The Puzzle
You run into a dead end wall. This wall has the image of a giant key on it, with the bottom of the key having a hole in it. It looks like it can fit a hand, or this strange ornament on the ground.
What do you do?
1. Put your hand in the hole
2. Put the ornament in the hole
A18. Fire at Orc
The Orc escapes your fire, and let's you know "I'm here to help you!"
1. Follow that Orc.
A 20. Follow that Orc
The Orc outruns you, and you have no idea where he went. You reach a split in the maze, and you can either go left or right
Which way do you go?
1. The path to the right
2. The path to the left
A 21. Bones
You come upon a huge pile of bones, skeletons from what looks like orcs and humans. Behind it is a dead end. The Orc pops up on top of the pile, and says "You've literally come to a dead end!" He runs away and you pursue him back to the previous split in the maze and take the alternate path
1. Continue
A17. Orcish Grin
You come upon a slim orc dressed in the same Star Command University outfit you have on. He's on top of a wall in the middle of the path. With an orcish grin, he says "you've made it this far, it's only up wall from here. hahaha"
There's a gun nearby. What do you do?
1. Grab the gun and fire on him
2. "What do you want from me? Why am I here?"
A19. The Reasons
He responds "You already know, this is just a test, why do you ask such ridiculous questions!" He scurries off and tells you "Not much further to go!"
1. Follow that Orc