# Ret Samys ma pi kulupu tu

You decide.

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#### **Preface**

I wrote this book for times during which it's just not possible to travel, meet new people, see wondrous and strange place, and hear strange new languages. Maybe it helps. This book should not be read front-to-end. Instead, with every decision, the story continues at the paragraph indicated by an arrow. The start is at  $\rightarrow$  1

I hope you enjoy reading!

English	toki pona	Ö
non-cute animal reptile, amphibian		
no, not zero		
downward, lowly, humble bowing down, dependent		
or		
(separator after a verb)	е	<b>&gt;&gt;</b>
market business transaction		
bad (negative, irrelevant)		
person, human		
yellow		
fish (aquatic animal)		
plant		

by means of	kepeken	界
fruit (vegetable, mushroom)		
stone, metal (hard, heavy)		
group, nation community		
in that context (follows context)	la	)
sleep, rest (pause)		
blue (green)		
head, leading, rule		
clothing, fabric		
cold		
(separator before a verb)	li	>
small		

located at, present at (real, true)		
red		
place, land		
money		
I, me we, us		
eat, drink		
back, behind, rear		
number -nth (ordinal number)		
way, road path, method		
bump, nose hill		
(imperative)	0	 
start (open, begin)		

break (mistake, destroyed)		
give		
(connector between noun concepts)	pi	L
feeling (heart)		
insect		
side (nearby, hip)		
warmth (fire, heat)		
(question word) what?, which?		
high, elevated, above (divine, sacred)		
you		
front (face, wall)		
know, understand		

animal, land mammal
go, move, to, towards
water, liquid
speak, communicate, language, hello
house, building, room
two
one
want, wish, need

Your village is a calm and peaceful place, and nothing of note ever happens there. No dragons want to burn down the houses, the last wizard war lies 100 years in the past, and even the occasional jackalope pests are barely any trouble.

But when the river slowly dwindles and only a trickle remains, it becomes clear that something needs to be done. You volunteer to investigate.

downstream  $\rightarrow$  2 upstream  $\rightarrow$  3

You follow the thin stream of water downhill. After a while, you can't even make out a clear line of water where river once was. Only puddles, then mud, then dried earth. You realize that you are walking in the wrong direction and wasting precious time. The real cause of the problem must be at the river's origin.

upstream → 3

# 3

The cause of the problem must be at the spring. You walk uphill - and on the horizon you see crystal towers rising. You know that the inhabitants of the neighbouring town are a bit strange, but as merchants, they should be taken seriously. On the way, two figures with a cart come towards you. They stop and grin broadly at you.

talk to them  $\rightarrow$  4 go further upstream  $\rightarrow$  9

"Hello," you say.

"toki," one figure replies. The grin widens.

"O," says the other. Brilliant white teeth. "Can we make you a sale?"

How do you answer?

"Wait, what was that you just said?"  $\rightarrow$  6 "What do you sell?"  $\rightarrow$  7

#### 5

You continue your journey. You take another look over your shoulder - but the two figures have disappeared without a trace.

Slowly, you get closer to the city, and to the origin of the river. The path hardens, becomes more defined and turns a full-on road.

You have a look at the sign:  $\rightarrow$  8

"Ah, we're from the town," the widely grinning character says. "We speak two different languages there," says the brilliantly white-toothed person.

"Means 'to speak', 'language' or 'hello'." "And toki means 'hello', 'language' or 'to speak'."
- "You are on the way to the town, right?" "Learning the languages might give you an
advantage." - "We'll see you there, I'm sure." "But for now, we must be on our way."

Somewhat confused, you watch them going and you continue your way to the town.  $\rightarrow$  5

"Oh, this and that." - "Things and stuff." - "As long as you can pay."
Unfortunately, you don't have any money with

Unfortunately, you don't have any money with you.

"Hm." - "Too bad." - "Oh well." - "So what." - "Although..." - "... if you bring us something..." - "Bring us kili." - "Yes, bring us ." - "But for now, we must be on our way." - "O \( \Lambda \)" - "mi tawa"

Somewhat confused, you watch them going and you continue your way to the town.  $\rightarrow$  9

8

ma pi kulupu tu



You march on. You take another look over your shoulder - but the two figures have disappeared without a trace.

On your way to the city, along the small river, the path hardens, becomes more defined and turns into a full-on road. People greet you:

You realize that you should take notes because you speak a different language.

You look at a big sign: → 8

#### 10

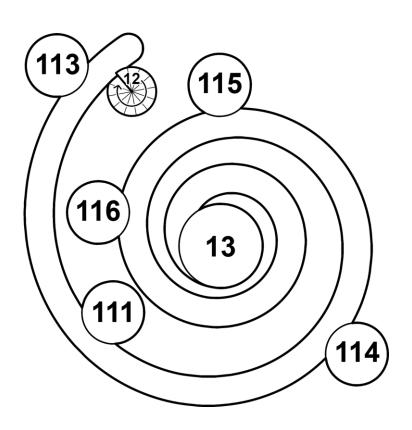
You step through the town gate. A fresh breeze blows, and you are impressed and somewhat confused: glass ramps and staircases climb up the impressive crystal towers on translucent walls, while pulleys and flame-lit tunnel entrances lead to unknown depths. You quickly discover the pedestrian entrance to the tunnels

and a narrow spiral staircase because they are signposted:

up, "
$$\longrightarrow$$
  $M$ "  $\rightarrow$  11 down, "ma anpa"  $\rightarrow$  12

# 11

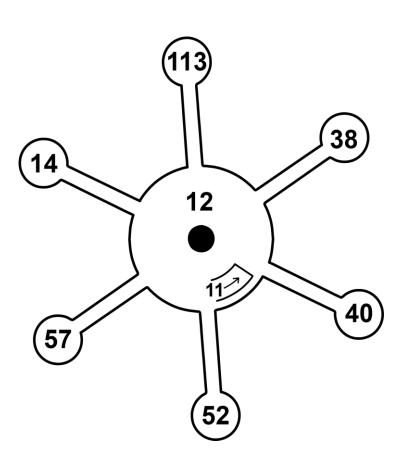
You are on the main road between the crystal towers. It is relatively quiet; people here just seem to walk quickly from building to building. Signs point in all sorts of directions. Where do you go?



The main tract of underground tunnels is an incredibly large cave with many colorful lights. Many people here seem to be very busy. You don't want to disturb them and prefer to go to a quieter place to explore. In doing so, you skirt around the seemingly infinitely deep hole in the middle of the cave

You follow the signs:

tomo sona  $\rightarrow$ esun  $\rightarrow$ tomo len  $\rightarrow$ tomo kiwen  $\rightarrow$ tomo pi jan tawa  $\rightarrow$ ma pi kulupu wile  $\rightarrow$  $\bigcirc$   $\bigcirc$   $\bigcirc$   $\bigcirc$   $\bigcirc$ 



You follow the main road that spirals around the glass city all the way to the highest tower. Two guards, armed with crystal spears, let you in. Inside, the floor is decorated with mosaic patterns. The walls are polished smooth like glass. A huge, jaggedly ornamented chandelier hangs from the ceiling. And wide stairs lead to a throne on which an old man sits with a glass crown. Clearly, whoever is sitting here should not be spoken to with the wrong words.

Do you still talk to him?

Or would you rather go back for now? → 11

You follow a tunnel that looks like any other. Finally, you come to a brightly lit cave. Penpushers scribble numbers on rolls of paper. Cards are examined. Letters are stamped. In the middle, two women and a man are talking. When they see you, one woman breaks away from the conversation and walks toward you. "kama pona," she says with a smile. "mi jan Tana." You feel that you'd better not waste her time with the wrong words.

Do you still talk to her?

sina akesi  $\rightarrow$  19 ma anpa li pakala  $\rightarrow$  24 toki  $\rightarrow$  29

Or would you rather go back for now? → 12

She seems to calm down, but looks at you carefully. Apparently, you don't know the language all that well yet. For now, it is better to go away, you think. Maybe you'll try your luck again later.

back to the main tract → 12

# 16

"mi lete," she exclaims. "mi pilin lete a!"

mi wile e open telo  $\rightarrow$ mi pana lete tawa sina  $\rightarrow$ sina akesi  $\rightarrow$ mi tawa  $\rightarrow$ 

"mi seli ala," she says.

sina seli mute  $\rightarrow$  21 sina seli ala  $\rightarrow$  15

# 18

He seems to calm down a bit.

"\(\int\)," he says, while pointing to the exit.

Apparently, you don't know the language all that well yet. Maybe you'll try your luck again later.

back to the main road  $\rightarrow$  11

She raises her eyebrows. "mi akesi anu seme?" She expects an answer from you.

akesi ala 
$$\rightarrow$$
 15 sina soweli taso  $\rightarrow$  21

#### 20

The man with the crown looks at you, baffled.

"He expects an answer from you." 
$$\Box$$
, "he repeats. " $\Box$   $\Box$   $\Box$  "He

$$b \gg \approx -28$$

$$\bigcirc \bigcirc \rightarrow 23$$

$$DQDX \rightarrow 25$$

Her face turns red. "sina ike!" she screams and throws words at you that you don't understand. "sina pakala! jan pali o alasa e ona! ona o tawa lupa pi anpa mute. jan pi wawa nasa o pali kepeken ona."

That was apparently not the right answer. Two of the workers, who have been hard at work until now, grab you and drag you out into the big cave. With horror you realize what they intend to do: They are going to throw you into the bottomless hole. You try to free yourself, but the two workers are surprisingly strong. "tawa pona," says one of them, they swing out and throw you into infinite darkness.

During your fall, you have enough time to realize your situation. You have failed. You should have learned the language of the inhabitants so as not to offend them unintentionally. But all is not lost! Many people live by the river, and someone will surely find a solution to the problem!

A new hero starts from scratch  $\rightarrow$  1

**END** 

His gaze turns ice cold. " $Q \times \cite{0}$ ," he says calmly and throws words at you that you do not understand. " $\cite{0} \times \cite{0}$ .  $\cite{0} \cdot \cite{0} \cdot \cite{0} \cdot \cite{0}$ . " $\cite{0} \cdot \cite{0} \cdot \cite{0} \cdot \cite{0}$ ."

You must have done something wrong. The two guards grab you. What do they intend to do? They're taking you to the main road. The edge is getting ominously close. They wouldn't let you fall into the depths, would they? A guard looks at you. She says " ," gives you a push and you fall.

You fall past the glass road.

You fall down between the crystal towers.

You fall into a crater under the earth, into a large lighted cavern, and into a deep, dark, endless hole.

She becomes quite serious. "ma anpa li pakala," she repeats and nods. Encouraged, you continue speaking:

sina lete  $\rightarrow$  16 sina seli  $\rightarrow$  17 sina akesi  $\rightarrow$  19

#### 25

The king slowly rises from his throne and takes a few steps towards you.



You nod  $\rightarrow$  23 You shake your head  $\rightarrow$  18

$$O_{i}^{i} > 1$$
  $| | | | \rightarrow 23$   $| \bigcirc \cup 1 > 18$ 

# 

The king is delighted. Maybe he knows you can save the spring. He scuttles out and down the glassy street, waving fiercely for you to follow. You come to a locked gate opposite the city gate. He unlocks it, and explains you the way:

to the spring  $\rightarrow$  33 up, " $\bigcirc$   $\square$   $\square$ "  $\rightarrow$  11 down, "ma anpa"  $\rightarrow$  12

#### 28

$$PW \rightarrow 27$$
 $P \rightarrow 23$ 
 $P \rightarrow 11$ 

"toki," she replies. She seems ready to answer your questions.

sina pilin seme?  $\rightarrow$  31 sina pana e mani tawa mi anu seme?  $\rightarrow$  35 mi tawa  $\rightarrow$  12

# 30

"Ö," he answers. He seems ready to answer your questions.

"mi pilin lete. mi pilin lete!"

sina pana e mani tawa mi anu seme?  $\rightarrow$  35 mi tawa  $\rightarrow$  12

#### 32

jan Tana looks at you in surprise. But she seems ready to lead you to the spring. You follow her, and you come to a locked gate opposite the city gate. She unlocks it, and explains the way to you:

"nasin la sina wile e sona tu. nanpa wan la nasin li lon sinpin li lon sinpin li lon monsi li lon poka." She thinks for a bit. "nanpa tu la mi sona ala."

to the spring  $\rightarrow$  33 up, " $\bigcirc$   $\square$  |"  $\rightarrow$  11 down, "ma anpa"  $\rightarrow$  12

After a while, you come to a junction.

forward 
$$\rightarrow$$
 46 back  $\rightarrow$  50 left  $\rightarrow$  42 right  $\rightarrow$  37

# 

"
$$POO$$
.  $PU$ >>>"

$$\frac{1}{6}$$
  $\frac{1}{6}$   $\frac{1}$ 

jan Tana frowns. At first she shakes her head, but then she says, "mi pana e kili." She hands you an apple. Where are you going with the apple?

tomo sona  $\rightarrow$ esun  $\rightarrow$ tomo len  $\rightarrow$ tomo kiwen  $\rightarrow$ tomo pi jan tawa  $\rightarrow$ 

# 36

"
$$\triangle$$
  $\triangleright$   $\bigcirc$   $\times$  ," he says. With pride in his voice, he announces: " $\triangle$   $\triangleright$   $\approx$   $\times$ !"

$$500$$
  $34$   $500$   $500$   $34$ 

The tunnel takes a wide bend. You reach another intersection.

 $\begin{array}{l} \text{left} \rightarrow 41 \\ \text{forward} \rightarrow 45 \\ \text{back} \rightarrow 33 \end{array}$ 

### 38

You follow a tunnel until you come across a cave full of shelves. You look around, and there, you spot one of the two people you met at the riverbed. "toki! Well, what do you think of our town?"

You admit that in the absence of better language skills, you're still a little confused.

"Hmm, well, I could sell you a dictionary. It's not complete, but I'm sure it could help you."

Unfortunately, you don't have any money with you.

"I'm willing to make a trade! But as you can see, I already have my shelves full of all kinds of stuff. Bring me kili and the dictionary is yours."

And with that, the person disappears.

Apparently, the only important thing in this cave is money or trade.

back to the main tract → 12

# **39**

After a while, you come to a junction.

right 
$$\rightarrow$$
 69 forward  $\rightarrow$  56 back  $\rightarrow$  53

# 40

You follow a tunnel - and you're quite astonished! All the people in the underground city have thick clothes on to protect them from

the cold. But the clothes the people in the next cave are wearing are just in-cre-di-ble. A man with a huge hat leads you to a stall, next to a woman with an even bigger hat. At first he talks at you, but then realizes you can't follow his language at this rate. "len," he says, making a wide gesture over the clothes. Then he points to different pieces of clothing: "len laso. len jelo. len loje."

Then he looks at you expectantly. Your decision seems to be important to him.

len laso  $\rightarrow$  44 len jelo  $\rightarrow$  47 len loje  $\rightarrow$  51

#### 41

After a while, you come to a junction.

forward  $\rightarrow$  33 right  $\rightarrow$  42 back  $\rightarrow$  37

The tunnel takes a wide bend. You reach another intersection.

right  $\rightarrow$  41 forward  $\rightarrow$  45 back  $\rightarrow$  33

## 43

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

As soon as you have spoken the words, the woman with the even bigger hat comes up to you and together they wrap you in blue fabric. The woman leads you to a mirror and you can see how fabulous the new clothes look on you. The silky blue is really not bad - but maybe you would like to try another colour?

```
len jelo \rightarrow 47
len loje \rightarrow 51
keep these clothes \rightarrow 48
```

#### 45

After a while, you come to a junction.

```
\begin{array}{l} \text{left} \rightarrow 49 \\ \text{right} \rightarrow 55 \\ \text{back} \rightarrow 42 \end{array}
```

After a while you come to another junction.

forward  $\rightarrow$  60 right  $\rightarrow$  41 back  $\rightarrow$  33

#### 47

As soon as you have spoken the words, the woman with the even bigger hat comes up to you and together they wrap you in yellow fabric. The woman leads you to a mirror and you can see how fabulous the new clothes look on you. You really like the vibrant yellow - but perhaps you would like to try a different colour?

len laso  $\rightarrow$  44 len loje  $\rightarrow$  51 keep these clothes  $\rightarrow$  48

The clothes look great on you. The man and woman in the hats parade you in front of the people around who start clapping! You can't help but smile and take a big bow.

With renewed spirit, you are ready to continue exploring.

back to the main tract → 12

## 49

After a while, you come to a junction.

 $\begin{array}{l} \text{left} \rightarrow 37 \\ \text{forward} \rightarrow 33 \\ \text{back} \rightarrow 45 \end{array}$ 

You come out of the tunnel get back to the city. The gate closes behind you and is locked.

up, "
$$\longrightarrow$$
 " $\longrightarrow$  11 down, "ma anpa"  $\longrightarrow$  12

#### 51

As soon as you have spoken the words, the woman with the even bigger hat comes up to you and together they wrap you in red fabric. The woman leads you to a mirror and you can see how fabulously the new clothes look on you. This bright red is certainly a nice touch - but perhaps you would like to try a different colour?

len laso  $\rightarrow$  44 len jelo  $\rightarrow$  47 keep these clothes  $\rightarrow$  48 You have barely passed through the next tunnel when you hear loud noises. Heavy objects seem to bang against each other. You get closer and see a forge. The woman hammering on a piece of metal wipes the sweat from her brow and then she sees you. She lowers her tools and starts talking. For whole minutes she seems to be talking about something very interesting, because she is very excited - but then she falls silent when she finally sees your confused expression. At first you stand there in awkward silence, until your gaze sweeps over impressive swords. You've always wanted one. She sees what catches your eye and understands. She beckons you closer to the forge and is ready to explain the procedure.

forge a sword  $\rightarrow$  59 back to the main tract  $\rightarrow$  12

You take a short break. Which way is it again?

left  $\rightarrow$  39 forward  $\rightarrow$  42 back  $\rightarrow$  56

## 54

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a crash, cracks stretch across the floor until it opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

After a while, you come to a junction.

 $\begin{array}{l} \text{right} \rightarrow 33 \\ \text{forward} \rightarrow 42 \\ \text{back} \rightarrow 45 \end{array}$ 

# 56

And here's yet another junction.

 $\begin{array}{l} \text{left} \rightarrow 33 \\ \text{right} \rightarrow 37 \\ \text{forward} \rightarrow 46 \\ \text{back} \rightarrow 53 \end{array}$ 

You move through a tunnel and arrive in a wide cave. A group of people stands there, stretching themselves. It looks like they prepare for some physical exercise: They stretch down saying "anpa" and stretch back up with "sewi", "anpa" – down, "sewi" – up, and so on. Movement seems to be really important down here for protection against the cold. They notice you and invite you to join with a friendly wave of the hand.

join them  $\rightarrow$  65 back to the main tract  $\rightarrow$  12

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a crash, cracks stretch across the floor until it opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

## 59

You stand at the forge. She gives you sturdy gloves and nods at you. "kiwen," is her first instruction. You look around. A fire is blazing in the furnace. There is something in the fire. Next to you is a bucket of water.

Get the bucket of water  $\rightarrow$  61 Put your hand into the flames  $\rightarrow$  63 Take something out of the furnace  $\rightarrow$  68

And here's yet another junction.

right  $\rightarrow$  49 forward  $\rightarrow$  45 back  $\rightarrow$  56

# 61

You reach for the bucket of water. The woman's hand holds you back with a heavy grip. She shakes her head. "kiwen ala." Then she points to the bucket. "telo." She repeats the instruction: "kiwen."

Put your hand into the flames  $\rightarrow$  63 Take something out of the furnace  $\rightarrow$  65

Ping! All glyphs erase themselves. A new one appears:

Back to the city  $\rightarrow$  50

Red button  $_{,,}A^{,} \rightarrow 172$ 

Yellow button "B" → 172

 $m \rightarrow 75$ 

# 63

Before you can put your gloved hand into the fire, she grabs your hand and shakes her head. "kiwen ala." She points to the fire. "seli." Then she repeats the instruction: "kiwen."

Get the bucket of water  $\rightarrow$  61 Take something out of the furnace  $\rightarrow$  68

The tunnel branches off

right  $\rightarrow$  100 forward  $\rightarrow$  60 back  $\rightarrow$  69

# 65

You fall into formation with them. An old man comes shuffling toward you. Everyone is ready. "o tawa," the old man calls out.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$  You make the sword glow white. "kiwen," she says.

Take the sword out of the furnace  $\rightarrow$  72 Go to the bucket of water  $\rightarrow$  71

# 67

You stop. So does everyone else. "o tawa monsi," calls the old man.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$ 

You reach for the dark something in the furnace and pull it out. It is a piece of metal. The woman nods at you. She shows you how to work it with a hammer. Then comes the next instruction: "seli".

Put the sword in the water  $\rightarrow$  70 Put the sword in the furnace  $\rightarrow$  66

# 69

The tunnel branches off.

 $\begin{array}{l} \text{left} \rightarrow 64 \\ \text{forward} \rightarrow 53 \\ \text{back} \rightarrow 39 \end{array}$ 

You go to the water bucket, but the woman holds you back. She shakes her head. "seli ala." Then she points to the water. "telo." She repeats the instruction: "seli."

Put the sword in the furnace  $\rightarrow$  66

#### 71

You go to the water bucket, but the woman holds you back. She shakes her head. "kiwen ala." Then she points to the water. "telo." She repeats the instruction, "kiwen."

Take the sword out of the furnace  $\rightarrow$  72

You repeat the process a few more times. Take the metal out of the furnace. Work it with the hammer. Back into the furnace. Finally, the metal forms into a neat blade. "telo," is the new instruction.

Put the sword in the water  $\rightarrow$  77 Put the sword in the furnace  $\rightarrow$  79

# 73

You stand still. Everyone else runs around the old man. After two laps, he calls out, "o tawa ala!" Everyone stops. "o tawa," he calls again.

run around the old man  $\rightarrow$  74 take a step forward  $\rightarrow$  76 take a step back  $\rightarrow$  78 take a step to the side  $\rightarrow$  82

You start running, along with everyone else. You go around the old man. After the second lap, he calls out, "o tawa ala!"

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$ 

#### 75

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button  $_{\text{``}}A^{\text{``}} \rightarrow 172$ 

Yellow button  $"B" \rightarrow 172"$ 

 $o \rightarrow 95$ 

You take one step forward. All the others take many steps forward and walk around the old man. After two laps, he calls out, "o tawa ala!" Everyone stops. "o tawa," he calls again.

don't move  $\rightarrow$  73 run around the old man  $\rightarrow$  74 take a step back  $\rightarrow$  78 take a step to the side  $\rightarrow$  82

#### 77

The new blade hisses in the water and hardens quickly. The rapid cooling means that it is not very flexible and can break, but it is very hard and strong. The blacksmith examines the new sword and nods. She gives it a final polish, cleans it and hands it to you. You proudly accept your own sword.

back to the main tract → 12

You take one step backward. All the others take many steps forward and walk around the old man. After two laps, he calls out, "o tawa ala!" Everyone stops. "o tawa," he calls again.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step to the side  $\rightarrow$ 

# 79

You go to the stove, but the woman holds you back. She shakes her head. "telo ala." Then she points to the fire. "seli." She repeats the instruction: "telo."

Put the sword in the water  $\rightarrow$  77

With a whoosh, all the glyphs go out. Then two new ones appear:

Back to the city 
$$\rightarrow$$
 50

Red button Yellow button  $_{\text{"A}}\text{"} \rightarrow 172$   $_{\text{"B}}\text{"} \rightarrow 172$ 

 $e \rightarrow 190 \qquad \quad o \rightarrow 62$ 

# 81

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button Yellow button  $_{\text{yA}}^{\text{H}} \rightarrow 172$   $_{\text{yB}}^{\text{H}} \rightarrow 172$ 

 $i \rightarrow 86$ 

You take one step to the side. All the others take many steps forward and walk around the old man. After two laps, he calls out, "o tawa ala!" Everyone stops. "o tawa," he calls again.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ 

## 83

You walk a lap around the old man, but notice that no one else is moving. The old man repeats, "o tawa ala!"

don't move  $\rightarrow$  67 take a step forward  $\rightarrow$  84 take a step back  $\rightarrow$  87 take a step to the side  $\rightarrow$  88

You take a step forward, but realize that no one else is moving. The old man repeats, "o tawa ala!"

don't move  $\rightarrow$  67 run around the old man  $\rightarrow$  83 take a step back  $\rightarrow$  87 take a step to the side  $\rightarrow$  88

The box rattles, then it shows the finished word.

moku

X

The word for food and drink. A loud rumble fills the room. Then another rumble. And again. It repeats over and over, and gets faster - the floor is shaking from the sound. You have a queasy feeling in your stomach and quickly run through the tunnel into the city.

No sooner are you out than a torrent of bottles and food shoots out of the tunnel behind you. Bread, fruit, bottled water, vegetables, beer, fruit you've never seen before, candy canes, cheese and much, much more fills the city. You are amazed because the tunnel never stops producing new food and drink.

The city and the surrounding countryside quickly become the center of trade. The inhabitants, including those of your village, want for nothing.

The river that once existed is no longer on anyone's mind.

#### **END**

#### 86

The box rattles, then it shows the finished word:



The word for insect. What could possibly go wrong? The ground trembles briefly, and suddenly a beetle appears on your shoulder. It buzzes. The buzzing is answered by other buzzes. There are more and more bugs. So many creatures at once make you uncomfortable. You back away, back through the tunnel to the city, and find that an army of bugs is following you.

You observe your handiwork. The beetles storm the city. More and more creatures rush out of

the tunnel and they snap at anyone who gets too close.

You haven't found a solution to the disappearing river. Instead, a plague of beetles now dominates the city. Disheartened, you return home. You wonder if a different decision would have led to a better result.

#### **END**

#### 87

You take a step backward, but notice that no one else is moving. The old man repeats, "o tawa ala!"

don't move  $\rightarrow$  67 run around the old man  $\rightarrow$  83 take a step forward  $\rightarrow$  84 take a step to the side  $\rightarrow$  88

You take a step to the right, but notice that no one else is moving. The old man repeats, "o tawa ala!"

don't move  $\rightarrow$  67 run around the old man  $\rightarrow$  83 take a step forward  $\rightarrow$  84 take a step back  $\rightarrow$  87

# 89

You stand still. Everyone else takes a step back. Someone almost bumps into you. "o tawa monsi," the old man repeats.

run around the old man  $\rightarrow$  91 take a step forward  $\rightarrow$  92 take a step back  $\rightarrow$  93 take a step to the side  $\rightarrow$  94

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

## 91

You run a lap around the old man. Everyone else takes a step back. "o tawa monsi," the old man repeats.

don't move  $\rightarrow$  89 take a step forward  $\rightarrow$  92 take a step back  $\rightarrow$  93 take a step to the side  $\rightarrow$  94

You take one step forward. Everyone else takes a step back. You are almost jostled. "o tawa monsi," the old man repeats.

don't move  $\rightarrow$  89 run around the old man  $\rightarrow$  91 take a step back  $\rightarrow$  93 take a step to the side  $\rightarrow$  94

## 93

You, and everyone else, take a step back. "o tawa poka," the old man calls out.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$  You take one step to the left. Everyone else takes a step back. You are almost jostled. "o tawa monsi," the old man repeats.

don't move  $\rightarrow$  89 run around the old man  $\rightarrow$  91 take a step forward  $\rightarrow$  92 take a step back  $\rightarrow$  93

#### 95

The box rattles, then it shows the finished word:

tomo



The word for house. The ground beneath you rumbles violently. You just take a step back when something sprouts from the ground and blocks your way to the box. It's a... chimney! It doesn't stop rumbling, so you flee down the

tunnel, dodging newly appearing bathtubs, doors, armchair cushions, and stove tops. In the city, underground, above ground, and even from the crystal towers grow houses, garages, huts, tents and caravans. And not only in the city. Like strange mushrooms, new buildings suddenly appear in the country.

It's about the weirdest and most absurd thing you've ever seen.

Why did you just magically ask for houses? It didn't fix your problem even a little bit.

**END** 

You stop while everyone else takes a step to the left. Someone almost bumps into you. "o tawa poka," the old man repeats.

run around the old man  $\rightarrow$  97 take a step forward  $\rightarrow$  98 take a step back  $\rightarrow$  101 take a step to the side  $\rightarrow$  102

## 97

You walk around the old man once, while everyone else just takes a step to the left. "o tawa poka," the old man repeats.

don't move  $\rightarrow$  96 take a step forward  $\rightarrow$  98 take a step back  $\rightarrow$  101 take a step to the side  $\rightarrow$  102

You take a step forward while everyone else takes a step to the left. Someone almost bumps into you. "o tawa poka," the old man repeats.

don't move  $\rightarrow$  96 run around the old man  $\rightarrow$  97 take a step back  $\rightarrow$  101 take a step to the side  $\rightarrow$  102

# 99

Ping! All glyphs fade out and are replaced:

Back to the city 
$$\rightarrow$$
 50

Red button  $_{,,}A^{,} \rightarrow 172$ 

Yellow button  $_{"}B" \rightarrow 172$ 

 $p \rightarrow 81$ 

You stumble out of the last tunnel. In front of you is a strange box with grills and ornaments. It steams and hums softly. As you get closer to it, you see two buttons. Magic glyphs light up.

	Back to the city $\rightarrow$ 50	
Red button "A" $\rightarrow$ 43		Yellow button "B" → 182
$a \rightarrow 54$	$k \to 90$	$I \rightarrow 58$
$m \rightarrow 173$	$p \rightarrow 131$	$s \rightarrow 159$
	$t \rightarrow 200$	

You take a step backwards while everyone else takes a step to the left. Someone almost bumps into you. "o tawa poka," the old man repeats.

don't move  $\rightarrow$  96 run around the old man  $\rightarrow$  97 take a step forward  $\rightarrow$  98 take a step to the side  $\rightarrow$  102

# 102

You take a step to the left, along with the rest of the team.

"o tawa sinpin," the old man calls out.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$ 

He leads you to a room with two beds and points to them. "

O"

To the left bed  $\rightarrow$  139 To the right bed  $\rightarrow$  166

# 104

The man seems to understand that you don't need his services, lowers his head back to the counter and goes back to sleep.

Press the bell again  $\rightarrow$  148 Back to the main road  $\rightarrow$  11

The box rattles, then it shows the finished word:

lili

 $\vee$ 

The word for small. The box starts purring and whirring. You get a little dizzy. You feel so light... and then suddenly the box grows! Confused, you watch it sprout up - but then you realize what's going on: Not only is the box growing, but so is the space around you - or, rather, you're shrinking! Quickly you run through the tunnel back to the city - after half an eternity you arrive. You realize that all the townspeople have shrunk, just like you.

You need days back to your village. Here, too, everyone has shrunk. The advantage: even after the trickle dries up, each puddle has more than enough water for everyone.

But everything else has remained big. You have no choice but to help build a new, very small, village. Maybe you would have found another solution if you hadn't made everything small.

#### **END**

# 106

You stop while the rest take a step forward. Someone almost bumps into you. "o tawa sinpin," the old man repeats.

run around the old man  $\rightarrow$  107 take a step forward  $\rightarrow$  108 take a step back  $\rightarrow$  109 take a step to the side  $\rightarrow$  110

You run a lap around the old man, while the rest just take a step forward. "o tawa sinpin," the old man repeats.

don't move  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ take a step to the side  $\rightarrow$ 

# 108

After all the exertion, everyone is exhausted. The old man nods in satisfaction and shuffles away. You stay a while longer to catch your breath. Then you go on to discover other places.

back to the main tract → 12

You stop while the rest take a step forward. Someone almost bumps into you. "o tawa sinpin," the old man repeats.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step to the side  $\rightarrow$ 

#### 110

You take a step to the right while the rest take a step forward. Someone almost bumps into you. "o tawa sinpin," the old man repeats.

don't move  $\rightarrow$ run around the old man  $\rightarrow$ take a step forward  $\rightarrow$ take a step back  $\rightarrow$ 

You enter one of the crystal towers. All around, on the walls, shelves stretch upward, filled with common and uncommon things, the known and the unknown, the believable and the unbelievable. At the counter sits one of the two characters you met at the riverbed. "O! Well, what do you think of our city?" You admit that without better knowledge of the language, you're still a little confused.

"Hmm, well, I could sell you a dictionary. It's not complete, but I'm sure it could help you."

Unfortunately, you don't have any money with you.

"I'm willing to barter with you! But as you can see, I already have my shelves full of all kinds of things. Well, except water, but you won't get that

here. Bring me of and the dictionary is yours."

And with that, the figure disappears. Apparently, the only important thing in this tower is money or trade.

Back to the main road  $\rightarrow$  11

# 112

With a whoosh, all the glyphs go out except for one. Then a new one appears:

Back to the city  $\rightarrow$  50

Red button Yellow button  $_{,}A^{,} \rightarrow 172$   $_{,}B^{,} \rightarrow 172$ 

 $a \rightarrow 140$   $o \rightarrow 127$ 

You are in a multi-story building where the lowest floors reach into the underground city and the top floors end in a crystal tower. Children are running around. Adults, probably teachers, are keeping an eye on them.

```
1st floor \rightarrow 188
2nd floor \rightarrow 184
3rd floor \rightarrow 192
4th floor \rightarrow 194
"ma anpa" \rightarrow 12
"\bigoplus \iiint" \rightarrow 11
```

You enter one of the almost transparent towers - and already a wonderful smell fills your nose. Your stomach begins to growl and you realize that you haven't eaten anything since the beginning of your journey. You are led to a laid table. In front of you is something that looks like a menu and is titled "\times".

$$\nearrow \nearrow \rightarrow 120$$
 $\nearrow \rightarrow 121$ 
 $\nearrow \bigcirc \rightarrow 123$ 
 $\nearrow \bigcirc \rightarrow 128$ 
 $\nearrow \rightarrow 124$ 

The glass tower you walk into is furnished very comfortably. A man is sleeping at the counter. You go to him, press a bell next to him and the ringing wakes him up. "OO," he says. "OO,"

You try to reply:

$$\begin{array}{c}
O \rightarrow 103 \\
O \times \rightarrow 104
\end{array}$$

## 116

You enter the tower - and are surprised, because unlike the other towers, the dominant color here is not blue, but green: there are plants everywhere! A rustling sound comes from the thick undergrowth. A light-footed, bubbly woman emerges. "O," she greets you,

apparently taking it for granted that you will help her, because she pulls you to the other end of the room. Once there, she points to three plants with broken pots.

" ," she remarks. She pushes you toward the plants. One is a medium-sized apple tree. One is very small. One looks really ghastly and stinks

She grabs an empty pot, which is whole, and looks at you. "\sqrt," she asks you. You grab a plant:

The apple tree  $\rightarrow$  151 The small plant  $\rightarrow$  152 The ghastly plant  $\rightarrow$  153

The box rattles, then it shows the finished word:



The word for warmth. For a while, you stand there wondering if you've done something wrong. But then you feel a pleasant temperature radiating from the box. Satisfied with your work, you return to the city. People come out of the tunnel entrances and cheer you. The residents of the towers wonder briefly what's going on out there, but otherwise don't seem to mind.

You return to your village with a good feeling. On the way, you already notice how the rivulet that flows from the city slowly increases in size. When you arrive, it becomes an actual stream, and in the coming days the river will return to its former size. Just as you planned, the heat from the magic box will compensate for the excessive cold of the towers, and the ice in them can melt as usual and serve as a source for the river.

In your village, everything is back to normal. You know that you have done a wonderful job and live happily ever after.

**END** 

The box rattles, then it shows the finished word:

len

 $\vdash$ 

The word for clothing and fabric. The box starts beeping. All at once it spits wool at you. A sock flies over your shoulder. When the first pair of shoes comes towards you, you decide to escape and run through the tunnel back to the city.

After a few minutes you hear a growl that increases to a rumble. The tunnel entrance is blasted by a mass of clothing, scraps of fabric, threads and string! T-shirts, skirts, long coats, gloves, hats, belts and many other items spread across the city, accumulating and covering all surfaces - worse, it doesn't stop at all and mounds of clothes form, becoming small mountains.

Before the way gets blocked by the biggest ball of wool in the world, you squeeze through the

exit and go home, completely disappointed in yourself. You have not found a solution to the disappearing river. You wonder if a different decision would have led to a better result.

#### **END**

The box rattles, then it shows the finished word:

lape

 $\bigcirc$ 

The word for sleep. You feel so sluggish. With heavy lids, you force yourself out of the tunnel. Outside, you see people lying on the floor, snoring. Most likely, the whole country is affected. You can't take it anymore, your eyes close and you fall into a hundred-year sleep.

**END** 

You point to the first entry on the  $\nearrow$  menu. A little later, a richly filled plate is brought to you. It is an incredibly good smelling fish platter!

All done making the order  $\rightarrow$  126

$$\nearrow \rightarrow 121$$

$$\times 0 \rightarrow 123$$

$$\approx \rightarrow 124$$

You point to the second entry on the  $\nearrow$  menu. A little later, a bowl with a cap is brought to you. It is really cold. You open the cap and see what's in the bowl: delicious ice cream!

All done making the order  $\rightarrow$  126

$$\nearrow \circlearrowleft \rightarrow 123$$

$$\approx \rightarrow 124$$

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button "B"  $\rightarrow$  172

 $i \rightarrow 105$ 

You point to the third entry on the  $\nearrow$  menu. A little later, a richly filled plate is brought to you. It is an impeccable vegetable platter!

All done making the order  $\rightarrow$  126

$$50 \rightarrow 120$$

$$\approx \rightarrow 124$$

You point to the last entry on the  $\nearrow$  menu. But immediately you see sad faces all over the room. " $\nearrow$ ", the server sighs, shaking their head.

$$^{4}O\omega\gg\approx$$

$$XX \rightarrow 120$$

$$\nearrow \circlearrowleft \rightarrow 123$$

The box rattles, then it shows the finished word:

ala



The word for nothing. At first you think that nothing is really happening. But then the buzzing that originates from the box becomes quieter and quieter and then falls completely silent. Then it seems to become completely transparent, until at some point it disappears completely. You try to reach for it where it was before - but you reach into nothing but air. The box from which the magic of the city stems no longer exists.

You return to your village. The mood there is good, because the rivulet has swollen into a strong stream. Weeks later, however, the stream becomes smaller and smaller again. The inhabitants receive the news that there are no more towers in the town, only the hill with the tunnels remains. The village has to think about

how to survive without the stream.

#### **END**

# 126

You eat your meal with a healthy appetite. It is really good. With a full stomach, you're ready to explore the city further.

back to the main road  $\rightarrow$  11

#### 127

Ping! All glyphs fade out and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $k \rightarrow 132$ 

You point to the fourth entry on the  $\nearrow$  menu. A little later, a plate full of meat is brought to you. It is wonderfully seasoned.

All done making the order  $\rightarrow$  126

$$50 \rightarrow 120$$

$$\approx$$
  $\rightarrow$  124

Just before you reach the multi-story building, children come toward you, having spied the apple in your hand. "o pana," they shout, "o \(\sigma\)" You sigh and divide the fruit into a few pieces, which you give to the children. You carry on without the apple.

continue → 113

The box rattles, then it shows the finished word:

kasi



The word for plant. A beautiful flower grows out of the ground. You are about to bend down to it when another one grows. And another one. And another one. A sprout sprouts from the ground, shoots up quickly, and quickly becomes woody and tall. Vines wrap around the box. A rumble goes through the room. You have to dodge new vines, avoid thorns, and duck under branches, but eventually you make it out of the tunnel and back into the city. Outside, all sorts of plants seem to be engulfing the city. The grass beneath your feet grows first knee-high, then waist-high. You escape the city while you can still see the exit.

You haven't found a solution for the disappearing river. Instead, a jungle now dominates the city. You return home, completely

disappointed in yourself. You ask yourself whether a different decision would have led to a better result.

#### **END**

#### 131

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{\text{"B}}$   $\rightarrow$  172

 $u \rightarrow 85$ 

# 133

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $i \rightarrow 137$ 

Ping! All glyphs fade out and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{n}B^{n} \rightarrow 172$ 

 $k \rightarrow 135$ 

# 135

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $a \rightarrow 142$ 

With a whoosh, all the glyphs go out except for one. Then a new one appears:

Back to the city 
$$\rightarrow$$
 50

Red button Yellow button "A"  $\rightarrow$  172 "B"  $\rightarrow$  172 a  $\rightarrow$  134 i  $\rightarrow$  99

## 137

The box rattles, then it shows the finished word:

mani

The word for money. That should solve all the problems. The ground beneath you begins to tremble. A rumbling noise emerges from the ground and gets louder and louder. You suspect something bad happening and leave the tunnel -

at the very last minute, before a flood of gold coins rushes out of the tunnel into the city. A whole mountain of gold builds up within just one hour and covers the whole city - everyone had to be brought to safety beforehand.

The city can no longer be saved. The river has dried up. With all the gold, the country buys a steady import of water and food. The country is saved and the two merchants you met at the riverbed are happy - but at what price? The wagon train, the mass of people, the waste produced - the land is no longer what it was. Maybe money wasn't the perfect solution after all?

**END** 

The box rattles, then it shows the finished word:

kala

 $\bigcirc$ 

The word for fish. A strange noise fills the box. It gets louder and louder until the fluttering and flapping becomes too loud for your ears. You flee through the tunnel, and not a second too late, because just as soon as you are out, you are hit by something wet. You look down at the ground, and there lies a fish. You stare at it, unsure what to do. A moment later, thousands of fish fly out of the tunnel. You back away as a mountain of fish grows in front of you. Slowly, a smell hits your nose, a fishy smell that gets stronger and stronger until your desire to leave cuts your adventure short.

You return to your village. There is still no river there. And every time the wind blows from a certain direction, there is an incredibly bad smell. Very few of the inhabitants will want to stay. After some time, something occurs to you: Maybe you should have magically asked for something other than fish.

**END** 

You sit down on the left bed. With a loud crash, it collapses under you. While you recover from your shock, the man looks at the bed. He nods expertly. " ," he proclaims and thereby apparently describes the current state of the bed.

To the right bed  $\rightarrow$  157

# **140**

Ping! All glyphs fade out and are replaced:

Back to the city  $\rightarrow$  50

Red button  $_{,,}A^{,} \rightarrow 172$ 

Yellow button  $_{"}B" \rightarrow 172$ 

 $n \rightarrow 133\,$ 

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $a \rightarrow 138$ 

# 142

Die Glyphe setzt sich neu zusammen:

Back to the city  $\rightarrow$  50

Red button "A" → 172 Yellow button  $_{\text{"B}}$   $\rightarrow$  172

 $I \rightarrow 145$ 

You hear a clack and the buzzing in the box changes to a hum. You realize what you have to do: the magic box accepts a word from the language of this town. The decision is yours – it had better be the right one.

	Back to the city $\rightarrow$ 50	
Red button "A" → 172	ala   akesi   kala   kasi   lape   len   lete   lili   mani   moku   pakala   pipi   seli   soweli   telo   tomo	
a → 150	$k \rightarrow 177$	$I \rightarrow 155$
$m \rightarrow 112$	$p \to 136$	$s \rightarrow 164$
	$t \rightarrow 80$	

Ping! The glyphs fade and are replaced:

Back to the city 
$$\rightarrow$$
 50

# 145

A bright flash - and the glyph transforms one last time:

Back to the city 
$$\rightarrow$$
 50

Red button Yellow button 
$$_{\text{n}}A^{\text{"}} \rightarrow 172$$
  $_{\text{m}}B^{\text{"}} \rightarrow 172$   $_{\text{m}}B^{\text{"}} \rightarrow 172$ 

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $"B" \rightarrow 172$ 

 $a \rightarrow 125$ 

# 147

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{\text{"B"}} \rightarrow 172$ 

 $I \rightarrow 122$ 

You press the bell again. The man straightens up again. A bit drowsy from his sleep, he says:

You try to answer him:

$$O \rightarrow 103$$

## 149

You go to the merchant with the apple. "kili!," comes the cheerful exclamation. "Just what I wanted! Splendid, splendid! Here, in exchange for kili, you get this dictionary." He hands you several loose pages.

Take a look at the dictionary → 183

With a whoosh, all but two glyphs go out:

Back to the city  $\rightarrow$  50

Red button Yellow button  $_{\text{u}}A^{\text{"}} \rightarrow 172$   $_{\text{u}}B^{\text{"}} \rightarrow 172$ 

 $k \rightarrow 156$   $l \rightarrow 146$ 

You go to the apple tree. Before you can touch it, the woman calls out: "X!" She shakes her head and points to the apple tree: "YO"

Then she repeats: "YV" You choose a different plant:

The small plant  $\rightarrow$  152 The ghastly plant  $\rightarrow$  153

### 152

You go to the small plant and carry it to the woman. Together you put the plant into the new pot. The woman nods and seems very pleased with you. "\(\tilde{\text{\text{o}}}\)," is her second request. You choose a plant:

The apple tree  $\rightarrow$  168 The ghastly plant  $\rightarrow$  169

You go to the ghastly plant. It stinks! Before you can touch it, the woman calls out: "X! "She shakes her head and points to the foul-smelling plant: "YO". Then she repeats: "YO" You choose a different plant:

The apple tree  $\rightarrow$  151 The small plant  $\rightarrow$  152

#### 154

In the clothing house, the woman and the man with the huge hats are so terribly nice that you have no problem sharing the apple with them. They are so pleased with the gesture that they give you a hat. A small hat.

back to the main tract → 12

With a whoosh,, all but one glyph go out. Then two new ones appear:

Back to the city  $\rightarrow$  50

Red button "A" → 172		Yellow button "B" $\rightarrow$ 172
a → 158	e → 144	i → 147

# 156

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button Yellow button  $_{\text{"A}}\text{"} \rightarrow 172$   $_{\text{"B}}\text{"} \rightarrow 172$   $_{\text{"B}}\text{"} \rightarrow 172$ 

You lie down on the other bed. It's soft and comfy - and even better, it's not broken! " ," says the man. You comply with his request and take a rest. He goes back to the counter and probably does the same there.

After quite a while, you go back to the city, well-rested.

back to the main road → 11

## 158

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $p \rightarrow 199$ 

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

# 160

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button  $_{,,}A^{,} \rightarrow 172$ 

→ 172 "B" → 172

Yellow button

 $I \rightarrow 162$ 

Ping! The glyphs fade and are replaced:

Back to the city  $\rightarrow$  50

Red button  $_{\text{"A}}$ A"  $\rightarrow$  172

Yellow button  $_{n}B^{n} \rightarrow 172$ 

 $w \rightarrow 163$ 

# 162

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $i \rightarrow 117$ 

With a buzz, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button ..A" → 172

Yellow button ..B" → 172

 $e \rightarrow 165$ 

# 164

With a whoosh, all the glyphs go out. Then two new ones appear:

> Back to the city  $\rightarrow$  50

Red button  $,A" \rightarrow 172$ 

Yellow button "B"  $\rightarrow$  172

 $e \rightarrow 160$   $o \rightarrow 161$ 

The glyph transforms into a different one:

Back to the city  $\rightarrow$  50

Red button  $_{,,}A^{,} \rightarrow 172$ 

Yellow button  $"B" \rightarrow 172"$ 

 $I \rightarrow 171$ 

# 166

You sit down on the right bed. With a loud crash, it collapses under you. While you recover from your shock, the man looks at the bed. He nods expertly. " ," he proclaims and thereby apparently describes the current state of the bed.

To the left bed  $\rightarrow$  157

The box rattles, then it shows the finished word:

pakala

5

The word for breaking. You hear a soft crack, then a crash, and finally the box disintegrates into its component parts. It is quiet for a while. But then you hear a rumbling around you. Crack! There, a tear in the wall! Crack! There, another one. You don't know if you're safe here, and you run back to the city.

Outside, you see thin lines of cracks and tears appearing on the towers and running through the tunnel entrances. It quickly becomes clear that the entire city is threatened and the residents run for safety. Within a few hours, the cracks grow larger, buildings and tunnels slowly collapse, and by the end of the day, the entire city is uninhabitable.

You return to your village. The mood there is

good, because the rivulet has swollen into a proper stream. Weeks later, however, the river becomes smaller and smaller again. The village has to think about how it will survive without the river.

#### **END**

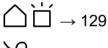
#### 168

You go to the apple tree. Before you can touch it, the woman calls out: "X! "She shakes her head and points to the apple tree: "O". Then she repeats: "You choose the other plant:

The ghastly plant → 169

You go to the hideous plant. You don't know what is worse, the appearance of the plant or its smell. You carry it to the woman. Together you put the plant into the new pot. The woman nods and beams at you. "mi pana e kili," she exclaims, going to the apple tree and picking an apple. She hands it to you as a reward.

Where are you taking it?



 $\mathcal{R} \rightarrow 175$ 

 $\triangle R \rightarrow 176$ 

 $\bigcirc$   $\bigcirc$   $\rightarrow$  178

 $\bigcirc$   $\rightarrow$  181

You go to the blacksmith. When she sees that you bring her an apple, she can't help it, she starts talking wildly. She takes a sharp sword, splits the apple in two and roasts the halves over a blazing flame. Without stopping to talk. Together you enjoy the warm apple. After a while you say goodbye.

back to the main tract  $\rightarrow$  12

#### 171

The glyph changes for the last time:

Back to the city  $\rightarrow$  50

Red button  $_{\text{``}}A^{\text{``}} \rightarrow 172$ 

Yellow button  $"B" \rightarrow 172"$ 

 $i \rightarrow 179$ 

All glyphs go out. Then they all reset:

```
Back to the
                     city \rightarrow 50
                     ala | akesi |
                     kala | kasi |
                     lape | len |
                     lete | lili | mani
                     | moku |
                     pakala | pipi |
                     seli | soweli |
                     telo | tomo
a \rightarrow 150
                     k \rightarrow 177
                                          I \rightarrow 155
m \rightarrow 112
                     p → 136
                                           s \rightarrow 164
                     t \rightarrow 80
```

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

## 174

Arriving at the gym, you see many exhausted faces. After so much exercise, some mouths are bound to be hungry. You share the apple with them. After everyone has had a bite to eat, you get a round of applause. You bow elegantly.

back to the main tract → 12

You go to the merchant with the apple.

" comes the cheerful exclamation. "Just what I wanted! Splendid, splendid! Here, in exchange for , you get this dictionary." He hands you several loose pages.

Take a look at the dictionary  $\rightarrow$  187

# 176

You try to bring the apple to the restaurant. Unfortunately, bringing your own food is not allowed there. Instead, you eat the apple yourself.

back to the main road  $\rightarrow$  11

With a whoosh, all but one glyph go out:

Back to the city  $\rightarrow$  50

Red button  $_{..}A^{,.} \rightarrow 172$ 

a → 193

Yellow button  $_{,,B}^{,+} \rightarrow 172$ 

# 178

You go to the hotel. The man at the counter there is sleeping. You don't want to disturb him, so you put the apple next to him. When he wakes up, he's sure to be happy about it.

back to the main road  $\rightarrow$  11

The box rattles, then it shows the finished word:

#### soweli



The word for land animal. A purr sounds from the box... or is it coming from somewhere else? Something brushes your leg. You look down and see a cat snuggling against your leg! And there! A second cat! No, four, no, ten, no, many more! Gradually there are so many that they flock to the tunnel, yes, so many that they sweep you along and pull you back into the city. With loud mewing noises they announce their arrival and wander straight into the tunnel entrances or out of the city. They seem to avoid the towers for some reason. New cats are constantly streaming out of the tunnel, so you can't go back to the box. You have no choice but to return home.

You haven't found a solution for the disappearing river. But at least there are more

cats in the world now (and, strangely, fewer and fewer birds). You wonder whether a different decision would have led to a better result.

#### **END**

#### 180

The box rattles, then it shows the finished word:





The word for cold. The hum of the box turns into a whirring. It gets noticeably colder and the air you breathe turns into little clouds. Thick ice crystals form around the box and slowly grow in your direction. You leave the tunnel. Outside, you notice that something has changed, even if you can't immediately say what. After a while you realize it: The crystal towers are higher! And they are growing!

When you return to your village, you have to

admit that you haven't solved the problem you went out to solve. The only thing that has changed are the glassy towers that can now be seen from the village.

But contrary to what you assume, the rivulet doesn't dry up completely. After a few weeks, the reason becomes clear: The towers of the city now soar far above the clouds and enough water collects on their surface that it does not immediately freeze into ice and flows into the riverbed. But it doesn't become more than a tiny rivulet. Years later, you wonder if there couldn't have been a better solution.

**END** 

You go to the king - but the guards won't let you pass. Apparently they want to taste the apple in case you intend to poison the king. They tell you that they will take the apple to the king. You don't know if you believe them, but you have no choice.

back to the main road  $\rightarrow$  11

# 182

Nothing happens. You don't know if that's good or bad.

Back to the

	city $\rightarrow 50$	
Red button "A" $\rightarrow$ 143		Yellow button "B" $\rightarrow$ 43
$a \rightarrow 54$	$k \rightarrow 90$	$I \rightarrow 58$
$m \rightarrow 173$	$p \rightarrow 131$	$s \rightarrow 159$
	$t \rightarrow 200$	

	poka	<b>□•</b>
	seli	\!\
what? where? who?	seme	?
	sewi	الس
	sina	Ь
	sinpin	].
knowledge	sona	Ï
	tawa	$\wedge$
	tomo	
	tu	
want	wile	

wan 1

After reading the dictionary, you leave the store.

back to the main tract  $\rightarrow$  12

### 184

You enter the second floor. Children's voices reach your ears: "wan.," " 1 ," "tu tu.," " | | | | | ," "tu wan.," " | | 1 " You go to the room where the voices are coming from. A teacher is showing small children various objects. The children seem to be counting them. He notices you watching curiously and invites you to join with a friendly wave of the hand.

Joint the class  $\rightarrow$  196 Back to the hallway  $\rightarrow$  113

The box rattles, then shows the finished word.

telo



The word for water. You smile. This is exactly what you wanted: Water filling the riverbed. The room around you begins to shake. A gurgling sound rises from the box. Suddenly, you are swept into the tunnel by a great wave, shot out at full pressure, away from the city with its glass towers and underground passages. You have no choice but to let the current carry you.

Finally, you manage to save yourself to the shore. As luck would have it, you landed right at your village. You are exhausted, but still satisfied, because the river is back! You turn to look at your work and... something is not quite right. The river is much wider than you remembered. And there... in the water... fragments of crystal-clear towers are floating.

The magic in the box was too strong. The magnificent city that the inhabitants knew as "ma pi kulupu tu" has fallen victim to it. Your village, and that of many others, is saved. But perhaps there could have been a better solution.

#### **END**

#### 186

The box rattles, then it shows the finished word:

akesi



The word for lizard. What could possibly go wrong? The ground trembles briefly, and suddenly a lizard appears on your shoulder. It snares. The buzzing is answered by other snares. There are more and more lizards. Usually you have nothing against lizards, but so many lizards at once make you uncomfortable. You back away, go through the tunnel back to

the city and realize that an army of lizards is following you.

You look at your work. The lizards seem to be avoiding the crystal towers, but they are storming the rest of the city. More and more creatures rush out of the tunnel and they snap at anyone who gets too close.

You haven't found a solution for the disappearing river. Instead, a plague of lizards dominates the city. You return home, completely disappointed in yourself. You ask yourself whether a different decision would have led to a better result.

**END** 

	lon	<u>•</u>
	loje	$\boxtimes$
place	ma	$\oplus$
	mi	ρ
money	mani	Q
	monsi	·□
	nanpa	#
way	nasin	<b>†</b>
nose	nena	$\cap$
Beginning, open	open	Н
	pakala	囝

feeling	pilin	$\bigcirc$
	pipi	 #

After reading the dictionary, you leave the store.

back to the main road  $\rightarrow$  11

#### 188

You peek into a room with nets hanging all over the rock walls. Children are throwing and catching balls. One of the balls flies toward you. You catch it. "o pana," a child calls out to you, holding out their hands for the ball. You comply with their request and give them the ball. The child waves at you to invites you to play with a friendly wave oft he hand.

Play  $\rightarrow$  217 Back to the hallway  $\rightarrow$  113

The glyph transforms into a different one:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $"B" \rightarrow 172$ 

 $i \rightarrow 186$ 

# 190

Ping! All glyphs go out and are replaced:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{\text{"B"}} \rightarrow 172$ 

 $I \rightarrow 195$ 

With a swoosh, a single glyph appears:

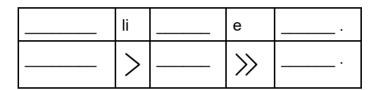
Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{\text{"B}}$   $\rightarrow$  172

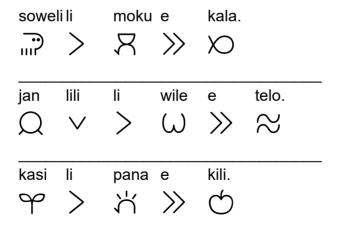
 $i \rightarrow 130$ 

You are in a large hall with many seats. It looks like a classroom. The chairs are all facing a large blackboard. You walk up to the blackboard and see what is written there:



This looks like a pattern for sentence construction.

Below you find some examples:



You take a good look at everything in case you learn something here. Then you go on.

Back to the hallway  $\rightarrow$  113

# 193

Ping! The glyph goes out and is replaced:

Back to the city  $\rightarrow$  50

Red button Yellow button  $_{\text{``A}}^{\text{``A}} \rightarrow 172$   $_{\text{``B}}^{\text{``B}} \rightarrow 172$ 

 $I \rightarrow 141$   $s \rightarrow 191$ 

On the top floor, the light falls through the blue walls into the tower - and onto shelves and shelves of books. You could spend your whole life reading books here and then you would only have gone through a third of the stock. However, you wonder if you would even understand them.

1st row of shelves  $\rightarrow$ 2nd row of shelves  $\rightarrow$ 3rd row of shelves  $\rightarrow$ Back to the hallway  $\rightarrow$ 

#### 195

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button  $_{"}B" \rightarrow 172$ 

 $o \rightarrow 185$ 

You sit down between the children who smile at you. The teacher puts two stones on his desk. "o nanpa," he prompts you.

wan 
$$\rightarrow$$
 201  
tu  $\rightarrow$  202  
tu wan  $\rightarrow$  203  
tu tu  $\rightarrow$  204

# 197

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

s → 189

Yellow button  $_{"}B" \rightarrow 172$ 

With a swoosh, a single glyph appears:

Back to the city 
$$\rightarrow$$
 50

Red button "A"  $\rightarrow$  172

Yellow button  $"B" \rightarrow 172$ 

 $e \rightarrow 180$ 

# 199

With a swoosh, a single glyph appears:

Back to the city  $\rightarrow$  50

Red button "A"  $\rightarrow$  172

Yellow button "B" → 172

 $e \rightarrow 119$ 

The light in the room turns into an angry red. A voice rings out, "ACCESS DENIED!" The floor beneath you trembles. You hear a loud rumble, cracks stretch across the floor until it all opens up and you fall into a bottomless pit.

 $\rightarrow 22$ 

# 201

With a friendly smile, the teacher shakes his head. "ala," he says, then repeats: "o nanpa".

 $tu \rightarrow 202$   $tu wan \rightarrow 203$  $tu tu \rightarrow 204$ 

The teacher nods. He clears away the stones and puts a block of wood on the table.

"nanpa seme?," he asks you.

wan  $\rightarrow$ tu  $\rightarrow$ tu wan  $\rightarrow$ tu tu  $\rightarrow$ 

# 203

With a friendly smile, the teacher shakes his head. "ala," he says, then repeats: "o nanpa".

wan  $\rightarrow$  201 tu  $\rightarrow$  202 tu tu  $\rightarrow$  204

With a friendly smile, the teacher shakes his head. "ala," he says, then repeats: "o nanpa".

wan 
$$\rightarrow$$
 201  
tu  $\rightarrow$  202  
tu tu  $\rightarrow$  204

# 205

The teacher looks at the block of wood. Shaking his head, he says, "ala." He repeats the question, "nanpa seme?"

```
wan \rightarrow 207
tu \rightarrow 206
tu tu \rightarrow 208
```

The teacher looks at the block of wood. Shaking his head, he says, "ala." He repeats the question, "nanpa seme?"

wan 
$$\rightarrow$$
 207  
tu wan  $\rightarrow$  205  
tu tu  $\rightarrow$  208

# 207

The teacher is very pleased with the answer. He leaves the block of wood and adds three stones, for a total of four items. "o nanpa," he tells you.

```
wan \rightarrow 210
tu \rightarrow 209
tu wan \rightarrow 212
tu tu \rightarrow 211
```

The teacher looks at the block of wood. Shaking his head, he says, "ala." He repeats the question, "nanpa seme?"

wan  $\rightarrow$  207 tu  $\rightarrow$  206 tu wan  $\rightarrow$  205

# 209

"ala," the teacher says, shaking his head. He points to the four objects and repeats his request: "o nanpa".

wan  $\rightarrow$  210 tu wan  $\rightarrow$  212 tu tu  $\rightarrow$  211

"ala," the teacher says, shaking his head. He points to the four objects and repeats his request: "o nanpa".

tu 
$$\rightarrow$$
 209  
tu wan  $\rightarrow$  212  
tu tu  $\rightarrow$  211

# 211

The teacher nods. He takes one of the stones away. Three items remain on the table. "nanpa seme?"

```
wan \rightarrow 213
tu \rightarrow 214
tu wan \rightarrow 215
tu tu \rightarrow 216
```

"ala," says the teacher. He points to the four objects and repeats his request: "o nanpa".

wan 
$$\rightarrow$$
 210 tu  $\rightarrow$  209 tu tu  $\rightarrow$  211

# 213

He shakes his head. "ala. o nanpa." He points to the three objects on the table.

```
tu \rightarrow 214

tu wan \rightarrow 215

tu tu \rightarrow 216
```

He shakes his head. "ala. o nanpa." He points to the three objects on the table.

wan  $\rightarrow$  213 tu wan  $\rightarrow$  215 tu tu  $\rightarrow$  216

# 215

The teacher nods. You have learned to count to 4!

The little kids around you are starting to get fidgety. They want their turn now. You say goodbye.

Back to the hallway  $\rightarrow$  113

He shakes his head. "ala. o nanpa." He points to the three objects on the table.

wan 
$$\rightarrow$$
 213  
tu  $\rightarrow$  214  
tu wan  $\rightarrow$  215

# 217

You grab a ball and stand next to the child. They look at you meaningfully. "mi pana," they say.

```
Throw the ball \rightarrow 218 Wait \rightarrow 219
```

You throw the ball to the child. At the same time, they want to throw their ball over you into a net. The two balls bounce off each other. "ala," the child says, shaking his head. "mi." They point to themselves. "mi pana." The two of you pick up the balls again.

Wait  $\rightarrow$  219

#### 219

You wait while the child throws their ball over you into a net. Now they point at you: "sina pana."

Throw the ball  $\rightarrow$  221 Wait  $\rightarrow$  220

The child waits, but you do nothing. Impatiently they repeat, "sina," pointing at you, "pana," holding their hands open for you to give them the ball.

Throw the ball  $\rightarrow$  221

#### 221

You throw the ball to the child. The child grabs it, throws it over you into a net - and it lands perfectly in the net. The child cheers, "nanpa mute! nanpa mute!" You probably just scored a lot of points.

You're glad you could help, but you're starting to want to move on.

Back to the hallway → 113

Slowly you walk through the first aisle, which is crammed with books. It seems to be well used, the books are a bit messy, there are gaps in many places. You don't see anything written in your language, unfortunately. Nevertheless, you decide to look at one or two books:

Grey book  $\rightarrow$  225 Green book  $\rightarrow$  226

You wander through the aisle, which is filled with fine, high-quality books. Everything is very tidy and looks good, which either means that someone is taking good care here, or that fewer people come here. Most of the books here don't have titles. It seems like you have to know your way around. You reach for a book to take a closer look:

White book  $\rightarrow$  228 Black book  $\rightarrow$  227

#### 224

The bookshelves here are pretty dusty. This area is probably rarely used. And you can see why: most of the books here are in your language! It's just a pity that the book titles sound really boring. However, two books catch your attention:

Red book  $\rightarrow$  230 Blue book  $\rightarrow$  229

The book with the gray cover has a simple title:



You look inside and see many drawings of houses, wooden huts, towers, castles, pagodas and halls. Not exactly the most interesting book.

Green book  $\rightarrow$  226 Back to the library  $\rightarrow$  194

#### 226

On the book with the green cover you can read "" in golden letters. You open it. Colorful plants can be seen seen, densely leafed trees, strange roots, green feathered ferns and blossomed flowers. A very beautiful book. You put it back.

Grey book  $\rightarrow$  225 Back to the library  $\rightarrow$  194

You reach for the black book and read the title: "pipi"

You're just about to start giggling because it sounds hilarious in your language - but then you open it and you don't feel like laughing anymore. You've never seen a spider so close up, even if it's just a drawing. You keep turning the pages, but it doesn't get that much better: hairy fly legs, the mouth parts of a beetle, the rear end of a mosquito. With a slight shudder, you put the book back on the shelf.

White book  $\rightarrow$  228 Back to the library  $\rightarrow$  194

The white book feels rough. In large letters the title "#" is written on the cover.

The first few pages are boring text. However, a few chapters later, the first pictures of snakes, frogs, lizards, and crocodiles appear. You check to see if there is a chapter on dragons, but except for the last page, which has a dragon egg with the caption "O L\*\*, you find nothing.

Black book  $\rightarrow$  227 Back to the library  $\rightarrow$  194

You are surprised to find out that it is a dictionary! You read through it carefully:

	akesi	<del>``</del>
or	anu	Y
	anpa	Ļ
	ike	$\cap$
person		Q
	jelo	总
	kiwen	$\Diamond$
group	kulupu	00
	lape	0

	laso	X
head, leading	lawa	$\Theta$
	len	H
	lete	$\times$

Two-thirds of the book appears to be missing.

Red book  $\rightarrow$  230 Back to the library  $\rightarrow$  194

#### 230

"The City of the Two Peoples," you read the title. It's a history book in your language, old enough to have lost some pages. You already know most of it from history classes in your village, but what is interesting is that both peoples of this city once lived in the caves and spoke the same language. You read the last page:

"... after the Sorcerer's War is, unfortunately, hardly known. However, we do know that the towers of the city were built shortly after. Since then, the city is also known as "ma pi kulupu tu,"

or " (literally: place-(group-two)).

The almost transparent columns, only a few meters high at the time, were supposedly made by a sorcerer who is said to dwell in the depths of the mountain to this day, causing the blue buildings to continue to grow. A ridiculous claim, considering that a wizard would never find a place among the inhabitants of the underground dwellings. It should be noted, however, that the towers are not made of glass, crystal or rock, but of..."

The rest of the text is missing. Carefully, you put the old book back in its place.

Blue book  $\rightarrow$  229 Back to the library  $\rightarrow$  194

#### **Afterword**

The two languages used in this book are actually one and the same language with two different writing systems: It is called Toki Pona and it is a so-called "constructed language", that is, it was invented - by Sonja Lang in 2001. "Toki Pona" means something like "good language" or "simple language" and has the interesting property that you can converse in it, but at the same time it is very, very simple: the language has only 120 words. A full list of words can be found at

https://en.wiktionary.org/wiki/Appendix:Toki\_Pona and a language course can be found at https://devurandom.xyz/tokipona/. Toki Pona can be written in many different writing systems and also has its own writing systems, the most famous being the one I have used in this book: sitelen pona. Since Toki Pona only has 120 words, it is not a problem to have a hieroglyph for each word. For the version of sitelen pona used in the book, I used

https://wyub.github.io/tokipona/linjasi
ke .