

EARN +1,000 XP
You've completed your journey!
 Now it's time to level-up and reveal your specialization. Take the quiz to learn what type of Reading Champion you are!

After that, either teleport to the lake and rest up with the Reading Champion of Old, or go back to the start and choose a different path!

If you choose to journey again, you may travel with all the XP, gear, allies, and power-ups you've already collected.

THE END

+POWER-UP

You walk into the violet light and receive the power of instant intelligence.



+110 XP

Together, you begin the treacherous climb to the light at the snow-capped summit.

+100 XP

Your ally points to a glowing violet light at the mountain's peak.

+POWER-UP

The champion gives you their power of kinetic knowledge.

+100 XP

When you grab the coin out of her mouth, a crack of lightning teleports you to an ancient lake. (Go to the lake)

+GEAR

You push open the heavy lid to reveal a shimmering invis-shield.



+120 XP

The golden key that you took from the sheep magically unlocks the chest.

+GEAR

You catch up to the sheep as she stops before a gold coin. She snatches it up, trying to eat it.



SELECT

LEFT → FOLLOW THE SHEEP
RIGHT → SHOUT, "I'M IN CHARGE!"

+120 XP
ANCIENT LAKE

You meet the legendary Reading Champion of Old. They ask you to tell them your funniest joke.

+60 XP

"All's wool that ends wool," you say.
 Betty does not appreciate the pun. She runs away.



+100 XP

You head for the mountains with Betty in tow and stumble upon a golden chest.

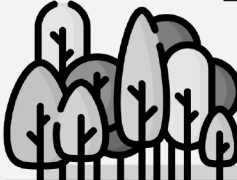
+80 XP

Joke's on you! The magical sheep teleports you to a dark cave. (Go to the cave)



+ALLY

The sheep is eternally grateful. She becomes your wooly shadow.



+20 XP

You find a sheep stuck in a tree with a golden key and the name "Betty" tied around her neck.



+60 XP

You say, "You're in baaahd shape!" Betty is furious.



SELECT

UP → SAVE THE SHEEP
LEFT → MAKE "PUN" OF THE SITUATION

