



START

You're TRAPPED and must ESCAPE to the TIME MACHINE!
As you work your way out, keep track of everything you collect along the way. Flip a coin to discover your first move.

SELECT +10 XP
LEFT HEADS
RIGHT TAILS

+70 XP
You say the word "fly" and summon a magic carpet. After a thrilling flight, you hear a strained bleat.

+POWER-UP
One of the shiny feathers brushes your cheek. Its ticklish strands grant you the power to summon syllables.

+60 XP
A scared seagull soars over you. Some of its shimmering feathers fall to the ground.

SELECT +60 XP
UP FOLLOW THE DINOSAUR
DOWN RUN AWAY SCREAMING
RIGHT TAKE A SNACK BREAK

+20 XP
You follow your instincts down a dark path to a cave. From the entrance, you hear an echoing roar.

+50 XP
DARK CAVE
You find a spikey red dinosaur in the cavern's depths. It must have been caught in the time loop as well.

+ALLY
You offer the dinosaur the only food you have: candy corn. He gobbles it right up then begs for more.

+GEAR
You name him "Lenny." He follows after you, allowing you to take his shield.

+90 XP
You find a giant robot from the future. You push a green button on its front panel and it sputters to life.

+ALLY
In a deep robo-voice, it says, "My name is Rocco, and I will help you escape!" It immediately breaks down.

+90 XP
You stumble upon a chasm and Rocco the robot lies across it, allowing you to cross.

+60 XP
Peering through the goggles, you spot a shiny object miles ahead.

+GEAR
You climb a tree to get an apple. You find a pair of futuristic goggles looped over a branch.

+50 XP
The red dinosaur snarls as you approach. He seems to be guarding something...

+100 XP
Your ally points to a glowing violet light at the mountain's peak.

+110 XP
Together, you begin the treacherous climb to the light at the snow-capped summit.

+POWER-UP
You walk into the violet light and receive the power of instant intelligence.

+GEAR
You unlock the chest with the golden key Betty wore. The lid opens, revealing a shimmering invisishield.

+100 XP
You head for the mountains with Betty in tow and stumble upon a golden chest.

+60 XP
"All's wool that ends wool," you say. Betty does not appreciate the pun. She runs away.

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

SELECT +40 XP
UP SAVE THE SHEEP
LEFT MAKE "PUN" OF THE SITUATION

+20 XP
You find a sheep stuck in a tree with a golden key and the name "Betty" tied around her neck.

+120 XP
ANCIENT LAKE

+GEAR
You find the sheep chewing on a strange crystal that pulses with unknown magic. You try wrestling it away from her.

+100 XP
In the scuffle, the crystal begins glowing a radiant blue. The scenery changes as you're warped to a peaceful lake-side hut. (Go to Ancient Lake)

+POWER-UP
The champion gives you their power of kinetic knowledge.

+70 XP
You meet the legendary Reading Champion of Old. They ask you to tell them your funniest joke.

+80 XP
You say, "You're in baaahd shape!" Joke's on you, this magical sheep hates puns. She zaps you away. (Go to Dark Cave)

EARN +1,000 XP
You made it to the time machine!
Jump in with everything collected. Head directly to the Specialization Quiz. Hurry!



TRAPPED IN THE SAME OLD SUMMER? ESCAPE THROUGH A BOOK!