
PHOBIA

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Introduction

In this gamebook, you are a hero with one very troublesome weakness: a deep-seated phobia.

Rules

Stats-

This book uses a simple set of rules involving 4 stats: Strength, Luck, Skill, and Fear.

The first three (strength, luck and skill) reflect your various strengths and weaknesses, and will change little during the game.

The final stat, fear, reflects your current state of mental agitation and overall clear-headedness. As you encounter things which scare you, typically something related to your phobia, your fear value will go up. If you can somehow find a way to calm yourself, it will go back down. Keep a tally of how many times your fear is tested.

All stats are represented by a number between 0 and 12.

Stat Tests-

At certain points in the story, you will be asked to test one or more of your stats. In order to do this, simply role 2 six-sided dice and compare them to the value of the stat being tested. If your roll is less than or equal to the stat being tested, then you have passed the test. If your roll is higher than the value of the stat, you have failed the test.

Fear Tests-

Because a lower fear score is more desirable, the definitions of passing and failing are reversed. In other words, if your roll is less than or equal to your fear score you have failed. If the roll is over your score, you have passed. As mentioned above, you should keep a tally of all fear tests you pass.

Stat tests will always appear in italics.

Items

You will be able to obtain items during your adventure. Any rules regarding specific items will be explained where relevant.

Character Creation

Stats-

In order to determine your Strength, Luck, and Skill, distribute a total of 24 points between the 3 stats. You may allocate them however you like, though no one stat may exceed 10.

Roll 1 die to determine your initial fear.

When you have decided how to allocate the 24 points, mark them on the Stat Sheet on the next page.

Phobia-

You must also choose your phobia, the one thing that terrifies you more than anything else. Choose one of the phobias below, and then mark it on the stats sheet on the next page:

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Claustrophobia-A fear of tight spaces

Mysophobia-A fear of germs or contact with anything dirty

Zoophobia-A fear of animals

Acrophobia-A fear of heights

Nyctophobia-A fear of the dark

Aquaphobia-A fear swimming or large bodies of water

Once you have chosen your phobia and filled out the stat sheet, you may read the background and start the adventure...

Adventure Sheet

Name:

Phobia:

Strength:

Luck:

Skill:

Fear:

Items:

Number of Fear Tests Passed:

Notes:

Background:

You've lived in fear your entire life. No amount of treatment or therapy has ever been able quell your intense phobia. Managing it as best you can, you've tried to live a normal life. Studying at the library, playing sports, and frequent trips to the gym help to distract you, providing temporary relief from that irrational terror. These productive, confidence-building activities allow you to scrape out a fairly normal existence... Though that persistent, nagging voice of anxiety is always in the back of your mind rising to a blaring shout at the most inopportune times. So it has been for you, cringing at the bark of a neighbor's dog, holding your breath as you drive over a bridge, gripping the handrail like a lifeline as you stand in an elevator.

You thought life would always be like this, until an ad in the paper caught your eye. "Cure your fear in one easy visit! Come to The Live Wellness Center for the breakthrough treatment!"

That weekend, you drive out to the center. Unfortunately, you didn't copy the directions accurately, and so spend several hours driving around aimlessly. By the time you park at the center, a large brick building with an H-Shaped footprint, the sun is already long gone. After leaving your car out front, you step inside and approach the front desk. The receptionist, a pale young woman, looks up your name on a computer then tells you to stay in the waiting room until a doctor can see you.

Aside from yourself, the waiting room is completely empty. Surprised at first, a quick glance at the clock explains the lack of other people; it's almost 11 o'clock. After waiting for a few minutes, a tall, stick like man with dark hair steps out and greets you, introducing himself as Dr. Rorret. He explains that if you wish to get an appointment, you will have to come early in the morning, as the clinic is almost totally booked. You angrily tell him the hassle it took to get here, and that your house is hours away. Rorret at first seems angry, though after a quick conversation with the receptionist, he returns and apologizes for the confusion. With a slight smile, he says that while they cannot treat you today, there is an empty room on the third floor where you may stay overnight, then begin your treatment first thing in the morning. While you find it strange for a hospital to offer free rooms you are too tired to analyze the offer, and readily accept. Rorret personally leads you up to your room, a comfortable, plainly decorated, chamber with a single bed. You are able to make yourself comfortable and soon drift off to sleep...

Now, when you're ready, turn to 1 and begin the adventure.

1

That night, likely because of your intense thought on the subject the day before, you have a vivid nightmare...

Turn to the section corresponding to your phobia:

Claustrophobia, turn to 27.

Mysophobia, turn to 53.

Zoophobia, turn to 79.

Acrophobia, turn to 5.

Nyctophobia, turn to 31.

Aquaphobia, turn to 57.

2

You leave the room of ghastly jars as quickly as possible, turn to 44.

3

You've always heard that animals can sense fear, but never known for sure whether or not these rumors were true. Now, it seems, you have undeniable proof. Sensing your terror, the attacking dogs hardly even hesitate before digging into their newest meal. You have died.

4

"Come now, that kind of language will get you nowhere," Rorret says icily after your long string of profanity tapers out. "If you're going to be so uncooperative, we'll just get straight to work." With a snap of his fingers, Rorret sends you into a deep trance. Turn to 37.

5

You dream of falling from a dizzying height. For what seems like an eternity, you plummet through an inescapable void until suddenly the ground begins to well up beneath you. The wind whipping across your ears creates a shrill, impossibly loud screech. Just before striking the ground, you awaken and sit bolt upright in bed, the horrible noise still ringing in your ears. Turn to 8.

6

Making your way down the stairs in the darkness is deceptively easy. While you manage to find a rail with which to guide yourself, one false move could send you tumbling. *Test your luck* If you pass, turn to 58.
If you fail, turn to 10.

7

You make a rush for the vent, breaking the dog's circle and throwing them temporarily off guard. Delivering a single kick, you manage to knock the grate off the passage, and then quickly climb in just before the dogs arrive to finish the job. Strangely, though they snarl at you through entrance, they refuse to enter vent, a task they could accomplish fairly easily. You soon find out why.

After traveling for several minutes at a painfully slow crawl, you hear a horrible, mechanical screech, similar to the one which woke you up. As the screech finally dies away, you feel the pressure between your shoulders and the sides of the passage increasing. With a gasp of horror, you realize that the vent itself is contracting, with you inside! If you are claustrophobic, turn to 34. If not, turn to 45.

8

You wake up drenched in a cold sweat. The screech which jolted you into consciousness seems to have stopped as suddenly as it started. Sitting in the still darkness, you begin to wonder if the noise was just part of your nightmare. You stand up to gather your nerves; the room seems normal. As you pace, another bone chilling screech fills the chamber (add 2 to you're fear score). The wretched noise, which sounds like metal scraping against metal, seems to come from all directions. As the piercing screech slowly dies down, you notice with horror that the walls have begun to slide inward. You stand dumb struck until the bed gets crushed between the vice-like walls, sending scraps of metal flying all over the room. If you want to live, you'll need to react quickly.

If you have Claustrophobia, turn to 9. Otherwise...

You may attempt to exit through the door, turn to 26.

Or out the window, turn to 15

9

Upon seeing the walls move in, just as in your nightmare, you become panicked. Before you can continue, you must overcome your panic, *test your fear*:

If you pass, turn to 35.

If you fail, turn to 61.

10

You feel your foot catch on some sinewy, strangely lifelike cord which sends you flying down the stairs. The fall kills you instantly.

11

You force back the gripping panic, and focus on escaping the closing vent. Turn to 45.

12

As you prepare to leave the gruesome gallery, a small square of white, sticking out from under one of the jars catches your eye. Curious, you lift the jar and find a note, written hastily on a piece of scrap paper. Penned in a hasty scrawl, with what appears to be blood, the message reads simply, "BRING A FLASHLIGHT". You replace the jar, which you notice contains a pair of arms, from the elbow down, and leave. Turn to 44.

13

The dogs close quickly around you, circling you as they would any other prey. Gazing up at you through bloodshot red eyes, they circle slowly, waiting for an opportunity to strike. You will have to react quickly. Glancing around, you spot a floor level vent nearby, which would probably hold you. If you would like to try this route, turn to 7. Otherwise, your only option is to fight the beasts off, turn to 29.

14

Hands shaking nervously, you approach the massive door. Painted solid black with the exception of a silver panel labeling the room beyond "101", the door is made especially imposing by its size, several feet larger than all the others you've encountered here. Taking a deep breath, you open the door and are engulfed in a bright light...

Turn to 17.

15

You open the window, which is thankfully unlocked, and step out on a narrow ledge. You see that you are on the rear side of the building. Ironically, only now do you notice that the hospital backs on to a large cemetery. Looking back into your room, you see that the walls have

closed entirely now. You must make your way along the ledge to another window. If you have acrophobia, turn to 52. Otherwise turn to 78.

16

Choking down your fear, you prepare to face the pack of monstrous dogs, turn to 13.

17

When your eyes adjust to the oppressively bright light, you find yourself in a small, carpeted room, decorated with striped wallpaper. Sitting on an ugly couch in the center is Dr. Rorret, his angular form blending almost seamlessly with the folds of a grey suit. While your first urge is to attack the maniac, he fixes you with a disarming, almost hypnotic gaze. Sedated by his stare you stand still. "Come, sit down.", he says motioning to a chair facing him. When you take a seat, he continues, "You've done well to make it so far, but there is still a little more to do before you are cured. First, though, I'd like to know what you thought of the facilities." The paralysis seems to subside enough to allow you to speak, though you cannot lift yourself from the couch. In response to Rorret's question, will you...

Remain silent, turn to 19.

Insult Rorret, turn to 4.

Sarcastically recount your journey through the hospital, turn to 30.

18

You open the 301 door, which leads to a stairwell. While you are relieved to have found a route down, the lights here are out and there is no obvious way to turn them on. The passage is windowless, so you have no help from outside light. Either way, you have little choice but to descend. If you have a **flashlight**, turn to 54. If you are nyctophobic and do not possess a **flashlight**, turn to 80. If you lack a **flashlight** and are not nyctophobic, turn to 6.

19

After a few moments of silence, Rorret speaks, "Strait to the point then...very well...we'll just get started then." The mad doctor snaps his fingers, sending you into a deep trance. Turn to 37.

20

The sight of the raving, bloodthirsty pack of animals puts you in a panic, which you will need to overcome quickly. *Test your fear*

If you pass, turn to 16.

If you fail, turn to 3.

21

A single misplaced step is all it takes for you to lose your balance on this precarious ledge. Unfortunately, that is exactly what sends you falling, ironically, to the cemetery below. Needless to say, you have died.

22

There's only one way out of the rapidly flooding bathroom and that the door you entered through. The water now at your chest, you batter the door desperately. *Test your Strength*

If you pass, turn to 84.

If you fail, turn to 73.

23

You emerge from the 207 room. From here, you may proceed...

Left down the dark hallway, turn to 40.

Right down the dark hallway, turn to 46.

24

Behind the door labeled "302", you find a dingy little storage closet. While most of the articles stacked here are useless to you, you do spot a few potential keepers. You may add any of the following to your inventory: a **flashlight**, a bag of powdered **Coffee Creamer**, a jug of **Bleach**. When finished here, you exit into the hallway, turn to 44.

25

Despite your best efforts, you cannot defeat the firmly entrenched phobia. Unable to escape, you are engulfed by the merciless, awful entity. Your mind has been destroyed... your adventure is over.

26

You bolt for the door, only to find it locked. Remembering the cliché horror device being employed, you are not surprised. Glancing back to the window, you see that the walls have advanced too far, and now completely cover the window. Your only option is to force the door.
Test your strength:
If you pass, turn to 51.
If you fail, turn to 76.

27

In your nightmare, you are trapped in a manic version of your own home. To your horror, the walls slowly begin closing around you. Making a narrow escape into an air vent, you spend what seems like an eternity crawling through the twisting metal corridor. Suddenly the vent itself begins to constrict, first trapping, and then slowly crushing you. A horrible screech rips through the illusion and your eyes shoot open. Turn to 8.

28

You cannot break your gaze on the distant ground, and, in a panic, seize a hanging gutter for support. Unfortunately, the rusted metal pipe comes loose and you fall off the precarious ledge. Needless to say, you have died.

29

You prepare to fight off the trio of ravenous dogs. Despite your greater size, they're not intimidated, and dodge your blows deftly. Defeating them will require both strength and cunning. *Test both your Skill and Strength.*
If you pass both tests, turn to 39.
If you fail any of the tests, turn to 41.

30

"...and that's how I ended up in this tacky dump." You say after finishing a bitterly sarcastic recount of your trip through the clinic. "Well, you don't have to be so mean." Rorret says with mock sadness, "Tell you what, we'll get on with the final step of your treatment and see how you feel afterwards." With a snap of his fingers, Rorret sends you into a deep trance. Turn to 37.

31

You dream of standing in a medium sized room with a concrete, sloped floor and an ugly grate in the middle. The bright light above your head begins to dim as creeping tendrils of darkness begin to enter the room. Emerging from the grate like fog, the darkness soon fills the room. The nameless presence which you've always equated with darkness is all around you. Just as it seems like the terrible, invisible jaws will snap shut, a blaring screech shatters your nightmare and you are awakened instantly. Turn to 8.

32

Desperate to escape the clutching dark, you search frantically for an exit. In your panic, you trip on something which feels like an extension cord, and fall down the stairs. While the spill merely knocks you unconscious, the creatures waiting in the shadows are not so merciful. You have died.

33

The experiences of the last few hours have prepared you for this final challenge, and the churning embodiment of your phobia reels at your newfound courage. Despite this, it is not yet vanquished, and returns with a final attack, add 1 to your fear. You must, for the last time, *test your fear*.

If you fail, turn to 25.

If you pass, turn to 62.

34

Your heart feels like a locomotive in your chest as the vent slowly closes around you. Feeling extremely lightheaded, you must suppress your phobia. *Test your fear*

If you pass, turn to 11.

If you fail, turn to 49.

35

You manage to snap yourself back into action. Scanning the room with lightning speed, you see two possible escape routes. You may...

Exit through the door, turn to 26.

Or out the window, turn to 15.

36

Stricken by terror, you claw madly at the insect covered walls in an attempt to escape. Agitated by your sudden motion, the massive bugs swarm over you, leaving nothing but bones behind. You have died.

37

You find yourself in odd, distorted dreamscape, what seems to be a physical projection of your own mind. Objects from your life litter the environment, from childhood scenes frozen like life-sized dioramas, to the voice of Rorret speaking to you only hours ago, which echoes across the warped terrain. Suddenly, an amorphous, dark form sweeps towards you. This is, you know instantly, your phobia, a sinuous form, sending its tendrils to interfere with every aspect of your life. While there is no way to escape this monster of your own mind, you now have the opportunity to destroy it.

Check the tally you made of the fear tests you passed...

If you have passed 0 tests, turn to 25.

If you have passed 1 test, turn to 33.

If you have passed 2 or more, turn to 47.

38

You step through the 207 door, bracing yourself for the horror which surely waits. To your surprise, the room beyond appears to be a plain old ward, filled with rows of hospital beds. As your eyes adjust to the darkness, however, you see that all are empty. The room is deathly silent. You explore carefully looking for anything useful. Suddenly you hear the sound of footsteps and turn around to see a tiny, though extremely muscular person. The little man regards you for a moment, then says in a hoarse croak, "Creamer, give me creamer." If you have **creamers** and wish to give it up, turn to 42. Otherwise, turn to 72.

39

You begin to strike blows at the furious creatures, which refuse to retreat, though are clearly balked by your attacks. Eventually, you manage to back up to a wall, and after striking a few more times, the hounds retreat down the hall they emerged from, leaving the double doors wide open. Seeing no better route, you follow them cautiously, turn to 63.

40

You turn left down the dimly lit hallway, which grows even darker as you progress. Soon, you reach a large metal door, and looking through its lone Plexiglas window, are ecstatic to see a stairwell beyond. Unfortunately, the door is locked via a number panel on the wall. To make things worse, you notice in the dim light a sickly, pink gas rising up from the ground. Judging by the irritation it is causing your exposed legs, you don't want to breathe this stuff. In order to escape, you must guess the three digit code. To try a number, subtract your guess from 400 and turn to the page corresponding with the number you guessed. If the page you reach begins with the phrase, "The door clicks open...", you have entered the correct code and may read on. If the page you read does not begin with those words, you have entered an incorrect code and been killed by the poison gas.

41

The dogs are not impressed by your show of force; whether because of inaccuracy, or lack of strength, your blows do not seem to have any effect on them. Suddenly, you feel crushing jaws clamp on to the back of your neck, as you are felled from behind. You are helpless on the ground, and the dogs waste no time in finishing the job with another bite to the throat. You have died.

42

The tiny man grabs the creamer eagerly (make sure to cross it off your sheet) and runs off chanting "Three Five Two" in a singsong voice. You are only too eager to leave the room, turn to 23.

43

You are seized in a panic, your mind filled with visions of drowning in this horrible space. In order to pull yourself together, you must *test your fear*.
If you pass, turn to 71.
If you fail, turn to 59.

44

You are standing in a large hallway. From here, you can see your room, the walls inside have come together completely now, and several other doors. While they are all identically designed (grey, rectangular; in case you were interested), each is labeled with a number. You may enter any of the following...
A door labeled 301, turn to 18.
A door labeled 302, turn to 24.
A door labeled 333, turn to 82.
A door labeled 304, turn to 69.

45

Gazing down the long, twisting passage, you know that you stand no chance of reaching the end at your current rate. Besides, the shrinking corridor has already made movement even more difficult. Only blind luck could save you now. *Test your luck*.
If you pass, turn to 85.
If you fail, turn to 49.

46

You follow the dark hallway to the right. There are no doors or windows and the only source of light comes from sickly fluorescent lighting. Eventually, the hallway comes to an end at a solid wall with what appears to be a laundry chute set into it. The shaft is pitch black, though you could shimmy down it. If you wish to descend down this mysterious passage, turn to 66. Otherwise, you may only return and take the other route, turn to 40.

47

Your last few hours in the horrific hospital, though terrifying, have prepared you well for this last challenge. With a final effort, you expel the surging phobia from your mind (lower your fear to 0). Thoroughly exhausted, the dreamscape fades away...
Turn to 86.

48

The door clicks open and you duck into the stairwell. Thankfully, the door swings back shut fast, locking out the toxic, pink gas. You descend down the stairs and open another door and enter a plain looking room dominated by a large black door, turn to 14.

49

There is no way out, and despite your best efforts to advance, you are eventually trapped. Sadly, you are crushed to death. You have died.

50

You manage to tread the narrow ledge with ease, keeping you're feet in a narrow line and stabilizing yourself by gripping the masonry wall. Eventually you spot two windows, one closer, and the other slightly farther ahead of you. You may...
Enter the nearer window, turn to 69.
Enter the farther window, turn to 82.

51

You throw all you're weight against the door, which buckles and splits down the middle. Stumbling out into the hallway, you feel a bruise beginning to form on your shoulder, though you are otherwise unharmed. After catching your breath, you survey the hall, turn to 44.

52

Gazing down the 30ft drop below you, a sudden fear grips you. In order to continue, you must *test your fear*:
If you fail, turn to 28
If you pass, turn to 77

53

You dream of fleeing madly through twisting passageways of foul smelling earth. A horde of germs pursues you, a green shadow moving with terrifying speed along the walls of the slimy hall. Eventually, the tunnel comes to a dead end. Just as the churning mass is about to engulf you, a piercing screech rips through the illusion and you abruptly wake up. Turn to 8.

54

You click on the flashlight and begin to descend the wide, linoleum tiled staircase. To your disappointment, the light produces only a tenuous, flickering circle of illumination. You are not at all surprised when it goes out. Turn to 75.

55

You are in a brightly lit hallway, which is on the second floor according to a conveniently posted evacuation map. While you know that you must reach the ground floor to escape, you dare not re-enter the same stairwell again. While the wall map shows another staircase on the other side of the building, the connecting hallway is blocked by a pair of locked double doors. Peeking through their small windows, you see a sterile looking passage beyond. You must find a way through these doors if you wish to progress. There are two other doors in the immediate area, numbered 203 and 205. In addition, you spot a payphone bolted to the wall nearby. Will you?

Try the payphone, turn to 70.

Go through the 203 door, turn to 65.

Go through the 205 door, turn to 56.

56

You open the 205 door, only to see the doorframe sealed by a solid brick wall. Shocking as it is, you have little time to contemplate this anomaly, for only a few seconds later, you hear double doors across the hall being unlocked, turn to 60.

57

Your dream of being caught in an endless sea in the middle of a terrible storm. Huge waves jostle you while you struggle to stay afloat. Even the water itself seems to be alive, pulling you down under its own accord. After what seems like an eternity, your legs begin to feel heavy and you have no more strength to stay afloat. Just as you slip into the bleak abyss, a piercing, metallic screech tears through the illusion and you find yourself awake.

Turn to 8.

58

You make your way down to a larger, flat area which takes you to the top of the next flight of stairs. You begin the descent warily, turn to 75.

59

You are taken over by fear, and waste precious time panicking. Soon you are caught, treading water, with only a few inches of airspace left. A few moments later, you are overcome and drown. You have died.

60

You slowly turn to face the doors, which have opened wide, revealing a pack of three ferocious looking, massive dogs. They spot you instantly, and charge forward, howling loudly and bearing large fangs, add 2 to your current fear score. If you are zoophobic, turn to 20. If you are not, turn to 13.

61

By the time you're able collect you're thoughts, it is already too late, as the walls have advanced past the window and door. Unfortunately, this adventure has not been as smashing as you had hoped. With this pun still echoing in your mind, you are crushed. You have died.

62

Your final effort expels the phobia, (lower your fear to 0). Thoroughly exhausted, the dreamscape fades away...

Turn to 86.

63

You stand on the other side of the double doors; thankfully the dogs are nowhere to be seen. After taking a few moments to rest, you survey your surroundings. The main hall ends up ahead, while another, much more dimly lit passage extends to the left and right. On the far wall, where the main hallway terminates, is a door labeled 207. You may go...

Left down the dark hallway, turn to 40.

Right down the dark hallway, turn to 46.

Into the 207 door, turn to 38.

64

You muster a final burst of strength, pulling yourself desperately towards the door. It is, however, not enough as the creatures are able to drag you down. The last thing you see are hundreds of their glowing red eyes. You have died.

65

You step through the 203 door and enter a large, empty bathroom. Scanning the wall, you find a small medical kit, which you could use to treat any injuries you may have. (If you are currently injured, remove that note from your sheet and restore your stats to their original values.) You are not surprised to find the rest of the bathroom deserted, though it appears well maintained and clean. You turn on a faucet, which releases a steady stream of cool water. After splashing some water on your face, you prepare to leave and turn the faucet again. To your shock, the action which should have stopped the flow of water increases it dramatically. Suddenly, all the other spigots turn on in a similar way, while the toilets begin to overflow as well. Feeling water creeping up around your toes, you realize that the room is filling with alarming speed. You lunge at the door, which refuses to budge. Feeling the water soak into the bottom of your pant-legs, you know that you must escape quickly. If you are aquaphobic, turn to 43. If not, turn to 22.

66

Carefully, you slide down the chute. Pressing your arms and legs against the metal sides, you slowly move downwards. In the darkness, you feel the texture of the passage change suddenly. The walls seem to crawl under your hands. At first you think it's just your imagination, then you feel a sharp pain in your hand, which you identify immediately as a bite from a very large insect. With horror, you realize that the walls must be swarming with massive bugs. You struggle to keep your cool, *test your fear*.

If you pass, turn to 67.

If you fail, turn to 36.

67

Keeping your calm, you continue your descent. Though you suffer a few more painful bites, you eventually reach the end of the vertical chute. You drop into the room below, a plain looking cube dominated by a large black door, turn to 14.

68

Despite his small stature, the little man shows shocking strength. Despite your best efforts, he remains persistent, eventually knocking your feet out from under you. You fall face first and die.

69

You find yourself in a small room with ugly, faded wallpaper. Looking around, you see that the small space was once some kind of break room, though it appears to have fallen into disuse. The place is furnished with a few cheap office chairs and an old coffee maker, all covered in a

thick layer of dust. The only potentially useful thing you spot is a pair of **Pliers** lying next to a small pile of rusty metal parts. When finished here, you exit into the hallway, turn to 44.

70

You pick up the handset of the payphone and dial 911 frantically. After ringing for a few seconds, a recorded, female voice says coolly, "We're sorry, but the number you have dialed does not exist or has been disconnected, please try again." You swear loudly into the receiver, only to hear the same prerecorded message. Looking below the phone, you grasp the two halves of the severed phone cable. Someone has cut the line! From the dangling handset, you hear a loud, manic laughter, and then the line goes dead. While the experience is unsettling, you are soon faced with a far bigger problem, as you hear the double doors across the hall being unlocked. Turn to 60.

71

You manage to push your fear aside, and concentrate on escaping, turn to 22.

72

"CREAMER!?" The tiny, man continues to ask, growing angrier and angrier. Soon he is screaming at the top of his lungs, his slowly bluing face contorted with rage. You begin to edge for the exit, eager to escape this strange situation. When he notices, however, the tiny man throws himself at you, attacking with surprising viciousness. To escape, *test your strength*. If you pass, turn to 74.
If you fail, turn to 68

73

Despite your best efforts, you cannot break down the bathroom door. When the water reaches the ceiling, you drown. You have died.

74

Though he does show shocking strength, all it takes is one good blow to discourage your pint-sized assailant. He retreats under the beds and seeing no reason to pursue, you leave, turn to 23.

75

You make your way down the second flight of stairs in total darkness. Out of the pitch, you notice a pair of red lights flicker to life. Suspecting they must be part of some video system set up to capture your nightmare on film, you lash out angrily at the object. After striking a glancing blow, and feeling scales, rather than metal or plastic, against your knuckles, you realize your error. The pair of lights, which you now recognize as eyes, go out momentarily, only to return with hundreds more. The eyes swarm all around you, so you make a mad dash down the stairs, brushing up against several sinewy, reptile-like forms as you break through the wall of eyes. You sprint down the stairs with such speed as to almost slam face-first into the door at the bottom. Only moments after you get your hand on the knob, however, you feel your legs being pulled in by the horrible creatures. In order to escape, you must *test your luck*.
If you pass, turn to 81.
If you fail, turn to 64.

76

You batter the door with all your might, though it holds strong. The walls close rapidly, reducing you to a thin paste. You have died.

77

You manage to break eye contact with the ground below and push the idea of a dizzying fall out of your mind. Gazing straight ahead, you prepare to continue. Turn to 78.

78

You pick your way carefully along the precarious ledge. Gazing out over the cemetery below, you can't escape the morbid thought of a forest of bare, marble trees. With that image in your mind, you set yourself on proceeding along the dangerously thin ledge. *Test your skill:*
If you pass, turn to 50.
If you fail, turn to 21.

79

You are in a room with a concrete, sloped floor, standing on an ugly grate in the middle. A flickering light source illuminates only a small circle around you. Looking out into the blackness beyond, you see dozens of red eyes appear against the darkness on all sides. A horde of horrible, slinking creatures, all ferocious and wolf-like, though far more terrible than anything you knew existed, circle you on the edge of the light. In an instant they attack, their howls merging into one horrible screech. The next moment, you sit bolt upright, shocked out of your nightmare. Turn to 8.

80

The darkness seems to engulf you and a sense of uncontrollable panic begins to set in. *Test your fear*
If failed, turn to 32
If passed, turn to 83

81

With a superhuman rush of strength you break free of the creatures, open the door, and thrust yourself into the bright lights of the hallway. Behind you, the door slams shut just in time for you to glimpse a scaly claw retreat into the darkness. After catching your breath, you examine your legs, which have some fairly deep scratches. Particularly troubling is single, large claw, imbedded deeply near your ankle, which you cannot remove by hand. If you have a pair of **pliers**, you may use them to remove the broken claw; if you don't possess this tool, you must lower your skill by 2 until a suitable remedy can be found; note that you are injured on your character sheet, then turn to 55.

82

You enter a dimly lit, large room. As your eyes adjust to the dusty atmosphere, you see that it is filled with shelves of large jars containing dark fluid. Approaching the nearest shelf, you catch sight of a worn paper label, which reads "Livers". With horror, you realize that the neatly sorted jars contain organs, likely harvested from poor slobs like you. Add 2 to your fear then *test your luck*
If you pass, turn to 12.
If failed, turn to 2.

83

You manage to beat back your fear and set yourself on descending the stairs, turn to 6.

84

You manage to drive your shoulder through the door, which splits down the middle. The water behind sweeps you out of the bathroom, though looking back; you can see that the flow

of water has stopped. Not eager to repeat the experience, you must select a new place to investigate. You may either visit the 205 door, turn to 56. Or the payphone, turn to 70.

85

By a stroke of luck, the machine jams momentarily, giving you just enough time to scamper to the end of the passage. Reaching another grate, you force it open and emerge, turn to 63.

86

You awaken from a deep slumber. "Was it all just a dream?" you think to yourself. Stepping outside, you run into your neighbor, who seems to know nothing of your absence. Though no-one seems to remember your absence, and you can find no evidence that the Live Wellness Center even exists, one glaring fact remains unexplained: Your phobia is gone.

Despite the lack of an explanation, you go through the day in a state of silent joy. After so many years of living in fear, you feel as if a great burden has been removed from your shoulders. One more surprise awaits you, however, when you return home. A small piece of paper headed with the words "From the Desk of Dr. Rorret" lies on your table. With shaking hands you pick up the short note, which reads:

Glad to see you've made a full recovery! Sorry about sending you home so suddenly, but I thought you'd rather wake up there than back in the hospital. Just wanted to say the Wellness Center has had to move its operations, though I doubt you'll want to make a follow-up visit anyway.

Signed,
Dr. Rorret

You have escaped the horrific hospital and even succeeded in banishing your oppressive phobia.

You Win!