I M Meen CYOA

(Jumpchain-Compliant!)

Hello again! You seem a bit lost. Frightened? Confused? Not to worry, I'll tell you everything you need to know! See, in a little library somewhere in the world, there is an angry old man named Ignatius Mortimer Meen. He's not very good at spelling or grammar, and he *hates* anyone who tries to correct him or even learn. Of course, this just so happens to include you – he just caught you reading this. How else did you think you ended up in that magic book? Now you've got to fight your way out of his labyrinth, solving grammar puzzles all the while. It's gonna be one of those days. Here, take this!

+1000 CP

You're going to need it to escape this labyrinth. Luckily, you'll be able to move on to the next place when you do – don't wanna be here any longer than necessary, do you?

Section 1: Identity

You may pay 50 CP to choose your gender and an age within the rollable range for your Background.

Drop-In [Free] – You simply appear within the book as you are. This is gonna be a wild ride. Roll 1d8+20 for your age.

Bookworm [100 CP] – Meen has trapped you within his labyrinth for being too studious and well-behaved. He *hates* that! Unfortunately for him, you have a bit of help. Roll 1d8+5 for your age.

Guardian [100 CP] – Meen has seen fit to not only trap you in his labyrinth, but force you to guard it so nobody can escape! You're not quite sure *how* he's managing to make you obey this vague command – but if you can figure it out, you can probably throw it off right then and there. Roll 1d8+20 for your age.

Magician [100 CP] – Ignatius Mortimer Meen does not tolerate rivals to his title of “most powerful magician in the world,” and so he has trapped you in his magical labyrinth. But you'll show him! Two can play this game! Roll 1d8+60 for your age.

Section 2: Skills and Abilities

Discounted perks are 50% off for the specified Background.

DOS Graphics [Free] – You can now, at will, toggle your vision to see everything as if it were a DOS game.

Do These People Not Know How DOS Games Work? [100 CP, free Drop-In] – Sometimes, you can spot little “holes” in reality – allowing you to exploit them for minor shortcuts, like bypassing a single locked door. The further away the fabric of the world is from that of your old home, the more “holes” there will be to use, but it won't make you any better at it, nor will the shortcuts become any stronger.

See Them Study, Watch Them Learn [100 CP, free Bookworm] – Your patience for study and research has increased greatly, allowing you to hit the books for hours longer than you otherwise could.

Labyrinth Navigation [100 CP, free Guardian] – You are rather adept at traversing mazes and puzzling spaces, allowing you to run circles around those trapped within.

How I *Hate* Those Goody-Goodies! [100 CP, free Magician] – You can detect the pure of heart – and you don't like them at all! The more well-behaved and benevolent someone is, the more exactly this new sixth sense of yours can pinpoint their location.

Wrong Way, Wrong Way, Wrong Way! [300 CP, discount Drop-In] – Sometimes you get lost, and that's okay – but you find it much easier than most to recover from such a situation. A path others might take three days to find again might only take you three hours.

Hooked On Phonics [300 CP, discount Bookworm] – As long as you pronounce a spoken message correctly, even those who don't know the language you're speaking will get the basic gist of what you're trying to say.

Boss Monster [300 CP, discount Guardian] – You have a brand-new form now! Whatever it looks like, it's big, as tough as a rhino, and *very* scary to young children. Any additions it has besides that are purely cosmetic, so those wings don't do anything.

Bye-bye! [300 CP, discount Magician] – You can teleport short distances once per minute in either crackling electricity or a puff of smoke. Either way, it looks dramatic.

Follow The Code [600 CP, discount Drop-In] – Your ability to predict an enemy's timing and movement patterns has increased greatly. For normal enemies, it's more about spotting tells, but this ability is at its strongest against enemies made of data, as you can literally read their combat algorithms.

Greater Grammar [600 CP, discount Bookworm] – Something odd has happened here – it seems that your knowledge of pronunciation, grammar, and syntax has an effect on reality – or more specifically, on magic. Improperly pronounced or articulated spells, or those with nonsense incantations, will have significantly less effect on you than they normally would have. This includes written runes as well.

Weak Point [600 CP, discount Guardian] – While a single point about the size of your head on your body is now both marked by a symbol and no tougher than it was before, the rest of your body is far more resistant to attack. Parts that would have resisted small arms fire before can now take a fragmentation grenade without worry. This spot will shrink proportionally if you do, but for some

reason it seems like it won't grow too much if you do – it'll never be less than 3% of your body, though.

It's A Nasty Kind Of Magic [600 CP, discount Magician] – You've learned more of the arcane arts! Not only can you polymorph people temporarily into warthogs, but you can now seal containers or doors using grammar puzzles! While these puzzles have to be solvable by a child, children will find it easiest to do so, as the difficulty scales with the knowledge and age of the one trying to solve it. In addition, they don't necessarily have to be in the dominant language of the area in which you are sealing the container or door.

Section 3: Items and Gear

Discounted items are 50% off for the specified Background.

Power Potion [50 CP] – This potion can heal minor injuries when ingested, and you'll get one per day.

Explode-O Fruit [50 CP] – This one-use berry explodes on contact with an enemy, and you get five every week.

Stealth Sneakers [100 CP, free Bookworm] – This pair of magical sneakers is one-use, but turns you completely invisible for a short time – about a minute, as a matter of fact! The shoes will then disintegrate, but a new pair will appear after two days.

Giant Spider [100 CP, free Magician] – This monster is unfortunately unintelligent, but it will guard any building you tell it to from invaders – or escapees.

Fire Wand [100 CP, free Drop-In] – This wand shoots small orbs of fire. It seems to only have five charges, but at least it refills every week.

Puzzle Boss's Puzzle Cube [600 CP, discount Guardian] – This palm-sized glass cube is incredibly fragile, such that a child could break it, and can only restore itself once a year – these are things that will not change. Additionally, it can only be within the same dimension, realm, universe, or whatever have you that you are in at the time – meaning that it can't remain in an extradimensional space unless you do – and be within 20 meters of you at all times. These setbacks, however, are a pittance compared to what it can do for you! You see, for so long as this cube remains intact, it is far more difficult to damage you, as each hit will only be a fraction as effective. Getting hit with a spell that can level a city

will shatter the cube instantly, as by then it has simply absorbed far too much damage, but your enemies will doubt themselves when you emerge practically unscathed, and that moment of hesitation on their part might very well save your life.

A Puzzling Book Indeed [600 CP, discount Drop-In] – This book of puzzle solutions is an odd one – the less is at stake when you attempt a puzzle, the more accurate the answers will give you – but even at its least accurate, it will tell you how to not immediately die attempting to solve the puzzle. A crossword or Rubik's Cube at the breakfast table, for instance, would get a detailed explanation of every step, while the padlock to the ultimate weapon the hero needs to defeat the dark lord will just tell you how to not activate the enchantment that will fire an instant-death beam at you and the hero's entire party – but the important thing is that with this book, you will *always* have a chance of solving the puzzle.

Writewell's Book of Better Grammar [600 CP, discount Bookworm] – This book is the greatest magical artifact of this world. Not only can it tear Meen's Labyrinth asunder if used correctly, but it can fire magic blasts and is the only weapon the wizard truly fears. Even that is not all – mere children do not know this book's full power, for within is contained not only the grammar of language, but the proper syntax of magic. Enough study will ensure that your grammar and syntax are correct – because even a single syllable wrong can make everything go south – even if your mouth couldn't normally make the right sounds. May you never again fear incinerating yourself with a miscast.

Magic Labyrinth [600 CP, discount Magician] – Merely holding this book boosts your magical power slightly, but within lies a vast prison (in which up to two children of child size, lesser power than yourself, killable by human means, and who you truly hate (ie. You can't *want* them to escape) can be trapped in each world to which you travel) and maze, filled to the brim with minions and locked doors. The many levels of it contain 6 different “bosses,” each resembling you somewhat but also resembling

a basic RPG minion. One will probably even be a skeleton. Unfortunately for you, they still have to be beatable by a child with magic items – but you can at least make each boss' weak spot a dreadful puzzle to find. Should they defeat all of these bosses, they will then escape the labyrinth, reappearing at the spot where you captured them. Moreover, they will *not* lose their memories of those they met within the labyrinth. Please note that the Labyrinth itself can't be modified beyond trapping enemies inside it – no replacing the oxygen with chlorine, that's just bad form! Regardless of that, it's a very scary and confusing destination of you choosing.

Section 4: Drawbacks and Ending

You may gain up to +600 CP from Drawbacks here – any further complications are just for fun!

No Item Run [+100 CP] – You're not going to be able to use any tools or weapons during this trip through the labyrinth. You can still think, punch, and cast, but no swords, shields, or potions for you.

Arachnophobia [+100 CP] – Not only are you afraid of spiders, but there are now giant spiders scattered all throughout the labyrinth!

Lost? Frightened? Confused? *GOOD!* [+200 CP] – Not only are you constantly going the wrong way in this labyrinth and slowly growing less and less at ease, but everyone and everything you encounter will mock you for it! This is going to be annoying at best.

How I *HATE*... [+200 CP] – Well, there's *something* you hate, and no matter what you try to do here, you won't be able to get your mind off of it. This could be bad during a fight or a difficult puzzle.

I.M. Meen Never Quits! [+300 CP] – It's not enough that you manage to escape – Meen's evil schemes and those of his old lover Ophelia Chill will threaten the world for ten years to come, and if you want to leave here alive, you'll need to thwart them all. Killing them won't work – they keep teleporting away before you can finish them! That book that can alter history, by the way, will never fall into your hands – in fact, the moment you defeat Ophelia's little scheme, it'll burst into flames, without you ever being able to obtain or copy it. If she can't have it, nobody can.

Back Into Your Cell, *Bookworm!* [+300 CP] – Your attempts at escape will be thwarted for a full nine years – but in the last year, you'll make a breakthrough. Meen will be off his guard. You'll only have

this one chance to escape – if you so much as stumble for too long, the way out will be barred. It'll take all of your wits to get yourself outta this one.

Youtube Poop [+600 CP] – What have you gotten yourself into? Don't you know what madness you've unleashed? This is a world of random explosions, endless spaghetti/toaster/dinner jokes, s-s-s-s-s-ss-s-s-ss-s-s-s-stutt-t-t-t-terring, conversations that take place both forward and in reverse, esrever ni dna darwrof htob ecalp ekat taht snoitasrevnoc, nonsensical crossovers that never benefit you at all and seem to deliberately want you dead, **SUDDEN OUTBREAKS OF INCREDIBLY HIGH-VOLUME NOISE,** jumpscares, toilet humor, and all-destroying lasers. *Why in the world would you subject yourself to this?* No, seriously. You'll likely be killed off for a quick joke.

Regardless of which Drawbacks you choose, their effects end at the end of your escape from the Labyrinth. Once that happens, you have an additional choice:

Go Home – You're done with this mess. You're done being someone else's toy. You return home with everything you've earned so far.

Stay Here – Beyond the odd evil magician, this world is relatively peaceful. If you stay here with everything you've earned so far, you might make a name for yourself!

Move On – Nothing's gonna hold you down – you're going on to the next world with everything you've

earned so far, and neither Meen nor his evil book can stop that!

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