

Daijah Vu made her way down the aisle, serving each passenger on Flight 297 headed to Tokyo, Japan.

“Something to drink, Sir?” She asked, her new British accent hiding her original voice.

“A ginger ale, Ma’am,” replied the CEO of a famous Japanese company. In fact, this flight was filled entirely with only the most impressive of the Japanese elite.

Heading to the back of the plane, she filled the rest of her cart, slipped on her gas mask and flicked a button. Quickly, the plane filled with a gas

that put all of the passengers to sleep, except her and her accomplices.

Now Daijah Vu, international spy and world-renowned thief and her crew, could begin the hunt for the Creek Crystal, a gem encrusted necklace. Her mission was simple: get in, get the necklace and get out. No one mentioned that she would be fifty feet in the air.

If Daijah Vu hi-jacks the plane and knocks out the pilot, go to page 3.

If Daijah Vu is compelled to put on the necklace and realizes its cursed, go page 4.

Daijah snuck into the cockpit, crept behind the pilot and shoved a cloth over her mouth, coated in a chemical to put the pilot immediately to sleep.

Daijah slipped the plane into autopilot and waited for her accomplice to arrive to fly it.

Suddenly, the door to the cockpit burst open and a man kicked her in the ankle. She stumbled and asked him how he hadn't fallen asleep like the rest of the passengers. He revealed that he was an agent that had been tracking her for three years and knew her methods.

If they fight and accidentally knock the plane off autopilot, go to page 6.

If she defeats him and ties him up, go to page 7.

She lurks through the passengers' suitcases to look for the necklace. After going through two suitcases, Daijah comes upon a red suitcase.

Inside, she finds a locked briefcase underneath a pile of clothes. She takes out her hairpin to pick the lock. She carefully opens the briefcase to find a gold necklace, encrusted with amethyst, emerald, sapphire, as well as other gems she couldn't identify.

A purple aura emanates from the necklace, which compels Daijah to put it on.

As soon as she puts on the necklace, she smells gasoline, then faints. When Daijah wakes up, she feels one long stripe burning along her neck.

If she wakes up in the middle of the Ice

Age, go to page 8.

If she wakes up in the middle of an ancient samurai war, go to page 10.

Daijah front kicked the agent from the floor, he stumbled back, which gave her time to leap back into the air, she jabbed him, he responded with a face block. They threw a series of punches until a final blow, which sent the agent flying into the controls, accidentally knocking the plane out of autopilot mode. The plane began to dip towards the ground at an alarming speed.

At that moment, Daijah's accomplice entered, holding the necklace.

Go to page 12 for the thrilling conclusion.

It's now midnight and Daijah must continue her mission to find the Creek Crystal. Her accomplice, Darci comes to her aid and takes control of the plane while she searches each passenger in hopes that one of them has possession of the Crystal.

After a few minutes of searching, she finds the necklace around the neck of a passenger who looks vaguely familiar to her.

Just as she has almost finished unhooking the necklace from the passenger, they open their eyes, and ...

Go to page 12 for the thrilling conclusion.

Daijah feels a cold gush. She wakes up to see snow and icebergs. She also sees mammoths and a saber tooth tiger hunting for food. Daijah was so shocked, her jaw dropped open. She quickly reaches for the necklace to try to yank it off, but it burns her hands.

She yells out, “Hey, is anybody there?” She hears nothing but the sounds of the animals nearby.

After searching the area for hours, she finds a cave. Daijah gathers wood in order to make a fire. She goes ice fishing to make some dinner.

“What do I do now?” Daijah said to herself.

“What will my family do without me?”

Daijah looks down at the necklace, the gems glimmering from the fire, she notices there is something inscribed. The inscription reads, “The way to reverse the curse is hidden within the gems.”

Go to page 12 for the thrilling conclusion.

Daija Vu wakes up on the streets of ancient Japan with a burning sensation on her chest leaving an imprint of the gems on her skin. She looks up from hearing the commotion of the war, looking around she sees splattered bodies surrounding the battle field. She sees a purple aura around her body which was once just around just the necklace.

The Samurais are running towards her to attack her. She feels herself and the aura fading away as they charge at her. She tries crawling away but her body feels too heavy.

An enormous Samurai with long black hair appears in front of her with a sword aiming down at her. Daija closes her eyes and sees black.

**Go to page 12 for the thrilling
conclusion.**

A blank sheet of lined paper with a dotted border. The page contains 20 horizontal lines for writing. At the bottom center, there are two curly braces: { }



826NYC and the Brooklyn Superhero Supply Co.
372 Fifth Ave Brooklyn, NY 11215
718.499.9884 | programs@826nyc.org
www.826nyc.org

826NYC Programs

Write After School: Reading and writing go together like peanut butter and jelly. Write After School students work alongside 826NYC staff and volunteers to build their reading, writing, and social-emotional skills and unleash their imagination as they play and learn about the power of language. Twice a year, students revise their creative writing for publications that are printed in English and Spanish and shared with families, volunteers, and community members at celebratory readings.

Young Writers Publish: Turn your classroom into a creative writing lab. During Young Writers Publish residencies, 826NYC teaching artists collaborate with educators on creative, impactful, curriculum-aligned projects that transform students into published authors. Residencies run from six weeks to a full year, depending on the project. Each Young Writers Publish culminates in a book, newspaper, zine, or performance featuring your students.

Write Away Workshops: Young writers come together in Write Away Workshops to explore a multitude of genres and subjects and to develop their voices. Groups write freely and participate in imaginative writing activities and lessons. Whether it's a song, a piece of climate justice sci-fi, or a nature guide, young writers leave the workshop with a piece to be proud of, as well as a newfound understanding of the topic, and new friends. Weekend classes are available.

Write Together: 826NYC hosts classes across New York City for Write Together: an interactive writing experience that encourages creative expression, explores the elements of storytelling, and strengthens writing skills. Elementary-aged classes collaborate on illustrated children's books, middle schoolers choose their own adventure, and high schoolers learn the art of memoirwriting during a fast-paced and whimsical 90 minute narrative program.

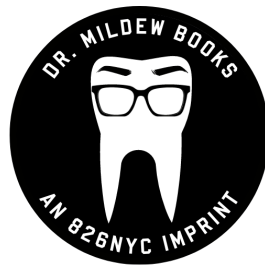
Dungeons & Dragons & Writers: Play Dungeons & Dragons, the epic fantasy role-playing game where players craft characters to take on magical quests that can change with the roll of the dice, and write your story as you play! Adventurous authors in grades 5-12 play out an entirely original tale week by week, and chronicle their fantastical deeds in character point-of-view journals, histories, and scene writing.

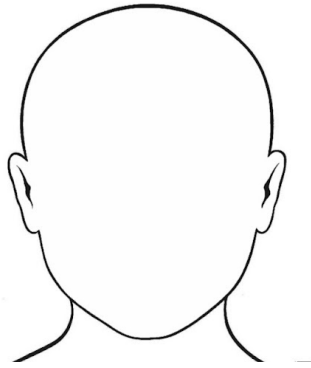
Teen Writers' Collective: Young writers together from around the city come together to explore the art of writing and literary citizenship. Together, they form a community of passionate and creative peers and serve as youth leaders. Students create original writing projects in a variety of genres throughout the year, and publish their work in a professionally designed book. Paid summer internships are available for students aged 14+.

Student Publications: Through our programs, our volunteers work with students to help them create stories, poems, and 'zines. Because we believe that the quality of students' work is greatly enhanced when they are given the chance to share it with an authentic audience, we are committed to publishing student works. By encouraging their work and by guiding them through the process of publication, we make abundantly clear that their ideas are valued.

The Worlds Greatest Theif & The Enchanted Amulet

{ A Choose Your Own Adventure Story }
by Hawtree Creek M.S. Class 801 & 803





ABOUT THE AUTHOR

Copyright © 2023

by _____

All rights reserved. No part of this book may be reproduced in any manner without written permission from the author except in the case of reviews in famous newspapers. Library of Congress Catalog Information has been applied for. A Dewey Decimal has not.

All papers used by Dr. Mildew Books are slightly moldy and therefore should be kept in a cool, dry place. Please save this book for when you are older.

— First U.S. Edition 2022 —

Written, Drawn, Printed, and Bound in the United States of Brooklyn

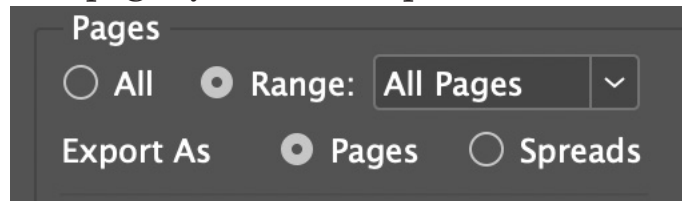


372 Fifth Avenue
Brooklyn, NY 11215

How to Use This Template:

To export pages from this template to print:

1. Go to File > Export.
2. Give the file a name that makes sense and save to the computer's desktop for easy retrieval.
3. Select Format: Adobe PDF (print) and click Save.
4. In the next dialogue box, look for Pages and select Range, then enter the specific pages you want to print.



5. Click Export at the bottom of the box.

To print your selected pages at 2 per page for half-page-sized books:

1. Look at your desktop (or open Finder and select Desktop from the sidebar) and open the file you just exported.
2. Hold Command+P or go to File > Print.
3. In the bottom half of the printer dialogue box, go to “Copies per page” and select 2. This will print 2 copies of each page side by side on the same sheet of paper, so you can cut it down the middle and have your half-page-sized book.

