

Flights of Fancy upon the Fleeting Fairy by Audrey Haynes
A Choose Your Own Adventure!

It's a sparkling spring morning on the Fleeting Fairy Cruise Ship. You awake to glorious beams of light dusting your circular window and dolphins chirping as the ship glides by a Grecian island. Without a care in the world, you begin to breakfast on tender slices of baguette and tart grapefruit and ponder the day ahead. After much meticulous thought you narrow down your choices to just two out of the wonderfully wide array of activities available on The Fleeting Fairy.

To play shuffleboard on the twenty-second activity deck, relocate to the [Blue](#) text on page five. To sunbathe on the third pool deck in hopes of achieving a healthy sun kissed continue reading below.

Having decided to work on your tan, you proceed to dress yourself in your newest pinstriped bathing dress. Once fully robed you head down to the third pool deck with your full supply of adequately trashy magazines.

You settle yourself among the sea of identical white chaise lounges and begin to read about the next *in* shade of nail polish and how to properly rid oneself of ingrown hairs. While reading, though thoroughly engrossed, you can't help but noticing the spa attendant Giorgio making eyes at you. Taken by his rugged good looks and sensible spa uniform, you shamelessly flirt back. After several eye exchanges, Giorgio approaches you. "Excuse me," he says, "I can't seem to find my extra long pool skimmer. I think your captivating eyes may just be able to locate it. Would you like to help me look for it down on the poop deck?"

To accept Giorgio's offer relocate to the [Brown](#) text on page two. To politely decline continue reading below.

Enthralled by your bout of self-control, you recline once again into your chaise lounge. Just as you begin reading, however, a sharp cry pierces your ear drums. Peeved, you look up from your magazine only to see Giorgio's flailing figure being carried off by a large harpy. You quickly grab your beach tote from beside your chaise lounge and whip out your golden bow and precious supply of golden arrows.

To shoot down the harpy and save Giorgio's life relocate to the [Sea Green](#) text on page three. To let Giorgio be carried away by the harpy and save your arrows continue reading here.

You sigh with disappointment as the harpy carries away the tragically handsome Giorgio. Just then, a lightning bolt erupts from the clouds and a voice speaks to you from the heavens. God admonishes you for your selfishness and threatens to smite you. You are smote. The End. ☺

→ You grab your beach tote and wade with Giorgio through the sea of chaise lounges to the stairs. Once down the stairs and out of sight of the other patrons, Giorgio grabs you and pushes you into a side room, you've never seen before.

"Giorgio, what are you doing? This isn't the poop deck!" you exclaim.

"I know and I'm not Giorgio."

"What?"

"I'm a secret agent man planted here to stop you from carrying out your evil plan and taking over the world!"

"Blast! How did you ever find me?"

"That's not important! What's important is making sure you never see the light of day again."

“I really disagree with that conclusion,” you say. But before you can argue, the secret agent man has taken out his platinum nun-chucks. He swings them menacingly and strikes you square between the eyes. You die. The End. ☹

→ You place your golden arrow upon your bow, take aim and let the arrow fly. It soars neatly through the air and punctures the harpy. The harpy cries out and immediately drops Giorgio, who falls through the air but luckily splashes into the pool on the first deck.

Relieved you start to head up to the first deck to see if Giorgio has been injured. Just as you are putting away your golden bow, you hear several shrieks. Looking up towards the sound, you see a black mass in the distance heading towards the Fleeting Fairy. You have angered the entire harpy colony by injuring one of its members. They are now all beating towards the cruise ship. It becomes clear that an all-out battle is in the not so distant future. You check your beach tote for additional battle supplies.

To switch to your platinum nun-chucks relocate to the [Indigo](#) text on page four. To stay with your trusty golden bow and arrow continue reading below.

You pick up your bow and arrows once again and take aim at the approaching flock of harpies. You let arrow after arrow fly. Your aim is true and several harpies drop from the group and plummet to the churning ocean below. It becomes evident as the flock gets closer and closer and the shrieks grow louder, however, that there are simply too many harpies.

To surrender to the harpies and hope for the best, relocate to the [Lime](#) text on page four. To fight to the death continue reading below.

The harpies are upon you. You fight valiantly but unfortunately to the death. You die.

The End. ☺

→ The harpies arrive on the cruise ship. Instead of ripping you to shreds, however, they

thank you for ridding them of the most annoying member of their clan. Harpies are

strictly forbidden to kill each other so your killing Giorgio's kidnapper was a great boon

to them. They aren't even angry about the couple of harpies you killed while

approaching, dismissing them as unfortunate casualties. Because of your good deed, the

harpies decide that they wish to adopt you. You go and live with the harpy colony as their

newest princess and live happily ever after. The End. ☺

→ With the super powers of your awesome platinum nun-chucks, you defeat harpy after

harpy. They practically hurl themselves at you and you stave them all off. Eventually the

entire flock is depleted and the Fleeting Fairy is safe once more. All the patrons and crew

members applaud you and decide to treat you to dinner on the ship. You have the steak.

The End. ☺

→ You wind up and hit Mrs. Hagleworth a good one in the shins. "Ouch!" she cries out

and immediately whacks you in the head with her shuffleboard stick. So hard that you

die. The End. ☺

→ “Doctor! Doctor!” you cry. Immediately a man in a white coat comes sprinting up the stairs. He quickly assesses Mrs. Hagleworth crumpled form. “She’s having a heart attack,” you explain.

“No, she’s not. She’s overdosed on steroids,” he replies after examining Mrs. Hagleworth with various complicated looking instruments.

“What? But that would mean she was cheating in our game of shuffleboard!” Realizing that you have won the shuffleboard match by default you begin to dance the Macarena and sing Tequila. You later go on to become the shuffleboard champion of The Fleeting Fairy, a glamorous yet short-lived title. Once you return home, you aren’t as cool. The End. ☺

→ You put on your best shuffle board attire and gather your shuffleboard stick and shuffles. Unfortunately though, once on the twenty-second deck you see your arch nemesis: Mrs. Hagleworth. She politely inquires as to whether you would like to play a round of shuffleboard with her. You graciously accept and you and Mrs. Hagleworth begin to play, both keeping up a delicate ruse of actually appreciating each other’s company. As the game progresses, it becomes clear that Mrs. Hagleworth is the superior shuffleboard player. Mrs. Hagleworth clearly delights in this as she snickers on almost every move of yours. Upon a particularly amateur play of yours, Mrs. Hagleworth makes a shamefully crass comment comparing your skill level to that of a banana slug.

To whack Mrs. Hagleworth in the shins with your shuffleboard stick relocate to the Plum text on page four. To take the high road and ignore Mrs. Hagleworth’s comment, continue reading below.

As Mrs. Hagleworth begins her next play, she suddenly collapses. It becomes

apparent that she is having a heart failure as she grasps her chest and cries out, "I'm

having a heart failure!" If Mrs. Hagleworth dies, you would, by default, be the victor of

the shuttleboard match.

To call a doctor for Mrs. Hagleworth relocate to the Dark Yellow text on page four. To accept

your shuttleboard title, continue reading here.

You celebrate your victory by promptly dancing the Macarena and singing

Tequila. Midway through said victory celebrations, a mysterious man approaches you.

Dressed in all black, he is truly mysterious. "Hello," he says.

"Who are you?" you reply.

"I am Giorgio," he answers.

"Do I know you?" you ask.

"Of course you know me, I've been here since page one, go back and look."

"What?"

"I've already been in this story, like, a lot. You know who I am"

"But that's not how a "choose your own adventure" works..."

"It's not usually, but since you chose wrong I'm giving you a second chance with

my rugged good looks and sensible spa uniform."

"Well I won't say no to that," you counter as you fall into his arms. The End. ☺