

THE LAND OF NO WORRIES

— A GAMEBOOK

- Three things and that's it, the three women told you*
- To the Merchant's House, you should go, they said too*
- Only if you got three things, they told you again*

In front of you is this endless and peaceful landscape. The weather is sunny. You have dreamed of it for a long time : enter the Merchant's House. You just need one thing : three objects in the country. And that's it, the three women said.

If you choose to move to the city, let's turn the book to page 4. If you choose to wander through this small path, let's turn the book to page 6.





The town is guarded by a big and intriguing door. You bear no money — gold or silver — to enter the town this way.

If you choose to move back to the country, let's turn the book to page 1. If you choose to walk along the town's walls, let's turn the book to page 9.



The hill of the two mills – a local told you on the road. They are here in front of you. The locals told you about the “magical” old ruin in the country.

If you choose to see the old ruins in the country, let's turn the book to page 7. If you choose to pursue your walk in the countryside, turn the book to page 11.

The so-called “magical” ruin — sitting alone in the countryside. You notice this small pair of keys in the grass, and put them in your pocket.

If you want, you can pursue the walk by turning the book to page 11. If you choose to turn back to the main road, move to page 9.



The “small-door” — like the locals called it. The door for the penniless and the foreigners — they told you too.

If you decide to enter the town, let’s move to page 17. If you don’t want to, you can move to page 7. And if you want to walk along the town’s walls, move to page 4.



The Dam and its bridge. If you hadn't noticed it yet, there is a small piece of metal left on the bridge. You take it with you.

You can move to the harbor page 13. You can follow the nearby path to the town and move page 9.



The harbour and its three silent boats – the tune sung by the local women.

If you want to see it, the old fishery is on page 16. Or go back to page 11.





The Old Fishery — United and... the scripture is unreadable. Looking around, you spot well polished screws. You take them.

There is nothing to see after the Old Fishery. Move back to page 13.

The Town. Another guarded door is blocking the main streets.

For the “turnaround” move to page 19. If you want to move back, go to page 9.



Nothing much to see. Isn't it ? You wonder why this hole is not repaired in the city wall.

You can move in the town center if you turn the book page 22. You can also move back page 17. And you can wander to the coast if you turn the book page 16.





The Merchant's House — That's where the adventure ends. Count the objects you have collected along the road. If you have found the pair of keys, the piece of metal, and the screws, that's the end for you. If not — move to page 19.