

## The Dangerous Desert Adventure

You are in the middle of the blazing hot desert about to set off on your adventure. You are excited and scared at the same time. Suddenly, there is a loud scream. One member of your group sees a black beetle in the sand. They scream loudly, making all the camels jump up in the air, dropping all your equipment.

If you roll a 1, 2, 3, 4 or 5 all your equipment and any water you bought is safe.

If you roll a 6, one of your water bottles hits a rock and spills out onto the desert. Roll the dice again and if you roll another 6, you lose another water bottle. If you have lost all your water, then you and everybody knows you will not survive in the desert without water. Your fellow explorers say goodbye and jump on their camels leaving you to die of thirst.

If you have water left you jump on your camel and set off on your adventure across the blazing hot desert.

Suddenly you feel something crawling up the back of your neck. It's the black beetle. They are renowned for making homes in people's ears. If you bought the **ear plugs** you stick them in your ears as quickly as possible and the beetle gets bored and drops back into the desert.

If you didn't buy **ear plugs** then you must roll a 2, 3, 4, 5 or 6 to make the beetle find another home, preferably in the desert.

If you roll a 1, the beetle jumps into your ear and begins making a home. The scraping makes you insane and you jump off your camel and run into the desert. Never to be seen again. Your desert adventure ends here.

As you continue your 100 mile trek across the desert, you see something moving towards you very quickly in the distance. It looks like a blanket of sand. It is a sandstorm!

If you have bought a **pair of sunglasses**, you put them on and survive.

If you didn't buy a **pair of sunglasses**, you must roll an even number to survive.

The sandstorm passes uncovering hidden desert life. Plants, lost skeletons and scorpions!!

Your camel will not move.

If you bought a **spade and walking boots** (to protect your feet), you get off your camel and hit the scorpions with it, making them go away.

If you only bought **walking boots** or just a **spade** then you must roll higher than a 3 with two dice to make them go away. If you roll lower than a 3 then the scorpions attack you and your camel and you both die in the desert.

If you didn't buy a **spade or walking boots**, you get off your camel anyway and kick sand all over the scorpions. If you roll a 1, 3, 4 or 6, then you cover the scorpions with enough sand, so your camel thinks they have disappeared and will move, so you can continue your adventure.

If you roll a 2 or 5 the scorpions attack you and your camel and you both die in the desert.

The clear blue sky has changed into a black one with silver stars sprinkled on it. It's night time. So you decide to set up camp for the night.

If you bought a **tent** and a **blanket**, then you have a good night's sleep.

If you only bought the **tent**, then you struggle to get to sleep because of the cold. Roll the die twice. If you roll a double (the same number twice) then the cold is too much for you and you die.

If you only bought a **blanket**, you must roll an odd number to survive the freezing cold temperatures.

If you didn't buy a **tent**, you must roll a lucky 6 to survive. If you roll any other number you fall asleep and don't wake up.

It's morning time. You wake up and look forward to continuing your journey.

You look around and see that all the camels have disappeared. You now have to continue the rest of your journey on foot. The only problem is, all the tracks have been covered. You don't know which direction to go in.

If you bought a **compass** and roll a 1, 2, 3, 4 or 5, you find the right direction to go in and set off on foot.

If you bought a **compass** and roll a 6, the compass doesn't work. You have wasted your money. You are lost in the desert forever!!

If you didn't buy the **compass** and roll a 1, then by a miracle, you put your finger in the air and somehow find which direction you need to go in and continue your journey.

Walking across the desert, you wish you were on your camel. Your feet are tired and you are thirsty. The sun is hotter than it has been. You need water.

If you bought **two bottles of water**, you drink them both quickly and regain your energy to continue your journey.

If you only bought **one bottle of water** or only have one left, then you **must roll an even number** to stop your thirst and to continue your journey.

If you roll an odd number or you don't have any water, you drop to your knees. The desert has beaten you. Your adventure finishes here.

You reach the top of a sand dune and look down. You see what looks like a camel in the distance.

You run down the sand dune towards the camel. If you roll a 1 or 2, the camel disappears. It is just a mirage. You are so upset you cannot continue. You must roll an even number to get your willpower back to continue your journey. If you don't you give up and lie back and think how close you came to completing your dangerous desert adventure.

If you roll a 3 to 6 you know it is a mirage and continue your journey.

You see smoke rising in the distance and think it is another mirage, but then you realise it's your friend's camp. Congratulations, you have almost completed your dangerous desert adventure.

You amble over to the camp, excited but worried at the same time, not knowing if your friend will still be alive.

Then you see him. But he doesn't seem to recognise you. You need to give him something that will show you know him. You dig in your bag.

If you do not have anything left, your friend's eyes turn red and he runs at you with a heavy metal cooking utensil and knocks your friendship and life straight out of you. Your adventure ends here! But another awaits you in the afterlife.

If you have something left from the Sahara Shop, you give it to him as an offering that you mean him no harm. Roll the dice for the last time. If you roll a 1, 2, 3, 4 your friend looks you right in the eyes and gives you a heart-filled hug. "You've saved my life dear friend once again!" You have done it! Well Done!

If you roll a 5 or 6, your friend stares insanely at you and picks up a glowing red log from the fire and brandishes it in the air to chase you off. It will take some time and energy to convince him that you are his friend. You must roll three even numbers in a row to make your friend see sense, otherwise, he gets even crazier and beats you to death with a camel bone. Your dangerous desert adventure was just that. Too dangerous!

**THE END**