

# THE LONG ROAD HOME

a choose your own adventure (CYOA)

Version 12

by

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This adventure is written in PDF and the normal standards are in effect. Hyperlinks are displayed as underlined text and a left mouse click will activate them. For a better reading set your PDF reader to display one page. Make sure you are at the Title Page.

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Go to the adventure. [Area-01](#)

## Area-01

You are flying in the Space Patrol Landing Craft to the Northwest of Region 4 Island on a resupply mission on the planet Pandora when you have trouble with your fuel supply. Your fuel supply is down to twenty pounds. You quickly align the craft with the only flat area on the West of the island. Just as you hit the threshold, you give the craft maximum boost in order to cut its speed. Even so, the VTOL (Vertical Take-Off Landing) craft hits the ground with a mighty jolt.

The landing craft is primarily designed to operate in an atmosphere as it has retractable stubby wings, a rudder and ailerons but it can also operate in space. It can carry several tons in its cargo bay which has large doors for loading and unloading. It has four landing jets and four landing struts for VTOL operations.

You get up from the control seat and go back through the air lock to the cargo compartment. Here you open the hatch to the fuel compartment. The strong vitriolic smell of fuel assails your nose and you spot the reason for the fuel leakage. The nozzle outlet of the large collapsible bladder of fuel is leaking and you notice a fair amount of fuel in the bottom of the fuel compartment. You leave the fuel and cargo compartments open and return to the air lock where you open the hatch to the outside. You then go to the control cabin, grab the craft's survival pack, your soft cap and your flight-case and leave the landing craft. You need to get to a safe place in case there is an explosion.

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Go at least one hundred meters from the downed landing craft.

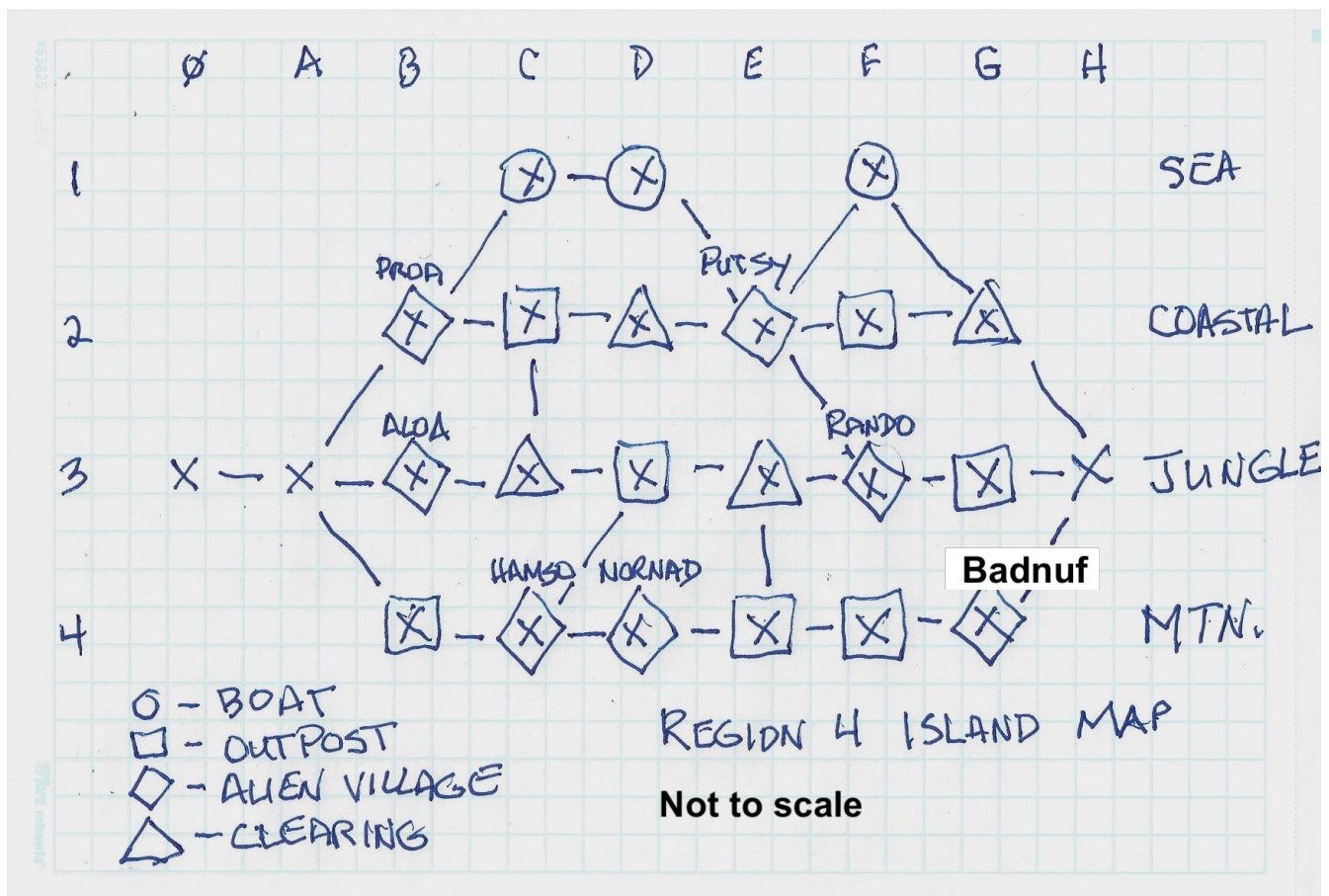
[Area-02](#)

For a look at the landing craft go to [Area-01A](#)

## Area-02

You have found a safe spot behind a large boulder.

The next step is to inventory the flight-case and survival pack for something useful. The flight case contains a large map of the Region 4 Island. This is a necessity if you have to hike back to your patrol headquarters.



Remember to print this page before you take off on your adventure. This PDF operates the same as any normal PDF.

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Next you inventory the survival pack for it's contents. [Area-02A](#)

## Area-02A

You open and remove the items in the survival pack.

1. A radio locator beacon. You turn it on and the battery is dead. The spare batteries the beacon contains are also dead. This means that you have no choice but to hike your way across the island to your patrol headquarters.
2. An adjustable utility belt.
3. Two each one liter sized collapsable canteens with tops. Each canteen top contains ten water purification tablets which can kill any bacteria and germ known to man. Viruses are another matter but this planet is fairly free of airborne viruses.
4. Enough packets of dehydrated food for several days.
5. A large waterproof poncho with a heat reflecting inner lining.
6. A pouch of alien money (coins) valued at \$500.
7. A camouflaged hat with a wide brim.
8. Sun Goggles.

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To see the rest of the survival pack contents. [Area-02B](#)

## Area-02B

9. A small twenty power telescope with night vision.
10. A Kurki knife. This is the machete knife that the Sikhs of India on Earth made famous. It has a machete on one side of its curved blade and a saw on the other side. Also on the scabbard there is an attachment for the utility belt and a pocket that holds a sharpening tool.
11. A flashlight with a spot light and flood light feature. The battery is rechargeable.'
12. A Fedor's Travel Guide to the Area 4 Region of Pandora.

You then put on some of the items and return some of them to the survival pack which you put on.

Since you are going to have to walk the rest of the way to Patrol Headquarters in your flight suit. You should be aware of some of its features. You are wearing cotton underwear and socks to wick the sweat away from your body. Your boots are waterproof with velcro fasteners. You should take them off frequently as your feet will sweat quiet a bit. The pants with its many pockets has draw strings to tighten the waist and the cuffs. This will prevent small insects from entering. Your Jacket has many pockets also and uses a cloth belt to tighten the waist. The collar can be turned up and buttoned to protect your neck. Your soft cap has a cloth which can be deployed to protect your neck and ears.

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You go to a point overlooking the entire island. [Area-A3](#).

## Area-A3

You are at an area away from your ship and looking at the three main trails that lead to Region 4 Headquarters. They are:

The Mountain trail. This is physically the toughest trail and has a lot of risks but it could be the fastest trail.

The Jungle trail. Because of the dense undergrowth, this is the hardest trail to navigate but it is more direct than any of the others.

The Coastal trail. This is the easiest trail to navigate but presents more risks such as animals and swamps.

The Sea trail. This trail is easier but does contain risks such as reefs and shoals. The trail is not directly accessible but can be reached from the first area on the coastal trail.

You will encounter some uncharted paths on your travels. Some are safe and some are disastrous.

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Go to the next page. [Area-A3A](#)

## Area-A3A

You will encounter alien villages during your travels and the names of their villages in this document approximate a phonetic interpretation of the spoken name.

The aliens are a strange looking group of people. They have 4 legs, are beady eyed and are sometimes vicious. They have a round body with one set of legs attached to the rear of the body. A longer set of legs are attached to the middle of their body. A set of arms with hand like appendages is attached to the front of their body. Lastly they have a round head attached to the front of their body with talking, seeing, hearing, smelling and eating organs. They have sharp teeth and can inflict a serious wound. In terms of evolution, they are at the bronze age level with some exceptions and they carry sharp spears and knives.

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You can go onto the coastal trail from here Area-B2. [Coastal Trail](#).

You can go onto the jungle trail from here Area-B3. [Jungle Trail](#).

You can go onto the mountain trail from here Area-B4. [Mountain Trail](#).

## Area-B2

This is the beginning of the Coastal trail. The trail roughly follows the islands coast with swamps, bogs and marshes. There is also a lot of grassland on this route.

There is an alien village with lots of huts made of locally obtained materials here. Most of the aliens in the lowlands are friendly. The village is named Proa after an alien God.

~~~

You can go to the beginning of the sea trail [Area-C1](#).

You can go forward on the coastal trail [Area-C2](#).

## Area-B3

This is the beginning of the jungle trail. Vines and impenetrable growth characterizes this trail.

There is an alien village here but most of the aliens in the lowlands are friendly. You hope those briefings you got were accurate. The village is named Aloa after a great alien warrior.

~~~

You can go forward on the jungle trail [Area-C3](#).

## Area-B4

This is the beginning of the mountain trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

The Space Patrol Outpost is a self-contained survival shelter which is manufactured here on Pandora's headquarters island group. It was necessitated by the need for a protective environment on Pandora's larger islands for explorers and for survival reason. It has a 1.8 by 2.0 meter floor-plan that is 2.0 meters tall at it's gable roof line. The roof has two skylights. It has grappling hooks at each corner of the roof to make it air-deployable. The whole thing is made of metal with a door at one end that has a mechanical lock. The long sides each have three 6 inch posts with feet to keep the outpost off the ground. Inside is a bunk bed that will hold two individuals. Also there is a work surface that is one half a meter by 1.75 meters. A small generator powers both lights and the air recirculation system. Above and below the work surface are cabinets that contain food, water, clothing and other necessary supplies. It is locked but all patrol member have the pass-code.

You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the mountain trail to [Area-C4](#).

You can take an uncharted path to [area-B4A](#).

## Area-C1

This is the beginning of the Sea trail.

You secure passage with some of the alien money from the survival pack. You promise the aliens a bonus when the ship reaches its destination. The ship's captain smiles or what you think passes for a smile.

~~~

You can go forward on the sea trail [Area-D1](#).

## Area-C2

This is on the coastal trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

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You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the coastal trail [Area-D2](#).

You can cut over to the [Area-C3](#) on the jungle trail.

## Area-C3

This is on the jungle trail.

There is a clearing here that has definitely been used by the aliens. There are bones and evidence of a recent campfire here. There is also a small stream of water.

You refill your canteens.

~~~

You can go forward on the jungle trail [Area-D3](#).

## Area-C4

This is on the mountain trail.

There is an alien village here but most of the aliens in the lowlands are friendly. It is not known if the aliens in the mountains are friendly or not. It might be best to circumnavigate the village. The village is named Hamsu.

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You can go forward on the mountain trail. [Area-D4](#)

You can take the path to the jungle trail. See your map. [Area-D3](#)

## Area-D1

This is on the sea trail.

The alien boat has just navigated a very dangerous shoal. They are quite adroit in maneuvering their boat. You remind the aliens of the bonus that a successful voyage will bring to them.

The alien captain of the ship has informed you that the ship will go to the alien village situated at Area-E2 in order to take on water.

~~~

You can go forward on the sea trail to the alien village of Putsy.  
[Area-E2](#)

## Area-D2

This is on the coastal trail.

This is a clearing on the trail with a little brook beside it. It looks like campfires have been set here. There is a small trail that leads away from the clearing but it is not on the map.

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You can go forward on the coastal trail to [Area-E2](#).

You can follow the small trail and see where it leads. [Area-H2](#).

## Area-D3

This is on the jungle trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

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You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the jungle trail to [Area-E3](#).

## Area-D4

This is on the mountain trail.

There is an alien village here but most of the aliens in the lowlands are friendly. It is not known if the aliens in the mountains are friendly or not. It might be best to circumnavigate the village. The village is named Nornad. You are not sure if the name is a person, place or thing.

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You can go forward on the mountain trail. [Area-E4](#)

Area-E1

This is on the Sea trail.

You remind the aliens of the bonus that a successful voyage will bring. You flash the money and threaten to throw it over the side if anything untoward happens.

~~~

You can go forward on the sea trail to [Area-F1](#).

## Area-E2

This is on the coastal trail.

There is an alien village here but most of the aliens in the lowlands are friendly. You have met several aliens in the past and can attest to their amicability. There is a small stream of fresh water that runs behind the village. The village is named Putsy after a glorious alien chieftain.

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You can go forward on the coastal trail. [Area-F2](#)

You return to the sea trail with the alien captain. [Area-F1](#)

You can take the path to the jungle trail. [Area-F3](#)

## Area-E3

This is on the Jungle trail.

There is a clearing here that has definitely been used by the aliens. There are old campfires and fur and bones from alien kills strewn about. There is a small trail that leads away from the clearing but it is not on the map.

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You can go forward on the jungle trail. [Area-F3](#)

You can follow the small trail and see where it leads. [Area-H2](#)

You can take the path to the mountain trail. [Area-E4](#)

## Area-E4

This is on the mountain trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

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You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the mountain trail to [Area-F4](#).

Area-F1

This is on the sea trail.

You pay off the bonus due to the Aliens and they land you at a spot near the coastal trail. This time both the captain and the crew smile at you or what you think is a smile.

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You go to the coastal trail. [Area-G2](#)

## Area-F2

This is on the coastal trail.

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You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost.

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You can go forward on the coastal trail to [Area-G2](#).

## Area-F3

This is on the jungle trail.

There is an alien village here but most of the aliens in the lowlands are friendly. They smile at you. The village name is Rando.

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You can go forward on the jungle trail. [Area-G3](#)

## Area-F4

This is on the mountain trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

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You replenish your food and water supplies. You are not really tired but you take advantage of one of the bunks in the outpost to take a nap before going on. You can never know what lies ahead. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the mountain trail to [Area-G4](#).

## Area-G2

This is a clearing on the coastal trail.

Like all of the clearings on the island, it has old fire pits, a healthy supply of water and a couple of make-shift shelters. You take advantage of the water to resupply your canteens.

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You can go forward to the Patrol Region 4 headquarters. [Area-H3](#)

## Area-G3

This is on the jungle trail.

If you are familiar with the Space Patrol Outpost description, you can skip the next paragraph.

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You replenish your food and water supplies. You are extremely tired and take advantage of one of the bunks in the outpost. You remove your flight suit, boots and cotton underwear and hang them up to dry. You lock the door and sleep in the all-together,

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You can go forward on the Patrol Region 4 headquarters. [Area-H3](#)

## Area-G4

This is on the mountain trail.

There is an alien village here but most of the aliens in the lowlands are friendly. It is not known if the aliens in the mountains are friendly or not. It might be best to circumnavigate the village. The village name is Badnuf.

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You can go forward on the Patrol Region 4 headquarter at [Area-H3](#).

## Area-H3

You have arrived successfully at the Patrol Region 4 headquarter at Area-H3. You receive the congratulations of all of the members of the patrol. The leader of the Region 4 Headquarters is glad to get you back but is worried about the cost of replacing the patrol landing craft you destroyed. You hurriedly explain to him that with the proper supplies, i.e. a new fuel nozzle and more fuel, the landing craft is recoverable.

You go to the club for a well-earned drink.

THE END.

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To replay this adventure, go to [Area-03](#).

## Area-H2

You slip and fall into a bog of quick sand and you have died in your mission to return to Patrol Headquarters. Sorry, but you can have another chance.

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To replay this adventure, go to the beginning. [Area-03](#)

Area-01A

Landing Craft - LC-GP-MKI 354 (in space configuration)



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Return to previous page. [Area-01](#)

## Area-B4A

This is a Space Patrol Outpost like the one you just left.

You go inside and check out the supplies hoping for something you can use. You discover several relatively fresh radio locator beacon batteries.

You go outside to the clearing, insert the fresh battery in the radio locator beacon and turn it on.

In about two hours you hear the roar of an approaching landing craft which hovers over the clearing and gently sets down.

The pilot sticks his head out of the side window and yells, "Yellow Cab Company. Where would you like to go?"

You give him the appropriate sign and climb into the Landing Craft which immediately lifts off.

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Go to Patrol Headquarters at [Area-H3](#).