



# The Immigration Process: A Choose Your Own Adventure “Book”

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The background is an abstract composition of overlapping geometric shapes. At the top, a dark teal triangle points downwards. Below it, a light green trapezoid extends to the right. The middle section is dominated by a large teal shape. At the bottom, another dark teal triangle points upwards, and a light green trapezoid extends to the left. The overall effect is a modern, layered landscape.

# The Ticket is Yours! (Expositions!)

Let's start your adventure!

# You Ready For Some Adventure?

“Gottlieb!” You hear your brother Fynn calling, “I got us tickets, to live with Auntie Susan and Uncle Robert in the United States of America!”

You just give Fynn a look, but he holds strong as he removes the tickets from leather satchel mounted on his shoulder. You see the tickets and they sure enough say, “This is your ticket to Ellis Island”, the date read that your departure should commence in two days time. You had never actually considered leaving the great home of Hamburg, Germany. “You don’t want to fight in the army, do you?”

Fynn had brought up a good point, you really didn’t want to be in the army of the Kaiser, faced with decision, here are your options...

Just be like, “No thanks”, because you like your home in Germany.  
Tell Fynn, “The Kaiser won’t get me, let me go start packing.”

# Anchors Aweigh!

You bring five luggage bags with you to the port, the attendant gives you a sideways glance, smiles, then requests your ticket. “Mr. Gottlieb Felber, you and Mr. Fynn Felber will be in class two seating, Molly here will guide you to your room.”

Well, what Molly left you in was a room, just one that wasn't only yours. You thought that there must've been a hundred other passengers on this vessel staying with you.

Next thing you know, the ship is leaving port and you are leaving what's been home to you for all of your twenty-six years on the planet Earth.

The dinner comes along if you could even call it that, the upper class passengers have freshly prepared pork while you're stuck with green clams, which you think are just shaped plastic.

You got a few things to consider, do you...

Sneak up the ship and steal the good food.

Eat the green clams.

Go hungry for the ride.

The background features a series of overlapping, angular shapes in various shades of green and teal. A large, dark teal shape forms a wide, shallow 'V' or mountain-like silhouette across the top. Below this, a lighter green shape extends to the right. The central area is dominated by a large, solid teal shape. At the bottom, another dark teal shape mirrors the top one, creating a sense of depth and framing the central text.

# Initiating Events!

Let's introduce the main problems!

# You're Famished!

You decided to not even so much as touch a speck of that slop for the entirety of the two and a half week long boat ride over the pond. All you can do when you see a frog in the distance, (Fynn informs you that the small frog is actually Lady Liberty, welcoming you to "The Great American Melting Pot"), is cheer because you know how close you are to even a little cookie crumb touching your taste buds and creating a delicious sensation of flavors in your mouth.

You stumble off the ship and swipe a bag of popcorn from a child waiting on the dock for a family member. You dump the whole bag down your throat without even chewing, it was the best food you'd ever tasted.

You stroll happily into the Great Hall, it definitely lived up to its name, in your head you can imagine someone having a party and being able to say, "The Bear Dances Here!". They wouldn't be lying either, it really was the best joint in all of New York to host a ball.

You are on your way to the front of the line when a rude line-jumper with a mangled, shaggy grey beard skips right by you. You want your spot fairly, do you...

Alert an officer and yell, "LINE-JUMPER, LINE-JUMPER!"

Just let it be and have one more person pass you.

# Call the Cop!

The on-hand guard takes his sweet time waddling over to the place where he heard you accusing an old man of the unethical behavior. The officer reaches you and says, “Well what seems to be the problem here young man?”

You start to recount the previous events, on little prehand knowledge of English, “Well, the man up there, with a beard, passed me in line, and...” as you struggle to communicate the officer just cuts you off by saying, “Now what you just told me isn’t even a misdemeanor, thanks for trying to help, but he won’t affect you ever again.”

After that the officer just left, no more words, no more chances for you to justify what happened, all you can do now is wait one person longer in line.

After the run-in with the police officer, and the whole bearded man situation, Fynn seems a little tense. You look into his eye, you can see the fear coursing through him, like his head will just pop if more more thing happens. You ask Fynn, “Is everything alright” well, that did it.

Fynn just turned into a fit of rage, rambling on about rude people, lazy officers, even a few words about fake food. All in all, he wanted to go back to Hamburg. You think he’s crazy because of this, you try to say things along the lines of, “It’s not nice there...” or, “You don’t want to join the army...”.

**CONTINUE ON THE NEXT SLIDE**



# Call the Cop! (Cont'd)

Fynn just glares at you, making you think he's trying to suggest you've got it all wrong. Then, you saw Fynn's hand soaring through the air at what you thought had to be at least ten KPH. Next thing you knew, there is a giant red mark on your face and pain everywhere around it. The guard hustles over a lot quicker than he did before, and knelt down by your side. He asks, "What happened?"

At that moment, you realize you have two options. Do you...

Rat out your brother for hitting you.

Say it was the old man in revenge of him line-jumping ahead of you.

# Let it Be!

You just let it be, he passed you, only one more person. You finally can see the registration desk in the distance. You wait for another hour or so, by this point you've lost track of the time. Once the person in front of you hits the desk, a man makes the following announcement. "The people being tested right now will be the last people tested for now, testing will resume once the one hour lunch break has reached a conclusion at one o'clock. Please be patient and we'll be back with you then, have a wonderful time in America!"

You could tell by the tone of his voice that the man had been waiting all day for his precious lunch break. With each word you could tell he knew he was one step closer to the glorious items packed inside his silver pail. By the end of the speech, it sounded like he had been waiting for the hors d'oeuvre of his seven course meal for three whole hours.

You snarl at the bearded man when he happily walks by, of course if you had just called over the guard, you would have the last test before lunch, not him. Fynn seems very angered by these events, and rightfully so. Your Aunt Susan and Uncle Robert said it would be fun to come here, but it had been a disaster, Fynn starts mumbling about going back home, you try to talk him out of it, but all Fynn does in response is forcefully smack his hand on your face. You fall hard to the ground, a guard comes to your aid asking what just happened. Do you...

Rat out Fynn.

Blame the old man in revenge of his line-jumping.

The background is an abstract composition of overlapping geometric shapes. At the top, a dark teal triangle points downwards. Below it, a large teal trapezoid dominates the center. The bottom features a dark teal trapezoid pointing upwards, with a light green shape partially visible underneath. The entire design is set against a light green background.

# Rising Actions!

Let's cause some problems!

# The Line-Jumper is put to Justice!

The guard thanks you for your help and rushes towards the bearded man with a set of handcuffs. Fynn just has look of utter disbelief on his face, knowing that you just saved him from being cuffed and possibly banned from America. “Thank you.” are the only only words that Fynn can mutter.

The woman that was at the desk releases an exhausted Italian family and says that they are now ready for you to be tested. You get eight out of ten points, you’re not exactly sure why, but apparently that’s a pretty good score. Fynn however, wasn’t as lucky as you. When he receives his sheet it says, “FIVE OUT OF TEN”, meaning that he has to be placed in a waiting room with other people. “It could be months!” He yells, “Months until I’m allowed in!”

Fynn was causing a ruckus, and everyone was seeing it unfold. You know that only you can stop him. Do you...

Let Fynn go on with his tantrum.

Tell him to stop, but risk being hit again.

# Fynn is Starting to get Really Angry!

Fynn is now unstoppable, he's flailing, cursing, screaming, and worst of all, he's not being like a brother to you anymore. It used to be whenever anything bad at all happened, he'd always get over it. Not this time though, Fynn has been yelling and screaming for hours and hours. You cannot stand it and continue on to the five second physical.

The doctor glances at you, you're pretty nervous because, if you don't pass, you go to the dreaded hospital wing. Do you...

Let fear get you and feel nauseous.

Resist everything that fear is throwing at you and tell it, "Not today."

# Stop it Fynn!

You hold down Fynn's arms look him in the eye and yell, "HALT!" (stop) louder than the roar of a tiger.

Fynn looks into your eye and then starts weeping. He apologizes countless times the buries his head into your waiting hands. You brush his hair and do the whole big brother, "It'll all be okay."

You inform Fynn that it is time for the physicals, he then follows you to the physicals area. The doctor looks at Fynn's eyes that had been red from crying. The doctor's smile transforms into a look of fear. The doctor clears you but says Fynn might have an eye condition and needs to go to the hospital wing. Do you...

Let the doctor take Fynn.

Try to explain what happened earlier.

# Not Today Fear!

You clear your mind, take deep breaths, and say to yourself, “Not today fear.”

The doctor gives you a quick look, smiles then gestures for you to pass through to the stairs. You sprint up the stairs, leaving your fear in the dust, and reaching the top you see the gateway to a brand new world. You smile then say to yourself, “I finally made it here.” Then Fynn crosses your mind, you know he might not make it through the rigorous process of being degermed. Do you...

Kick Fynn out of your head by saying, “He’ll be alright.”

Run back in to save Fynn.

The background is an abstract geometric composition. It features several overlapping triangular and polygonal shapes. The top and bottom areas are a vibrant lime green. The central area is a large teal shape. Within these green areas, there are darker teal shapes that create a sense of depth and layering, resembling a stylized mountain range or a layered landscape.

# Climax!

It's do or die time!



# Don't Take Fynn!

You plead to the doctor, "Please! Don't take him! He'll never make it! He isn't even sick!"

The doctor is flabbergasted. He back and forth between you and Fynn, you explain the whole test incident, the tantrum, the crying, all to justify Fynn's red eye. The doctor's response was, in a word, enlightening, "I do believe you, but it is protocol for me to take Mr. Fynn Felber to the hospital wing, I truly apologize to you."

This is do or die, fight or flight, sink or swim. All you can do is...

Take Fynn by the arm and run to freedom.

Let the doctor take Fynn to the hospital wing.

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# Falling Action!

Let's begin to conclude your adventure!

# Run to Freedom!

You grab Fynn by the arm, whisper these two words into his ear, “Go time.”

Then the two of you run, you just run to freedom. You pass guards, police, immigration officials, and you don’t care. You and Fynn have one more mile to the train station, where you will ride to Norwalk to meet up with Aunt Susan and Uncle Robert. The police catch you about 20 yards from the platform. You can taste the freedom. Do you...

Let the police take you in.

Take your last shot by jumping to the train.

The background consists of several overlapping geometric shapes. A large teal shape forms a central horizontal band. Above and below this band are lime green shapes, some of which are further divided by dark teal lines, creating a layered, mountain-like effect.

# Resolutions!

Let's end your adventure!

# You Stay In Germany...

You decline Fynn's offer, he leaves for America without you. While you sit in your room brooding, the Kaiser drafts you and you end up living your nightmare. Want another ending? How about you [TRY AGAIN](#).

# You Eat Green Clams...

When you arrive at Ellis Island, you feel too nauseous to enjoy, well, anything. You ate every single scrap of food that the ship gave you for the whole 2 ½ week boat ride. You fail the five second physical, and the doctor sends you back to Germany to keep your foreign germs there. You end up getting better, but you fight in the army. Want another ending? How about you [TRY AGAIN](#).

# You Sneak Upship...

You sneak up the ship, spot the upper class passengers sitting at a long dining table. You catch a glimpse of an older man tossing the fat of his pork towards an unlidded tube containing a plastic bag on the interior. You jump out from your hiding place, grab the fat, and wolf it down. The upper class passengers report you for “contaminating” their private suite, and stealing freshly prepared food. The captain demands that you take the next ship back to Germany once you’ve arrived at Ellis Island. And you ended up joining the army. Want another ending? How about you [TRY AGAIN](#).

# You Rat Out Fynn...

You rat out your brother, the guard thanks you for telling him what happened and puts Fynn in a room where he will wait. He will wait for the next ship to Hamburg, you try to go on without him, but just cannot bear it. You buy the next ticket to Hamburg where you end up joining the army. Want another ending? How about you [TRY AGAIN](#).



# You Let Fear Best You...

You let fear best you and actually throw up on scene. It isn't pretty. The Ellis Island officials demand that you will be put into quarantine and sent back to your home of Germany. They'll never let you go back to America so that your Germs don't mix with theirs. Want another ending? How about you TRY AGAIN.

# The Doctor Takes Fynn...

The doctor takes Fynn, you realize he won't make it. You rush into the hospital wing to save Fynn, but you get infected since you entered the area without taking the proper safety precautions. You end up dying in the hospital wing. Want another ending? How about you [TRY AGAIN.](#)

# Fynn is Told to Stop...

You get into Fynn's face and order him to stop being such a baby. Fynn gets really mad about that and hits you again. You and him are sent back to Hamburg, but due to your injuries, you get out of joining the army. Want another ending? How about you TRY AGAIN.

# The Police Take You In...

The police just say, “Mr. Gottlieb Zelig Felber, and Mr. Fynn Abelard Felber, we’ll let go home scott free, just never come back to America.”

You and Fynn followed they’re instructions, and were drafted into the Army of the Kaiser. Want another ending? How about you TRY AGAIN.

# Fynn Will be Alright...

You end up making it to Norwalk, happy as can be until you receive a letter informing you that your beloved brother Fynn passed away while in the Ellis Island hospital wing. You go back to Germany to mourn with your family, and get drafted into the army while you are there. Want another ending? How about you [TRY AGAIN](#).

# You Jump...

You jump... to freedom! You hop on the train and go to Norwalk without anybody tailing you. You get a job in a textile mill, Fynn works as a journalist. Your relatives also love having you back, you end up having a great life. Great job on the ending! If you want to see what else could've happened, you can [TRY AGAIN](#).