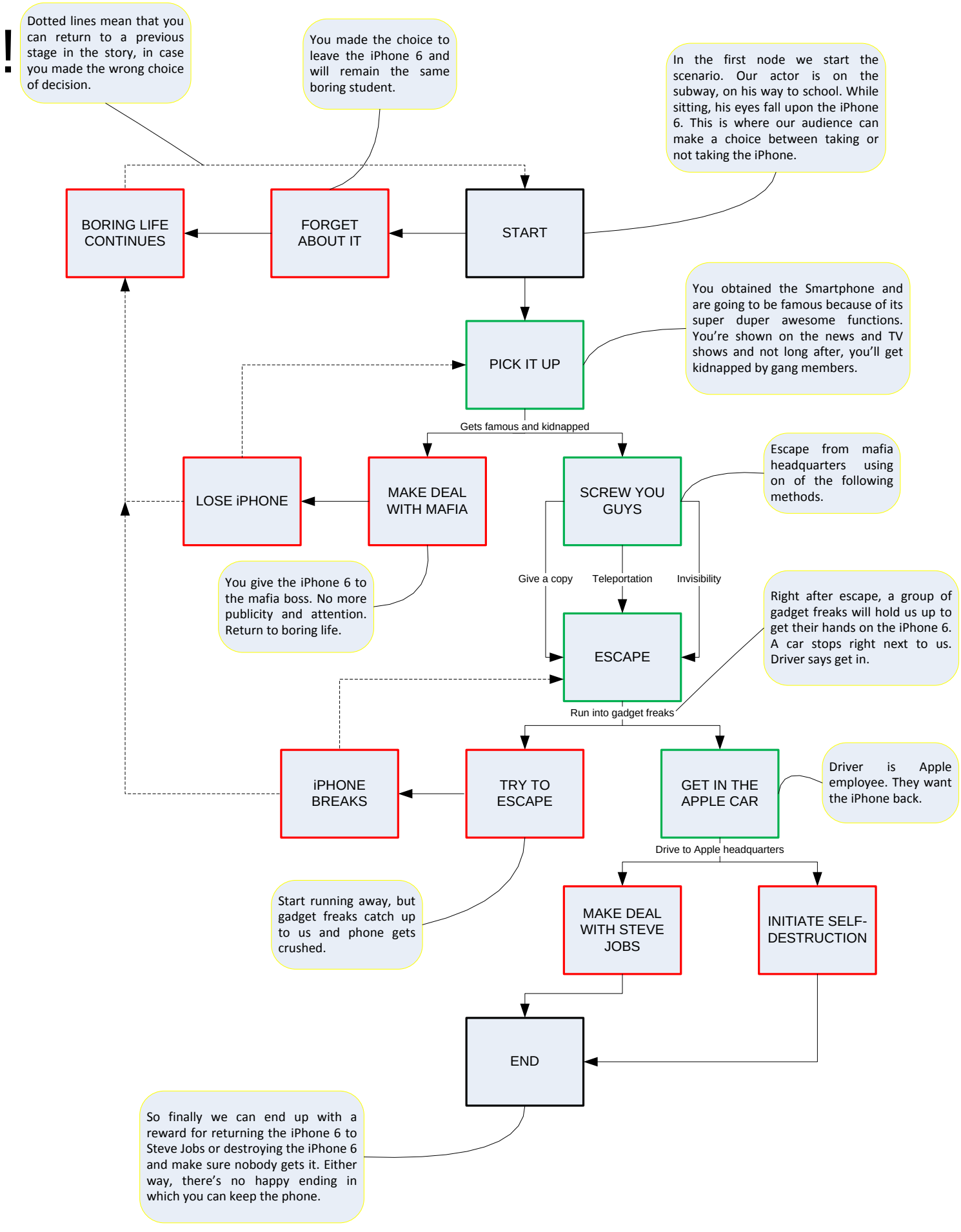
Dotted lines mean that you can return to a previous stage in the story, in case you made the wrong choice of decision.
You made the choice to leave the iPhone 6 and will remain the same boring student.
In the first node we start the scenario. Our actor is on the subway, on his way to school. While sitting, his eyes fall upon the iPhone 6. This is where our audience can make a choice between taking or not taking the iPhone.
BORING LIFE CONTINUES
FORGET ABOUT IT
START
You obtained the Smartphone and are going to be famous because of its super duper awesome functions. You're shown on the news and TV shows and not long after, you'll get kidnapped by gang members.
PICK IT UP
Gets famous and kidnapped
LOSE iPHONE
MAKE DEAL WITH MAFIA
SCREW YOU GUYS
Escape from mafia headquarters using on of the following methods.
You give the iPhone 6 to the mafia boss. No more publicity and attention. Return to boring life.
Give a copy
Teleportation
Invisibility
ESCAPE
Right after escape, a group of gadget freaks will hold us up to get their hands on the iPhone 6. A car stops right next to us. Driver says get in.
Run into gadget freaks
iPHONE BREAKS
TRY TO ESCAPE
GET IN THE APPLE CAR
Driver is Apple employee. They want the iPhone back.
Drive to Apple headquarters
Start running away, but gadget freaks catch up to us and phone gets crushed.
MAKE DEAL WITH STEVE JOBS
INITIATE SELF-DESTRUCTION
END
So finally we can end up with a reward for returning the iPhone 6 to Steve Jobs or destroying the iPhone 6 and make sure nobody gets it. Either way, there's no happy ending in which you can keep the phone.