Book genre quiz: manual scoring

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This is an editorial entertainment game. Give one vote to the label in parentheses beside each chosen answer. Add the six votes. Keep all tied leaders.

1. Choose a pace for tonight.

A slow courtship with sharp talk (Romance) | Clues that arrive in small steps (Mystery) | A strange idea whose effects spread (Science Fiction) | A journey with frequent setbacks (Adventure) | Dread that grows behind a closed door (Gothic) | Room to watch a life change (Literary)

2. Choose a setting you want to spend time in.

A small society full of awkward visits (Romance) | A room where a detail seems wrong (Mystery) | A world shaped by an unfamiliar invention (Science Fiction) | A road or sea route beyond home (Adventure) | An old house with an uneasy history (Gothic) | An ordinary place seen with fresh care (Literary)

3. Which stakes pull you into a story?

Two people learning to see each other (Romance) | Finding the truth before harm spreads (Mystery) | What a new power might do to society (Science Fiction) | Getting somewhere despite a real threat (Adventure) | Facing a secret with a moral cost (Gothic) | Choosing how to live with other people (Literary)

4. Pick a mood you want from the next chapter.

Wry warmth (Romance) | Curiosity (Mystery) | Wonder mixed with doubt (Science Fiction) | Restless anticipation (Adventure) | Unease (Gothic) | Quiet reflection (Literary)

5. How much worldbuilding sounds right?

Social rules I can learn through talk (Romance) | A setting whose details can become clues (Mystery) | A clear speculative change to think through (Science Fiction) | A route whose places alter the journey (Adventure) | An atmosphere with things left partly hidden (Gothic) | Familiar life shown from several angles (Literary)

6. Which relationship would you follow?

A pair whose judgments keep shifting (Romance) | An investigator and a helpful observer (Mystery) | An outsider and a changed society (Science Fiction) | Companions who depend on each other (Adventure) | A creator and the life they cannot control (Gothic) | A person and the people their choices affect (Literary)