

What book am I? 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 (Pride and Prejudice) | Clues that arrive in small steps (The Adventures of Sherlock Holmes) | A strange idea whose effects spread (The Time Machine) | A journey with frequent setbacks (Treasure Island) | Dread that grows behind a closed door (Frankenstein) | Room to watch a life change (Middlemarch)

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

A small society full of awkward visits (Pride and Prejudice) | A room where a detail seems wrong (The Adventures of Sherlock Holmes) | A world shaped by an unfamiliar invention (The Time Machine) | A road or sea route beyond home (Treasure Island) | An old house with an uneasy history (Frankenstein) | An ordinary place seen with fresh care (Middlemarch)

3. Which stakes pull you into a story?

Two people learning to see each other (Pride and Prejudice) | Finding the truth before harm spreads (The Adventures of Sherlock Holmes) | What a new power might do to society (The Time Machine) | Getting somewhere despite a real threat (Treasure Island) | Facing a secret with a moral cost (Frankenstein) | Choosing how to live with other people (Middlemarch)

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

Wry warmth (Pride and Prejudice) | Curiosity (The Adventures of Sherlock Holmes) | Wonder mixed with doubt (The Time Machine) | Restless anticipation (Treasure Island) | Unease (Frankenstein) | Quiet reflection (Middlemarch)

5. How much worldbuilding sounds right?

Social rules I can learn through talk (Pride and Prejudice) | A setting whose details can become clues (The Adventures of Sherlock Holmes) | A clear speculative change to think through (The Time Machine) | A route whose places alter the journey (Treasure Island) | An atmosphere with things left partly hidden (Frankenstein) | Familiar life shown from several angles (Middlemarch)

6. Which relationship would you follow?

A pair whose judgments keep shifting (Pride and Prejudice) | An investigator and a helpful observer (The Adventures of Sherlock Holmes) | An outsider and a changed society (The Time Machine) | Companions who depend on each other (Treasure Island) | A creator and the life they cannot control (Frankenstein) | A person and the people their choices affect (Middlemarch)