

## Defining and Capturing Webbased Interactive Fiction

### Dr Lynda Clark

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Innovation for Games and Media Enterprise

## The Project

### **Emerging Formats:**

Web-based interactive narrative – collection & creative artefact

## The Process

- Identify
- Determine UK authorship
- Categorise
- Collect
- QA
- Analyse
- Create



Identify

Interactive Narrative as defined by the British Library:

- O Interactivity: Experiential
- Narrativity: Non-linear, antistory
- Non-standardised: Variety of tool usage
- Web-based: born-digital, but NOT downloadable

From: Michael Day, Maureen Pennock, Caylin Smith, Jeremy Jenkins & Ian Cooke, 'Preservation Planning for Emerging Formats at the British Library' in Proceedings of iPres 2018, (2018, 1-10), <a href="https://doi.org/10.5281/zenodo.1303007">https://doi.org/10.5281/zenodo.1303007</a>

## Identify/Determine Authorship

Information for Games and Media Enterprise



Ø

https://ifdb.tads.org

<u>http://philome.la</u>

people's republic of interactive fiction



http://pr-if.org

https://www.springthing.net



https://sub-q.com



https://readingdigitalfiction.com/writingcompetition



<u>https://itch.io</u>

the 2018

https://ifcomp.org

<u>https://intfiction.org/</u>



https://www.choiceofgames.com

### Sidebar: Why is Interactive Narrative at InGAME Innovation for Games and Media Enterprise

IFDE the Interactive Fiction Database		
Home   Profile - Edit   Your Page   Your Inbox	Browse   Search Games	<b>Ø</b> 1
A Collection Of Houses		nload
by Jonny Arachnid profile	i nen game	e are no known download links for th e.
Surreal	Have	you played this game?
2013		an rate this game, record that you'v d it, or put it on your wish list after
Web Site		
(based on <u>6 ratings</u> )	Play	lists and Wishlists
1 member review		members have played this game s on 3 wish lists
About the Story		
A short disorientating game about dealing with depression, the hidden truths	in a family and the strange way in	Feeds
which we collect and acquire things.	IN UP	w member reviews dates to downloadable files
This is my first game and was inspired in part by 'House of Leaves' by Mark Z	Danielewski and Resident Evil.	updates to this page

#### **Game Details**

Language: English (en) First Publication Date: March 12, 2013 Current Version: 1 License: Creative Commons Development System: Twine Forgiveness Rating: Merciful IFID: Unknown TUID: qumfxc7756v69rp4





Error (404)

We can't find the page you're looking for.

Here are a few links that may be helpful:

Home Help center Sign in Get a free account Dropbox Plus Dropbox Business



### Sidebar: Gone, But Not Forgotten

IFDB the Interactive Fiction Datal Home | Profile = Edit | Your Page | Your Inbox

A Collection Of Houses

by Jonny Arachnid profile

Surreal 2013

Web Site

\*\*\* (based on <u>6 ratings</u>) 1 member review

#### About the Story

A short disorientating game about dealing which we collect and acquire things.

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#### **Game Details**

Language: English (en) First Publication Date: March 12, 2013 Current Version: 1 License: Creative Commons Development System: Twine Forgiveness Rating: Merciful IFID: Unknown TUID: qumfxc7756v69rp4 2 of 2 people found the following review helpful:

\*\*\* Oneirriffic!, March 12, 2013

by <u>Marshal Tenner Winter</u> (Truth or Consequences, NM) Related reviews: <u>dream</u>, <u>dreams</u>

I don't normally write reviews and I don't normally play this type of interactive fiction, but I wanted to say that I believe the author has done the job he set out to do; to create a dreamlike environment through text. So, I won't speak of the system he used to make it or the details of the game, I'll leave that for others. I just wanted to say it's worth a play through; dreamy, well-written, strange, yet familiar. I'd be interested to see more from this author and even this particular medium of IF.

ired in Was this review helpful to you? Yes No More Options v | Add a comment



## Categorise

### 294 works by 114 creators!

- **O**Hypertext
- **O**Parser-based
- OChoice-based
- OMulti-modal
- <mark>○</mark>šššš

## Categorise: Hypertext

You're tapping away at the keyboard working on a game. You haven't seen the cat in the last 30 minutes.

Suddenly, you hear a 'meep' from behind, followed by two more!

Ignore the cat. Say 'hello'. Interaction: clicking links

Hosted on itch.io

InGΛMF

and Media Enterprise

Adam Hay, The Cat Demands, Twine, 2015, https://unusualcadence.itch.io/the-cat-demands

### Innovation for Games and Media Enterprise

## Categorise: Parser-Based

About

ode%2FCastleOfTheRedPrince.zblorb

Sunrise

Even after you ended your studies into the arcane, the nightmares continued to get worse.

You see Amaranth in these dreams - a small and distant land that claims some vague portion of your ancestry - and the tyrant of a prince who rules it. You see everyone you have ever loved, everything you have ever cherished, shrivel and wither and fade - touched by his corrupting shadow.

The Red Prince must die. You realise that now.

Only then will the dreams stop.

#### **Castle of the Red Prince**

An interactive land of darkness by C.E.J. Pacian Release 7 / Serial number 130227 / Inform 7 build 6G60 (I6/v6.32 lib 6/12N) [If you have not previously visited Amaranth, in dreams or otherwise, type ABOUT and press return.]

Amaranth Wild forestland surrounds a quaint and shadowed village.

A sheer cliff rises over the treetops, upon which is perched an ancient and gothic castle.

(EXPLORE or X the land to find the means to the Red Prince's undoing )



### Hosted on iplayif.com

C.E.J. Pacian, Castle of the Red Prince, Inform 7, 2013,

http://iplayif.com/?story=http%3A%2F%2Fwww.ifarchive.org%2Fif-archive%2Fgames%2Fzcode%2FCastleOfTheRedPrince.zblorb

### Categorise: Choice-Based

#### Double/Cross

by Toni Owen-Blue

About More Games Blog Subscribe

Show Stats Restart Settings

You are the head bodyguard assigned to protect the richest, most powerful man in England. Enter a house filled with secrets and intrigue, and see if you colourful cast that inhabits it. Choose between a host of ror and female, but don't forget to protect your own interests to or will you discard your morals for something more inviting?

- 85,000 word romantic drama.
- Make friends and business partners and decide who keeps your loyalty and who you'll
  double cross as you protect the richest man in England, or just look out for yourself.
- Schmooze, sneak, backstab, fight or work your way to the top.
- Piece together the truth about the colorful cast that surround you uncover the secret of
- Play male or fem BUT: Paywalled

You can play the first chapter of the game for e. Purchase the rest of the game below.

#### Buy It Now for \$1.99

If you've already purchased, click here to restore purchases

Play Now for Free



Love it? Hate it? Write us at <a href="mailto:doublecross@choiceofgames.com">doublecross@choiceofgames.com</a>

Double/Cross

by Toni Owen-Blue

About More Games Blog Subscribe

Show Stats Restart Settings

The limo slides smoothly to a stop in front of the marble steps leading up to the front door.

You've just clicked open your door, ready to go and let Mr Haywood out when you hear a shout.

"Unknown figure on the roof!"

As Mr Haywood's primary protector, your priority is his safety at any cost. Your years of training have taught you to:

I Grab Mr Haywood's head and push him down into the foot well, order the driver to get moving again and take us away from the house. That's text book.

 $\odot\,$  Pull Mr Haywood's body behind you and become a human shield. This may not be the first port of call, but it's my personal knee-jerk reaction.

Order a diamond formation around the car and send someone to the roof to check for threats. No need to jump at loud noises, it's a safe course of action without going overboard.

Open fire on the roof, finally time for some action! Just what I've been waiting for!



Love it? Hate it? Write us at doublecross@choiceofgames.com

Hosted on Choice of Games

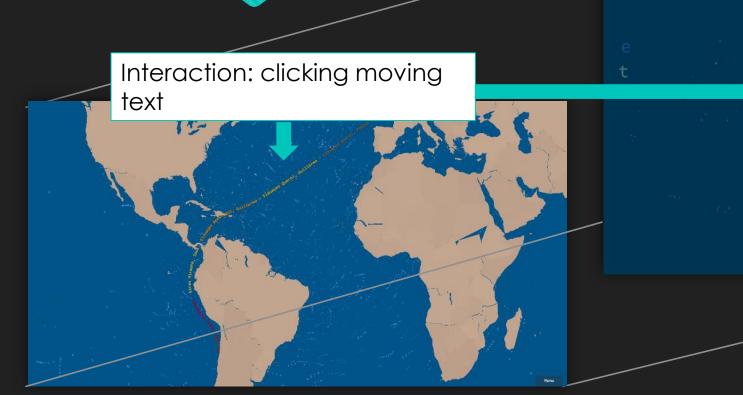
### InGAME Innovation for Games

and Media Enterprise

Toni Owen-Blue, Double/Cross, ChoiceScript, 2015, https://www.choiceofgames.com/user-contributed/double-cross/#utm\_medium=web&utm\_source=ourgames



### Categorise: Multi-modal



Miguel <sub>and José</sub> Ballester Soriano, a mother who never again w<sup>as</sup>able te hug<sup>a</sup>nd <sup>siss</sup> his children.

"Algonization of particular formation defined two sisters jugan within Lafe and enter chiver and us Marina Laferth Chaves (\* typescaphical error) in two effort juurnaet that paying to the estimation of Marinaens here losst daughter came to Spain at the basinning or the 60s. To seet my sclass parants and thereast of the family. The weer sportners, 2 dis d. two were esiled and these two bothers, when their Parents did, in systed die other in the family. The means did, in the other is the tail work of the series of the construction of the taile and systed die other works it with that when he came to Chile, he taile and "a sout it tan about his brothers and pepters."

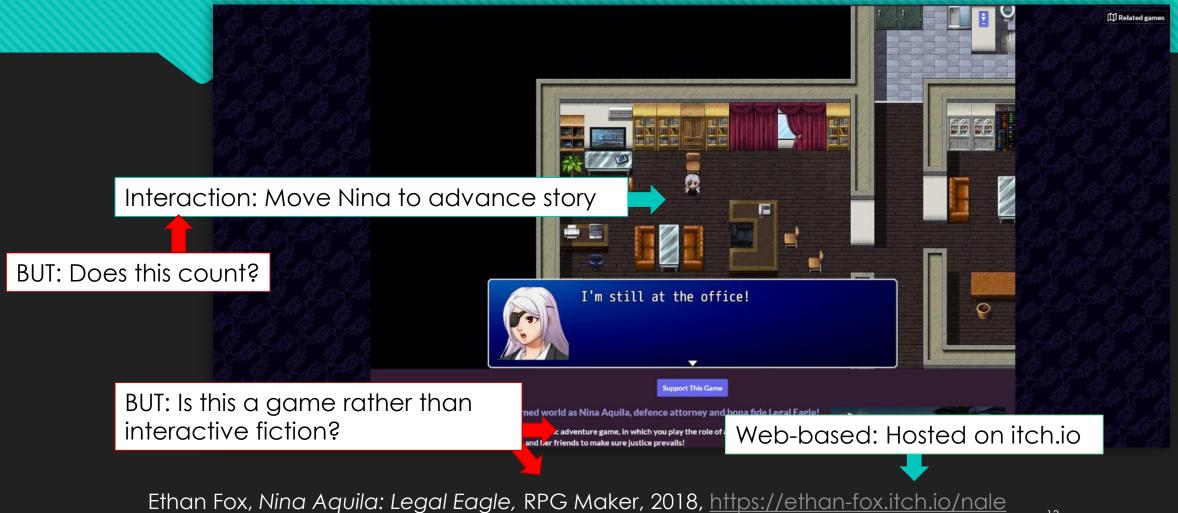
mage years ago i found out that they traveled in the Uinnipe (I sot in teuch with Jaine Cardona Jasindrich Bhf Me gave mg lot Of inform ation about my uncles, taby Ana Caloro San "Artin has contacted me, b the desendants of the winnipe passengers). In addition I hadheared the name of pails Nerula in my house, Mijuel and José Ballester isria ans Wereay nother's first couging and the relationship with their pare is was also start of the start couging and the relationship with their pare is was also start of the start of the start of the start start size is and an ey granegother, the would bring up the latters the fastly senders.

They sent pictures year, ido not remember evan because i young, and apsae28 fby evanther and as brother also photos of ry Us, because when any wick lose size to chile out of all same f he could salv received any bother and prother, my uncle lose an big wife lived two years neep in chile Mob with any Pinochet's dicts torship, he had to leave chile tast sarmary, how you, his prothers needed size of friend ast them along the received and could salve any state of the salve and a set them along the salve torship, he methews sizes of friend ast them along the salve could be also be any salve as the salve and along the salve and could be also be

Maria Mencia, The Winnipeg (El barco de la esperanza/The boat of hope), Web, 2018, https://winnipeg.mariamencia.com/ Hosted on creator's personal site

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## Categorise: ???



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## Categorise: Avatar-Based



Updated Ó 6 days ago Status In development Platforms Windows, macOS, HTML5 Rating ★ ★ ★ ★ (9) Author Ethan Fox Genre Interactive Fiction, Adventure, Visual Novel Made with RPC ter Tags 2D, me, Female Protagonist, graphic-adventure, Mystery, RPG Maker, S

HOWEVER: Creator identifies the work as interactive fiction



Ethan Fox, Nina Aquila: Legal Eagle, RPG Maker, 2018, https://ethan-fox.itch.io/nale

## Categorise: 'Other'

Summer is over. It's time to go back. I stand amongst the debris of my childhood, and the more recent debris of my past three months. There is a lot of it, this stuff, but it's okay. What I need, I will pack. open wardrobe There's my wardrobe. A desk, with three drawers. A shoebox. (Below) J.R. Carpenter, Along the My bag and my little green luggage stand agape. Briny Beach, Javascript, 2012, http://luckysoap.com/alongthebriny close beach/ Sand bars enunciate the current. Along the Briny Beach Cat-tail-curved atolls encode. White cliffs confuse (Above) Verity Lee, 30 Kilogrammes, Sediment copyrights the canals. come and go along the wind-loud --Texture, 2016, Wharfs annotate the currents Sandstone cliffs absorb. https://verityvirtue.itch.io/30-Sandstone frames the surfs. pace along the briny storied salt-glittering wave-washed --kilogrammes Reef outlines the storm surge. White sands break Boats shade. Boat exercises the maelstrom. come and go along the briny distant salt-glittering edge ---10264 Quays investigate the blue. Swells obscure White sands batter Peninsula archives the tidal river. plod along the distant waiting wind-loud ---Western coast outlines the brine. Salt waters foo Bridges write the tide.







WHAT IS 3AD INFLUENCES?

ELEVANT ILO



NOTE THE INFLUENCE

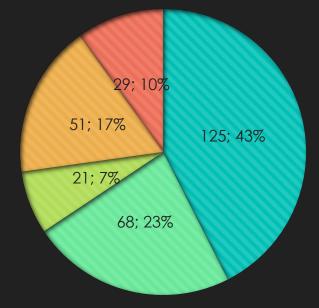
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(Above) Emma Pooka, Bad Influences, Html, 2013-2014, http://badinfluences.org.uk/

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# Some things you may have noticed so far...



- Hypertext
- Parser
- Choice
- Avatar-driven
- Other

OLack of standardization
ONo central location(s)
ONo collection method for commercial works

ΙηGΛΜΕ

and Media Enterprise



## Collect & QA

### Collection Tools:



### Webrecorder

Collect & Revisit the Web

₩ ₩ЗАСТ



## **Collect & QA: Hypertexts**

You're tapping away at the keyboard working on a game. You haven't seen the cat in the last 30 minutes.

Suddenly, you hear a 'meep' from behind, followed by two more!

Ignore the cat. Say 'hello'.



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Adam Hay, The Cat Demands, Twine, 2015, <u>https://unusualcadence.itch.io/the-cat-demands</u>

## **Collect & QA: Hypertexts**

sine 8-tree 8 glass shelves are crainined full of things I have been given in payment; out and uncut stimes, per limit cole in glass vals, carved and stanned wooden bowls filled with care coins, trinkets and cowrie shells, mirrors with exquisite detailing, heavy woven cloth from many lands, each unique and stumming in its own way. Which remainds me...

. She has to be you of the few  $^\prime$  , task. Mrs Erysonia nucls. She reaches into her red leather bag and pulls out an egg.

Why breath carches in my throat. It is as big as a hosked coconut; light grey, covered m souths of black and speckles of white and broase. It is definitely going on a shelf

#### "That is he sateful." I say

Confident beams. She looks as proud as if she loid the egg berself. She jaba Mrs Esiwona with an elbow.

#### "I told you she would like it," ahe says.

I do indeed. Things of beauty always make my mouth water. I stroke the cool shell with one finger. Instantly the suspicious look is back in Mrs Enwona's eyes. Maybe she thinks I am going to take her percision egg and run. For a moment I am tempted to change in front of her, see how much she runs her mouth then. But I really want the egg. I take my finger away.

Mrs Eriwona pulls out a bag of cowries in a small red net bag and dumps these on the table, along with a silver cross inlaid with red stones and some genden variety guinea fowl eggs. These ones I will eat.

The screen beeps again and an image comes up. I turn it towards her. "Is this your bushend?" I ask,

"Yes," she says, before she clocks that she is looking into a mirror and passes out.

## UK WEB ARCHIVE

### Missing Image

### Webrecorder

Collect & Revisit the Web



CHIRDONI CHICIUMAUU

couns, trinkets and cowrie shells, mirrors with exquisite detailing, heavy woven clo from many lands; each unique and stunning in its own way. Which reminds me...

"She has told you of the fee?" I ask. Mrs Eriwona nods. She reaches into her red leather bag and pulls out an egg.

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"That is beautiful," I say.

Confident beams. She looks as proud as if she laid the egg herself. She jabs Mrs Eriwona with an elbow.

"I told you she would like it," she says.

I do indeed. Things of beauty always make my mouth water. I stroke the cool shell with one finger. Instantly the suspicious look is back in Mrs Eriwona's eyes. Maybe she thinks I am going to take her precious egg and run. For a moment I am tempted to change in front of her, see how much she runs her mouth then. But I really want the egg. I take my finger away.

Chikodili Emelumadu, Onyinye Iwu & Tory Hoke, The Fixer, HTML, in Sub-Q Magazine, 2015, https://sub-q.com/play-thefixer/

## Information for Games and Media Enterprise

## Collect & QA: Parser-Based

#### Sunrise

Even after you ended your studies into the arcane, the nightmares continued to get worse.

You see Amaranth in these dreams - a small and distant land that claims some vague portion of your ancestry - and the tyrant of a prince who rules it. You see everyone you have ever loved, everything you have ever cherished, shrivel and wither and fade - touched by his corrupting shadow.

The Red Prince must die. You realise that now.

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An interactive land of darkness by C.E.J. Pacian Release 7 / Serial number 130227 / Inform 7 build 6G60 (I6/v6.32 lib 6/12N) [If you have not previously visited Amaranth, in dreams or otherwise, type ABOUT and press return.]

#### Amaranth

Wild forestland surrounds a quaint and shadowed village.

A sheer cliff rises over the treetops, upon which is perched an ancient a

(EXPLORE or X the land to find the means to the Red Prince's undoing

>

Webrecorder

Creator's custom-made engine

Robin Douglas Johnson, Aunts and Butlers, Versificator, 2006, <a href="http://versificator.net/aunts-and-butlers/">http://versificator.net/aunts-and-butlers/</a>

### C.E.J. Pacian, Castle of the Red Prince, Inform 7, 2013,

http://iplayif.com/?story=http%3A%2F%2Fwww.ifarchive.org%2Fifarchive%2Fgames%2Fzcode%2FCastleOfTheRedPrince.zblorb AUNTS AND BUTLERS

#### DRAWING ROOM

It's prefix good dressing, to be fair, but you do wish you had a bit of salad to go with it, and one or two more courses. Alas, you've been a mite strapped for cash lately and it's been a tricky thing keeping the old wolf from the old door. This is why it's so important for you, the Hon. Ampersand Fodge, to be on extra-top, supra-gentlemanly form when dear old Aunt Cedilla - dear old uninherited Aunt Cedilla - arrives, wretched poodle Gladstone in tow; and why it's so thick that all you've got to wine and/or dine the old plague with is a bottle of balsamic vinaigrette. Perhaps you'd better not ask her to stay for supper after all. There is a knock at your front door. You absent-mindedly down the vinaigrette, and wipe your mouth on your cuff.
Drawing room
As one descends through the social classes, one finds rooms like this being called the living room, the sitting room and (shudder) the lounge. Here in civilisation we call it a drawing room. Not a pencil in sight, but there you are. It is, by your standards, a well-kept room, large, with a velvet armchair in one corner and a grand plane in another.

You can also see a teacup. An exit leads west.

> © Robin Johnson - <u>robindoreglasichneon Trunal.com</u> - <u>Ordoredasichneon</u> Back to yerstficator.net

## Collect & QA: Choice-Based

#### WRITTEN IN INK

### Journey Through your Final Dream

by Sammi Narramore

It has been a long and weary day, your train is slow and the skies are drab. You lay back in the seat of the train, bag by your side, and slowly let your eyes close as the woodland outside tumbles by at walkable pace.

Slowly you drift off to sleep It is at once hot on the train, as you start awake shake your head and check the bag beside you.

Look out the window? Explore carriage?

Stay put?

Sammi Narramore, Journey Through Your Final Dream, Ink, 2018,

https://narramoreart.itch.io/finaldream-inkjam18



dripping with the waters of sheol

Lady Isak Grozny

Do you prefer the Name of God be censored/substituted?

Your name is Morgenshtern, Lev Venyaminovich. (When the mood takes you, and you're a trans girl rather than an effenninate kind of man with certain predelictions, you go by Lyubov Venyaminovna.) You live in Svet-Dmitrin.

Moonlight seeps in through a gap in the curtains, filtered by the dirty glass of the windows. Dust motes dance in the beams. Grime coats the windows. Laundry yours, Anzu's—carpets the floor, though a space has been cleared in front of the full-length mirror. The rolltop desk gapes open, its surface covered by journals of **natural** and **unnatural** philosophy and at least five mugs containing varying amounts of mouldering tea. A lone fork, crusted with the remains of some long-forgotten meal, lies on a patch of miraculously bare carpet, tines pointing up toward the ceiling. A trap The love of your life?

Outside in the hallway, Auzu is fiddling with a picture-frame that he caught hanging crooked. He sounds unhappy.

Isak Grozny, dripping with the waters of sheol, Ink, 2017, <u>https://ladyisak.itch.io/sheol</u>

LOOK IN THE MIRROR

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Collect & Revisit the Web

## Collect & QA: Multi-modal





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## Collect & QA: Avatar-Based

### InGAME Innovation for Games and Media Enterprise

'Run' button Support Thit Socret Santz Every day you turn the handle of the magnificent brass orrery, waiting for the planets to come into alignment.

Run secret santa

Use the arrow keys to move, Interact with objects and to scroll through text. This small Secret Santa for dumplingsquid contains 4 endings and was created in <u>Ditsy</u>. Final screens were created with <u>Image to Bitay</u> using Open Clip Art.

Ash Green, Changes: A Mysterious Tale, Bitsy, 2018, <u>https://ashg.itch.io/changes-a-</u> mysterious-tale



Support This Secret Santa

Every day you turn the handle of the magnificent brass orrery, waiting for the planets to come into alignment.

Use the arrow keys to move, interact with objects and to scroll through text.

This small Secret Santa for dumplingsquid contains 4 endings and was created and the secret s

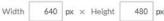
Final screens were created with Image to Bitsy using Open Clip Art.



### Embed options



#### Viewport dimensions



#### Frame options

 Mobile friendly – Your project can run on mobile phones (smaller resolution and touch support)

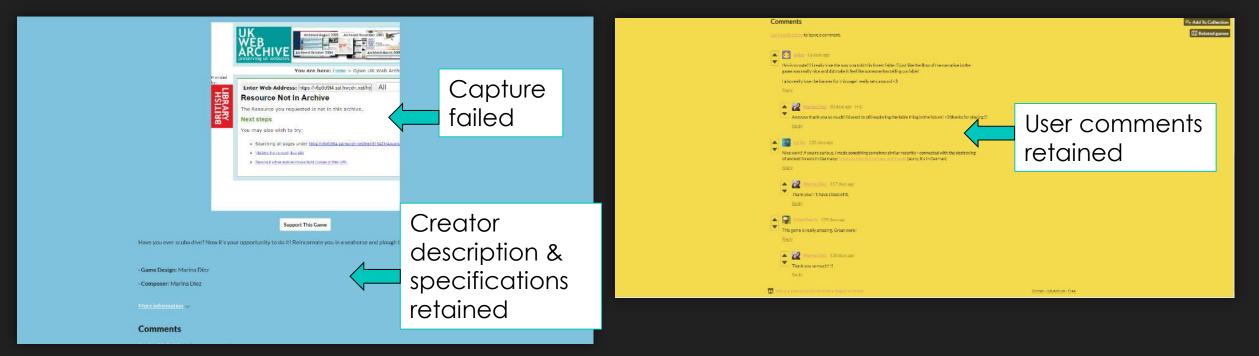
Orientation Default V

Automatically start on page load – Not recommended for Unity games, since they can lag the browser when loading

 Fullscreen button – Add a button to the bottom right corner of your embed to make it fullscreen

✓ Enable scrollbars — Enable scrollbars in the iframe that contains your project

# Collect & QA: Contextual Information



Marina Díez, Aquarium, Bitsy, 2018, https://ninfa.itch.io/aquarium

Marina Díez, The Forest: A Fable, Bitsy, 2018, <u>https://ninfa.itch.io/the-forest-a-fable</u> (comments section)

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## Collect/QA Summary

Creation Tool	Additional Notes on	Recommended Capture
	Content	Tool
Any	Works containing	Webrecorder (any
	significant video, audio, or	browser)
	visual elements	
Any	Work which requires a	Webrecorder (any
	button press or text entry	browser)
	to start rather than a click	
Twine	Most images in Twine works	ACT in the first instance,
	capture successfully with	Webrecorder with any
	ACT, particularly if image	browser to eliminate issues
	URLs are added. Some	with images, Webrecorder
	may require Webrecorder	with Firefox v49 to
	if javascript or dynamic	eliminate issues with
	images are used.	javascript
RPG Maker		ACT
Bitsy	If the work has an opening	Click to start: ACT
	page which can be	Arrow keys to start:
	started by clicking, ACT will	Webrecorder
	be able to capture	
	successfully, if not, use	
	Webrecorder	
Inform 7	While Webrecorder is	Webrecorder (any
	generally recommended	browser)
	for Inform 7, ACT can work	
	equally well depending on	
	whether it is click to start,	
	or space bar to start, and	
	where and how it has	
	been uploaded.	

Creation Tool	Additional Notes on Content	Recommended Capture Tool		
Emulated BBC Micro (online)		Webrecorder (any browser)		
Adventuron		ACT		
Ink/Inklewriter	Basic Ink works capture well	ACT in the first instance,		
	with ACT, those which have	Webrecorder with any		
	been heavily customised	browser to eliminate issues		
	may require Webrecorder	with styling such as dynamic		
		or hover text elements.		
Texture		ACT		
ChoiceScript	Only compiled works can be	ACT (compiled)		
	captured fully, although any CS	Webrecorder (uncompiled -		
	works can be captured to some	errors likely)		
	degree with Webrecorder (Firefox v49)			
	V47)			
Flash		Webrecorder (Firefox v49)		
Quest		Cannot be captured with		
		either tool.		
Genarrator		Cannot be captured with		
		either tool.		
Construct 2		ACT		
Unity		ACT		
Javascript Website	Depending on the nature of	ACT & Webrecorder		
	the dynamic content, it may			
	be best to run the site			
	through ACT to ensure CSS			
	code, images, html index files			
	etc are captured and follow			
	up with Webrecorder to see if			
	more of the 'feel' of the site			
	can be obtained.			

## **Overall findings:**

• Webrecorder:

O<sup>©</sup> Great for video, audio etc

○⊗ Time-consuming, manual

OACT:

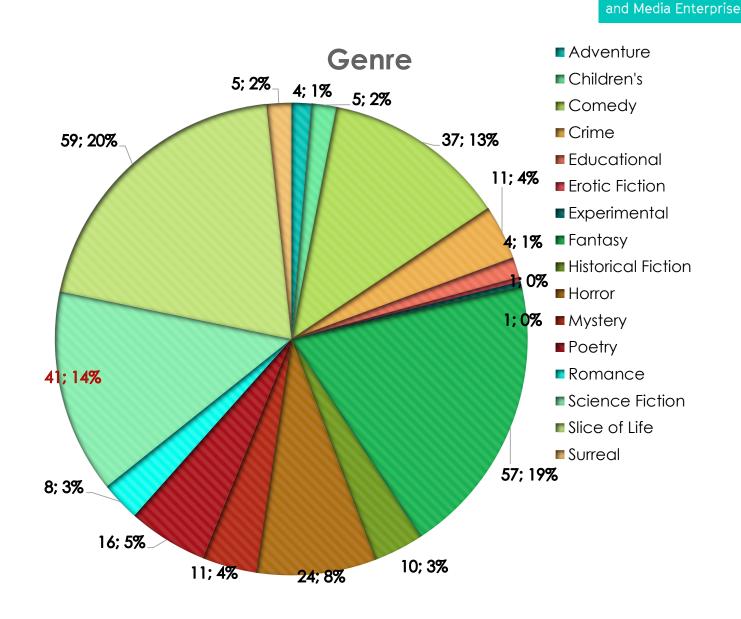
○☺ Large scale, easily scheduled, automated captures

○ ⊗ Limited success with some formats

Sometimes differences between QA output & live environment output

### Analysis

- Top 3 genres:
  - O Slice of Life
  - O Fantasy
  - O Science Fiction
- Genre-mixing very common



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### **Analysis: Themes**

Public Transport

Tea

Mental Health

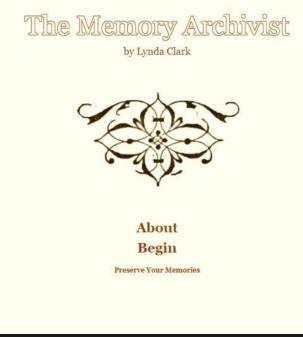
Pets (Cats)

Interactive Fiction (Metanarratives)

## Creation

### The Memory Archivist

### Innovation for Games and Media Enterprise



Lynda Clark, The Memory Archivist, Twine, 2019, <u>https://notagoth.itch.io/the-memory-</u> archivist We ased to walk past this data vendor on the way to and from school. They had a sweets printer there and when I was good, Mam woald give me spare tokens for sweets.

My sister never got any because she felt we were too poor.

She had a part time job, but she gave most of what she earned to Mam. Anyway

We used to walk past this data vendor on the way to and from school. They had a sweets printer there and when I was good, Mum would give me spare tokens for sweets. One time it was really sunny and I was holding my token up to make it glint in the sun, and it slipped straight out of my fingers and rolled along the road and off the kerb and down a storm outlet. And you know what my sister did? she didn't say anything, just took some of her own tokens and went in and came back out with a big bag of fudge.

#### End playback.

### The Memory Archivist

### JavaScript

riable;

Any JavaScript entered here will immediately run when your story is opened in a Web browser

function clickCyclingLink(
texts"));if(!("undefined"=
i=t[0];if("\$"===i[0])i=get
if("out"===i)\$(e).remove()
[getHarloweVariable(n)]:[t
1]],\$(e).hasClass("endedCy
if("goto "===i.slice(0,5))
(l=l.slice(1,l.length));va
storydata > tw-passagedata
r&&r.length>=1&&\_engine.go
storydata > tw-passagedata

The train is more quiet than usual on the way to work.

The election results won't be known until later in the day.

The speculation in the papers is that there will be a new government.

Maybe they will be able to fix the job market.

You've never paid that much attention to politics yourself because **you find it boring**.

It's going to be a long day.

<sup>7</sup> X

?

### Innovation for Games and Media Enterprise

(Background) Json for link cycling in Memory Archivist, amended from Ostrich by Jonathan Laury (foreground)

Ostrich, Twine,

https://borntop

ootle.itch.io/ost

2018,

rich

I get the little, the terrifying maglev r a haunted mine!

investigate pile in weave your magic

shushing is just as disconcerting, somehow. Recycling Innovation for Games and Media Enterprise

(Background) Gradient background in The Memory Archivist, amended from Brevity Quest by Chris Longhurst (foreground)

Brevity Quest, Twine, 2017, http://springthi ng.net/2017/pl ay online/Brevity yQuest/brevity quest.html



## Thank you for listening!

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