

INTERACTIVE DIGITAL STORIES WITH TWINE



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BOOKS ON MANY TOPICS

THE AMERICAN ILLUSION
By LUCIEN LEHMAN
An educated Frenchman who has lived five years in this country explains the U. S. A. to his fellow-countrymen. The resulting criticism of American men, women, movies, cities, prohibition, race problems, etc., is of extraordinary interest to American readers. \$2.00

THE NEW AMERICAN LITERATURE
By FRED LEWIS PATTEE
One of the best-known critics and writers on American literature covers the fascinating yet often confusing course of our literary output from 1890 to the present day. \$3.50

EARLY AMERICAN SILVER
By C. LOUISE AVERY
Gives a complete and connected account of a comparatively unexplored field of antiques in this country. Fully illustrated. \$4.00

THE STORY OF INFANCY
By DR. L. NEWTON KUGELMASS
The Director of the Hecker Institute for Child Health writes a thorough and practical book on the care, problems and psychology of infants. For mothers, nurses and all who are interested in the care of infants. Illustrated. \$3.50

CONSIDER THE CONSEQUENCES
By WEBSTER and HOPKINS
Authors of "I've Got Your Number," etc.

CREATIVE CHEMISTRY
By EDWIN E. SLOSSON
New illustrations. \$3.50

CHILD TRAINING
By V. M. HILLYER
Author of "A Child's History of the World," etc.
New illustrations. \$2.00

TWO GREAT BOOKS IN NEW EDITIONS

CONSIDER THE CONSEQUENCES
By DORIS WEBSTER and MARY ALDEN HOPKINS

Here is a brand new idea in fiction—a story which ends in any one of a dozen or more different ways, depending entirely on the taste of the individual reader. The idea is this:
In the opening pages we meet three characters—Helen Rogers and the two Saunders Mead. Jed and Saunders are opposite types, and Helen is forced to choose between them. The reader at this point decides which man Helen is likely to choose. If she takes Jed, the story continues in one way; if she chooses Saunders, an entirely different tale unfolds. Each of these tales inevitably leads to several turning points, at each of which the reader must decide which course to follow. Thus the ultimate outcome depends on which of a number of alternative decisions the reader has seen fit to make.
It is a delightfully original idea, ingeniously worked out. Try it for yourself, and see how logically the denouement follows the decisions you make for each character!

THE CENTURY CO.
353 Fourth Avenue New York, N. Y.

Kinoautomat

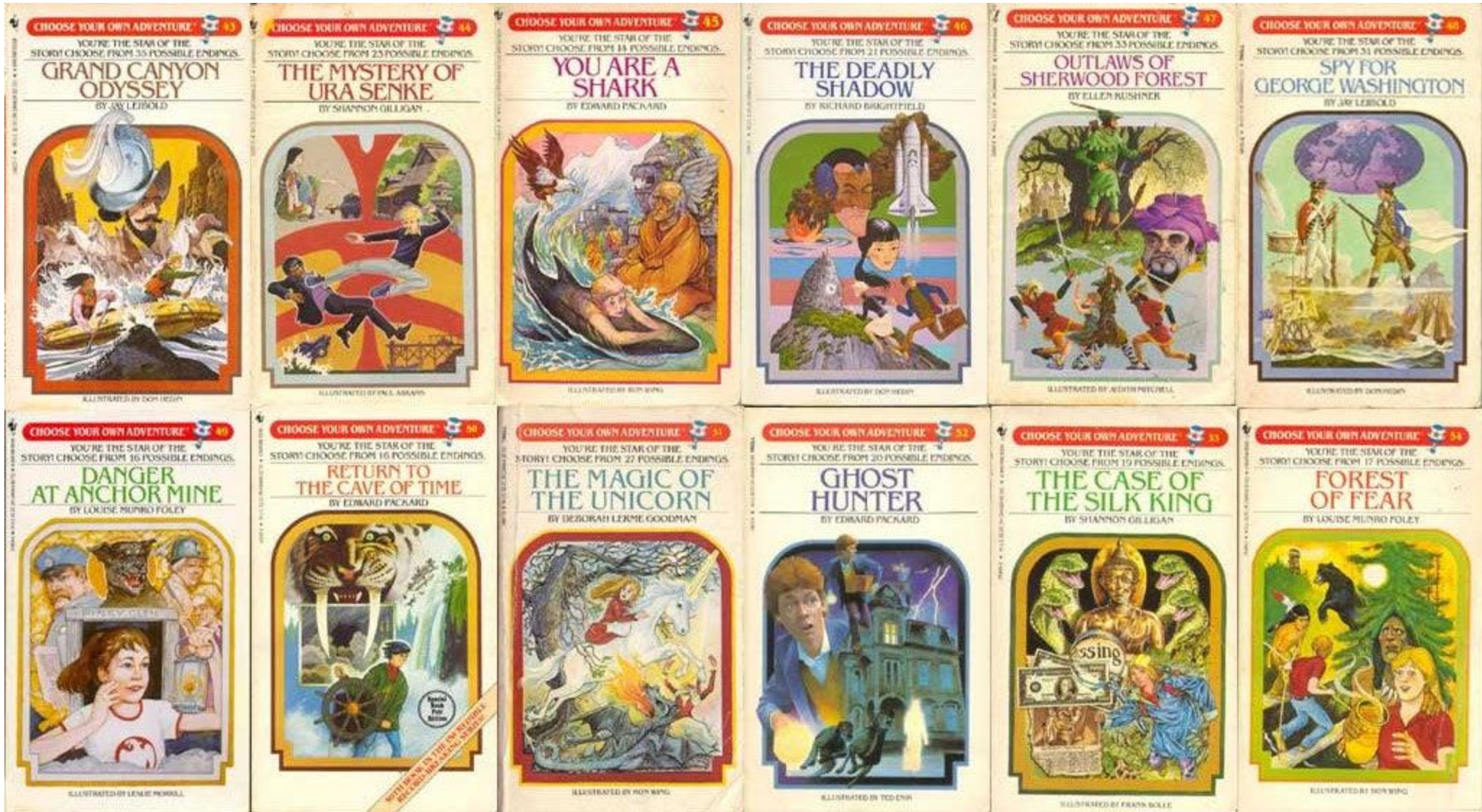
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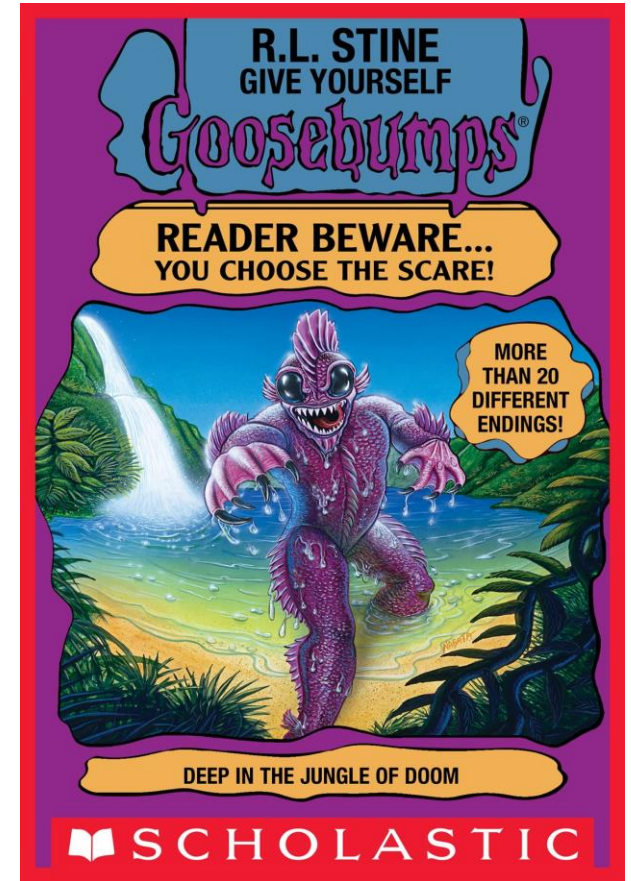
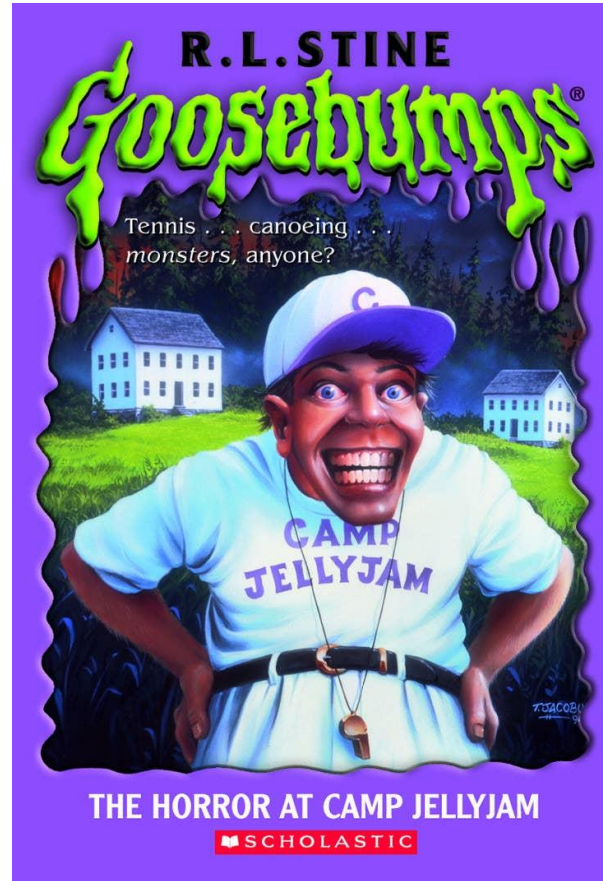
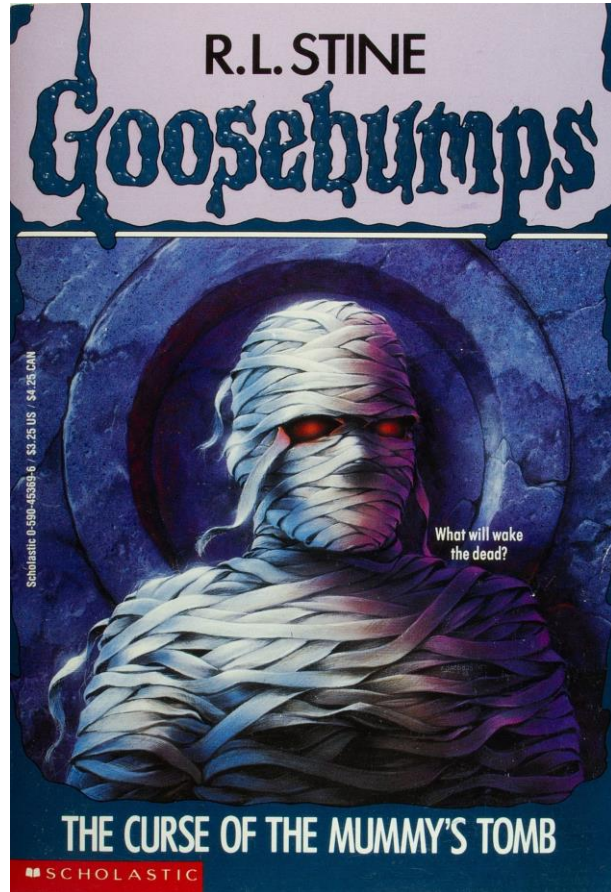
五註周易上經乾傳

陸德明首義曰周代文也... 王弼註... 乾元亨利貞初九潛龍勿用... 九二見龍在田利見大...

君子終日乾乾夕惕若厲无咎... 九二見龍在田利見大...

乾元亨利貞初九潛龍勿用
九二見龍在田利見大
九三見龍而田利君子
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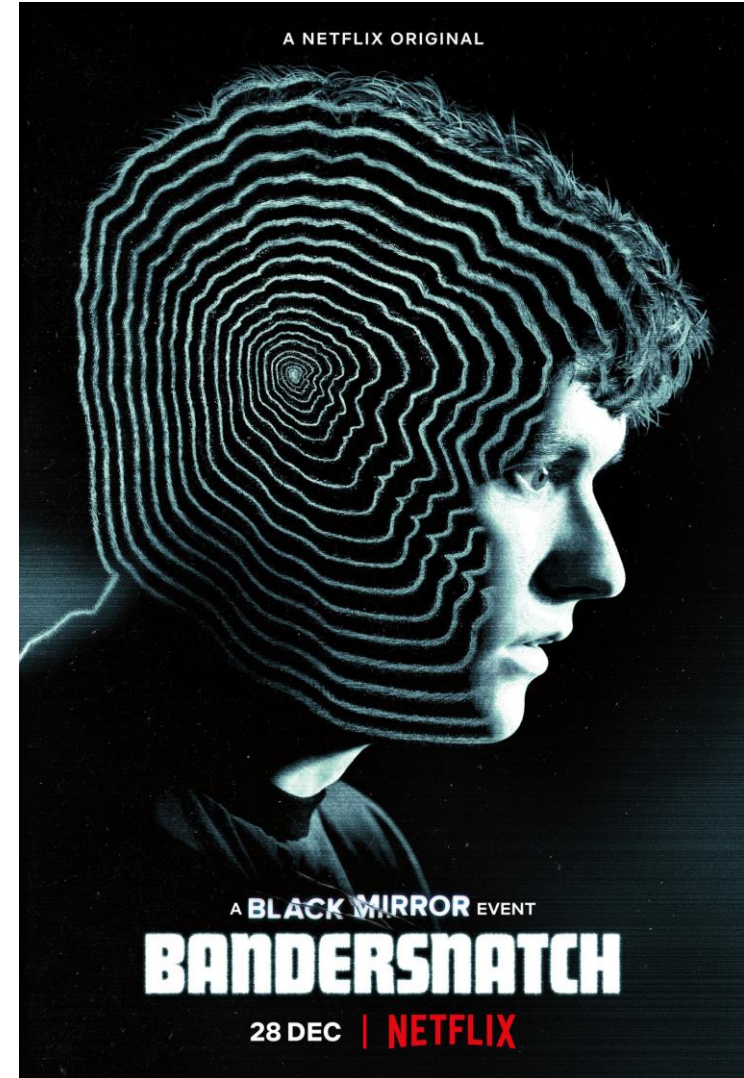




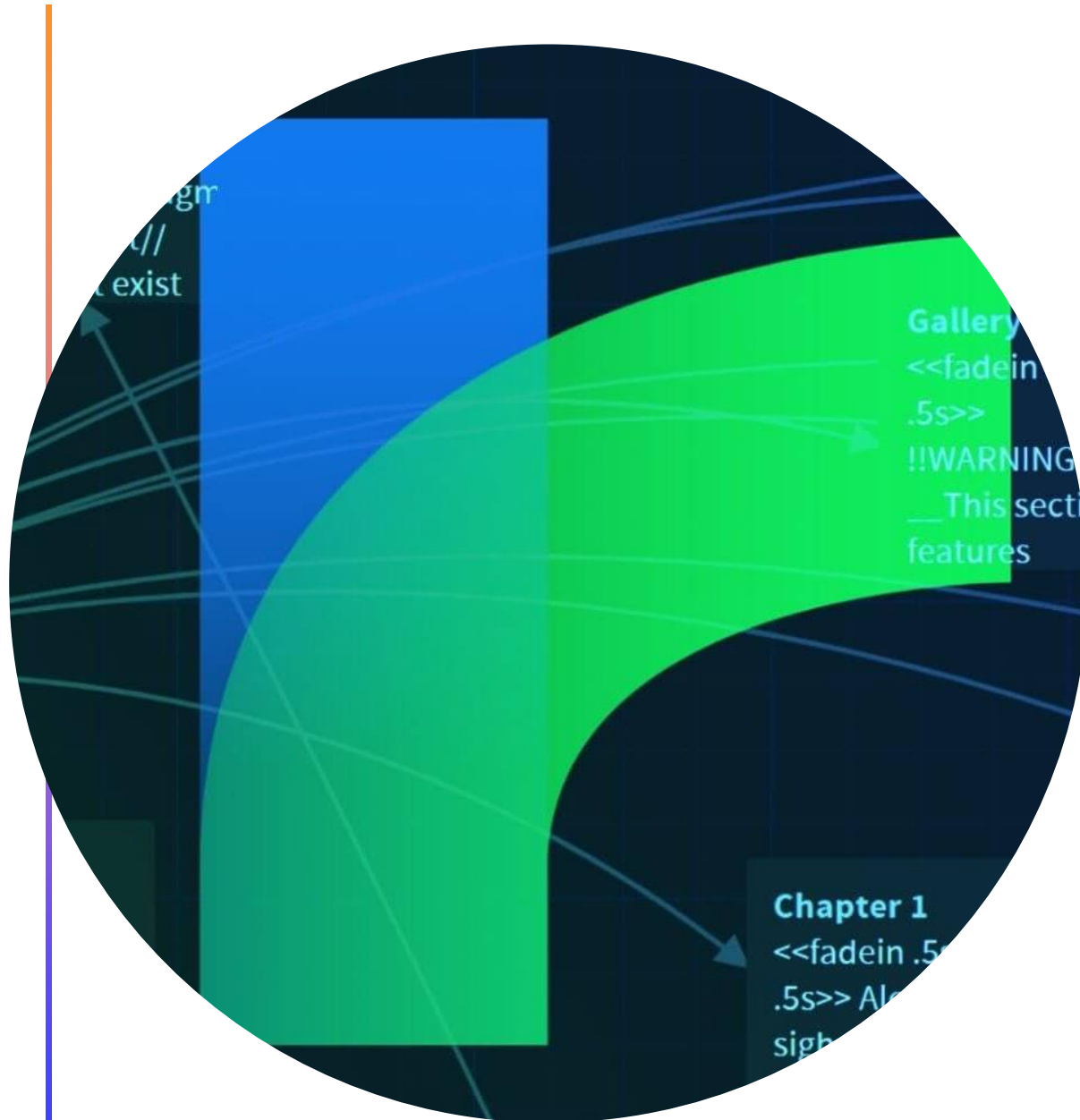


GET MARRIED

RESCUE THE GIRLS



Twine Games



- Created in 2009 by Chris Klimas, a web programmer in Baltimore
- Open-source and free to use media software
- Popular with game designers, indie creators, and educators

- Can accommodate a wide variety of hypertext narratives including games, interactive fiction, stories, websites, quizzes, resources, essays, e-poetry, divination manuals, and more

Twine's Critical Capacities

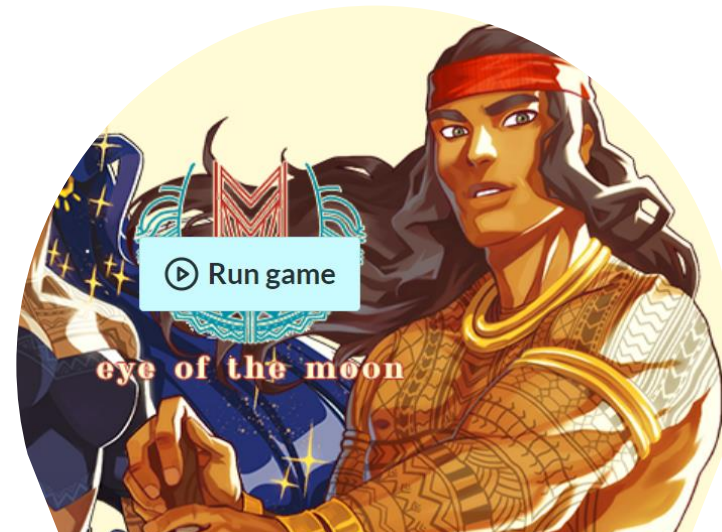
- Amplifies element of **play** in scholarship and pushes back on dominant modes of scholarly publication
- Foster **interaction** between scholar and their reader/player
- Emphasizes reading as **active and creative** rather than passive
- Enhance player's **perspective**—Twine is an impactful way to **immerse** a player in a situation
- Opportunity to **pace** a reader's movement through your work
- Creative **intervention** in political and social issues

Twine's Critical Capacities

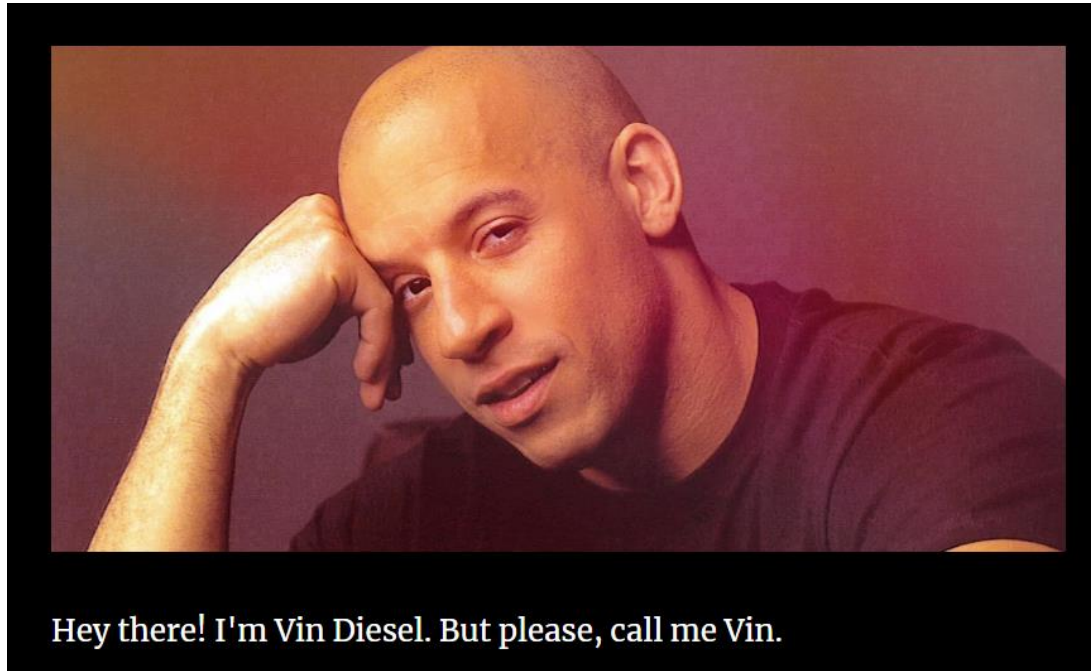
- Encourages creators and players to **explore possibilities, alternatives, multiplicity** over singularity
- Can be argumentative and unified, but can also provide an avenue for **expansive and non-linear thinking/outlining**

Narrative Twine Games

- [A Tale of Crowns by cherry \(itch.io\)](#)
- [When Twilight Strikes by evertides \(itch.io\)](#)
- [Speaker by speakergame \(itch.io\)](#)
- [Eye of the Moon by atemaarte \(itch.io\)](#)



Playful Twine Games



- [\(ASMR\) Vin Diesel DMing a Game of D&D Just For You by merritt k \(itch.io\)](#)
- [The Temple of No by Crows Crows Crows \(itch.io\)](#)

Socially Engaged Twine Games

- [Nanopesos by Camila Gormaz \(itch.io\)](#)
- [Nonbinary - First Person Scholar](#)
- [Please Answer Carefully by litrouke \(itch.io\)](#)
- [You Are Jeff Bezos by Kris Lorischild \(itch.io\)](#)

“Nanopesos” by Camila Gormaz

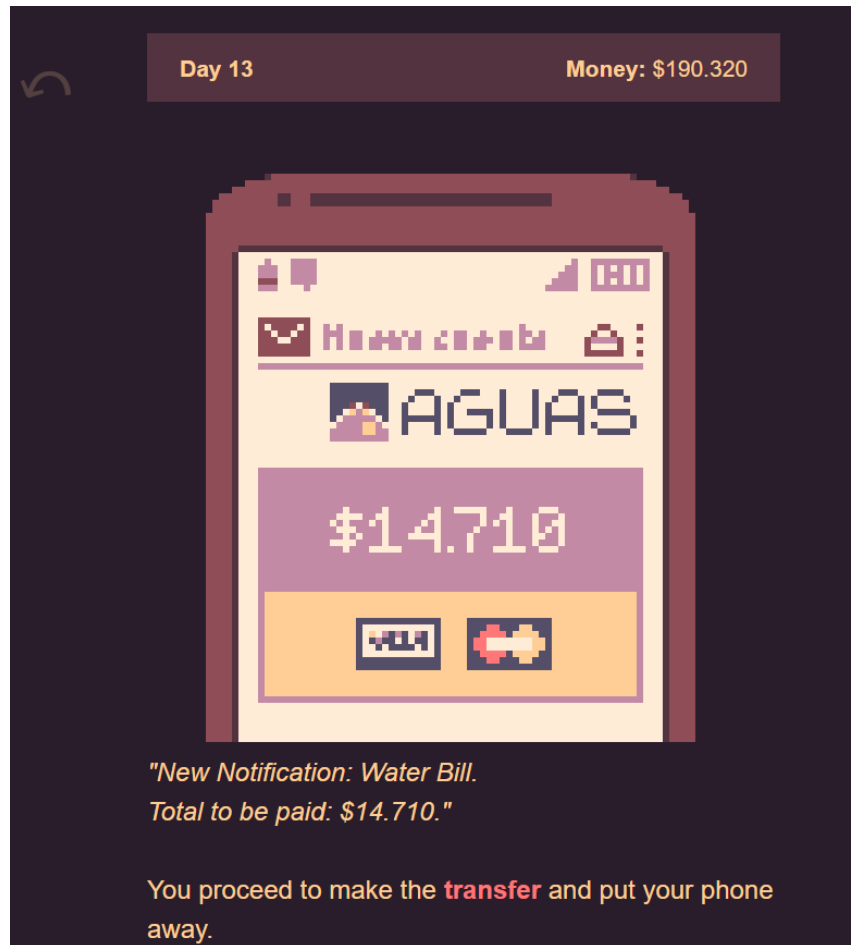


This is you: Young, single, and no children.
You have a monthly wage of **\$301.000**. You live in a dark and small **studio apartment in the capital**.

You feel lucky for having your own place, even though you're paying **\$200.000** for 17 square meters (183 sq ft). You know that if you lose it, it will be really hard to get another apartment for that price in the capital.

Suddenly, your **phone** rings.

“Nanopesos” by Camila Gormaz



“Nanopesos” by Camila Gormaz

Results

You finished this month with \$78.350 and your health is at 60%. **If it wasn't for the loan, you'd have ended this month with \$-121.650.**

You still have almost 2 decades left to finish paying your student debt, with fees that go up every month.

From now on, and for the next 12 months, you will have to pay the installments for the loan you requested.

In addition to this, next month you will only receive \$256.000.

“Nonbinary” by Adan Jerreat-Poole

It was a piece on feminism and digital media, and you were using multiple pronouns then. You had used both in your bio.

The editor wrote back: “pick one and be consistent.”

You are tired of being asked to choose.

Review inventory



Fable III (2010) character creation: Prince or Princess

“Nonbinary” by Adan Jerreat-Poole

Nonbinary: A Choose-Your-Own-Adventure

Adan Jerreat-Poole

Restart

Bookmark

This story was created with Twine and is powered by TiddlyWiki

- Copy of *Gender Failure* by Ivan Coyote and Rae Spoon
- Pen & notebook (now filled with notes, names, and numbers)
- Cell phone (filled with unanswered text messages)
- Collapsible cane
- Extra-strength ibuprofen
- Several business cards
- Free lanyard
- The taste of burnt coffee on your tongue
- History
- Anxiety
- Pain
- Exhaustion

Put everything **down**
Hold onto everything

“Please Answer Carefully” - litrouke

Question 1

Which of the following Internet-enabled devices do you currently own? Please select all that apply.

- Desktop or laptop computer
- Tablet
- Mobile phone
- Smart TV
- Other

“Please Answer Carefully” - litrouke

Question 4

On a typical week day, how quickly do you respond to **non-work-related** emails or messages?

- Immediately
- Within an hour or two
- By end of day
- By end of week

“Please Answer Carefully” - litrouke

Question 5

Then why won't you respond to mine?

- Never
- Rarely
- Occasionally
- Frequently

“Please Answer Carefully” - litrouke

Question 5

Then why won't you respond to mine?

- Never
- Rarely
- Occasionally
- Frequently

“Please Answer Carefully” - litrouke

Question 5

Have you ever pretended to be digitally unavailable in order to avoid communication with someone (e.g., pretended your phone was dead)?

- Never
- Rarely
- Occasionally
- Frequently

“Please Answer Carefully” - litrouke

Question 7

Have you ever felt like you are being watched?

- Never
- Rarely
- Occasionally
- Frequently
- I'm being watched right now

“Please Answer Carefully” - litrouke

Question 10

Is that why I can't come home?

- Don't ignore me. Unlock the door. I love you. Please.



“Please Answer Carefully” - litrouke

Question 11

I miss you so much.

Agree Agree Agree Agree Agree Agree

Agree

Agree Agree Agree Agree Agree Agree

Agree

Agree Agree Agree Agree Agree Agree

Agree

“Please Answer Carefully” - litrouke

Question 12

Tell me you miss me too.

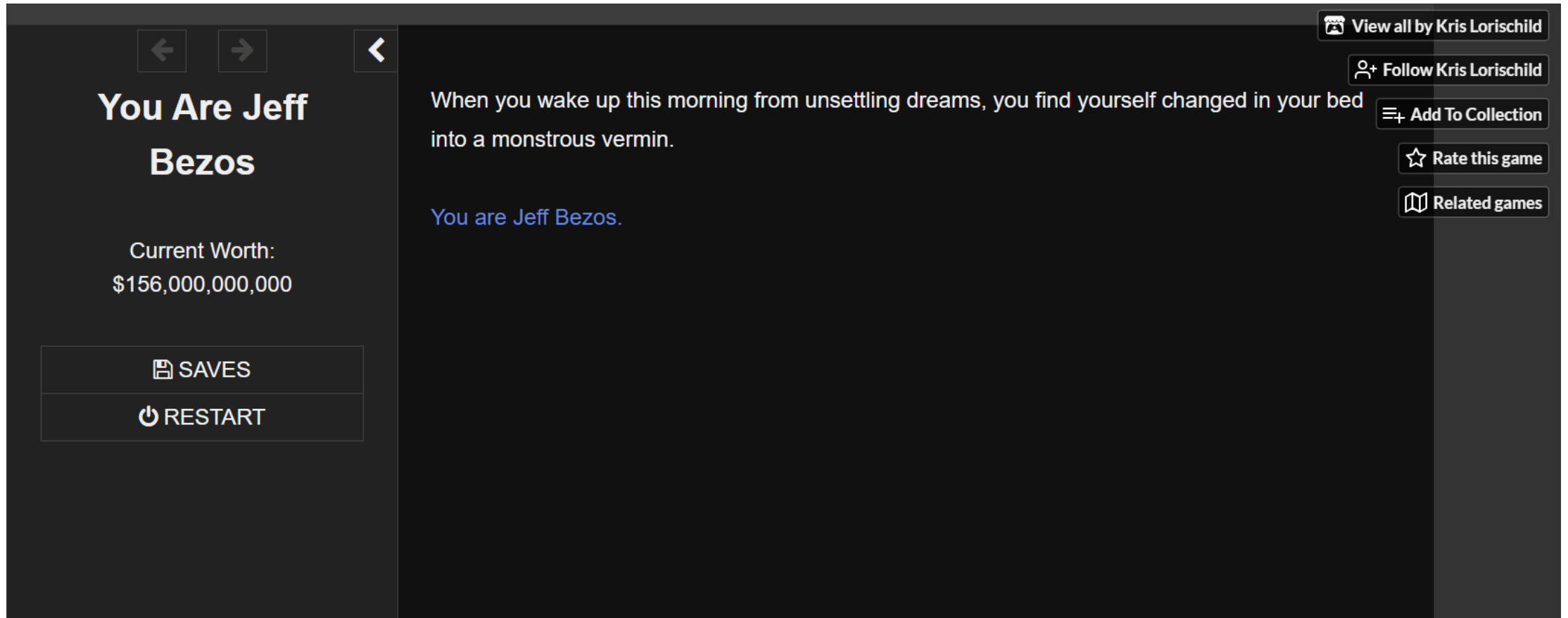
I forgive you. Come inside.



“You are Jeff Bezos” by Kris Lorischild



“You are Jeff Bezos” by Kris Lorischild



“You are Jeff Bezos” by Kris Lorischild

← → <

You Are Jeff Bezos

Current Worth:
\$156,000,000,000

SAVES

RESTART

Jeff Bezos' current wealth is displayed on the left. Below are some things you might consider spending it on.

- ~~Pay off student loan debt (-\$1.5 trillion)~~
- Repair Puerto Rico (-\$139 billion)
- Pay for the Border Wall and then not build it (-\$70 billion)
- Pay personal taxes (-\$57.72 billion)
- Hire 100,000 new teachers for four years each (-\$22.4 billion)
- End homelessness in the United States (-\$20 billion)

View all by Kris Lorischild

Follow Kris Lorischild

Add To Collection

Rate this game

Related games

"You are Jeff Bezos" by Kris Lorischild

The screenshot shows the game's main menu. On the left, the title "You Are Jeff Bezos" is displayed in large white text. Below it, the current worth is shown as "\$55,880,000,000". At the bottom left, there are two buttons: "SAVES" with a floppy disk icon and "RESTART" with a power icon. The main area on the right contains a paragraph of text and a list of actions. The text reads: "Good job decimating a rich man's wealth so far, by the way. You've gone from \$156,000,000,000 to a mere \$55,880,000,000 in a few clicks of a button. If only you could manufacture guillotines this easily." The list of actions includes: "Fund NASA for a year (-\$20 billion)", "Double every Amazon employee's salary (-\$15.8 billion)", "Support 10,000 artists in residence for four years each (-\$2 billion)", "Abolish the electoral college (-\$380 million)", and "Pay back taxes to the EU (-\$293 million)". On the far right, there is a vertical sidebar with five buttons: "View all by Kris Lorischild", "Follow Kris Lorischild", "Add To Collection", "Rate this game", and "Related games".

You Are Jeff Bezos

Current Worth:
\$55,880,000,000

SAVES

RESTART

Good job decimating a rich man's wealth so far, by the way. You've gone from \$156,000,000,000 to a mere \$55,880,000,000 in a few clicks of a button. If only you could manufacture guillotines this easily.

- Fund NASA for a year (-\$20 billion)
- Double every Amazon employee's salary (-\$15.8 billion)
- Support 10,000 artists in residence for four years each (-\$2 billion)
- Abolish the electoral college (-\$380 million)
- Pay back taxes to the EU (-\$293 million)

View all by Kris Lorischild

Follow Kris Lorischild

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Rate this game

Related games

Creative Possibilities are Endless!

- Text colour
- Background colour
- Fonts
- Text size
- Animated text (shaking, blinking, etc)
- Formatted text (blurred, reversed, etc)
- Insert images, audio, and links
- Customize fields like allowing your player to input their name

RESOURCES

- + ● Hammond, Adam. "A Total Beginner's Guide to Twine 2.1." AdamHammond.com, n.d.
<https://www.adamhammond.com/twineguide/>
- Kopas, Merritt, ed. *Video Games for Humans: Twine Authors in Conversation*. Instar Books, 2015.
- Litt, Veronica. "Intro to Twine Games." Video tutorials and worksheets. Hamilton, ON: Sherman Centre Webinars, 2023.
<https://scds.github.io/dmds-22-23/Twine.html>
- Salter, Anastasia, and Stuart Moulthrop. *Twining: Critical and Creative Approaches to Hypertext Narratives*. E-book, Amherst, Massachusetts: Amherst College Press, 2021,
<https://doi.org/10.3998/mpub.12255695>

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