

UNTITLED VAMPIRE PALACE DRAMA - TEXTED BASED RPG

Below is a sample from a text-based RPG / visual novel of which I am developing solo. The image is gameplay-capture from the first 'prologue' level of the game. I've also included code snippets from this section. It was implemented in Twine with heavy markup and CSS styling.



SAMPLE CODE BELOW:

```
(if: $curChar is $emeline)[<!--CHAPTER 1-->(if: $chapter1 is true)[<!--SCENE 1-->(if: $nightGardensScene1 is true)][(set: $storyText to
```

"You are attending a garden party to celebrate the first moon of the new year, and Marquis Kralghul herself is hosting the event. The Marquis is said to be well into her fourth century, and has governed the area for one hundred and twenty one of those years. Nearly as long as you have been alive. You wonder how long she has resided in the 'New World' in total. Perhaps she recalls vivid details from the years when immortals first settled the forested isles.

You recall some foolish musings some unremembered acquaintance once said within your hearing:
"Our lives are like a dark passage devoid of light, with only a flickering candle to navigate. Surveying ahead yields little to imagine, and surveying behind yields little to discern."
Rhetorical fluff indeed, but you heed the sliver of wisdom contained within. You think it unlikely that the Marquis would recall much of her life prior to

coming to Bleksvale some two or three centuries back, and decide you will not be presumptuous in asking her to.

You glance about, pondering your next move..."

<!--QUESTION-->

(set: \$question to "What do you wish to do now?")

<!--CHOICES-->

(set: \$choice1 to "Go to the feast table")

(set: \$c1Goto to \$feastTable)

(set: \$c1Icon to \$moveIcon)

(set: \$c1Dialog to "")

(set: \$c1FX to "")

(set: \$c1TRUE to \$dummyBool)

(set: \$c1FALSE to \$dummyBool)

(set: \$c1Item to \$dummyItem)

(set: \$choice2 to "Go to the bloodstock pin")

(set: \$c2Goto to \$bloodstockPin)

(set: \$c2Icon to \$moveIcon)

(set: \$c2Dialog to "")

(set: \$c2FX to "")

(set: \$c2TRUE to \$dummyBool)

(set: \$c2FALSE to \$dummyBool)

(set: \$c2Item to \$dummyItem)

(set: \$choice3 to "Go indoors to view the manor")

(set: \$c3Goto to \$parlor)

(set: \$c3Icon to \$moveIcon)

(set: \$c3Dialog to "")

(set: \$c3FX to "")

(set: \$c3TRUE to \$dummyBool)

(set: \$c3FALSE to \$dummyBool)

(set: \$c3Item to \$dummyItem)

<!--END OF SCENE 1-->][else-if: \$nightGardensScene2 is true][(set: \$storyText to "

You saunter through the gardens of Kralghul estate. The air is refreshing. You hear the sounds of merriment rising from a nearby grove. Fainter still are the sounds of more revelry, accompanied by music, emanating through the windowless walls of the manor home. You consider your next move...

")

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You consider that for a moment, then quickly dismiss the notion. There are times you yourself can scarce recall events from a mere seventy or eighty years back. Doubtless a triple-centennial like the lady Kralghul has forgotten more years than you have even lived, her furthest memories likely nothing more than oft repeated facts no longer coupled with the proper recollections that once bore them.

A passage you once read in some old dusty tome comes to mind: "Our lives are like a dark passage devoid of light, with only a flickering candle to navigate. Surveying ahead yields little to imagine, and surveying behind yields little to discern." You determine it unlikely that the Marquis could reminisce of her life before coming here to Bleksvale, and that it might even be impolite to try to solicit such from her.

You glance about, pondering your next move..