

# STORYNEXUS QUICKSTART

This is a simple walkthrough to get you started. The full reference docs are at [bitly.com/SNReference](http://bitly.com/SNReference) . Questions? Try <http://community.failbettergames.com>

## FIRST STEPS

**If you're not already in the creators' tools, hit the CREATE link on the navigation bar.**

You'll need to create a world to put your stories in. Even Archimedes needed a place to stand before he could move the world

## WORLDS

Every game is a World. **Click 'Create a World'. Call it '[your name]Sandbox' and give it a domain name along the lines of mynamesandbox.storynexus.com** . You'll need to provide a support email address at this point too - you'll receive an error message if you don't - and you'll need to tick the box to confirm you understand and accept the terms of service. Please fill in all the fields (except the 'monetize' ones) and please don't use any HTML, only the markdown available. You'll be able to edit all the information later.

**Click Create.**

You'll see your world listed. **Click the Visit link** (which will open a tab onto `whateveryoucalledit.storynexus.com`). Behold your world!

**Create a character, so you can interact with your world.** You'll notice you've got one quality, 'a Stranger', which is the standard 'this character's just started' marker. But there's nothing else in here yet - no cards. Just the wind.

Click the CREATE! link to get back to the builders' tools. [This may not be visible in the closed beta. go to <http://myworldname.storynexus.com/storying> ]

You'll notice you're now in the STORIES section of the tools. Let's get to work: but first, some definitions.

## TERMS!

**‘Storylets’ - also called ‘cards’ - describe *events that might happen*:**

- an argument with an old flame
- a fight on a hilltop at sunset
- a long bath
- midwifing wolves or kittens.

A storylet consists of a starting event, one or more choices (usually), and the results of those choices.

**‘Qualities’ describe *effects that have happened*:**

- the fact that you had that argument
- how serious were the wounds you suffered in the fight
- how much soap you have left after the bath
- how many wolves (or kittens) you brought safely into the world.

A character has a quality at a specified level - 1, 5 or 200, for example. (It doesn’t always display as a number, but more on that later.)

To put it another way, **storylets model choices**, and **qualities model consequences**.

## CHOICES

Click **‘Stories’** on the top bar.

Click **‘Create new card in this deck’** and choose **‘Always’**

‘Always’ (also called ‘Pinned’ cards) and ‘Opportunities’ are the two standard kinds of card. ‘Always’ cards always appear if you’re eligible - you don’t need to draw them. ‘Opportunities’ (or ‘Sometimes’) cards are drawn by the player from their deck(s), randomly. You can build worlds with all Always cards, all Opportunities cards, or a mixture, depending on how you want your game to work. Later you’ll be able to create additional decks of Opportunities cards.

You’re now editing the card.

Click the box next to **Title**, and edit it to **‘Attending the Feast of Masks’**

Click the box next to **‘Description’**, and edit it to **‘A thousand faces! lorem ipsum dolor sit**

**amet lorem ipsum dolor sit amet '...or something else if you're feeling creative.**

**Change 'image' to mask.**

**Click 'Save'.**

**In the branch (choice) below, enter 'Watch the passersby' in the name box of the branch.**

**Click 'Save' on the branch.**

**Mouse over 'Your Worlds' in the top bar, and click the name of your world.** You're back in your world, and you'll see a card's appeared in the Pinned section. Play it! You can only make one choice, and it doesn't do anything yet. Let's go further.

**Close the tab and go back to editing your card.** We're going to do something with that choice.

A new branch starts with a single default result - if you play it, that's what happens. There are a couple of ways to add randomness to the branch, so that different things happen depending on how high a quality is, for example. We'll look at that later.

**Enter 'Who are they, really?' in the name box of the default result and 'The masks make it impossible to tell. What have they done with their faces?' in the description box. Click 'Save' on the result.**

**Click the name of the world again.** Once again, you can play your card: this time, there's a single choice. Click 'GO' to play it. Okay, now you see your result text.

You'll notice that your cursor is changing to a StoryNexus logo when you hover it over the story text while playing the card. When you play a world that you can edit, you can also live-edit it while playing.

**Live-editing! Click on some of the story text - branch, result, doesn't matter. Add a word and save.** That change is now live. This is one of the sexier things about StoryNexus. Later we'll show you ways to live-edit safely if you have users in the game.

Okay, you can play your card, and you can add further choices. They might be beautifully written and dramatically compelling, but they don't *do* anything yet. Let's look at making consequences with qualities.

## CONSEQUENCES

Click **'Qualities'** on the top bar.

Click **'Create a new Status'**

The difference between statuses and things? Things are tangible items like coins or fish, or slightly less tangible ones like favours or secrets. They appear in your inventory. Statuses are any quality that isn't an item - a storyline, your mental health, how much someone likes you.

Now you're editing your new quality.

Click **'Create a new Status'**. Set the name to **'Troubled'**; the category to **'Story'** again; the image to **'scaryeye'**; the description to **'A shadow sits on your shoulder.'** Click **'Save'** to keep the changes.

Go back to editing the storylet you created (click **STORIES** on the nav bar, and then click the story title on the list.)

Select the **Troubled** quality under **'Qualities Affected'** in the **Default Result** of your **Branch**.

Type **'1'** in the **Change By** box, and click **Set**.

You'll see the quality effect **'Troubled: Change by 1'** appear on the event. Play that branch, and you'll become **Troubled**. Sinister! Play it again, and you'll become more **Troubled** still.

Perhaps you don't want to become *very* **Troubled**, though. Let's ensure the branch never makes you more than slightly **Troubled** - if you repeat it, or if you become **Troubled** elsewhere.

Click the **'Troubled: Change by 1'** text. (This will reselect **Troubled** in the dropdown, and put 1 back in the **Change By** box, if you've moved on.) Type **'2'** in the **'If <='** box. Click **Set**.

The text will now read **'Troubled: Change by 1 (IF NO MORE THAN 2)'**. However many times someone plays the branch, their **Troubled** won't increase by more than 1.

That's it for the quickstart. You have the beginning of an idea of how qualities and storylets

work. Time to make a story of your own: about the Festival of Masks, or something of your own. Take a look at

<http://bitly.com/SNReference> for details on how it all works

<http://wiki.failbettergames.com> for advice

<http://bitly.com/SNSupport> for community support!

Best of luck.