

StoryNexus Frequently Asked Questions

IMPORTANT! StoryNexus is in maintenance mode for the foreseeable future. More here: <http://www.failbettergames.com/?p=1222>

How can I delete a storylet?

We'll add an archive function soon, but for now, just create a Limbo area or setting that players don't have access to, tag it LIMBO so it doesn't get in the way, and consign it to there. This will effectively archive it. You can also recycle it the next time you need a storylet.

How can I delete a branch?

You can't delete a branch that's been played. We'll add an archive function soon, but for now just put an IMPOSSIBLE! requirement on the branch and untick BVWRF - this will effectively archive it. You can also recycle it if the storylet needs a new branch.

How can I delete a quality?

For the moment, you can't: just mark it REUSE or RECYCLE so you don't accidentally use it, and then recycle it next time you need a quality. For the moment, you can't: just mark it REUSE or RECYCLE so you don't accidentally use it, and then recycle it next time you need a quality.

How can I let people spend money on my world?

This is no longer possible. StoryNexus is a free service.

Which uses of the platform could be problematical?

Make sure you understand our Terms of Service, which are here: <http://bit.ly/SNToS> We are likely to remove worlds that breach these terms.

Can I write a StoryNexus world about...

You should read our creator guidelines here:

<http://bit.ly/SNCreatorGuidelines>

This is especially relevant to fan-fiction or worlds with mature content, but all creators should understand the guidelines.

Can I write fan-fiction on StoryNexus?

We don't object, but the original rights owner might. If you're not sure, it's your responsibility to check the rights owner is OK with it. And we don't allow monetization of fan fic worlds without written permission from the rights owner. More here: <http://bit.ly/SNCreatorGuidelines>

Can I advertise my stuff on your forums?

Generally, no. You can if whatever you're advertising is a tie-in to a StoryNexus world, and you've got to the stage where you have a playtest thread.

I'm having a problem with a world. What do I do?

In the first instance, you should contact the world's creator via the 'Help' link in the amber StoryNexus bar. If you're sure that this is a technical issue rather than a world issue, you should contact support@storynexus.com

How do action costs work?

The default is as follows: It costs an action to play a pinned card. It costs an action to fill your hand from any deck. It doesn't cost any actions to play cards from a deck.

How do I end my game?

You can set an event to end a game (which will delete the current character and all their qualities) by selecting [game_end_effect] in the exotic effects drop-down, under 'see more options'.

I think I've found a bug! What should I do?

Please report bugs to support@storynexus.com with details of which browser you're using, your username and world name, and as much detail about the problem as possible. If you're not sure if what you're experiencing is a bug or not, please check the [manual](#) and/or the creators' discussion area on our [forums](#). It's also always worth refreshing the page and logging out and back in again as a first step.

If you want to discuss these questions, or think that there should be additions, our forums are here: <http://community.failbettergames.com/>