

Contents

x. Dedication and Acknowledgments

xi. Contributors

xiii. Introduction



I. Tabletop Systems



II. Computational Fictions



III. Real Worlds



IV. Appendices

Contributor Biographies

Permissions

Index

x.	Dedication and Acknowledgments
xi.	Contributors
xiii.	Introduction
1	I. Tabletop Systems
5	Greg Costikyan: Games, Storytelling, and Breaking the String
15	George R. R. Martin: On the <i>Wild Cards</i> Series
25	Erik Mona: From the Basement to the Basic Set: The Early Years of <i>Dungeons & Dragons</i>
31	Kenneth Hite: Narrative Structure and Creative Tension in <i>Call of Cthulhu</i>
41	Keith Herber: On "The Haunted House"
45	Jonathan Tweet: On Character Creation in <i>Everway</i>
47	Will Hindmarch: Storytelling Games as a Creative Medium
57	Rebecca Borgstrom: Structure and Meaning in Role-Playing Game Design
67	Paul Czege: <i>My Life with Master</i> : The Architecture of Protagonism
69	James Wallis: Making Games That Make Stories
81	Eric Zimmerman: Creating a Meaning-Machine: The Deck of Stories Called <i>Life in the Garden</i>
85	Eric Lang (with Pat Harrigan): Design Decisions and Concepts in Licensed Collectible Card Games
91	Kevin Wilson: One Story, Many Media
95	Bruno Faidutti: On <i>Mystery of the Abbey</i>
99	Kim Newman: On <i>Life's Lottery</i>



107 II. Computational Fictions

- 111 Jordan Mechner: *The Sands of Time*: Crafting a Video Game Story
- 121 Lee Sheldon: *On And Then There Were None*
- 125 Helen Thorington: *On Solitaire*
- 129 Jeremy Douglass: Enlightening Interactive Fiction:
Andrew Plotkin's *Shade*
- 137 Steve Meretzky: The Creation of Floyd the Robot in *Planetfall*
- 139 Nick Montfort: Fretting the Player Character
- 147 Emily Short: *On Savoir-Faire*
- 149 Stuart Moulthrop: *Pax*, Writing, and Change
- 157 Talan Memmott: RE: Authoring Magritte: *The Brotherhood of Bent Billiard*
- 159 Lev Manovich: On Soft Cinema: *Mission to Earth*
- 163 Marie-Laure Ryan: *On Juvenate*
- 165 Mark C. Marino: *On Twelve Easy Lessons to Better Time Travel*
- 169 Chris Crawford: Deikto: A Language for Interactive Storytelling
- 177 D. Fox Harrell: GRIOT's Tales of Haints and Seraphs:
A Computational Narrative Generation System
- 183 Michael Mateas and Andrew Stern: Writing *Façade*:
A Case Study in Procedural Authorship
- 209 Robert Zubek: *On The Breakup Conversation*
- 213 Mark Keavney: *On The Archer's Flight*



217 III. Real Worlds

- 221 John Tynes: Prismatic Play: Games as Windows on the Real World
- 229 Sean Thorne: On John Tynes's *Puppetland*
- 233 Ian Bogost and Gonzalo Frasca: Video Games Go to Washington:
The Story behind *The Howard Dean for Iowa Game*
- 247 Kevin Whelan: Political Activism: Bending the Rules
- 251 Jane McGonigal: The Puppet Master Problem:
Design for Real-World, Mission-Based Gaming
- 265 Nick Fortugno: On *A Measure for Marriage*
- 269 Robert Nideffer: On *unexceptional.net*
- 273 Teri Rueb: On *Itinerant*
- 279 Tim Uren: Finding the Game in Improvised Theater
- 285 Joe Scrimshaw: On *Adventures in Mating*
- 289 Adriene Jenik: *Santaman's Harvest* Yields Questions, or
Does a Performance Happen if It Exists in a Virtual Forest?
- 297 Torill Elvira Mortensen: Me, the Other
- 307 Jill Walker: A Network of Quests in *World of Warcraft*
- 311 Celia Pearce and Artemesia: Communities of Play:
The Social Construction of Identity in Persistent Online Game Worlds
- 319 Adrienne Wortzel: *Eliza Redux*

**331 IV. Appendices**

333 Appendix A: *Puppetland* by John Tynes

349 Appendix B: *Bestial Acts* by Greg Costikyan

359 Appendix C: *The Extraordinary Adventures of Baron Munchausen*
by James Wallis

383 Contributor Biographies

393 Permissions

395 Index