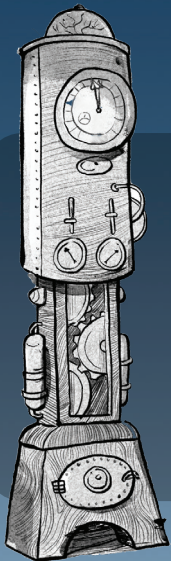


WRITE YOUR OWN ADVENTURE GAMEBOOK

Have you ever wanted to write your OWN adventure gamebook but weren't sure where to start? Well, help is at hand! We've put together some top tips and an exciting story opener to tempt you into giving it a go...

- 🔥 Start small. Your first story is all about learning the ropes.
- 🔥 Plan out your story before you start – it will save you lots of rewriting at the end. Make sure there's plenty of action and adventure, and fun decisions for the player to make.
- 🔥 Write as if the reader is the main character, and everything is seen through their eyes. For example, write "You peer into the dark cave" instead of "Ash peered into the dark cave".
- 🔥 Your important plot points should be included on every path – otherwise the story won't make sense for everyone.
- 🔥 When different paths meet up, remember to check that the details match. For example, if one path has the player reaching the lighthouse at sunset, all the other paths to the lighthouse should end at sunset as well.
- 🔥 Finally, when you're finished, ask your friends to play it. You'll always learn something useful – and hopefully they'll have fun, too!



Deciding on a story can be really tricky, so here is an exciting opening to get you started. It's important to choose a story that excites YOU, so feel free to adapt or ignore.

On the stroke of midnight, the pumpkin in your bedroom comes to life. Slowly, it turns towards you and blows out its candle. "Trick or treat?" it says. And in the darkness, you hear it laugh.

For more inspiration, play Shadow Chaser and Curse Breaker. Stories with a difference where the hero is YOU.

