Example for using the gamebook package

Introduction

This is an example for using the gamebook package that can be used for type-setting gamebooks with LaTeX. If you do not know what a gamebook is, just have a look at the informative Wikipedia article

http://en.wikipedia.org/wiki/Gamebook

or check out Demian's very good overview website, where you can find tons of information about gamebooks:

http://www.gamebooks.org

The example text is a modified translation of the "Spielbuch"-example on Wikipedia, http://de.wikipedia.org/wiki/Spielbuch used under CC-by-sa-3.0, http://creativecommons.org/licenses/by-sa/3.0/legalcode. Many thanks go to the authors of that article.

1

You are locked in a strange room. Right in front of you, there is a big red button with a bright sign above it. On the northern wall, there is a heavy steel door. What would like to do in order to escape this room?

Press the red button   turn to **3**

Read the sign above the button   turn to **6**

Try to open the steel door   turn to **5**

2

Sections like this do not exist in typical gamebooks, because you cannot access them. In this example, such a section is only included in order to show you that you are reading the text in a "wrong" way. After section 1, you do not read directly section 2, but you proceed with the section you chose in section 1. This kind of interaction is what makes gamebooks a lot of fun. Now, please choose an option from section 1 above.

3

When you press the button, the whole building explodes. The game is over, please restart and remember: save early, save often.

4

You enter the code and a green light starts blinking. The heavy steel door opens. If you want to leave the room, turn to **7**, if you would rather like to press the red button, turn to **3**.

5

The door is locked, but you find a small keypad right next to it. The pad's display reads "ENTER CODE". Do you know the right code? If so, turn to the section with the respective number. If you do not know the code, you can either press the red button (turn to **3**) or read the sign above it (turn to **6**).

6

The sign reads:

> "*This is a simple little example that shows the typical structure of a gamebook. The original version was written for the German Wikipedia. And by the way, the code for the heavy steel door is '4'. Have fun and better do not press the red button!*"

With this new and hopefully valuable information, you wonder what to do next. If you think the warning is just for fun and, thus, would like to press the red button, turn to **3**. If you would like to examine the heavy steel door, turn to **5**.

7

Congratulations, you made it! Sunshine falls on your eyes and after you got used to the bright light, you see an angry ORC running towards you, a blood-stained knife ready in its claw. You have no choice but to defend yourself.

ORC   Skill 5   Stamina 6

The fight begins, but that is another story...