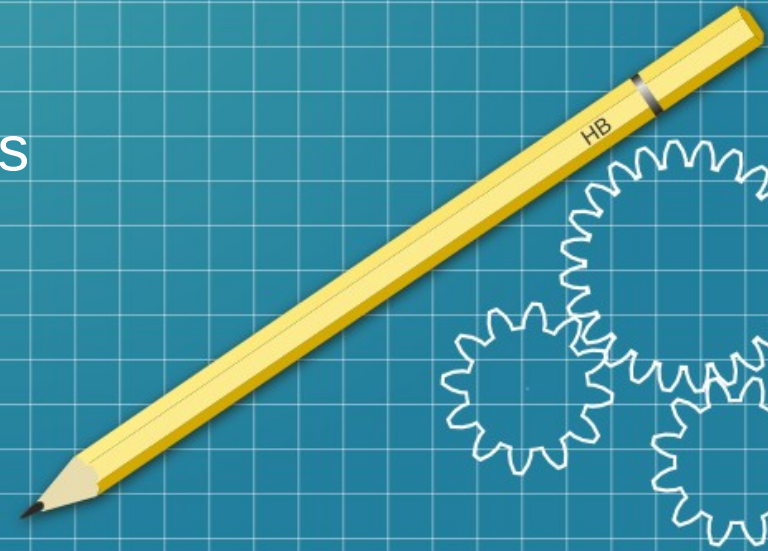


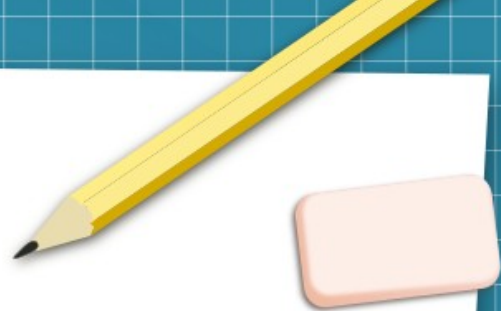
Something Somewhere Some of the Time

How This Thing Works



The Basics

- Everybody writes their own little Twine game.
- I mash them together into one big Twine game.
- ???
- Profit.

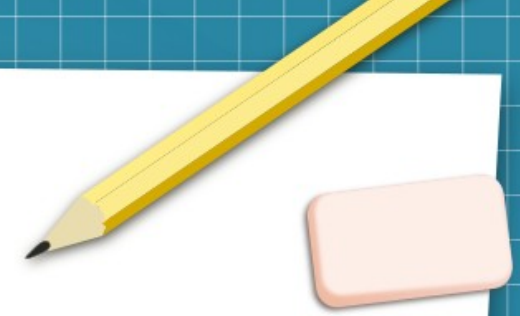
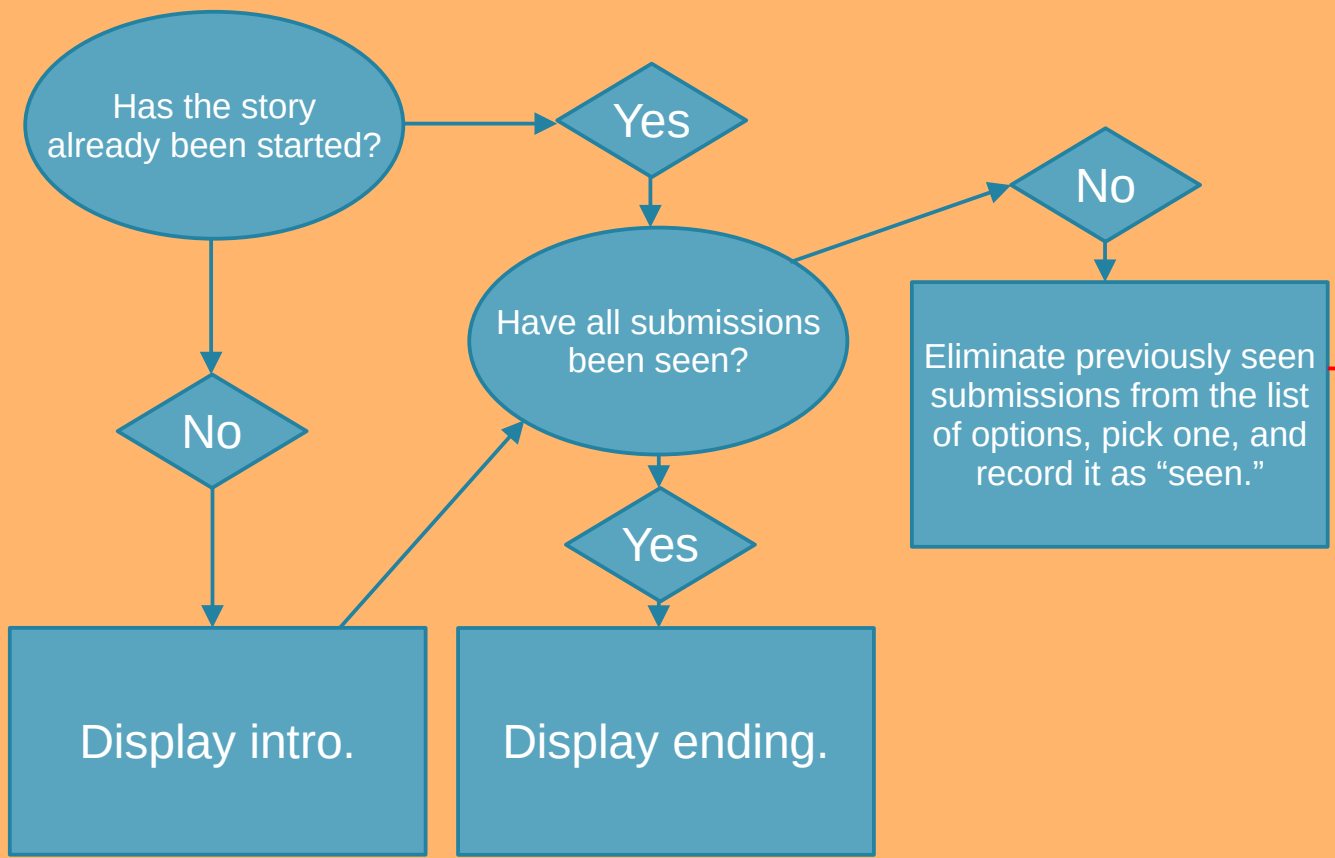


No, but seriously...

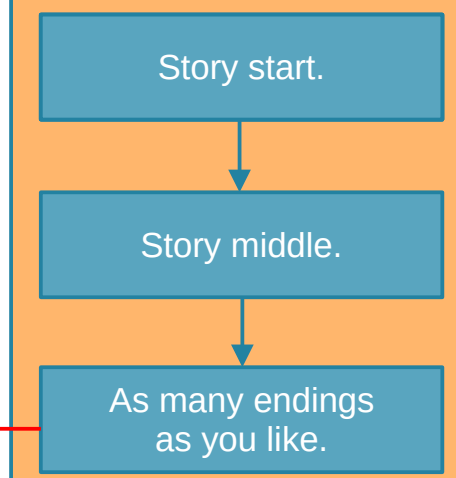


- The story will have a single opening section (already written).
- It will then run through every included submission in a random order.
- Effectively, any ending to your submission will lead into the start of someone else's.
- Finally – once every submission has been seen – the story will have an ending section (not yet written).

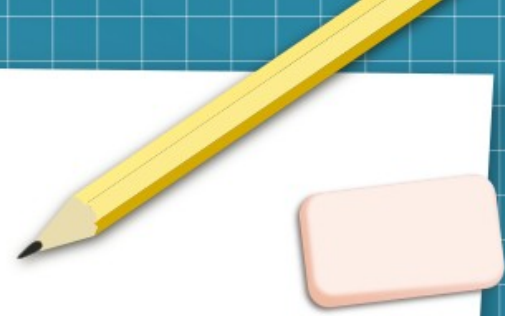
index.html



submission.html



This might seem complicated,
but has some advantages:



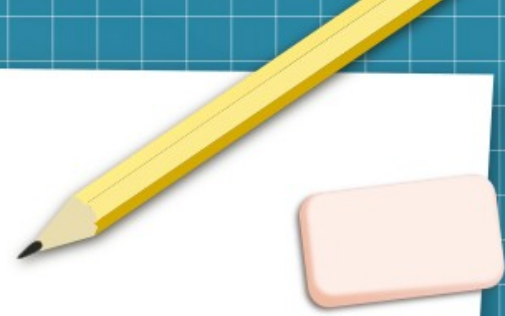
- Every submission is entirely self-contained.
- You can name passages whatever you like without having to worry that somebody else has already used the name.
- (They might have, but it doesn't matter if they did.)
- You can name variables whatever you like without worrying about somebody else's submission also using them.
- You can use CSS style your submission however you want (or don't).
- For the most part all the faff over getting the submissions to work well together happens at my end. For you it's pretty minimal...

Making Your Submission Fit In



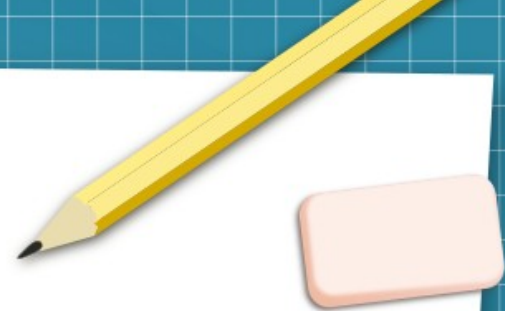
- All submissions should start with Michelle (the protagonist) climbing out of a washing machine. (Any one of them should be able to follow on from the opening, which is already written.)
- All submissions should be written in the second person and present tense (“You climb out of the washing machine and into a bizarre parallel dimension.”)
- All submissions should ideally be a single HTML file. (Images etc. can be included within this file as Base64 strings if you like.)
- Be mindful of your submission’s length. You can have as many story branches as you like, but try not to have any one of them take too long to read.
- All submissions should end with Michelle climbing into a washing machine. There can be no “game over” endings in which she’s eaten by a grue or whatever: that would make it very difficult for the next person’s submission to start. Things don’t have to go well for her, but the show must go on!

On that note...



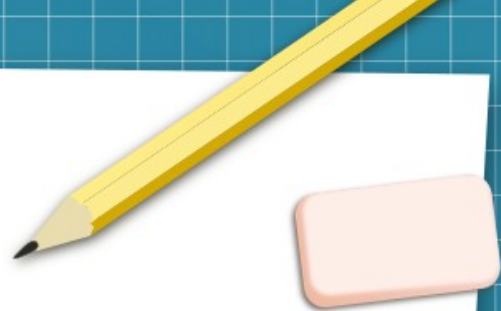
- Try to keep the tone reasonably light.
- Because every submission will be seen at some point, chosen in a random order, players won't (easily) be able to avoid any given bit of content.
- As a rule of thumb, avoid including anything that would look out of place in *Everything Everywhere All At Once* (rated 15), which this project is totally not ripping off at all.
- Definitely don't include anything that goes against NarraScope's [Code of Conduct](#).
- If I come across anything I think would seriously bother players, I reserve the right to simply not include that submission in the collaboration.

For the sake of consistency:



- Don't worry too much about consistency.
- The structure of this work means there's no way of tracking what's already happened, or what remains so far unseen (besides simply ticking submissions off the list as they're chosen).
- You can assume that Michelle's day-to-day life is very similar to that of the other multiverse-exploring laundrette owner you're probably thinking of.
- That is, she probably has a husband who looks like a grown-up version of Short Round from *Indiana Jones*, etc.
- However, what YOUR parallel universe looks like is up to you. Maybe our Michelle meets a parallel Michelle who's a robot. You could do the hot dog fingers thing. Have fun with it.
- Any glaring continuity errors in the final thing were caused by a three-legged hamster named Derek, or possibly the San Francisco Giants.

To end your story...



- You can have as many endings as you like.
- However, regardless of what led there Michelle must ultimately climb into a washing machine (ready to hop into another universe, where she'll emerge into a parallel version of the laundrette).
- To link your submission up with the rest of the collaboration, the player must ultimately arrive at a passage containing only this text:

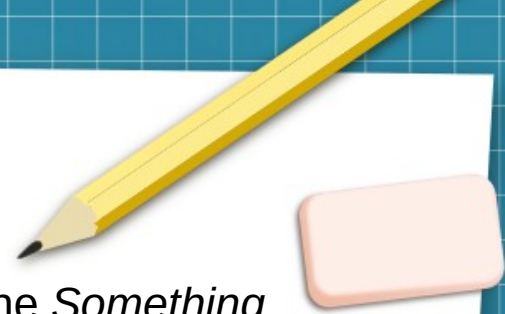
`(goto-url: "index.html")`

Some Useful Resources



- The game's introduction! If you want to see how it produces cycling links etc., you can import it into Twine and have a look.
- If you want to style your submission the same way, you can copy and paste its CSS stylesheet (though you're equally welcome to tweak it or choose your own style entirely).
- If you choose to style your story yourself, you might like to make use of [this tool](#) to check that your text stands out well enough against the background.
- My [Twine tutorials](#) may help with Twine in general.
- [Base64 Guru](#) is a good place to go if you want to include images in HTML.

When you're ready to submit...



- Email your submission to damon.l.wakes@gmail.com with the subject line *Something Somewhere Some of the Time*.
- Include the name you want to appear in the credits, and (optionally) a URL you'd like it to link to.
- I recommend getting your work to me before the end of the session: that way I can help if you have any problems.
- If you *really* want to work on it for longer, then the nominal cutoff time is midnight in Baltimore. Late submissions might be accepted, but I make no promises past that point.
- It seems an obvious point, but just for clarity: by submitting your work to this collaborative project you agree to it being published in the collaborative project and remaining part of it indefinitely. (The copyright remains with you, however – nothing prevents you from publishing your portion elsewhere if you want to.)