EXAMPLE OF MAPPING YOUR STORY

YOUR STORY SHOULD START THE SAME FOR EVERYONE:

Example: Your name is Officer Batsby. It is an ordinary night on the job when you get a strange call about a crime down at the Hatter Mansion. You go to the mansion and find the door wide open and just a light on in the hallway closet.
CHOICE: Do you OPEN THE CLOSET or CALL FOR BACK-UP?

Your reader clicks:
OPEN THE CLOSET DOOR

Your reader clicks:
CALL FOR BACK-UP

Your character moves to the closet and the door opens.
A goat flies out and knocks over Officer Batsby.

Your character moves to the phone and calls for back-up.
The screen says:
"We'll be right there!

Screen changes to black.
Words appear that say:
"Bad choice. The goats got ya."
Game over.

Next scene shows cop cars arriving. They say they believe the mansion is haunted. They want to enter from the back.

CHOICE: Do you GO WITH THEM or STAY OUTSIDE?

Your reader clicks:
GO WITH THEM

Your reader clicks:
STAY OUTSIDE

Screen shows the back of the house where two men are causing trouble. You arrest them and the screen says,
"YOU WIN!"

Screen goes black. Then an explosion appears.

Screen says:
"Oops. Big explosion. You should have gone with them."