DOCUMENTATION

Story Format Documentation v0.1.15

Contents

Variables

Setting Variables

{set $variableName to value}

Examples:

{set $playerName to "Alice"}

{set $health to 100}

{set $hasKey to true}

{set $gold to $gold + 50}

{set $total to $gold + $silver}

Displaying Variables

{$variableName}

Example:

Hello, {$playerName}! You have {$gold} gold coins.

Removing Variables

{unset $variableName}

Example:

{unset $temporaryFlag}

Random Numbers

Generate a random number and store it in a variable:

{random $variableName from min to max}

Example:

{random $diceRoll from 1 to 6}

You rolled: {$diceRoll}

Conditionals

Basic If Statement

{if $variable operator value}

  Content shown if true

{endif}

Operators: is, is not, >, <, >=, <=

Example:

{if $health > 50}

You feel healthy!

{endif}

If-Elseif-Else

{if $variable operator value}

  First option

{elseif $variable operator value}

  Second option

{else}

  Default option

{endif}

Example:

{if $gold > 100}

You're rich!

{elseif $gold > 50}

You have some money.

{else}

You're broke.

{endif}

(!) Note: Nested if conditionals are not yet available/patched.

Comparing Variables

{if $playerScore > $computerScore}

You win!

{endif}

Visit Tracking

Check Visit Count

{visited "PassageName"}

Returns the number of times a passage has been visited.

Example:

You've been here {visited "Forest"} times.

Conditional Based on Visits

{if visited "PassageName" operator number}

  Content

{endif}

Example:

{if visited "Tavern" is 1}

The bartender eyes you suspiciously. "New around here?"

{elseif visited "Tavern" is 2 }

The bartender greets you warmly. "Back again?"

{elseif visited "Tavern" is 3 }

The bartender smiles widely, a bit surprised. "You must really like this place"

{else}

The bartender seems in shock. "How many times are you going to pass through here?"

{endif}

Text Formatting

Bold

bold text

Italic

__*italic text*__

Links

Basic Link

[[Link Text]]

Goes to a passage with the same name.

Link with Different Target

[[Display Text|Target Passage]]

[[Display Text->Target Passage]]

[[Target Passage<-Display Text]]

Examples:

[[Continue]]

[[Go to the forest|Forest]]

[[Enter the cave->Cave Entrance]]

[[Town Square<-Return to town]]

Save System

Accessing Saves

- Click the "💾 Saves" button in the sidebar

- 8 save slots available

- Each slot shows passage name and save date

Save Options

- **Save to Slot:** Click "Save Here" or "Overwrite" on any slot

- **Load from Slot:** Click "Load" on a saved slot

- **Delete Save:** Click "Delete" on a saved slot

- **Save to Disk:** Download save as a JSON file

- **Load from Disk:** Load a previously downloaded save file

- **Delete All:** Clear all save slots (requires confirmation)

What Gets Saved

- All variables and their values

- Passage visit history

- Current passage location

Sidebar (NOT PATCHED)

Toggle Sidebar

Click the arrow button (>) to hide/show the sidebar.

Special Passages (NOT PATCHED)

StoryInterface

Create a passage named StoryInterface to add custom UI elements that appear on every page. This passage is parsed once at the start and its contents are added to the page body.

Tips

1. **Variable names** must start with $ and can only contain letters, numbers, and underscores

2. **String values** should be in quotes: {set $name to "Alice"}

3. **Numeric values** don't need quotes: {set $age to 25}

4. **Boolean values** use lowercase: {set $flag to true} or {set $flag to false}

5. **Conditionals** are processed in order (!), so put more specific conditions first

6. **Math operations** work in set commands: +, -, *, /, () for grouping